The Elder Scrolls Treasury

Volume III

TES3 Encyclopaedia

Words, Phrases, Locations and Topics from TES3: Morrowind, its official Plugins and Expansions.

Traced and edited by

Zeph

Dortmund
2004
Additions, corrections, new entries etc. are always welcome.
Tse–eph@gmx.de

The Elder Scrolls Treasury
II. Common Names in Morrowind
III. TES3 Encyclopaedia

1st Edition
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Words, Phrases, Locations and Topics from TES3: Morrowind, its official Plugins and Expansions.
Abaelun Mine

The only diamond mine on Vvardenfell. It is northeast of Caldera and south of Ramimilk.

Abaesen–Pulu Egg Mine

An egg mine southeast of Seyda Neen.

Abanabi Caves

The Abanabi Caves are southwest of Sadrith Mora.

Abebaal Egg Mine

First go to Tel Branora. Then head north up the small peninsula. Cross to the next island to the northwest. The mine is on the northern corner of that island.

Abernanit

A cave on an island southeast of Gnaar Mok. Cf. Death Blow of Abernanit (TEST I²: 327)

Abilities

Many races in Tamriel have inherent abilities. They seem like magic, but never need to be cast and are always active. Abilities usually include such things as weakness and resistances. *

Abinabi

A cave east of the Dwemer ruin Bthungthumz.

Abolitionists

Abolitionists are those dedicated to the abolition of slavery in Morrowind.

Absorb

Absorption spells transfer fundamental attributes from the victim to the caster. For the duration of the spell, the victim's attributes are drained, while the caster's attributes are increased. At the end of the spell effect, attributes return to normal. The most common of these mysticism spells are: absorb agility, absorb endurance, absorb fatigue, absorb health, absorb intelligence, absorb luck, absorb magicka, absorb personality, absorb speed, absorb strength, absorb willpower, and absorb spell points.
Absorb Attribute

Absorb Attribute

This effect temporarily transfers a portion of the victim's attribute to the caster. Only Strength, Intelligence, Willpower, agility, Speed, Endurance, Personality, and Luck are affected. The caster may exceed the attribute's maximum for the duration. When the effect ends, both caster and victim attributes return to original values.

Absorb Fatigue

This effect transfers fatigue from the victim to the caster, wearying the victim and invigorating the caster. The caster may exceed his maximum fatigue for the duration. When the effect ends, the caster loses the borrowed fatigue, and the victim regains drained fatigue.

Absorb Health

This effect transfers health from the victim to the caster, injuring the victim and vitalizing the caster. The caster may exceed his maximum health for the duration. When the effect ends, the caster loses the borrowed health, and the victim regains lost health.

Absorb Magicka

This effect transfers magicka from the victim to the caster, reducing the victim's spellcasting reservoirs and filling the caster's. The caster may exceed his maximum magicka for the duration. When the effect ends, the caster loses the borrowed magicka, and the victim regains lost magicka.

Absorb Skill

This effect temporarily reduces the victim's skill and increases the caster's. When the effect ends, the caster loses the borrowed skill, and the victim regains lost skill.

Absorb Spell Points

See → Absorb Magicka.

Absorption Spells

See → Absorb.

Acrobat

'Acrobat' is a polite euphemism for agile burgulars and second–story men. These thieves avoid detection by stealth, and rely on mobility and cunning to avoid capture. Llevana Salaren at the Temple in Molag Mar is one of the the most knowledgeable acrobats.

"I'm an acrobat. As an entertainer, my job is to amaze and amuse my patrons. But in my more discrete vocation as a second–story man and connoisseur of treasures and secrets, my job is to come and go without attracting notice, and to effectively discourage pursuit when I am noticed. Running, swimming, or leaping, my art is to leave my less–agile, less–swift pursuit behind."
Acrobatics

The acrobatics discipline is the ability to jump long distances and to avoid damage when falling great distances. Nimble acrobats can reach areas others cannot get to and can direct their paths while falling.

Adamantium Ore

Where beneath → Mournhold? Well, that's a secret, of course. Worth quite a lot, and found only in hard-to-come-at and dangerous places. But now and again an adventurer will come by with a fine load of ore, looking to have a helm or bracers made, so they must still be finding new deposits.

Adanumuran

A cave northwest of → Pelagiad.

Addadshashanammu

A → Daedric ruin southwest of → Alef.

Addamasartus

A cave near the → Seyda Neen → silt strider port.

Aesliip

A powerful → Skaal → mage who delved in → necromancy. As a result of these dark magics, he was exiled and finally made a → draugr, but he retains much of his immense power.

Affairs of Honor

→ Law and custom despises dishonorable duelists. A challenge of honor is a public declaration of a scandal against a private party. If the victim was bullied, intimidated, or goaded by a stronger party with suspect motives, magistrates often convict the stronger party of foul murder. Only → nobles fight → duels, and the higher the rank, the stronger the obligation.

Native → Dunmer and Imperials alike recognize a → noble's obligation to answer a challenge of honor.

Agent

Agents are operatives skilled in deception and avoidance, but trained in self-defense and the use of deadly force. Self-reliant and independent, agents devote themselves to personal goals, or to various patrons or causes.

*I'm an agent. I work for a House, or a company, or the state, and I do things that need doing. All sorts of things. Mostly I handle matters in the business or diplomatic line, things that require →
mercantile skills, or the arts of speechcraft. I trade in knowledge — hard facts and rumors. 'Knowledge is power,' as they say. And sometimes I do other sorts of things. Things I can't talk about.”

**Agility**

A creature's agility is its property of coordination and mobility. For example, an agile creature is able to target its blows accurately and effectively.

**Ahallaraddon Egg Mine**

Ahallaraddon Egg Mine is located in Azura's Coast region, north of the statue of Azura.

**Ahanibi–Malmus Egg Mine**

An egg mine southeast of Kogoruhn.

**Aharasaplit Camp**

Aharasaplit camp is an outcast Ashlander camp on a beach on the southwest coast of Sheogorad island. The camp lies southwest of Dagon Fel village — a variety of paths lead near the site.

**Aharnabi**

A cave on the far southeastern shores of Azura's Coast, near the Shrine of Azura.

**Aharnartus**

A cave on the northern site of an island far west of Seyda Neen.

**Ahemmusa**

The Ahemmusa of the Grazelands of northeast Vvardenfell are mild and peace–loving. The wise woman of the Ahemmusa, Sinnammu Mirpal, is also their ashkhan.

**Ahemmusa Camp**

Ahemmusa camp is on the northeast, the farthest tip of Vvardenfell island, north from Tel Mora, near old Daedric ruins of Ald Daedroth. You can get a ship from Sadrith Mora to Tel Mora. In Tel Mora, ask a local for directions.

**Ahinipalit**

A cave northeast of Uvirith's Grave.
Aidanat Camp

Aidanat Camp

Aidanat camp lies north of → Gnisis, just south of → Ald Velothi.

Ainab

The first cave on the island northeast of → Bthuand.

Ainat

A cave east of the → Dwemer ruin → Nchardumz.

Airan's Teeth

Airan's Teeth are two stone spikes at the mouth of → Valley of the Wind. They bear the name of the seer, Airan, who is blessed by Azura.

Akatosh

Akatosh, the Dragon God of Time, is the chief deity of the → Nine Divines and the ultimate God of the Cyrodilic → Empire, where he embodies the qualities of → endurance, invincibility, and everlasting legitimacy. Akatosh is generally considered to be the first of the Gods to form in the Beginning Place; after his establishment, other spirits found the process of being easier and the various pantheons of the world emerged.

Akimaes-Ilanipu Egg Mine

An egg mine north of → Falasmaryon.

Akulakhan

"Akulakhan will serve three purposes. First, it will be the champion of my armies, liberating first → Vvardenfell, then → Morrowind, and then, perhaps the rest of Tamriel. Second, it will serve as a sower and cultivator of the divine substance derived from the Heart. Three, it will serve as the prominent banner and symbol of our cause — to defy the → Empire, to liberate mortals from ancient superstitions, and to glorify our crusade against the gods."

Alchemist

Alchemists refine and preserve the magical properties hidden in natural and supernatural → ingredients. They sell → potions, the various kinds of → apparatus alchemists need to make potions, and buy and sell ingredients.
Addresses

Abelle Chriditte, Valenvaryon
Ajira, Balmora
Anarenen, Ald'ruhn
Andilu Drothan, Vivec (Hlaalu)
Anis Seloth, Sadrith Mora (Telvanni)
Arangaer, Sadrith Mora
Brarayni Sarys, Tel Abruhn (Telvanni)
Cienne Sintieve, Ald'ruhn
Craeita Jullalian, Vivec (Foreign Quarter)
Daynali Dren, Tel Mora (Telvanni)
Ernand Thierry, Caldera
Ganalyn Saram, Vivec (Hlaalu)
Garas Seloth, Vivec (Telvanni)
Gils Drelas, Tel Branora (Telvanni)
Gorven Menas, Tel Uvirith (Telvanni)
Nalcarya of White Haven, Balmora
Rolasa Oren, Vivec, Foreign Quarter
Tusamircil, Sadrith Mora, Wolverine Hall
Ungeleb, Mournhold

Alchemy

The alchemy discipline is the processing and refinement of ingredients and materials through arcane processes to elicit and preserve their subtle, hidden magical effects in alchemical potions. Alchemical potions can provide a broad spectrum of long-lasting magical effects, from healing and curing disease to water-walking, magical shields, and fortification of bodily attributes. Anarenen at the Ald'ruhn Guild of Mages is happy to talk your ear off about alchemy. He's been on Vvardenfell a while, and knows everything there is to know about practicing the profession here.
Lit.: The Alchemists Formulary (TEST P: 895).

Ald Daedroth

Ald Daedroth is a very impressive Daedric ruin in the Sheogorad region of northeast Vvardenfell. The site itself is on a small island between Vvardenfell and Sheogorad island to the north. Tel Mora is the closest settlement. From there you'll have to fly or water-walk; Ald Daedroth is long abandoned, and there's no boat service.

Ald Redaynia

Ald Redaynia is the site of an ancient ruined wizard's tower on the northern coast of Vvardenfell, on the western tip of a large island west of Sheogorad.
Ald Sotha

Ald Sotha

Ald Sotha is a large Daedric ruin in the southern Ascadian Isles region, within sight of Vivec City to the east.

Ald Velothi

Ald Velothi

Ald Velothi is a tiny fishing village on the northern coast of the West Gash. The only services offered there are at the Ald Velothi Outpost. It's uphill from the fisherman's shacks and docks. You can't miss it; it's a Redoran-style building with a watchtower next to it. Theldyn Virith is in charge of the Ald Velothi Outpost. They have a publican, Trivura Arenim, and Orero Omothan, a Redoran smith, and Sedam Omalen, a Redoran trader. The only other place of interest is the Daedric ruin of Ashalmawia to the east.

Follow the coast northeast to the village of Khuul. Gnisis is due south, but there's no direct road. Head southwest until you reach the Samsi River, then work back east towards Gnisis.

Aldmeri

Aldmeri

Aldmeri — the Imperial usage is 'Elves' — are long-lived, culturally conservative humanoids distinct from Tamriel's "manish" races of the north and "beast peoples" races of the southeast. By contrast with the manish tribes, Elven cultures and social institutions are stable and persistent; Elven nations are neither economically expansive nor militarily adventurous.

Aldmeris

Aldmeris

Aldmeris is the original Elvish language, still spoken as a first language among isolated Elven communities, and spoken and written by all educated Elves, and the language of the Elven arts. The root '−mer' is analogous with the root '−man' or '−men' in human language; thus, the Elves are mer as Humans are men.

Ald'ruhn

Ald'ruhn

Ald'ruhn is the district seat of House Redoran, and a large settlement. Most citizens are Dunmer, most are House Redoran members or followers. The Redoran Council, the Redoran Noble Manors, and fine merchants are in the Manor District, all inside an ancient Emperor Crab shell known as Skar. All six Redoran councilors, Brara Morvayn, Hlaren Ramoran, Athyn Sarethi, Garisa Llethri, Miner Arobar, and Bolvyn Venim, live in the Manor District. Most of the cornerclubs, merchants, and guildhalls are on the southwest and central part of town. House Redoran services are in the Manor District, under Skar. Goren Andarys, guild steward of the Redguard Tong, in the Manor District. The Ald'ruhn Temple is on the east side of town. Old Methal Seran is an eminent Temple priest and scholar. For Imperial Legion and Imperial cult services, go to Fort Buckmoth through the South Gate, south of town, outside the town wall. Raesa Pullia is commandant of Fort Buckmoth, Imsin the Dreamer is the chapter steward, the Redguard Hean is priest of the Imperial cult. The Fighters Guild and Mages Guild are near the South Gate. Percius Mercius is Fighters Guild steward, Edwinna Elbert is Mages Guild steward. Pricy but high-quality clothier, alchemist, and enchanter shops are under Skar as well. You can get more reasonable prices, but a smaller selection, from the smith, clothier,
→ trader, → pawnbroker, and → bookseller near the entrance to Skar. Ald'ruhn is fortunate in having two enchanter and two alchemists. Even though Cienne Sintieve and Llether Vari are up in the more expensive Manor District, I think you'll find the selection and service with Tanar Llervi and Anarenen at the Mages Guild every bit as good. Of course, if you're affiliated with the Mages Guild, you'll want to try Tanar Llervi and Anarenen first. If you want weapons or arms in Ald'ruhn, or need weapons and armor repaired, look for Dandera Selaro the Smith in Ald'ruhn—under—Skar. Dandera Selaro serves all comers, and has a quality selection. The other three smiths in Ald'ruhn have faction associations. Ergnir the Nord is the Fighters Guild smith, and Tuveso Beleth is the House Redoran smith at Redoran Council Hall. Yambagorn gro—Shulor is the Legion's smith at Fort Buckmoth. And Daynes Redothril the pawnbroker may also be worth a look. The Rat in the Pot cornerclub is to the south, and the Ald Skar Inn to the west, near West Gate and the → silt strider port. Silt strider service goes to → Balmora, → Gnisis, → Khuul, and → Maar Gan. → Guild guides at the Mages Guild teleport you to Balmora, → Vivec, → Caldera, and → Sadrith Mora for a fee. → Gnaar Mok is a long hard walk west to the coast and then south; there are no marked routes.

Ald'ruhn is a good place for experienced fighters and → mercenaries. Both the Fighters Guild and the Imperial Legion are looking for recruits, and they offer rapid advancement if you do well with the tasks the guild steward or the chapter steward assigns you. And if you're planning to make a career in Ald'ruhn, you might consider House Redoran. It's hard for → outlanders to rise above a certain rank, but if you show promise, and get a sponsor, you can go all the way to the top... in theory, anyway. If you are looking for work, and have skill and experience in the arcane arts, you can't do better than the Ald'ruhn Mages Guild. Edwinn Elbert, the guild steward, is in her own world, like most mages, but she's good—hearted and sensible, if you can get her attention. And you can't advance very far in other factions around here unless you have good fighter's skills. Except, the Temple, if that's to your taste. People with arcane skills can rise pretty fast in their ranks.

To reach Ald'ruhn from Balmora on foot, take the road north from Balmora to Caldera. Exit Caldera through the northwest gate. Though Ald'ruhn is nearly due north as the racer flies, the road swings far to the west to avoid the ash wastes, curving around at last to the east, even southeast, before approaching Ald'ruhn. It is a long trip through desolate lands, and easy to get lost if you leave the road. Alternatively, pay for passage on a silt strider. Travel by guild guide is the best method. Pay a guild guide at the Guild of Mages for transport to Ald'ruhn.
Lit.: Guide to Ald'ruhn (TEST F: 402).

Alemt

A → Dwemer ruin south of → Gnaar Mok.

Alembic

An alembic is a → glass container in which the arcane properties of natural and supernatural substances are distilled from their raw → ingredients. The substances are infused, then heated until vapor is produced. The vapor then condenses in a separate container, precipitating the distilled elements with the desired magical properties.

Alit

The alit is a tailless two—legged predator common to the grasslands and ash wastes of → Vvardenfell. Built like its larger cousin and more dangerous cousin, the → kagouti, the alit has a
**Alit Hide**

large head and protruding jaw, and when running on its short, stumpy legs, it looks like a big toothy mouth with feet.

**Alit Hide**

The tough hide of the wild → alit makes a serviceable multi-purpose leather. → Ashlanders hunt the alit and use their tanned hides as trade goods.

**Almalexia**

Almalexia is one of the gods worshipped by the → Dunmer in the → Tribunal Temple and a member of the Tribunal. She was the wife of → Nerevar, and one of his most trusted advisors. She’s known as the Healing Mother and → Lady of Mercy, the source of compassion and sympathy, and protector of the poor and weak. She's no tender-hearted powderpuff, though. She's an important symbol of Dunmer independence to those who resent the → Empire, and the → Hands of Almalexia — her personal → guard — enforce a strict adherence to Temple doctrines.

**Almoners**

Almoners gather alms from members and friends of the faith. We depend on donations to fund most of our good works. Almoners who are successful at bringing in generous donations may rise in the ranks of → Imperial cult service. If you are interested, speak to Iulus Truptor at the Imperial Chapels in → Ebonheart.

**Alms for the Poor**

The → Imperial cult asks for donations from members and friends of the faith to support our good works. As a custom, we ask for alms for the poor, because most of the gifts go to feed, cloth, cure, and heal the less fortunate, but in fact the donations go to support various worthy causes and special projects. Collecting alms is just one of the many tasks our more faithful members perform in the service of the Nine.

**Almsivi Intervention**

The subject of this effect is transported instantaneously to the altar of the nearest → shrine or temple of the → Tribunal Temple.

**Almurbalarammi**

A → Daedric ruin north of → Mawia.

**Altar of Thrond**

A formation of standing stones west of the → Harstrad River.
Alteration

The alteration discipline is the mastery of the spell effects of the College of Alteration. The → alteration spells involve manipulation of the physical world and its natural properties. Alteration effects include → water breathing and walking, → jumping, levitating, → opening locks, and → shield barriers against physical damage.

Alteration Potions

Alteration potions provide beneficial magical effects from the domain of the Arcane College of → Alteration. Alteration potions include: → burden, → feather, and → levitate.

Alteration Spells

There are many common variants of alteration spells, not to mention the countless custom versions created by ambitious spellcasters. But here is a list of the most basic → spells, representing all the fundamental classes of spell effects produced by this college: → water breathing, buoyancy, → water walking, → shield, → fire shield, → shock shield, → frost shield, → burden, → feather, → jump, → slowfall, → levitate, → lock, and → open.

Altmer ('high people')

Altmer are the light−skinned, tall Elven peoples of the → Summerset Isles. 'High' is taken to mean variously 'tall,' 'proud,' and 'culturally snobbish.' In the → Empire, 'High Elves' is the common usage. They consider themselves the most civilized culture of Tamriel, and, in truth, the common tongue of the Empire, Tamrielic, is based on their speech and writing, and most of the Empire's arts, crafts, and sciences are derived from High Elven traditions.
Lit.: The Annotated Anuad (TEST F: 898).

Ampoule Pod

The immature state of the fruiting body of the primitive draggle−tail plant of the → Bitter Coast is called the ampoule pod. This pod has modest magical properties prized by → alchemists.

Amulet of Unity

The Amulet of Unity was made many years ago, back in the First Era.

Ancestor Ghost

Ancestor ghosts commonly defend the tombs of clan and kin, but may also be summoned and controlled by → sorcerers. Ancestor ghosts are aggressive but not very dangerous → IF you have an enchanted or silvered weapon, or deadly sorcery.
Ancestor

Ancestor

The → Dunmer believe the spirits of the dead live on in our world. They can know and affect the future, and can speak with other spirits, and work great magic, so the Dunmer honor and gift them, and ask them for aid and protection. Strong spirits of heroes and → wise women preserve the wisdom and honor of the → race. The worst spirits are evil and harmful, called ghosts, and devils, and daemons. The oldest and greatest ancestor spirits are the → Daedra. They are powerful, but dangerous, and hard to understand. Ghosts can’t be harmed except by an enchanted weapon or magic.  
Lit.: Ancestors and the Dunmer (TEST I: 210). The Doors of the Spirit (TEST I: 952).

Ancestor worship

Ancestor worship is the dominant form of worship among the → Ashlanders, a personal and pervasive feature of their everyday life. The → Tribunal Temple retains veneration of → ancestors as a minor aspect of worship, greatly overshadowed by the awe-inspiring power and benevolence of the Tribunes. The → Daedra and the → Saints are worshipped as ancestors, and each Temple family maintains a → shrine dedicated to the remains and spirits of the clan's dead.

Ancestral Tomb

The → Dunmer bury their dead in such tombs. It is best to avoid offending the Dunmer by entering them. There are rules to govern such things, but I do not fully understand them.

Andasreth

One of the ten ancient → Dunmer strongholds. It is northwest of → Gnaar Mok, due north of the famous → Khartag Point.

Andrano Ancestral Tomb

The tomb is south of → Pelagiad, just off the road, just before you reach the fork where the road goes southwest towards → Seyda Neen and southeast to → Vivec. You may need an enchanted blade. Some spirits are immune to normal weapons. Here. Take this old → shortsword. And maybe these old scrolls will come in handy.

Animal Products

Animal products of commercial value on → Vvardenfell include the following: → alit hide, → crab meat, → dreugh wax, → guar hide, → hound meat, → kagouti hide, → kwama cuttle, → kwama egg, → netch leather, → racer plumes, → rat meat, → scales, → scrib jelly, → scrib jerky, → scuttle , → shalk resin, and → Sload soap.

Ansi

A cave on the mainland southwest from → Bal Fell.
Anudnabia

Anudnabia

A → Daedric ruin near → Sadrith Mora. The lower halls of Anudnubia have been inaccessible since the First Era.

Anumidium

With a mere copy of the Anumidium, → Tiber Septim was able to conquer all of Tamriel. Naturally in these troubling times, the new Emperor wants us to find any information we can on the original Anumidium. I have heard that the plans for the Anumidium rest somewhere in → Red Mountain. If you find them, bring them to me.

Apographa

The Heirographa are the collected → priestly writings of the → Temple. The Apographa are the 'hidden writings' → secrets known only at the highest levels of priesthood and inquisition. Defying the Temple, the → Dissident priests have gathered much of the Apographa in → Holamayan. One of the chief disputes between the Temple and the Dissident priests is that the Temple hides the truth from its followers.

Apothecary

Apothecaries brew and sell → potions to heal wounds, → restore bodily and mental → attributes, and cure → diseases. They also buy and sell → ingredients. If you want to know about the apothecary's trade in Morrowind, you should talk to Tendris Vedran.

Apparatus

Making → potions requires pieces of specialized alchemical equipment called 'apparatus.' Better quality apparatus are more reliable in their results, and produce a finer product. The four types of apparatus are: → mortar and pestle, → retort, → alembic, and → calcinator. Apparatus can be purchased from → alchemists.

Appeal to Fairness

In the course of events it is sometimes necessary to put aside the childish notions of allies and enemies and focus instead on a debate in which propositions are considered based only upon their merits. This, indeed, is one of those times, and you have defended your position well, answering all of my concerns. I, therefore, shall support the revocation of the → Mages Guild monopoly lest history look upon my actions with a baleful eye and claim that I allowed expediency to overwhelm principle.

Aquatic Potions

Aquatic potions aid the subject in movement and survival in an aquatic environment. Aquatic potions include: → water breathing, → swift swim, and → water walking.
Archer

Archers are fighters specializing in long-range combat and rapid movement. Opponents are kept at distance by ranged weapons and swift maneuver, and engaged in melee with sword and shield after the enemy is wounded and weary. If you want to talk to an archer about archery, talk to Ian in Ebonheart. You can usually find him wandering around on the plaza near the docks, where the dragon statue is.

"I'm an archer. I'm the kind of fighter who hates getting hurt, so I ambush with my marksman weapons from a distance, then run like crazy when I can, and fight with long blades or spears when I must. I prefer spears because they're longer, and I keep farther from things trying to hurt me. If that sounds cowardly to you, you better stick with tin suits and fat axes."

Arena

See Vivec (City).

Argonian

The Argonians of Black Marsh call themselves the 'People of the Root'. They are equally at home on land or in water, and are magically gifted. Persecuted and enslaved by other races, they are cautious and secretive. Little is known of their homeland or native culture, and their alien physiology and customs are not well understood by scholars.

Native Dunmer regard Argonians as animals fit for slavery. Dunmer have always enslaved Argonians. The Empire protects Argonian human rights, but does not outlaw slavery in Morrowind.
Lit.: The Annotated Anuad (TEST I: 898).

Argonian Mission

The Argonian Mission is Black Marsh's diplomatic embassy to Vvardenfell District. Leave the Imperial Chapels, pass through the Grand Council Chambers, cross the bridge, then down the stairs. As you face out the gate, the Argonian Mission is to the south, on the southern side of the well.

Arkay

Arkay, God of the Cycle of Life and Death, is the deity associated with burials and funeral rites, and is responsible for the progression of the seasons. His priests are staunch opponents of necromancy and all forms of the undead.

Arkngthand

The old Dwemer ruins at Arkngthand are extensive on the surface and underground. Head south out of town past the silt strider port, then cross bridges east over the Odai River. At the signpost, head north towards Caldera. Immediately on the right see a signpost for Molag Mar. Turn right and head uphill on an old road to cross an ancient Dwemer bridge over →
Foyada Mamae. The entrance to Arkngthand is on the east side of the foyada, south of the bridge. Turn a crank on a pipe nearby to open the doors.

The old Dwemer ruin is west of Ald Velothi on the coast. If you follow the coast from Ald Velothi you should be able to see it.

Armor

Armor absorbs damage. Each piece of armor you wear will add to your overall protection, or "armor rating." Your armor rating is the weighted average of all the armor you are wearing. The higher the armor rating, the better you will be protected. Certain pieces contribute more towards your rating than others. When someone hits you, the damage they do is compared against your armor rating, and some of the damage is absorbed. As armor takes damage, its condition decreases. This also lowers how much protection the armor offers.*

Don't be afraid to invest in armor. Even if you carefully avoid close combat like a smart spellcaster, things go wrong, and armor can save your skin when the unexpected happens.

Armor Styles

Heavy Armor Styles

The heavy armor styles, called 'Legion' or 'knight' style in the West and 'ebony' style in the East, require great strength and endurance. In the West, cheap iron, steel, and silver heavy armor is made in quantity for the Legions, and many are trained in its use. In the East, the expense of the superb ebony and daedric heavy armors limits their use to aristocratic families. Suits of ebony and daedric armor are passed down from generation to generation, and represent a sizable portion of a Great House nobles' personal wealth.

Light Armor Styles

The light armor styles, called 'militia' in the West and 'Ashlander' in the East, favor speed and agility. Both the Western 'militia' and eastern 'Ashlander' armor styles depends on light, cheap leather armors. The Eastern reinforced chitin armor, however, is distinctly superior to Western-style leather armors, and offers better protection, pound for pound and drake for drake, than any other armor. The 'glass' light armors of the noble Great Houses are in the high Altmer style, strikingly light and stylish, and comparable with the ebony and daedric in protection, but are expensive and in short supply.

Medium Armor Styles

The medium armor styles, called 'Imperial guard' in the West and 'Great House' in the East, are compromises between the heavy and light styles, balancing protection against mobility. The chain and scale medium armors of the Western 'Imperial guard' style offer less protection than the heavy iron and steel plate armors of the Legions, but with a considerable advantage in mobility. The Dunmer bonemold medium armor is generally lighter and more durable than its...
Western equivalent. The most prized of medium armors, Orcish, is limited in availability and very expensive, but markedly superior, and is the medium armor of choice for nobles and mercenaries in both the West and East.

Exotic Armor Styles

A few less common exotic armor styles are also found in Morrowind. Fur armor is a light armor style popular among Nord barbarians. Dreugh is a remarkably strong Dunmer medium armor, made from Dreugh hide. But the most famous exotic armor is Dwemer, or Dwarvish armor, a highly ornate heavy armor valued as much for its rarity and antique craftsmanship as for its distinctive impact-absorbing qualities in combat.

Armor Types

Shields and tower shields are basic armor protection, but limit you to one-handed weapons. For body armor, get a cuirass first for the chest, then greaves for the legs, helm for the head, and boots for the feet. Add left and right pauldrons for upper arms and gauntlets or bracers for lower arms. Balance protection against weight; you can’t fight if you’re exhausted by the weight of your armor.

Armor wear

As it wears out, armor becomes less effective. Broken armor is completely useless until you repair it, but worn armor stops only a fraction of the damage that new or well-maintained armor does. Learn the basics of armor repair, and go over your armor, piece by piece, before every big battle. Or visit a smith regularly to keep your armor in good shape.

Armorer

The armorer discipline is the maintenance of weapons and armor at top efficiency. Worn weapons do less damage. Worn armor protects less against attacks. As wear increases, the diminishing effectiveness of weapons and armor is dramatic.

Don’t carry those cheap armorer’s hammers around with you. Hammers are dead weight. Buy them, and use them on the spot. If you’re a shortblade specialist, and you like to travel light, it’s often cheaper to own and carry backup weapons.

Artifacts

Amulet of Unity.
Auriel’s Bow.
Bitter Cup.
Bloodworm Helm.
Boots of the Apostle.
Bow of Shadows.
Crosier of St. Llothis.
Cuirass of the Savior's Hide.
Arvel family

→ Dagger of Symmachus.
→ Dragonbone Cuirass.
→ Ebony Mail.
→ Eleidon’s Ward.
→ Fang of Haynekhtnamet.
→ Fork of Horripilation.
→ Goldbrand.
→ Helm of Oreyn Bearclaw.
→ Hopesfire.
→ Ice Blade of the Monarch.
→ Keening.
→ Lord’s Mail.
→ Mace of Aevar Stone–Singer.
→ Mace of Molag Bal.
→ Mace of Slurring.
→ Mask of Vivec.
→ Masque of Clavicus Vile.
→ Mazed Band.
→ Moon–and–Star.
→ Ring of Phynaster.
→ Ring of the Wind.
→ Robe of the Lich
→ Skeleton Key.
→ Skull–Crusher.
→ Spear of Bitter Mercy.
→ Spell Breaker.
→ Staff of Hasedoki.
→ Staff of Magnus.
→ Stendarr’s Hammer.
→ Sunder.
→ Ten Pace Boots.
→ Totem of Claw and Fang.
→ Trueflame.
→ Umbra Sword.
→ Vampiric Ring.
→ Veloth’s Judgement.
→ Ward of Akavir.
→ Warlock’s Ring.

Lit.: *Famed Artifacts of Tamriel* (TEST I²: 352).

Arvel family

There are two Arvel families. The head of the family lives in → Arvel Manor in the → Ascadian Isles. Another branch of the family lives in Ald Velothi.
Arvel Manor

Arvel Manor

Arvel Manor is just north of the → Foreign Quarter, above Dren Plantation, at Arvel Plantation. There's no direct road. The Arvels are → slave–holders.

Arvs Drelen

A tower in → Gnisis.

Ascadian Isles

The Ascadian Isles is the lush, green, well−watered lowlands in the south where most of → Vvardenfell's agriculture is found. The area includes → Pelagiad, → Suran, → Vivec City, and → Ald Sotha along with the inland lakes and waterways of the Ascadian Isles proper. The urban areas of Vivec and → Ebonheart of the southern coast are densely populated; the inland Ascadian Isles are dotted with small farms and large plantations. The climate is temperate and comfortable, with moderate rainfall.

Don't bother looking for a convenient system of bridges or ferries across the lakes and rivers. There aren't any. If you're traveling in the Ascadian Isles, be prepared to get wet, or to use magic to fly or walk across the waterways.

Ascended Sleeper

The ascended sleepers are distorted, half–human, half–beast creatures transformed by a mysterious force into powerful magical beings. Ascended sleepers are highly intelligent, aggressive, and dangerous. Ascended sleepers are associated in some way with the Devil → Dagoth Ur.

Ash Ghoul

The ash ghoul is a distorted, half–human, half–beast creature transformed by a mysterious force into a powerful magical being. Ash ghouls are highly intelligent, aggressive, and dangerous. Ash ghouls are associated in some way with the Devil → Dagoth Ur.

Ash Salts

Ash salts are hard grey crystals formed from the ash deposited by ash storms in the ash wastes and lava fields. Ash salts are most often collected from the remains of creatures like the → ash slave, the → ash ghoul, and → ash zombie.

Ash Slave

The ash slave is a humanoid creature transformed by a mysterious force into a deranged beast. These creatures are aggressive and dangerous. Ash slaves are associated in some way with the Devil → Dagoth Ur.
Ash Statue

The ash statues are a sign of the Sixth House.

Ash Vampire

Ash vampires are immortal magical beings of vast powers. Close kin and loyal lieutenants of the Devil Dagoth Ur, they partake of his supernatural vitality.

Ash Woe

Ash-woe is an acute blight disease affecting a victim's will and thought processes. It may be contracted from corprus beasts or other blighted creatures.

Ash Yam

Ash yam is a tough tuberous root vegetable with modest magical properties. It grows commonly in the Ascadians Isles region. Ash yams have the strongest smell in Ghostgate near Ralyn Othravel.

Ash Zombie

The ash zombie is a humanoid creature transformed by a mysterious force into a deranged beast. Though their skulls are apparently empty, these creatures are nonetheless intelligent, aggressive, and dangerous. Ash zombies are associated in some way with the Devil Dagoth Ur.

Asha–Ahhe Egg Mine

The mine is east of the ruins of Ashalmawia, and just south of the village of Khuul.

Ashalmawia

A Daedric ruin east of Ald Velothi.

Ashalmimilkala

Ashalmimilkala is a large Daedric ruin on a large off-shore island south of Gnaar Mok, west of the Dunmer stronghold called Hlormaren in the Bitter Coast region. A thin strand of land connects the southern part of the island with the mainland on the coast southwest of the stronghold. Go to Hla Oad and head on the road north until you reach the Stronghold of Hlormaren. When you do, head west to the coast and then south until you see bridges leading to an island.

Ashanammu

A cave north of the Caldera Mining Company Office.
Asharnatamat

**Asharnatamat**

A → Daedric ruin northeast of → Fort Moonmoth.

**Ash–chancre**

Ash–chancre is an acute → blight disease affecting a victim's behavior. It may be contracted from → corpus beasts or other blight monsters.

**Ashimanu Egg Mine**

An egg mine east of → Berandas.

**Ashinabi**

A subaqueous cave west of → Gnisis.

**Ashirbadon**

A cave on an island east of the ruins of → Bal Fell.

**Ashir–Dan**

A cave northeast of → Khuul.

**Ashlanders**

Ashlanders are the nomadic → Dunmer → barbarians of the → Morrowind wastelands. In the First Era, the nomadic Ashlanders and the settled Dunmer clans were much alike, but after the First Council and the formation of the → Great House, Ashlanders have been steadily forced into the poorest and most hostile lands. They live in camps of small, mobile huts, herding → guar and hunting wildlife for meat and hides. By tradition, the Ashlanders claim the right to raid settlements and other tribes for booty and → slaves. The Ashlanders worship their → ancestors, and are led by their ashkhan war chiefs, counseled by the arcane wisdom and prophecies of their → wise women. Now the nomadic tribes look to the prophesied return of → Nerevar for a restoration of their ancient rights and religious traditions. If you plan to visit them, you should know something of Ashlander customs.

**Ashlander challenges**

When challenged for sport, it is acceptable to decline. When challenged for honor, it is shameful to decline. Honor challenges come from offense given in speech or action, or may represent customary formal challenges of status or ritual.
Ashlander courtesy

Ashlander courtesy

Ashlanders may challenge a stranger who enters a yurt without invitation. Customs differ with different tribes, but leave when requested, and you may be forgiven. Be particularly careful about ashkhans −− tribal chiefs −− and wise women −− tribal seers and counselors. Some are welcoming, some are hostile. Be courteous, and leave if requested. If offended, they may attack.

Ashlander culture

The Ashlander culture is an anachronistic survival of the ancestor−worshipping tribal culture that evolved into the theocratic Great House culture of the native Dunmer. The Ashlanders perversely prefer the impoverished physical culture and subsistence economy of the Ashland nomadic herder→hunter, and their → ancestor worship is shamanistic and primitive by Dunmer and Imperial standards.

Ashlander customs

Take care when visiting an Ashlander camp. Among clan and kin, Ashlander courtesy is very proper and polite, but you are a stranger, so remember that Ashlanders hate foreigners. Ashlander challenges are very solemn and serious things; do not make a challenge lightly. In particular, the men are very proud. Among the Ashlanders, no one would be rude enough to force an Ashlander to admit something shameful. If the truth will shame them, they don't want to say it. And know the customs of Ashlander gifts; they are not offended by gifts of money, and take them as tokens of deference and respect. And among outcast Ashlanders, beware the → mabrigash, renegade witch−warrior women who practice dark magics.

Ashlander gifts

Among Ashlanders, a gift is a token of courtesy among strangers, and affection among friends. When coming first among strangers, a thoughtful gift is a sign that you are cautious, and considerate, and aware of the other's wants and needs. Such is particularly useful for → traders and travelers. Among friends, it is a private thing, and subtle, with great risks, for the test of the gift is how well it is tailored to the receiver.

Ashlanders hate foreigners

Most Ashlanders wish all → foreigners and their false gods could be driven from Morrowind. At very least, Ashlanders wish the foreign devils would leave them in peace. Ashlanders think it shameful to attack unarmed persons, but they will kill without hesitation an armed person who offends them or their clan laws. No Ashlander is fool enough to make war against the → Empire. However, if such a war might be won, many Ashlanders might cheerfully give their lives to win such a war.

Ashlanders in war

Ashlanders seldom make war like the city people do. We raid other tribes, to prove we are strong, and to make us rich and respected. Our champions challenge one another for → duels of sport and honor; it is fitting that → Warriors should decide these things, not hunters or herders. But when we make war as a tribe, hunters and herders fight beside champions and ashkhans with → spear and
Ashlander nomadic camp style

Such wars are cruel, for we are few, and the lives of our people are too dear to waste.

Ashlander nomadic camp style

Ashlander nomadic camps have portable huts of hides stretched on chitin frames. These huts can be quickly dismantled and packed atop a guar when moving to new grazing and hunting grounds. The khan's hut is simply a larger, more elaborate version of a family hut.

Ashlanders on the Imperials

The Imperials came out of the West and tricked the gods of the settled people, the false gods called the Tribunal. Now the Imperials act like they own Morrowind, and they claim we are ruled by their chief, the one they call Emperor. We think nothing of this foolishness, but they have great armies of soldiers in armor who come and burn our yurts and slay our children. So we hate them, but we must remember to be quiet and patient and cunning, as Boethiah has taught us.

Ashlander worship

All Ashlanders in a tribe, young and small, are born into the Ancestor cult of their clan. The Nerevarine cult is different, though; it is a very small cult, with only a few wise women with the gift of prophecy, and a few holy warrior−heroes who guard and protect the seers. Sul−Matuul, Ashkhan of the Urshilaku, is the Warrior−Protector of the cult, and Nibani Maesa, also of the Urshilaku, is the Oracle−Seer of the cult.

Visiting an Ashlander Camp

It is safe to walk around an Ashlander camp, but risky to talk with Ashlanders, especially if you do not know their customs, since they may take offense at your speech, and challenge you. When visiting, speak with the people; you cannot receive an invitation to enter a yurt or tent without speaking with an Ashlander. If an Ashlander gives you permission to enter a khan or wise woman's yurt, you are welcome, but enter a khan or wise woman's tent without invitation, and the whole tribe will attack you.


Ashlands

The Ashlands are the dry, inhospitable wastelands surrounding the lower slopes of Red Mountain. The Ashlands extend to the Sea of Ghosts to the north, and elsewhere form a wide margin between the blighted Red Mountain region and other geographic regions. The town of Ald'ruhn and the village of Maar Gan are the only sizable permanent Ashlands settlements. Ashlanders hunt for game here, and their herds find sparse grazing. It rains rarely, and suffers frequent ash storms. The ashlands are full of diseased and blighted creatures.

Watch out for small camps of outcast Ashlanders. They prey on careless pilgrims.
Ashunartes

Ashunartes
A → Daedric ruin west of → Marandus.

Ashur–Dan

See → Foyada Ashur–Dan.

Ashurnibibi

A → Daedric ruin on an island northwest of → Hla Oad.

Assalkushalit

A → Daedric ruin north of → Dagoth Ur.

Assarnatamat

Assarnatamat is a → Daedric ruin east of → Caldera and northeast of → Fort Moonmoth.

Assarnud

A cave northeast of → Gnisis.

Assassin

Assassins are killers who rely on → stealth and mobility to approach victims undetected. Execution is with ranged weapons or with → short blades for close work. Assassins include ruthless murderers and principled → agents of → noble causes. Most assassins don't like to talk about their trade. But Ingokning, the assassin at the → Skyrim Mission in → Ebonheart doesn't mind talking. In fact, he'll bend your ear if you aren't careful.

"I'm an assassin. Killing is my profession. I am discrete, efficient, and reliable. In → Morrowind, the assassin's trade is an ancient and honorable profession, restricted by a rigid code of conduct, and operating strictly within the → law. Because I am discreet, I prefer short blades for swift, close—and personal work, while the → marksman weapons like → throwing stars and → throwing knives are more suitable for → stealth and surprise."

Assemanu

To get to Assemanu, take the southern road towards → Seyda Neen. After you cross the bridge, you will see swamplands to the south. Go across the swamps and look for an island to the south. Assemanu is on that island.
Assernerairan

Assernerairan

Assernerairan is in the → Underworks of the → St. Olms Canton in → Vivec City.

Assu

A cave on the slopes of → Mount Kand northwest of → Molag Mar.

Assumanu

A cave southeast of → Ald Redaynia.

Assurdirapal

A → Daedric ruin west of → Dagon Fel, also known as the Shrine of Malacath.

Assurnabitashpi

A → Daedric ruin west of → Urshilaku camp. At the ruins of Assurnabitashpi, they have an old shrine to Mehrunes Dagon.

Ataxia

Ataxia is a mild → common disease affecting the victim’s → strength and dexterity. Symptoms include generalized pain and muscle stiffness. It may be contracted from → slaughterfish.

Athletics

The athletics discipline is training and conditioning for running and swimming, moving short and long distances over land with → speed and efficiency, and conserving breath while swimming swiftly underwater.

Athyn Llethan

The former king was an old man and had been ill for a while. He had no sons or daughters. → Helseth is Llethan's great−nephew → Barenziah is Llethan's niece. Queen Barenziah renounced her claim to the throne, so, according to Imperial custom, the crown goes to Prince Helseth. He didn’t do much, but we assumed he wasn’t supposed to. We thought he was just a convenient fiction for Imperial administrative purposes.

Atronachs

Atronachs are unaligned → Daedra of the elemental planes. Atronachs encountered here are of three elemental domains: → fame atronachs, or fire daedra; → frost atronachs, or frost daedra; and → storm atronachs, also called storm daedra.
Attribute−Damaging

Attribute−Damaging Spells

Attribute−damaging spells actually destroy the eleven fundamental attributes of natural and supernatural beings: agility, endurance, fatigue, health, intelligence, luck, personality, speed, strength, willpower, magicka. The victim's attributes are reduced permanently. The most common of these destruction spells are: curse agility, curse endurance, curse fatigue, curse health, curse intelligence, curse luck, curse personality, curse speed, curse strength, curse willpower, and curse spell points. See also Damage.

Attribute−Draining

Attribute−draining spells reduce the eleven fundamental attributes of natural and supernatural beings: agility, endurance, fatigue, health, intelligence, luck, personality, speed, strength, willpower, magicka. The reduction is only temporary, and the attribute returns to normal after the duration of the magical effect elapses. The most common of these destruction spells are: clumsiness, distraction, exhaustion, gash spirit, misfortune, spite, strain, temptation, torpor, weakness, and wound. See also Drain Attribute, Drain Fatigue, Drain Health, Drain Magicka, Drain Skill.

Attributes

The eleven fundamental attributes of natural and supernatural beings are agility, endurance, fatigue, health, intelligence, luck, personality, speed, strength, willpower, magicka. Scholars and sages of the six magic colleges are familiar with these fundamental attributes from the works of the earliest Aldmeri philosophers, and the concepts have been adopted by all the other scholarly disciplines of Imperial culture.

Aundae

We are the most blessed of all of the cursed. In addition to the powers all vampires possess, our dark powers are of the mind, where other, weaker clans are gifted more physically. Our path through the darkness relies on magic, and at this, we are truly gifted.

Auriel's Bow

The Museum of Artifacts offers 15000 gold for Auriel's Bow.

Axe

The axe weapon discipline is the study and mastery of the war axe and battleaxe weapon styles. To use any style of weapon effectively, the user must be trained, conditioned, and skilled in its use.

Axes

Only two types of axe are common here — the one−handed war axe and the two−handed battle axe. Use the war axe with a shield or use the two−handed battle axe for maximum effect.
Azura's Coast

Azura's Coast

The rugged coast and islands of northern and eastern → Vvardenfell are called Azura’s Coast. The region is rocky, infertile, and largely uninhabited, except for the outpost at → Molag Mar, the → Telvanni settlements at → Sadrith Mora, the wizard towers at → Tel Aruhn, → Tel Mora, and → Tel Branora, and → Ahemmusa camp and the remote fishing villages of → Ald Redaynia and → Dagon Fel on the north coast. There are no roads; most travel is by boat. Despite the rocky terrain, a variety of plants thrive on the regular rainfall.
Azura's Coast
Bad Daedra

The Temple teaches that the Three Good Daedra — the Anticipations, Boethiah, Azura, and Mephala — recognized the Divinity of the Tribunal and made homage to them. But the Rebel Daedra — the Dark Daedra, Molag Bal, Malacath, Sheogorath, and Mehrunes Dagon — in their arrogance and pride, refused to keep faith with the Tribunal. These Rebel Daedra thus became the Four Corners of the House of Troubles, and they continue to tempt the unwary into heresy and dark worship. Bad Daedra include Molag Bal's servant, the daedroth; Malacath's servant, the ogrim; Mehrunes Dagon's servant, the scamp, the dremora, and the clannfear; and Sheogorath's servant, the golden saint. See also Bad Daedra.

Lit.: Darkest Darkness (TEST F: 325).

B. Bal Fell ('city of stone')

Bal Fell is the "City of Stone," an ancient First Era ruin in the southeastern islands and promontories of Azura's Coast. The site has a nasty reputation, and several Telvanni wizards currently have competing camps of hirelings and adventurers exploring and looting there. Legend says that Bal Fell was built on the site of an ancient Daedric worship center.

B. Bal Isra ('rows of stones')

A place on the road from Ald'ruhn to Maar Gan, named after the rows of stones there.

B. Bal Molagmer ('stone fire men')

There is a legend about the Bal Molagmer, or "Stone Fire Men," who brought the light of justice to the land. The Bal Molagmer once carried their burning stones from Red Mountain over all of Morrowind, lighting hearth fires and lanterns. It is said that their fires brought the light of justice. Though the Bal Molagmer were thieves, they stole only from the unjust and gave to those in need. They vanished early in the Third Era, and have not been seen since.

B. Bal Ur

Bal Ur is known as the Birthplace of Molag Bal where the Doom Drum tricked Molag Bal into becoming mortal. Vivec defeated Molag Bal here and sent him back into Oblivion. Bal Ur is north of Suran, but you will need to levitate over the mountains to get there easily.

The Shrine of Molag Bal is not a pilgrimage for the casual traveler. The interior is cursed and dangerous, and the Temple has not been successful in keeping it clean of Daedra-worshipping witches and warlocks. Go view the ruins from the outside, but don't go inside unless you are strong and well-prepared.

B. Bal Ur Region

The region is named after the ancient Bal Ur Daedric ruins, a local landmark and pilgrimage site. It's an uninhabitable ash waste, rugged highlands broken by lava fields and ash
pits. There's no grazing for the → Ashlander herds, but they hunt there. It's also a convenient refuge for outlaws and Ashlander outcasts.

**Balmora ('stonewood')**

Balmora is the Council Seat of → Great House → Hlaalu, and the largest town on → Vvardenfell except for → Vivec City. Located on the → Odai River, and sitting astride the → Ald'ruhn–Vivec road, Balmora is an important mercantile trade and travel center. High Town, on the hill to the west, is the administrative center and has the → Temple, Hlaalu Council Hall, rich manors, better shops, and the → Morag Tong. None of the Hlaalu counselors actually live in Balmora; Nileno Dorvayn at the Council Hall is the ranking Hlaalu local. Morag Tong offers services; Ethasi Rilvayn is the Morag Tong steward. The Commercial District, just west of the river, has the → Fighters Guild and → Mages Guild, shops and inns; Labor Town, east of the river, where the → commoners and poor live, has only the → South Wall Cornerclub and a few → traders. Go to Hlaalu Council Manor for House Hlaalu services. Temple faithful go to the → Balmora Temple. Feldrelo Sadri is the steward for the Balmora Tribunal Temple. → Outlanders go to → Fort Moonmoth for the → Imperial Legion and the → Imperial cult southeast of town. Try → Balmora Fighters Guild or → Balmora Mages Guild. Eydis Fire–Eye is the Fighters Guild steward, Ranis Athrys the Mages Guild steward. Sugar Lips Habasi is the local → Thieves Guild boss. The only known street names are Trade Street and Labor Street.

Dulnea Ralaal, publican of the Eight Plates Cornerclub in Balmora, is hiring entertainers to amuse her patrons. She's looking for jesters, dancers, drummers, jugglers, and singers who play the lute.

Roads south lead to → Pelagiad, → Seyda Neen, and Vivec. → Silt strider service goes to Seyda Neen, Ald'ruhn, → Suran, and Vivec. Roads north lead to → Caldera and Ald'ruhn. → Guild guides at the Mages Guild can teleport you to Ald'ruhn, Vivec, Caldera, and → Sadrith Mora for a fee. → Hla Oad is southwest on the coast. There's no trail, and it's easy to get lost. The only route to → Ghostgate is via → Foyada Mamaea.

Lit.: *Guide to Balmora* (TEST F-404).

**Balmora Fighters Guild**

West of the → Odai River, looking up towards the → Temple, the → Fighters Guild is halfway up on your right. They're always looking for people. If you're thinking of joining up, ask for Eydis Fire–Eye, the local Guild Steward.

**Balmora Mages Guild**

The → Mages Guild is west of the river, one street up from the waterside, by the open plaza just north of the → silt strider port. If you were planning to join the Mages Guild, you want to talk to Ranis Athrys, the Guild Steward.

**Balmora Temple**

The Balmora Temple stands on Rich Hill in the northwest part of town. The → shrine there cures → diseases and → poison, and they offer various other services as well.
Balur Salvu's Farm

Balur Salvu's farm is on the road just south of Pelagiad. The farmhouse is north of the road, south of the southwestern end of Lake Hairan. Just head north from Ebonheart. Don't take the bridge west towards Seyda Neen. When you hit the east−west road between Pelagiad and Vivec, turn right, east, towards Vivec, and Balur's farm is not far. If you reach a bridge, you've gone too far.

Bamz−Amschend

An old Dwemer ruin beneath Mournhold.

Band Egg Mine

An egg mine northwest of Caldera.

Bandits

Bandits typically operate from secret hideouts in the backcountry, and the Legions don't have troops or time to comb the wilderness for them. An adventurer can make a living preying on bandits; the adventurer has right of salvage on weapons, armor, and goods recovered from dead outlaws.

Bani−Dad

See Foyada Bani−Dad.

Barbarian

Barbarians are the proud, savage Warrior elite of the plains nomads, mountain tribes, and sea reavers. They tend to be brutal and direct, lacking civilized graces, but they glory in heroic feats, and excel in fierce, frenzied single combat. Briring is a barbarian at the Skyrim Mission in Ebonheart. He's remarkably educated and well−spoken for a barbarian, but he knows the things a barbarian should know.

"I'm a barbarian, and proud of it. I like the wilderness, and know how to live comfortably off the land. I know the various creatures of the wild, how to hunt them, what bits are good to eat, and what bits the city−folk will pay for. I know weapons and armor, and how to stay healthy, so I can play soldier for pay. But I hate taking orders, so I rather live by hunting."

Bard

Bards are loremasters and storytellers. They crave adventure for the wisdom and insight to be gained, and must depend on sword, shield, spell, and enchantment to preserve them from the perils of their educational experiences.

"I am a bard. As an entertainer, I share songs and stories with patrons and peasants. As a scholar, I
Barenziah

travel the world, speaking with people, and learning the lessons of history and human nature. And because a good bard must experience adventure at first hand in order to present its drama effectively, I have learned to defend myself with the noble tools of → medium armor and long blade, and have mastered minor mysteries of → alchemy, enchantment, and → illusion.”

Barenziah

She’s the Queen Mother — mother of King Hlaalu → Helseth. She’s also the widow of General Symmachus, the great → Dunmer hero, and a former queen in her own right back in Wayrest. Many years ago she abdicated her throne and retired from public life here with her son. Now her son has become king.

Barilzar's Mazed Band

See → Mazed Band.

Barracks

The Barracks is an ancient Velothi building adapted for use as a barracks by the local Deathshead Legion garrison.

Battle Axe

The term 'battle axe' includes all very heavy axes used two–handed. Most battle axes are double–bladed, but the Nordic battle axe has a single blade. The great mass and efficiency of the battle axe enables a strong → Warrior to penetrate → heavy armor, but the battle axe is also a powerful shock weapon against massed, lightly armored opponents.

Battlemage

Battlemages are wizard–warriors, trained in both lethal spellcasting and heavily armored combat. They sacrifice mobility and versatility for the ability to supplement melee and ranged attacks with → elemental damage and summoned creatures. Albecius Colollius is a veteran battlemage. He hangs out at Arrille's Tradehouse in → Seyda Neen. Talk to him if you want to know about battlemages and how they work here in → Morrowind.

"I am a Battlemage. Though arrayed as a Western → knight with → heavy armor, axes and → long blades, my primary training is in the College of → Alteration, the College of → Destruction, and the College of → Conjuration. To round out my education, I have mastered → enchantments and → alchemy. → Potions made through alchemy, or purchased from → alchemists, grant me the magics of the → Restoration, → Mysticism, and → Illusion Colleges. And can there be any more terrible master of the science of war than a battlemage? I think not.”

Bear

Bears are but one of the sacred creatures the All–Maker has blessed us with. They embody the → Warrior's → strength, and some of the → Skaal can even summon them to fight by their sides.
Beliefs

Beliefs

See → End of Times

Belt of the Hortator

A token that shows that its bearer has been named → Hortator of House → Hlaalu by Hlaalu’s councilors.

Benkongerike

A cave on → Solstheim, on the shores northeast of → Castle Karstaag..

Bensamsi

A cave west of the → Dwemer ruin → Bhuand.

Bensiberib Camp

Take a boat to → Tel Aruhn and swim southwest until I reach the coast. The Bensiberib → Ashlander camp is on the coast near the end of a small peninsula.

Berandas

The old → Dunmer stronghold Berandas lies south of the village of → Gnisis in the → West Gash region. Berandas is also distinctive among Dunmer stronghold, in that extensive caverns lie beneath the centuries−old architectural ruins.

Berne

This clan above all disappears into the night. Though gifted physically, they prefer the shadows, stalking their prey from the darkness. They rely on → stealth to claim their victims.

Berserkers

They are called "bare−sarks" in the → Nord tongue, because of their insistence on going bare−chested even in the most severe blizzard. They're crazy as they come, and care only for savagery and murder. It is said they are so attracted to death, they make their homes in some of → Solstheim’s burial barrows. I’ve also heard rumor of some kind of berserker "mother" but no one has ever seen her and lived to tell about it.

Beshara

A cave east of the → Vivec City's → Telvanni bug musk.
Bethamez

Officially, the → Gnisis → eggmine was closed because of → blight, but I heard that → miners broke into the lost → Dwemer ruin of Bethamez. I have also heard that they found → Dwemer plans.

Betmeri ('beast people')

Betmeri, or 'Beastmen,' were the aboriginal inhabitants of Tamriel. Each Beast → race has its own distinctive accounts of the mythic era before the coming of Elves and Men; each Beast race is as culturally and physically distinct from one another as it is from Elven and Manish races. The peaceful → Khajiit and → Argonian races are the most numerous and culturally advanced of the Beast races; the war−loving → Orc tribes are relatively few in number and widely scattered, but notable as superior → Warriors and weapon crafters. Other smaller Beast races, like → Goblins, Apemen, and Giants, are limited to mountainous areas in the west and north of Tamriel, and seldom encountered in the East.
Lit.: The Annotated Anuad (TEST I: 898).

Betty Netch

The betty netch is a large hovering beast, supported by internal sacks of magical vapors. The betty netch, the female of the species, is smaller than the male → bull netch, but fiercely territorial. Cured netch skin, durable, flexible, and variously colored, is used throughout the → Empire in garments, armor, weapons, household goods, and furnishings.

BiPolar Blade

Legend has it that a → nobleman sank his fortune into creating a blade of supreme power. Two → smiths on opposite ends of Tamriel created each half of the blade, unaware of the other, with the hope that no one man, save the owner of the blade, would know its true power. Unfortunately, the smiths were not given enough instruction, and created halves with → enchantments that completely negated each other.

Birthsign

In Tamriel, persons born under certain constellations are said to be 'fortunate in their aspects'. Such persons are often blessed − or cursed − with remarkable → abilities or weaknesses as a result of the magical conjunctions of celestial influences.*
Lit.: The Firmament (TEST I: 965).

The Tower

Those born under the sign of The Tower can unlock doors magically and detect things at a distance.*
The Ritual

Those born under the sign of The Ritual can heal faster and turn undead.*

The Steed

Those born under the sign of The Steed can move faster.*

The Apprentice

Those born under the sign of The Apprentice have increased Magicka, but also have a weakness to it.*

The Mage

Those born under the sign of The Mage have increased Magicka.*

The Thief

Those born under the sign of The Thief are harder to hit.*

The Lady

Those born under the sign of The Lady have increased Endurance and Personality.*

The Lover

Those born under the sign of The Lover have increased agility and can paralyze others with a kiss.*

The Shadow

Those born under the sign of The Shadow can make themselves invisible.*

The Serpent

Those born under the sign of The Serpent can poison others at a loss of their own health.*

The Lord

Those born under the sign of The Lord can regenerate Health, but are weak to fire.*

The Warrior

Those born under the sign of The Warrior have an increased chance of hitting.*
The Atronach

Those born under the sign of The Atronach cannot regenerate Magicka, but have a chance of absorbing any magic cast at them.*

Bitter Coast

The western coast of → Vvardenfell from → Seyda Neen north to → Gnaar Mok is called the Bitter Coast. It is named for the salt marshes and swamps along the southwest coast. From here to the → Odai River, it's rugged coastal hills, then it's roadless, uninhabited swamp all the way north to the → West Gash and the → Sea of Ghosts. The water is bitter, and so is life, generally. It's mostly uninhabited wilderness from Seyda Neen in the south all the way north to the West Gash and the Sea of Ghosts. → Hla Oad is a fishing settlement on the mainland near the mouth of the Odai River; there's a fair track along the river inland to → Balmora. Gnaar Mok is a fishing village on an island farther north, but both places are small, isolated, and poor. Also called 'the Smuggler's Coast', the region's secluded coves and islands provide refuge for criminal trade, and the frequent rain and fog hides small boats from Excise cutters. Hunting is fair, and some folks gather mushrooms, pods, and flowers for → alchemists.

Bitter Cup

The Bitter Cup, an → artifact sacred to Clavicus Vile, was lost in the ruins of → Ald Redaynia, which is on an island north of the → Urshilaku Camp.

Bittergreen

Bittergreen is a red flowering plant with modest magical properties. It grows in the → Red Mountain region.

Bjorn

A cave on → Solstheim, northeast the → Altar of Thrond.

Black Anther

Black anther is a flowering plant that grows along → Azura's Coast.

Black Dart Gang

They look like harmless beggars, and they hang out in the sewers, waiting to ambush some careless adventurer struggling out of the ruins loaded with loot. They use → darts -- deadly poisons, → enchantments, I don't know -- never heard of anything so evil. If you see one, you better run, fast, and carry → cure poison and dispel → potions.
**Black Jinx**

**Black Jinx**

An enchanted ring which can instill fear in others.

**Black Lichen**

Black lichen is a hardy primitive plant that grows in the harsh conditions of the → Ashlands, → Red Mountain, → Molag Amur, and → Azura's Coast.

**Black Marsh**

Most of the native → Argonian population of Black Marsh is confined to the great inland waterways and impenetrable swamps of the southern interior. There are few roads here, and most travel is by boat. The coasts and the northwestern upland forests are largely uninhabited. For ages the → Dunmer have raided Black Marsh for → slaves; though the → Empire has made this illegal, the practice persists, and Dunmer and Argonians have a long-standing and bitter hatred for one another.

**Black-heart**

Black-heart is an acute → blight disease affecting a victim's → strength and → endurance. It may be contracted from → corprus beasts or other blight monsters.

**Blades**

The Blades is an prestigious service order for citizens demonstrating the greatest loyalty to the Emperor. To be named to the Blades by the Emperor is a great honor, and publicly acknowledged members serve openly in → noble courts and diplomatic posts. Privately, many Blades members act as the → Empire's intelligence agency. Such → agents conceal themselves with secret identities, operating in disguise as couriers, observers, and spies throughout the Empire.

**Blades Trainers**

These → Blades → agents offer training... not free, of course, but cheap for a fellow agent. Look for Rithleen, Tyermaillin, and Nine-Toes here in → Balmora. In → Caldera, see Surane Leoriane. In → Ald'ruhn, see Gildan. Sjorvar Horse-Mouth lives in a hut west of → Ald'ruhn. And Elone the Scout can be found at Arrille's Tradehouse in → Seyda Neen.

**Blessings**

→ Imperial cult members, or reverent, respectful guests, may make offerings at → shrines and receive in return a blessing. Common blessings are healing, cure common or → blight disease, resistance to common or blight disease, → cure poison, and other → health benefits. More extraordinary blessings are reserved for the advanced ranks of the faithful. No offering need be made by these pious souls; benefits may include long-term fortification of → attributes and → abilities.

Lit.: *The Consolations of Prayer* (TEST F: 950).
Blight

The Blight is a weather phenomenon associated with Vvardenfell’s colossal volcano, Red Mountain. Persistent within the Ghostfence — that is, within the crater and on the volcano's slopes — and intermittent near the volcano, the Blight is a health-threatening, ash-heavy volcanic cloud. Plants and creatures exposed to the Blight may contract a variety of blight diseases. The blight diseases you get from being outside during ash storms. The sickness comes from Red Mountain; it makes normal creatures into terrible monsters.

Blight Disease

The four blight diseases are ash-chancre, chanthrax, black-heart, ash woe. They come from touching blighted creatures or from going about in blight storms. Blight diseases resist common herbal and magical treatments, and are of two kinds: wasting diseases which attack one or more of an organism's systems, and abnormal growth diseases, which distort the organism's functions and structures. Natives avoid exposure to the Blight, and wear special protective garments when traveling in Blight-prone regions. Unless you walk upon Red Mountain, you need not fear the blight storms. You need magical resistance to blight disease if you go there.

Blight Storms

There is bad magic in the dust from Red Mountain. The grass dies, the kwama and guar go mad, bite and fight.

Blighted Creatures

The following creatures are susceptible to blight diseases: kwama queen, kwama forager, kwama warrior, kwama worker, scrib, cliff racer, alit, shalk, kagouti, nix hound, and rat. Since blight disease is contracted by contact, after an encounter with these creatures, make sure you haven't gotten a blight disease.

Blight Monsters

See Corprus Beasts.

Blind

This effect obscures the vision of the victim, reducing his chance to hit an opponent with weapon or hand-to-hand attacks.

Bloat

Bloat is the thick, pulpy-white tuber of the bloatspore plant. It grows in dark, damp locations.

Block

The block discipline is the skill of parrying melee attacks with shields. A successful block reduces damage.
Bloodmoon Prophecy

Bloodmoon Prophecy

An ancient Skall legend that tells of the signs that appear before a demon god begins to stalk the land in the company of his Hounds, creatures of terrible might. He is The Hunter, and his coming is preceded by three signs: the moon above will turn blood red, and the wolves that walk like men will walk the land. The prophecy tells of other signs that precede the Bloodmoon, but they are not all easily interpreted.

Bloodworm Helm

The King of Worms was said to have left behind one of his prized possessions, the Bloodworm Helm. The Helm is a construct of magically formed bone. The Helm allows the user to summon skeletons and control the undead. It would be a prized artifact to a necromancer.
Lit.: Famed Artifacts of Tamriel (TEST F: 352).

Blunt Weapon

The blunt weapon discipline is the study and mastery of the club, staff, mace, and warhammer weapons styles. To use any style of weapon effectively, the user must be trained, conditioned, and skilled in its use.

Blunt Weapons

Clubs and staves are cheap, easy-to-master, all-purpose weapons for travelers and militias. The mace and morningstar are one-handed, the warhammer is two-handed, slow, and heavy; all three are proper weapons for professional Warriors. Rank them by effectiveness as club, staff, mace, morningstar, and warhammer, with club least effective.

Body Armor

First, wear as much armor as you can carry and still fight without passing out. Second, use armor that matches the style you are skilled in—light, medium, or heavy armored style. Third, keep your armor in good shape. Worn armor is less effective; badly-worn armor is just as heavy as new armor, but provides almost no protection. Fourth, buy the best quality armor you can afford. Fifth, if you're trained in unarmored style, you may be better protected without armor than with armor.

Bonebiter

Sul-Senipul's bonemold long bow.

Bonelord

The Bonelord is a revenant that protects the tombs of clan and kin. Bonemeal, the finely ground powder made from the bones of the skeleton minions, has modest magical properties.
**Bonemeal**

Bonemeal is a finely ground powder with modest magical properties made from the bones of the → bonewalker, an undead creature often found guarding → ancestral tombs.

Pointy hats and bottlepackers all need their → ingredients. Go out, pop a skeleton apart, get the bonemeal, make a quick drake. Now, you have to be careful, because the locals don't like you out digging up their aunties.

**Bonewalker**

Bonewalkers are among the distinctive ancestral revenants that guard → Dunmer burial sites, and which may be summoned as spirit guardians. Bonewalkers are aggressive but not very dangerous. Among the undead, they are less worrisome than their more powerful manifestation, the → Greater Bonewalker.

**Bonewolves**

Foul beasts, not of this earth. These are creatures brought into existence by black magic. They are a mockery of the true and good → wolves that roam this land.

**Bookseller**

"I'm a bookseller. I buy and sell books. I also read books, and know the sorts of things you read in books. I don't mind sharing what I know about → Morrowind lore, and am happy to share a little advice, if you're interested. I can also suggest who to talk to if you want to know more about a subject."

**Boots of Blinding Speed**

A wondrous pair of boots, the name says it all.

**Boots of the Apostle**

When → Talos Stormcrown was a young man in → Skyrim, he went into the mountains to learn the secrets of the Greybeards. He learned the secrets of the high peak winds — the roar of the winter blast, and the warm silk of the summer updrafts. When he descended from the mountains, he came riding the clouds, striding through the air in great boots he claimed were gifts of the Greybeards for his cunning craft and riddling. After Septim yielded his crown, the boots disappeared, and have been lost for many years. The → Museum of Artifacts offers 27,500 gold for them.

Lit.: *Famed Artifacts of Tamriel* (TEST P: 352).

**Bosmer ('forest people')**

The Bosmer are the clanfolk of the Western → Valenwood forests. In the → Empire, they are called "Wood Elves," but they call themselves the Bosmer, or the 'Tree−Sap' people. They scorn pretense and formality, preferring a romantic, simple existence in harmony with the wild beauty of
nature. They are nimble and quick in body and wit, and there are no finer archers in all of Tamriel.
Lit.: The Annotated Anuad (TEST F: 898).

Bound Armor Spells

Bound armor spells summon lesser daedra constrained within the form of magical armor for the duration of the magical effect. The armor pieces are impossibly light, superbly formed, and supernaturally durable. The most common spells of this variety are: bound cuirass, bound helm, bound boots, bound shield, and bound gauntlets.

Bound Boots

The spell effect conjures a lesser Daedra bound in the form of a magical, wondrously light pair of Daedric boots. The boots appear automatically equipped on the caster, displacing any currently equipped foot armor to inventory. When the effect ends, the boots disappear, and any previously equipped foot armor is automatically re-equipped.

Bound Cuirass

The spell effect conjures a lesser Daedra bound in the form of a magical, wondrously light Daedric cuirass. The cuirass appears automatically equipped on the caster, displacing any currently equipped chest armor to inventory. When the effect ends, the cuirass disappears, and any previously equipped chest armor is automatically re-equipped.

Bound Gauntlets

The spell effect conjures a lesser Daedra bound in the form of magical, wondrously light Daedric armored gloves. The armored gloves appear automatically equipped on the caster, displacing any currently equipped hand armor to inventory. When the effect ends, the armored gloves disappear, and any previously equipped hand armor is automatically re-equipped.

Bound Helm

The spell effect conjures a lesser Daedra bound in the form of a magical, wondrously light Daedric helm. The helm appears automatically equipped on the caster, displacing any currently equipped head armor to inventory. When the effect ends, the helm disappears, and any previously equipped head armor is automatically re-equipped.

Bound Shield

The spell effect conjures a lesser Daedra bound in the form of a magical, wondrously light Daedric shield. The shield appears automatically equipped on the caster, displacing any currently equipped shield to inventory. When the effect ends, the shield disappears, and any previously equipped shield is automatically re-equipped.
Bound Weapons Spells

Bound weapon spells summon lesser → daedra constrained within the form of magical weapons for the duration of the magical effect. The weapons are impossibly light, superbly formed, and profoundly bloodthirsty. The most common → spells of this variety are: bound dagger, bound longsword, bound mace, bound battle−axe, bound spear, and bound longbow.

Bound Battle Axe

The spell effect conjures a lesser Daedra bound in the form of a magical, wondrously light Daedric → battle axe. The battle axe appears automatically equipped on the caster, displacing any currently equipped weapon to inventory. When the effect ends, the battle axe disappears, and any previously equipped weapon is automatically re−equipped.

Bound Dagger

The spell effect conjures a lesser Daedra bound in the form of a magical, wondrously light Daedric → dagger. The dagger appears automatically equipped on the caster, displacing any currently equipped weapon to inventory. When the effect ends, the dagger disappears, and any previously equipped weapon is automatically re−equipped.

Bound Longbow

The spell effect conjures a lesser Daedra bound in the form of a magical, wondrously light Daedric → longbow. The longbow appears automatically equipped on the caster, displacing any currently equipped weapon to inventory. When the effect ends, the longbow disappears, and any previously equipped weapon is automatically re−equipped.

Bound Longsword

The spell effect conjures a lesser Daedra bound in the form of a magical, wondrously light Daedric → longsword. The longsword appears automatically equipped on the caster, displacing any currently equipped weapon to inventory. When the effect ends, the longsword disappears, and any previously equipped weapon is automatically re−equipped.

Bound Mace

The spell effect conjures a lesser Daedra bound in the form of a magical, wondrously light Daedric → mace. The mace appears automatically equipped on the caster, displacing any currently equipped weapon to inventory. When the effect ends, the mace disappears, and any previously equipped weapon is automatically re−equipped.

Bound Spear

The spell effect conjures a lesser Daedra bound in the form of a magical, wondrously light Daedric → spear. The spear appears automatically equipped on the caster, displacing any currently equipped weapon to inventory. When the effect ends, the spear disappears, and any previously equipped weapon is automatically re−equipped.
**Bow of Shadows**

Legend has it that the Bow of Shadows was forged by the Daedra Nocturnal. The legendary ranger, Raerlas Ghile, was granted the Bow for a secret mission that failed, and the Bow was lost. Raerlas did not go down without a hearty fight and is said to have, with the aid of the Bow, taken scores of his foes with him. The Bow grants the user the ability of invisibility and increased speed. Many sightings of the Bow of Shadows have been reported, and it is even said that the sinister Dark Elf assassin of the Second Era, Dram, once wielded this bow. The Museum of Artifacts offers 21,000 gold for the artifact.

**Breton**

Passionate and eccentric, poetic and flamboyant, intelligent and willful, Bretons feel an inborn, instinctive bond with the mercurial forces of magic and the supernatural. Many great sorcerers have come from their home province of High Rock, and in addition to their quick and perceptive grasp of spellcraft, enchantment, and alchemy, even the humblest of Bretons can boast a high resistance to destructive and dominating magical energies.

**Broadsword**

Long popular in the West, the mass-produced, one-handed, double-edged heavy broadsword commonly used by the Legions is descended from the original elaborate, decorated Breton broadsword designs. The Nordic broadsword developed independently, and is a more plain, practical weapon. All broadswords are commonly used with sword-and-shield techniques, the Bretons favoring the heavy tower shield, while the legions prefer a smaller standard-sized shield.

**Brodir Grove**

Brodir Grove is where the wizard Grimkell turned some men to stone, and there they remain, a monument of betrayal.

**Brown Rot**

Brown rot is a mild common disease affecting the victim's strength and behavior. Symptoms include necrosis and sleeplessness. It may be contracted from the bonewalker, skeleton, greater bonewalker, or bonelord.

**Bthanchend**

A Dwemer ruin south of Maar Gan.

**Bthuand**

An ancient Dwemer ruin east of Kogoruhn.
Bthuand Mzahnch

Bthuand Mzahnch
A → Dwemer scholar.

Bthungthumz

A → Dwemer ruin in the → foyada Bani–Dad.

Bull Netch

The bull netch is a huge beast that hovers in the air, supported by internal sacks of magical vapors. Cured netch skin, durable, flexible, and variously colored, is used throughout the → Empire in garments, armor, weapons, household goods, and furnishings.

Bungler's Bane

Bungler's Bane is a mottled brown–and–orange shelf fungus collected from the trunks of trees in the → Bitter Coast region.

Buoyant Armigers

The Buoyant Armigers is a small military order of the → Temple, exclusively dedicated to and answering to Lord → Vivec. They pattern themselves on Lord Vivec's heroic spirit of exploration and adventure, and they emulate his mastery of the varied arts of personal combat, chivalric courtesy, and subtle verse. The light–hearted Buoyant Armigers serve the Temple as champions and → knights–errant, and are friendly rivals of the more solemn → Ordinators in our dedicated service to Lord Vivec and the Temple.

Burden

This effect temporarily increases the weight carried by the victim, causing faster → fatigue loss. The magnitude of the effect is the weight added. When the effect ends, the added weight disappears.
C.

Caenlorn

Caenlorn are the ceremonial wolves of the Skaal. The Caenlorn are only summoned for specific ceremonies. Other times, they reside in the world of the spirit with the All-Father.

Calcinator

A calcinator is a stove or crucible which reduces metals and substances to ash so their arcane properties can be separated from the dross. They must be made of porcelain or iron device to withstand the high temperatures necessary to reduce certain substances to ash.

Caldera

Caldera is a recently chartered Imperial town and mining corporation north of Balmora on the road to Ald'ruhn. The Caldera Mining Company has been granted an Imperial monopoly to remove raw ebony from the rich deposits here. Caldera is a new town, recently built in the Western Imperial style, and most of the citizens are outlanders and new colonists. Odral Helvi used to be the town reeve of Caldera, but he's been sent to the mainland to await trial on smuggling charges. Shenk’s Shovel, the tradehouse by the South Gate, has beds, food, and sundries. Shenk the Redguard is the publican of Shenk’s Shovel. Hodlismod the Nord is the smith, Verick Gemain the trader, Irgola the pawnbroker, and Falanaamo the clothier. House Hlaalu services are available at the big Governor’s Hall on the hill to the northeast. The Mages Guild is in the southwest corner of town; they have an alchemist, enchanter, mage, and nightblade. The Mages Guild has guild guide transport to Vivec, Balmora, Ald'ruhn, and Sadrith Mora Mages Guilds. Various other folks in town offer training. Roads lead south to Balmora and north to Ald'ruhn. Hla Oad on the west coast is a long walk without any trail; head west to the coast, then follow the coast north.

Caldera Ebony Mines

The Caldera ebony mines lie in a depression southwest of Caldera. There’s an office, a bunkhouse, and guard tower over near the mine entrance. Stlennius Vibato, the mine boss, lives on site at the mines to the southwest. If you’re thinking of taking a look while you’re here, head straight west from town, then swing around south into the bowl of the mine through a gap in the mountains. Otherwise, you can try climbing straight over the ridge — but it is too steep a climb for most.

Call Bear

The ritual allows you to summon a bear to your side to aid you in battle.

Call Wolf

n/a
Calm Creature

This effect temporarily reduces a creature's attack rating (i.e., its inclination to attack). The effect's magnitude is the value of the reduction of the attack rating. When the effect ends, the creature's attack rating returns to normal. Humanoids, undead, → Daedra, and → artifacts are not affected.

Calm Humanoid

This effect temporarily reduces a humanoid's attack rating (i.e., its inclination to attack). The effect's magnitude is the value of the reduction of the attack rating. When the effect ends, the humanoid's attack rating returns to normal. Creatures, undead, → Daedra, and → artifacts are not affected.

Camonna Tong

The Camonna Tong is → Morrowind's native criminal syndicate. They're grown powerful and ruthless since the Imperial occupation, and have great influence in the higher ranks of House → Hlaalu. The Camonna Tong are in direct competition with the → Thieves Guild for control of illegal trade, and Camonna Tong will not tolerate competition. They have sworn to exterminate the upstart → outlander newcomers. Compared with the Camonna Tong, the Thieves Guild is relatively decent and honorable — certainly less brutal. The Camonna Tong are known for their brutal disregard for human life. They don't accept outlanders as members.

Cantons

See → Vivec

Caravaner

"I'm a caravaner. I can transport you by → silt strider to various destinations for a modest fee."

Carecalmo

A very old High Elf wizard. As a young → mage he served Uriel V, though he did not follow him to Akavir. He was accounted among the wise and powerful until he was implicated in Jagar Tharn's plot to place an impostor on the Imperial throne. Since then he and his bodyguard, a masterful → knight named Meryaran, have been fugitives. Carecalmo is a servant of Mehrunes Dagon, a grim → agent of death and destruction, and the → Imperial cult has long sought to destroy him.

Caretaker

"I keep things clean and running smoothly. I keep an eye on things. I make sure we have enough of what is needed, and make sure no one walks off with things."
Castle Karstaag

Castle Karstaag

Castle Karstaag is a castle made of ice on the northwest part of Solstheim. There lives the frost giant Karstaag. None may enter the castle itself without the giant Karstaag's blessing. The Skaal have lived in peace with the monster for many years, but have heard nothing from the giant for some time.

Cave Rat

The cave rat is a subterranean variety of the hardy, abundant hunter–scavenger. Rat meat is tough and greasy, with an unpleasant odor and taste. Nonetheless, it is cheap, abundant, and nutritious, and palatable when cooked in a stew and masked by strong, strong spices.

Cavern of the Incarnate

A secret place sacred to Azura. Its location is given by the following riddle: "The eye of the needle lies in the teeth of the wind — the mouth of the cave lies in the skin of the pearl — the dream is the door and the star is the key."
Caves

Table 1. See also → Grottos.

Caves of Fjalding

The caves below → Lake Fjalding.

Census and Excise

See → Imperial Office of Census and Excise.

Centurion Sphere

The centurion sphere is an enchanted animated → artifact of → Dwemer creation. These aggressive and dangerous devices compress into a ball when inactive, and transform into a mobile → Warrior when aroused. → Scrap metal collected from → Dwemer artifacts is rare and precious, and prized both by collectors of antiquities and students of metals and → enchantments.

Centurion Spider

The centurion spider is an enchanted animated → artifact of → Dwemer creation. Constructed in the form of large metal spiders, they are aggressive and dangerous. → Scrap metal collected from → Dwemer artifacts is rare and precious, and prized both by collectors of antiquities and students of metals and → enchantments.

Challenges

→ Vvardenfell's greatest challenges are its mutually hostile cultures, its cruel and untamed wildernesses, and the troubling phenomenon of the → Blight. The → Temple and traditional → Dunmer cultures are in direct opposition to the values of the Imperial conqueror's colonists, and the interests of each → Great House conflict with the interests of the other Great Houses. Only the → Imperial Legions and the Duke's shrewd policies prevent political disputes from expanding into civil unrest or warfare.

Chameleon

This effect lets the target blend into the surroundings so no one can see him. The target can attack and use objects without disrupting the effect, but chameleon may range from 1% to 100% effectiveness. The effect's magnitude is the degree of concealment.

Chanthrax

Chanthrax is an acute → blight disease affecting a victim's dexterity and mobility. It may be contracted from → corprus beasts or other blight monsters.
Charm

Charm

This effect temporarily increases the target’s disposition towards the caster. When the effect ends, the target's disposition returns to its original value.

Chills

Chills is an extremely dangerous common disease affecting the victim's mind and coordination. Symptoms include clumsiness and mental confusion. It may be contracted from the bonewalker, skeleton, greater bonewalker, or bonelord.

Chimarvamidium

It is the sixth volume of Marobar Sul’s "Ancient Tales of the Dwemer." Most of the "Ancient Tales" are not truly Dwemer in origin, but this one may be an exception. It deals with some sort of golem or centurion.

Chimer

Chimer — literally "the People of the North," an archaic and poetic usage — were the Elven tribes who followed the prophet Veloth out of the southwest of Tamriel to settle in the lands now known as Morrowind. Dunmer fable says that before their skin turned dark with the Curse, the Dark Elves were known as the Chimer.

Lit.: The Annotated Anuad (TEST F: 898). The Changed Ones (TEST F: 945).

Chitin

Chitin weapons of native Dunmer manufacture are created from the sturdy but light exoskeletons of local creatures. Layers of chitin are typically laminated using vegetable, shalk, and bug resin glues to form strong but flexible weapons. The serrated edges of the original materials are exploited to create especially wicked daggers and slashing weapons.

Chokeweed

Chokeweed is a tough shrub growing in the rocky highlands of the West Gash.

Choose a Hortator

A Hortator is chosen by consensus. Everyone has to agree. A single ‘no’ is a veto. First a Great House has to choose a Hortator. Then that Hortator has to go persuade the other Great Houses to agree to name him Hortator of their houses, too.

Chronicles of Nchuleft

"Chronicles of Nchuleft" is a very rare Dwarven tome. There are probably still copies of the book in the Dwemer ruin of Nchuleft. Otherwise, you could try asking booksellers where one might find a copy.
Chrysamere

Chrysamere

The Paladin's Blade is an ancient claymore with offensive capabilities surpassed only by its own defenses. It lends the wielder health, protects him or her from fire, and reflects any spells cast against the wielder back to the caster. Seldom has Chrysamere been wielded by any bladesman for any length of time, for it chooses not to favor one champion. It was in the possession of the Legion for many years, but was stolen by a treacherous Knight. The Museum of Artifacts offers 30,000 gold for it.

Lit.: Famed Artifacts of Tamriel (TEST F-352).

Citadels

The five ancient Dwemer citadels on Red Mountain are no longer known by their Dwemer names, but now take the names of their Dagoth Lords: Endusal, Odrosal, Vemynal, Tureynulal, and Dagoth Ur. See under the respective names.

Clannfear

The clannfear is a fierce, green, lizardlike bipedal Daedric summoning.

Claymore

Highland Bretons were the first to use the very heavy two–handed sword called the claymore, but powerful Redguards were quick to adopt these massive shock weapons to their heroic melee styles. Not suitable for use by close order troops, the claymore is favored by the solitary hero–adventurer, particularly against great beasts and otherworldly creatures.

the Cleansing

See End of Times.

Cleaver of St. Felms

Mendel Eves carried the Cleaver of St. Felms the Bold. He was a brave and honorable Buoyant Armiger, but he fell fighting on the northeast slopes of Red Mountain in an Ash Vampire lair known as Tureynulal.

Cliff Racer

The long–tailed cliff racer is an aggressive, dangerous flying creature with a large vertical sail along its spine. Racer plumes from the native bird–like cliff racer are used locally and throughout the Empire as decorations for garments and household goods.

Clockwork City

Sotha Sil's lair, as puzzling as the mind of the Sorcerer himself. Ever–moving, ever–changing, its levers and gears responding to its master's will alone. It is here where Sotha Sil...
performs his profane experiments, aided by his magic and tainted by his madness.

Clothes

In → Morrowind we speak of four different levels of clothing quality: common, expensive, extravagant, and exquisite. Common clothes are cheap and serviceable. → Merchants and lesser nobility wear expensive clothes. Extravagant clothes are worn by wealthy merchants and → nobles of upper rank. Only the most wealthy can afford exquisite clothes. Persons of exalted rank may not even speak to you if you are unsuitably dressed, so if you plan to deal with the upper classes, make sure you are well−dressed. If you need to know about clothes, and you want to talk to a clothier, talk to Milie Hastien in → Balmora.

Clothier

Clothiers make → clothes with style and distinction and sell them. Their clients are either discerning → nobles or → merchants or → commoners with exceptional taste and financial resources. They also buy clothes in good condition, and with a little work they can make them good as new and resell them.

Cloudcleaver

The name of the axe Balmir used to slay the Terror of Wrothgar's Quagmire.

Club

The club is usually a crude, improvised one−handed → blunt weapon common among less technologically sophisticated cultures like the → Argonians, but it also a cheap and effective militia weapon used with a light → shield in → Cyrodiil and the Western provinces.

Coda Flower

The coda flower is the fruiting body collected from the primitive draggle−tail plant of the → Bitter Coast.

Collywobbles

Collywobbles is a serious → common disease affecting a victim's → strength, → endurance, and mobility. Symptoms include uncontrollable shaking and chronic weariness. It may be contracted from the fiery → shalk.

Comberry

The comberry is a bush that produces a bitter berry, best known as the basis of the native comberry brandy, a rough but potent alcoholic beverage of → Morrowind. Comberry is grown in the → Ascadian Isles.
Command Creature

**Command Creature**

This effect compels a creature to fight the caster's enemies for the duration of the effect. The magnitude is the level of creature affected. When the effect ends, the creature returns to its normal behavior.

**Command Humanoid**

This effect compels a humanoid to fight the caster's enemies for the duration of the effect. The magnitude is the level of humanoid affected. When the effect ends, the humanoid returns to its normal behavior.

**Commercial Potions**

Commercial potions are guaranteed effective. Most come in five commercial grades — bargain, cheap, standard, quality, and exclusive — increasing in effectiveness and duration according to quality and expense. Some potions come in only one grade; they produce a single effect, and are guaranteed effective. Adventurers lacking magic skills must rely on potions, scrolls, or enchantments when they require the benefits of magic effects.

**Common Disease**

There are sixteen common diseases: rockjoint, helljoint, witbane, chills, serpiginous dementia, greenspore, dampworm, rust chancre, droops, ataxia, wither, swamp fever, collywobbles, brown rot, yellow tick, rattles. The healers of the settled peoples divide them into three kinds: mild, serious, and acute. Serious and acute are more dangerous, of course, but none of them are fatal. But you must get them cured, or they weaken you, and people won't want to talk to you.

**Commoner**

"I am a commoner. I do whatever needs doing — cooking, cleaning, building, baking, making, breaking."

**Conjuration**

The conjuration discipline is the mastery of the spell effects of the College of Conjuration. The conjuration spells summon magical items and beings from the outer realms to serve the caster. Conjuring effects include the mental domination of mundane and magical creatures, summoning of otherworldly weapons and armor, and summoning of Daedric servants and powers to serve and protect the caster.

**Conjuration Expert**

A mage skilled at Conjuration is adept at summoning otherworldly creatures, including ghosts.
Conjuration Spells

Unlike spells of the other colleges, there are few variants and versions of the conjuration spells, other than according to effect duration. There are four different classes of conjuration spells: domination spells, summoning spells, bound weapons spells, and bound armor spells.

Corkbulb

Corkbulb is a huge bulbous root that protrudes from the ground, with green foliage about man−high. It grows wild, but is easier to find in cultivated patches near the farmhouses of the Ascadian Isles. I think there's a big patch of it just north of Dren Plantation; that's on many maps. And remember: we have an agreement with the plantation owners that lets us collect the corkbulb, so don't be shy.

Corkbulb Root

Corkbulb trees are grown for their tough, fibrous roots which have modest magical properties. On Vvardenfell corkbulb root is used in place of wood, since trees won't grow in this harsh environment. Corkbulb grows best in the Ascadian Isles.

Corprus

The "Corprus" effect gives the victim corprus disease. The victim remains affected by the disease until it is cured.

Corprus Beasts

They call them 'corprus beasts' or 'corprus men,' they crawl from under Red Mountain. Corprus beasts include the corprus stalker and the lame corprus. Once they were men. Then blight storms come. They walk in the storms. They get sick, grow fat and stupid. Now they prey in the night like demons. Sit around in caves, cutting off pieces of their own flesh and eating it, follow the blight storms, walk in the storms, bring death, disease. They wander like mad beasts, killing and eating.

Corprus Disease

Corprus is a deadly disease that attacks a victim's mind and body. It takes many forms. For some, the progress is rapid and terrible. For others, the effects on the mind and body are very slow. Victims grow mad and violent, and their bodies sprout wild, revolting growths. Cut a piece off, and another piece grows back, bigger and better. This disease comes from contact with corprus beasts or other blight monsters. It's a remarkable affliction, in that once having contracted Corprus, one is completely unaffected by any other diseases.

Corprus Stalker

Corprus stalkers are the deformed, deranged victims of corpus disease. Aggressive and dangerous, they also carry corpus disease, a deadly disease profoundly affecting a victim's
Corprus Weepings

mind and body.

Corprus Weepings

Corprus weepings are hardened secretions that fall from the fleshy sores of → corprus victims.

Corprusarium

The Corprusarium is beneath → Tel Fyr, the tower of the → Telvanni wizard → Divayth Fyr. The → Temple sends victims of → corprus disease to the Corprusarium. → Corprus victims can't be cured, but Lord Divayth Fyr cares for them, and keeps them from infecting the rest of the world. The inmates are sad, distorted monsters, angry and cruel, and their sufferings are great, but they still live and feel.

Council Club

The Balmora Council Club is across from the → Silt Strider.

Council Hall

See → Telvanni Council Hall.

Crab Meat

The → mudcrab native to → Vvardenfell is prized for its sweet crab meat. The flesh of the mudcrab is both tasty and possessed of modest magical properties.

Crater Citadels

See → Citadels.

Creatures

→ Vvardenfell has many native creatures, some more dangerous than others. The main varieties are: → kwama, → flying creatures, → herd animals, → large bipedal predators, → small predators, and → water creatures. Two types of creatures are particularly dangerous, because they carry → disease: diseased creatures → creatures suffering from milder local → common diseases → and → Blighted Creatures → creatures suffering from the more dangerous → blight diseases. → Table 2.

Crosier of St. Llothis

The former captain of the → Buoyant Armigers, Voruse Bethrimo, fought against the terrible creatures of → Dagoth Ur, but was slain while protecting those under his command as they retreated. He carried the Crosier of St. Llothis, a holy → artifact which is now in the hands of our enemies.
Crossbow

The Dwemer crossbow is an ingenious device that permits someone with only modest training and skill to fire a missile bolt massive enough to penetrate heavy armor. The Imperial Legion's mass-produced version is somewhat less effective, and most Imperial missile troops and hunters use the more popular short and long bows.

Crusader

Any heavily armored Warrior with spellcasting powers and a good cause may call himself a crusader. Crusaders do well by doing good. They hunt monsters and villains, making themselves rich by plunder as they rid the world of evil. There's a crusader in residence at Desele's House of Earthly Delights in Suran. His name is Snorri. Talk to him if you want a good, long lecture on a crusader's experiences on Vvardenfell.

"Crusaders used to be Warriors in service to a cult, but now any heavily armored Warrior with a good cause calls himself a crusader. My good cause is hunting down necromancers and witches and bandits and other malefactors. And I do well by doing good — salvage on arms, armor, and goods taken from malefactors earns me a good living. I'm tough and strong, so I wear heavy armor and use blunt weapons. And I won't fight with worn weapons or worn armor, so I'm my own armorer."

Cuirass of the Savior's Hide

Another of Hircine's artifacts was the Cuirass of the Savior's Hide. The Cuirass has the special ability to resist magicka. Legend has it that Hircine rewarded his peeled hide to the first and only mortal to have ever escaped his hunting grounds. This unknown mortal had the hide tailored into this magical Cuirass for his future adventures. The Savior's Hide has a tendency to travel from hero to hero as though it has a mind of its own. The Museum of Artifacts offers 30,000 gold for it.

Lit.: Famed Artifacts of Tamriel (TEST F: 352).

Cure

Cure spells remove diseases, poisons, and incapacitation spell effects from the victim. The most common restoration spells of this kind are: cure common disease, cure blight disease, cure poison, and cure paralysis.

Cure Blight Disease

This effect cures the subject of any and all blight diseases.

Cure Common Disease

This effect cures the subject of any and all common diseases.
Cure Corprus Disease

This effect cures the subject of corprus disease.

Cure Paralyzation

This effect cures the subject of paralyzation.

Cure Poison

This effect cures the subject of poisons affecting the subject. The effect does not restore health lost to poisons.

Cure Potions

Cure potions remove diseases and harmful conditions. Cure potions include: cure poison, cure common disease, cure paralyzation, and cure blight disease.

Cure Spells

See Cure.

Cyrodiil

Cyrodiil is the cradle of Human Imperial high culture on Tamriel. It is the largest region of the continent, and most is endless jungle. The Imperial City is in the heartland, the fertile Nibenay Valley. The densely populated central valley is surrounded by wild rain forests drained by great rivers into the swamps of Argonia and Topal Bay. The land rises gradually to the west and sharply to the north. Between its western coast and its central valley are deciduous forests and mangrove swamps.

Cyrodiilic brandy

Cyrodiilic brandy, an invigorating and stimulating alcoholic beverage, is imported and expensive in Morrowind, but it is claimed to have none of the unpleasant side effects of other intoxicants. I hear it fortifies Willpower and Endurance.
Daedra

The Daedra are powerful ancestor spirits, similar to gods, but weaker and more capricious. In the olden times, the Daedra were worshipped as gods by the Dunmer, but were undeserving of this veneration, since they harmed their followers as often as they helped them. With their Apotheosis, the Tribunal became the Protectors and High Ancestor Spirits of the Dunmer. The Temple teaches that the Three Good Daedra — the Anticipations, Boethiah, Azura, and Mephala — recognized the Divinity of the Tribunal and made homage to them. The good Daedra became loyal friends of the Tribunal, but the Rebel Daedra — the Dark Daedra, Molag Bal, Malacath, Sheogorath, and Mehrunes Dagon — in their arrogance and pride, refused to keep faith with the Tribunal and remained foul and treacherous. Good Daedra are the Daedra associated with Boethiah, Azura, and Mephala — the winged twilight and the hunger. The Rebel Daedra thus became the Four Corners of the House of Troubles, and they continue to tempt the unwary into heresy and dark worship. Bad Daedra include Molag Bal's servant, the daedroth; Malacath's servant, the ogrim; Mehrunes Dagon's servant, the scamp, the dremora, and the clannfear; and Sheogorath's servant, the golden saint. The Bad Daedra are inconstant, rebellious, and unreliable, and ever eager to seduce the faithful into sin and profane worship. Thus, the Daedric cult worship the bad Daedra.


→ Table 3.

Daedra Cults

See → Daedra Worship.

Daedra Skin

Daedra skin must be removed from the specimen while it remains on the mortal plane. Daedra skin has modest magical properties, but collecting it from the daedra is hard work and dangerous.

Daedra Worship

The Temple forbids the worship of the four bad Daedra — Mehrunes Dagon, Malacath, Molag Bal, and Sheogorath. But it's a big island, and there's a lot of wilderness, with lots of old Daedric ruins just waiting for a new group of worshippers. The Ordinators have their hands full with heretics and dissidents at home. They can't go out chasing Daedra lovers.

Lit.: *Darkest Darkness* (TEST F: 325).

Are you interested in seeing the old places of the Daedra worshippers? Look upon Esutanamus. Sometimes a champion will enter there in search of ancient weapons and treasures.

Daedra's Heart

A Daedra's heart must be removed during the brief period of its appearance on the mortal plane. The Daedra's heart has modest magical properties, but, since removing the heart is generally fatal.
Daedric Ruins

to the specimen, the substance is rare and expensive. It is prized by alchemists, and is also available at reasonable prices and with considerably less excitement from alchemists.

Daedric Ruins

When the Velothi first came to → Morrowind, they worshipped their most terrible → ancestors, the → Daedra Lords. Legends say the Daedra Lords themselves built these great → shrines, because mortals could not build anything grand enough to suit them.

→ Table 4.

How do you recognize a Daedric shrine? Well, they've got long, funny names, like → Ashurnibibi or → Zaintiraris. Some are well−known sites, like → Ald Sotha and → Bal Fell. And stone and architecture is unmistakable. Big, dark, grey−green stone ruins, funny angles, funny markings and patterns on the stone. Weird oval crooked doors. And inside, all funny angles.

Daedric Shrines

See → Daedric ruins.

Daedric Sites

See → Daedric ruins.

Daedric Summonings

Certain Daedric summonings are more often encountered on → Vvardenfell. → Good Daedra are the → Daedra associated with Boethiah, Azura, and Mephala — the → winged twilight and the → hunger. → Bad Daedra are associated with Mehrunes Dagon, Malacath, → Sheogorath, and Molag Bal. → Atronachs are unaligned Daedra of the elemental planes. But don't judge a summoning by its patron. The summoner commands a summoning, and, good or bad, nice or nasty, they must do the summoner’s bidding. The → Mages Guild is permitted to invoke and summon Daedra by → Imperial license. This is a source of friction between the Guild and local authorities, and the Guild insists that → mages take care to avoid public controversy when using summoning magic.

Daedric Weapons

Daedric weapons are made from raw → ebony which has been refined using the craft and magical substances of the lesser minions of Oblivion. The process is not a pleasant one for the → Daedra involved, and the weapons retain echoes of preternaturally prolonged suffering endured during manufacture. Daedric weapons are the most rare and expensive weapons known in Tamriel.

Daedroth

The daedroth are the crocodile−headed Daedric minions of the → Daedra Lord Molag Bal.
**Dagger**

Every culture produces some variant on the short multi-purpose weapon called the dagger. Dagger weapons differ dramatically in quality and effectiveness; they are further differentiated by a wide variety of enchantments commonly placed on these easily concealed weapons. Daedric and glass daggers are shockingly efficient weapons, despite their small size and low mass.

**Dagger of Symmachus**

The Museum of Artifacts offers 10,000 gold for the ceremonial dagger of General Symmachus.

**Dagon Fel**

Dagon Fel is a tiny fishing village on the northern coast of Vvardenfell on the large island called Sheogorad in the Azura's Coast region. This was a Nord settlement thousands of years ago, until the Dunmer drove the Nords from Morrowind. Then the Dwemer built a city here; the village built on the ruins of the Dwemer city. Since Morrowind became an Imperial province, Nord fishermen have returned here. Imperial scholars and adventurers also come here to explore the various Dwemer and Daedric ruins of Sheogorad. Fryfnhild, the publican and proprietor of the End of the World tradehouse, is the trader. Hjotra the Peacock, also at the End of the World, is a pawnbroker; he buys and sells many things. The End of the World tradehouse is in the center of the village, near the watchtower. Dagon Fel does not have a smith or a healer. Haema Farseer's ship to Tel Mora, Sadrith Mora, Tel Aruhn, and Khuul is the only travel service.

**Dagoth**

(1) House Dagoth was the Sixth of the Seven Dunmer Great Houses. Nothing remains of the Sixth House. Its members were all slain or adopted into other Great Houses following their treason in the War of the First Council. Their clanstead was called Kogoruhn. (2) See Dagoth Ur.

**Dagoth Ur**

(1) Dagoth Ur is the former Lord High Councilor of the extinct Sixth House, House Dagoth, the traitor house destroyed in the War of the First Council. He was of Lord Nerevar's generation and a mighty sorcerer and enchanted in life. In his sustained shadow immortality, he appears to be a highly intelligent, severely deluded immortal monster with unparalleled supernatural abilities. He appears, by turns, lucid and deranged, compassionate and bestial, profoundly wise and profoundly disordered. In short, he is a mad god. Dagoth Ur dwells in fiery caverns beneath Red Mountain, served by his kin and legions of monsters. Dagoth Ur is the evil immortal enemy of the Tribunal Temple cult. The Temple blames Dagoth Ur and his hosts for all the evils that beset the Dunmer and Morrowind. (2) Also known as "Citadel Dagoth" or "Red Mountain": Today's name of the Dwemer ruin in the center of Red Mountain.
Dagoth Ur's Servants

These are the monstrous servants of Dagoth Ur known by name to natives of Vvardenfell. Corprus beasts include the corprus stalker and the lame corprus. Lesser Dagoth followers include the ash slave and ash zombie. The greatest, most feared of Dagoth Ur's servants are the ash ghoul, the ascended sleeper, and the ash vampire. Chief among his servants are his seven brothers, the ash vampires, powerful heartwights and cunning sorcerers of old. These creatures appear to die, but always are revived at the Heart. Somehow Dagoth Ur has conferred some portion of his immortality upon them. Or perhaps they sustain themselves through more conventional sorcery.

Dahrk Mezalf

Mezalf is sometimes referred to as "Mezalf Bthungthumz." Perhaps he was from the Dwemer village of Bthungthumz. Go to Maar Gan. Head east past the silt strider, then go north towards the Foyada. Follow the Foyada Bani−Dad to the northwest until you see what remains of Bthungthumz on the right.

Dai−katana

These exotic two−handed, single−edged long blades of Akaviri design are neither common nor popular for military or private use. They are superb examples of weapon craft, but expensive and subtle in technique.

Damage

Damage Attribute

This effect lowers the value of one of a victim's attributes. Only Strength, Intelligence, Willpower, agility, Speed, Endurance, Personality, and Luck are affected. Any derived attributes are recalculated. Attributes do not return to their original values at the end of the spell's duration; they can only be restored with the appropriate restore attribute spell or potion. The magnitude is the units of attribute lost each second of duration. See also Attribute−Damaging.

Damage Fatigue

This effect lowers the value of a victim's fatigue. Any derived attributes are recalculated. Fatigue does not return to its original value at the end of the spell's duration; it restores normally, or may be restored with a restore fatigue spell or potion. The magnitude is the units of fatigue lost each second of duration.

Damage Health

This effect lowers the value of a victim's health. Any derived attributes are recalculated. Health does not return to its original value at the end of the spell's duration; it restores normally, or may be restored with a restore health spell or potion. The magnitude is the units of health lost each second of duration.
**Damage Magicka**

This effect lowers the value of a victim's → magicka. Any derived attributes are recalculated. Magicka does not return to its original value at the end of the spell's duration; it restores normally, or may be restored with a → restore magicka spell or potion. The magnitude is the units of magicka lost each second of duration.

**Damage Skill**

This effect lowers the value of one of a victim's skills. Skills do not return to their original values at the end of the spell's duration; they can only be restored with the appropriate → restore skill spell or potion. The magnitude is the units of skill lost each second of duration.

**Dampworm**

Dampworm is a serious → common disease affecting a victim's mobility. Symptoms include uncontrollable muscle spasms and twitching. It may be contracted from the → nix−hound.

**Dareleth Ancestral Tomb**

See → Valley of the Wind.

**Dark Brotherhood**

The Dark Brotherhood is an ancient secret association of → assassins. They do not advertise their services or their creed, but they are an outlawed secret society with an evil reputation, and are often associated with Daedra worship. The → Morag Tong claims the Dark Brotherhood is a depraved perversion of their ancient → law−abiding order of assassins, and the Morag Tong is the sworn enemy of the Dark Brotherhood.

Lit.: *The Brothers of Darkness* (TEST P. 936).

**Dark Elves**

See → Dunmer.

**Dart**

Darts are light, easy−to−use missile weapons. Skirmishers throw several darts to weaken and disorder the opponent before advancing into close combat. Darts are also handy for lightly armed, modestly trained, club−and−shield militia troops.

**Demoralize Creature**

This effect temporarily increases a creature's flee rating (i.e., its inclination to flee from an attacker). The effect's magnitude is the value of the increase of the flee rating. When the effect ends, the creature's flee rating returns to normal. Humanoids, undead, → Daedra, and → artifacts are not affected.
Demoralize Humanoid

Demoralize Humanoid

This effect temporarily increases a humanoid's flee rating (i.e., its inclination to flee from an attacker). The effect's magnitude is the value of the increase of the flee rating. When the effect ends, the humanoid's flee rating returns to normal. Creatures, undead, → Daedra, and → artifacts are not affected.

Destruction

The destruction discipline is the mastery of the spell effects of the College of Destruction. The → destruction spells harm living and → undead creatures, and → mages specializing in destruction are usually war wizards.

Destruction Spells

There are many common variants of destruction spells, not to mention the countless custom versions created by ambitious spellcasters. There are so many different destruction spells that it helps to divide them into five different classes of effects: → elemental damage, → attribute-draining, → attribute-damaging, vulnerability, and disintegration.

Detect Animal

The caster of this effect can detect any entity animated by a spirit; they appear on the map as symbols. This effect includes all classes of monsters. The effect's magnitude is the range in feet from the caster that animals are detected.

Detect Creature

See → Detect Animal.

Detect Enchantment

The caster of this effect can detect enchanted items; they appear on the map as symbols. The effect's magnitude is the range in feet from the caster that enchanted items are detected.

Detect Key

The caster of this effect can detect keys; their locations appear on the map as symbols. The effect's magnitude is the range in feet from the caster that keys are detected.

Detect Potions

Detect potions provide magical means of perceiving certain classes of things in space. Detect potions include: → detect key, → detect creatures, and → detect enchantment.
Diamond

The diamond is a rare, transparent, extremely hard gemstone of great value.

There must be more diamond deposits on Vvardenfell. This kind of rock is common there. But even though people have been there for thousands of years, the island has never been fully explored.

Dibella

Dibella, the Goddess of Beauty, is the most popular god of the Nine Divines. In Cyrodiil, she has nearly a dozen different cults, some devoted to women, some to artists and aesthetics, and others to erotic instruction.

Disappearance of the Dwarves

The disappearance of the Dwarves predates Imperial written records; Dunmer oral accounts record that the Dwemer were utterly destroyed by the gods for profane practices and impiety. Dwarven ruins are scattered across Tamriel, and weapons, armor, housewares, coins, and other items of Dwemer design are often found, but the circumstances surrounding the disappearance of the Dwarves remains one of Tamriel’s greatest mysteries.

Disciplines

See Guild Disciplines.

Disease

In Morrowind you worry about three kinds of disease — common disease, blight disease, and corpus disease. Common disease isn't so bad. You can get cured at shrines or temples easily but you need to get cured, or people don't want to talk with you. Blight disease is more serious, and potions and cures are harder come by. Corpus disease can't be cured. And some say vampirism is a disease. But the only cure for a vampire is destroying it. Policy on vampires is 'kill on sight.' Or 'run on sight.' See also Illness.

Diseased Creatures

The following creatures are susceptible to common diseases: scrib; kwama worker, cliff racer, alit, shalk, kagouti, and rat. Since disease is contracted by contact, after an encounter with these creatures, make sure you haven't gotten a disease.

Disintegrate Armor

This effect damages the health rating of an equipped piece of armor on a touched or ranged victim.
Disintegrate Weapon

This effect damages the health rating of an equipped weapon on a touched or ranged victim.

Disintegration Spells

There are only two common disintegration spells: weapon eater and armor eater. Each causes the affected item to become worn and less effective. Neither can actually cause an item to cease to exist, but each can reduce its target’s effectiveness so much that it becomes completely useless until repaired.

Dispel

This effect removes magicka-based spell effects from the subject. It does not affect abilities, disease, curses, or constant magic item effects. The magnitude is the chance an effect is removed.

Dissapla Mine

A glass mine northeast of the Dunmer stronghold Falensarano, which is on the mainland west of Tel Aruhn. Novor Drethan is the owner of the mine.

Dissident Priests

The Dissident priests dispute Temple doctrine, and are outlawed and persecuted by the Temple. Ordinators arrest and imprison heretics, and the Empire cannot interfere. ‘Progress of Truth’ lists their beliefs. In brief, they challenge the purity and divinity of the Tribunal, suggesting their powers are sorcerous, not divine, and perhaps akin to the powers of Dagoth Ur. They also condemn the arbitrary power of the Ordinators, and accuse the Temple hierarchy of self-interest and corruption. They study the Ashlander Nerevarine prophecies, and record them in books.

Lit.: Progress of Truth (TEST F: 680).

Disturbing Dreams

The gods and spirits speak to us in dreams. That is what my people believe. And when a mad god speaks, we must expect to hear madness. Dagoth Ur is dead. I hope we will no longer be troubled by his dreams. But I wonder, too, what the ghost of a god would be. And can a dead god dream?

Divayth Fyr

Divayth Fyr is one of the oldest mortals on Tamriel. He is one of the oldest and most respected wizards in House Telvanni and could be the Telvanni Archmagister, but he doesn't care about that stuff. He just wants to collect Dwemer artifacts and Daedric artifacts and corspus victims. He welcomes thieves and adventurers, says they can have anything they can get away with. He must have a right rich booty in there, considering the ones that go in and don't come out.
He lives in → Tel Fyr.

**Divine Disease**

The magical principles of → corprus disease are elusive and miraculous, far more subtle and powerful than any conventional sorcery or → enchantment. I'm persuaded that it is in some manner the curse or → blessing of a god. Perhaps both a curse and a → blessing. The victim, of course, cannot appreciate the marvelous nature of → corprus. It saps the mind and destroys the body. But to a wizard, it is a profound and glorious mystery, a riddle worth a long lifetime of study.

**Divine Intervention**

The subject of this effect is transported instantaneously to the altar of the nearest → shrine of the → Imperial cult.

**Divine Metaphysics**

This is an explanation of how the → Dwemer tried to make a new god, → Anumidium, using → Kagrenac's tools and the sacred tones on Lorkhan's Heart. It has several interesting theories about how to bend the Ehlnofey or "Earth Bones," but I am not entirely sure I understand it myself. Perhaps after another century of study I could have a better answer for you.

**Domination Spells**

Domination spells permit the caster to bend the will of creatures and humanoids to the caster's service. Affected creatures and humanoids will not, alas, listen to or follow orders, but they will feel a compulsion to aid and protect the caster. Most otherworldly creatures are unaffected, though the undead can be compelled to avoid the caster. The most common domination spells are: → turn undead, → command creatures, and → command humanoids.

**Domme**

A cave southeast of the Mortrag Glacier.

**Dragonbone Cuirass**

Also known as Dragonbone Mail, this cuirass is one of the greatest → artifacts any collector or hero could own. It is constructed of real dragon bone and was enchanted by the first Imperial → Battlemage, Zurin Arctus, in the early years of the Third Era. It is a truly exquisite piece of work and many have sought to possess it. The properties of the Cuirass allow the wearer to → resist fire, and to damage an enemy with a blast of fire. Little is known about the involvement of Zurin Arctus with the → enchantment of the Cuirass, but an old tale speaks of a debt that he owed to a traveling → Warrior. Like the Warrior, the Dragonbone Mail never stays put for long. The → Museum of Artifacts offers 30,000 gold for it.

Lit.: *Famed Artifacts of Tamriel* (TEST F: 352).
Drain

Drain

See also → Attribute–Draining.

Drain Attribute

This effect temporarily lowers the value of one of a victim's → attributes. Only → Strength, → Intelligence, → Willpower, → agility, → Speed, → Endurance, → Personality, and → Luck are affected. Any derived attributes are recalculated. Attributes return to their original values when the spell ends. The magnitude is the units of attribute reduced each second of duration.

Drain Fatigue

This effect temporarily lowers the value of a victim's → fatigue. Any derived attributes are recalculated. Fatigue returns to its original value when the spell ends. The magnitude is the units of fatigue reduced each second of duration.

Drain Health

This effect temporarily lowers the value of a victim's → health. Any derived attributes are recalculated. Health returns to its original value when the spell ends. The magnitude is the units of health reduced each second of duration.

Drain Magicka

This effect temporarily lowers the value of a victim's → magicka. Any derived attributes are recalculated. Magicka returns to its original value when the spell ends. The magnitude is the units of magicka reduced each second of duration.

Drain Skill

This effect temporarily lowers the value of a victim's skill. The skill returns to its original value when the spell ends. The magnitude is the units of skill reduced each second of duration.

Drake's Pride

A fine and marvelous robe when worn by the rare wizard who is worthy of it.

Draugr

Once, they were → Warriors much like the → Skaal. Trapped and hungry on this island, they feasted on the flesh of their fallen comrades, which is a crime against nature. The All−Maker cursed them with undeath, forever doomed to walk the land in search of more of the flesh of man to consume.
Dremora

The Dremora are a class of intelligent, powerful war spirits in the service of the → Daedra Lord Mehrunes Dagon.

Dres

Of the five → Dunmer → Great Houses, House Dres is one of two houses without holdings or interest in → Vvardenfell. Dres District is in the south of → Morrowind, bordering the swamps and marshes of → Black Marsh. House Dres is an agrarian agricultural society, and its large → saltrice plantations rely completely on slave labor for their economic viability. Always firm → Temple supporters, House Dres is hostile to → Imperial → Law and → culture, and in particular opposed to any attempts to limit the institution of → slavery.

Dreugh

Dreugh are ancient sea monsters, half–human, half–octopus in appearance. Dreugh are hunted for their hides, which are used for making armor, and → dreugh wax, a tough, waxy substance with modest magical properties, scraped from dreugh shells.

There are nests of dreugh somewhere along the Bitter Coast.

Dreugh Wax

Dreugh wax is a tough, waxy substance with modest magical properties, scraped from → dreugh shells. Dreugh are powerful aquatic creatures, and hunting them for their hides and wax is a dangerous occupation.

Drillmaster

Drillmasters train and condition the local militia and teach the citizens the basics of → block, → spear, and → long blade. Mostly they concentrate on → athletics and → acrobatics. If you want to talk to someone about the drillmaster's trade, talk to Flaenia Amiulusus at the → Balmora Fighters Guild.

Droops

Droops is a serious → common disease that affects a victim's → strength. Symptoms include weak and flaccid muscle tissues. It may be contracted from all forms and stages of → kwama.

Droth Dagger

It's one of several made by artisans during the 2nd Age. They were crafted for a group of → Dunmer → nobles, each bearing a mark of the owner. Of course, it takes a trained eye to distinguish one from a normal → dagger.
Druscashti

Druscashti

The northern Dwemer ruin in the foyada Bani–Dad.

Dry Camp Valley

See Valley of the Wind.

Dubdilla

A cave south of Vos.

Duel

The duel is an honorable tradition dating back at least to the founding of Resdayn. Each party to the duel makes an agreement as to the compensation that will be given to the winner. The loser is legally bound to this agreement. Most duels are fought until one party admits defeat or falls in battle. The duel to the death is less common and only ends when one party is dead. The winner of a duel may take what he wants of the loser's possessions, but some consider this dishonorable.

Dumac

Dumac was a king among the Dwemer and a friend of the hero Nerevar before the war began. He served with Nerevar on the First Council and died with Nerevar at Red Mountain.

Dun−Ahhe Caverns

See Valley of the Wind.

Dunirai Caverns

They are located southeast of Ghostgate between the Foyada Esannudan and the Foyada Ashur−Dan.

Dunmer ('dark people')

In the Empire, "Dark Elves" is the common usage, but in their Morrowind homeland, they call themselves the "Dunmer". Dunmer — literally 'the Dark, or Cursed People,' or 'Dark Elves' — are the dark−skinned Elven peoples of the East who followed the Prophet Veloth out of the southwest generation upon generation ago, settling here in Morrowind. 'Dark' is variously understood to mean 'dark−skinned,' 'gloomy,' and 'ill−favored by fate.' The dark−skinned, red−eyed Elves combine powerful intellect with strong and agile physiques, producing superior Warriors and sorcerers. On the battlefield, Dark Elves are noted for their skilled and balanced integration of swordsmen, marksmen, and war wizards. In character, they are grim, distrusting, and disdainful of other races. The Dunmer and their national character embrace these various connotations enthusiastically.

Lit.: The Annotated Anuad (TEST 1: 898).
Dunmer Culture

Native → Dunmer culture shares common roots with the other → Aldmeri → races — the → Altmer, or High Elves, and the → Bosmer, or Wood Elves. All Aldmeri cultures are ancient, complex, and sophisticated. The native Dunmer have dark grey skin, unlike their cousins. Native Dunmer have strong militaristic and authoritarian traditions, founded in their ancient practices of → ancestor worship, and fostered and elaborated in the theocratic religion of the → Tribunal Temple.

Dunmer Metropolitan Style

→ Vivec City presents a unique panorama of high → Dunmer architectural style. Grand multi-tiered blocks are arranged along canals. High bridges lead across the canals to block-top plazas and markets, while below → gondoliers guide flat-bottomed skiffs along the canals. The whole city is overshadowed by the grand monumental architectures of Vivec's Palace and the Archcanon's → High Fane.

Dunmer Strongholds

→ Table 5.

There's an enchanted transportation system in the old Dunmer strongholds. Created ages ago, but still works. You need a thing called an 'index' to use the system. Not many of them around. Collectors will pay a pretty drake for them.

Dunmer Urban Style

→ Dunmer towns are typically organized around a dominant central feature, either the → Temple or the grand manor residences of the → Great House → nobles. Urban Temple compounds feature high-walled outer courtyards, with smaller shelters and halls clustered around the Temple → Shrine itself. Aristocratic residences of the Great Houses are similar to Temple compounds with walled outer courts and outbuildings for craftsmen and servants, dominated by a grand manor residence in place of the Temple Shrine. Simple multi-storied public and commercial buildings — tradehouses, craftguilds, and such — are usually rectangular in floor plan, built from local materials, featuring organic curves with decorated exteriors. More modest one-story private dwellings follow the same plan, except with less decoration.

Dunmer Village Style

The → Dunmer village style is the most familiar style in all districts. Huts are built of local materials, with organic curves and undecorated exteriors inspired by the landscape and the shells of giant native insects. Villages are dominated by → Temple compounds and courtyards in traditional villages, but in newer plantations, the manor houses are the central features.
Durzog

Frightening creatures. Possibly even more intelligent than their → goblin handlers. You might hear them referred to as "sludgepuppies," but don't let that name fool you. They're strong, smart, and often well−trained creatures. The goblins use them on patrols to hunt down their victims.

Dushariran

A → Daedric ruin west of Bal Isra.

Dwarve

See → Dwemer ....

Dwarven Spectre

See → Dwemer Ghost.

Dwemer ('deep people')

Dwemer --- literally, 'the Deep, or Deep−Counseled or Secretive People' --- are the fabled lost Dwarven → race whose ruins and splendid → artifacts are scattered across Tamriel. Elves use the term 'Dwemer,' connoting variously 'deep−delving,' 'profound,' and 'close−counseled'; → Imperial usage is 'Dwarven,' derived in fable from the affectionate regard of the Giant races for their 'little' Dwemer friends.


Baladas Demnevanni in → Gnisis has studied → Dwemer ruins all over → Vvardenfell. He's always looking for books on the Dwemer.

Dwemer Artifacts

Artifacts salvaged from → Dwemer ruins are valuable, but protected under → Imperial → Law, and trade in such artifacts is illegal. Most valuable are → Dwarven weapons and armor, both for their superb craftsmanship, and for their value to collectors and scholars. Weapons, armor, housewares, coins, and other items of → Dwemer design are often found in Dwemer ruins.

There's a lot of money to be made looting the Dwarven ruins. Against the law, yes, but where's there's a profit to be made, folks turn a blind eye. One problem --- the artifacts are often made of metal, and heavy as hell. Unless you're a big brute, it's tough to carry away all the loot. Carry a → Divine Intervention or an → Almsivi intervention scroll. Load up, read the scroll, and be back in town with a load of goods.

Dwemer Centurions

Dwemer centurions are enchanted war devices in the form of animated metal creatures. There are
three classes of Dwemer centurions: the centurion spider, the centurion sphere, and the steam centurion. These devices are rarely encountered outside of ancient Dwemer ruins.

Dwemer Ghost

Dwarven ghosts are encountered in the ancient abandoned Dwemer ruins. They are aggressive and dangerous, but ectoplasm, a filmy residue that remains after the revenant spirit of a Dwemer has been banished from the mortal plane, is a rare, valuable substance with modest magical properties. Normal weapons do not harm them; only enchanted or silver weapons or deadly spells affect them.

Dwemer Language

The Dwemer language is largely untranslatable, though the alphabet is known, and short inscriptions can be deciphered, usually from context clues. Fortunately, many Dwemer documents were written in Aldmeris, which is very close to modern Elven languages, making them accessible to modern scholars. However, even in Aldmeris, many Dwemer terms remain uncertain.

Dwemer Puzzle Box

A little Dwemer cube, about the size of a fist. It is made of a coppery metal, with a circular design and symbols on one side and some lined marks on the other sides. The inscriptions on the box are directions for setting a Dwemer key to open a specific lock.

Dwemer Ruins

The ruins of the lost Dwemer race are found everywhere in Tamriel, but are most common in Morrowind, once the native land of the Dwemer. The two largest are Mzuleft and Nchuleftingth. Mzuleft is in the Sheogorad region, and access is forbidden. Nchuleftingth is occupied by an expedition of the Imperial Archaeological Commission, and is not open to visitors. Lit.: Guylaine's Architecture (TEST I: 418).

Do the old places of the Deep Elves interest you? The places that look like they're made of a golden metal? With spires and towers? Those are Dwarven ruins. They're kinda dangerous — partly because of the old Dwarven machines in them, and partly because of the kind of things that like to hide out in such old ruins. All the old ruins inside the Ghostfence, for example, are ancient Dwarven ruins. You should go see Nchuleft or Nchuleftingth. The places are very old, and you can still go down inside. The walls still glow with strange lights, and terrible things walk and squeal in the passages. They are bad places, and very dangerous, but filled with wonders.

Dwemer Sites

See Dwemer Ruins.
Dwemer Weapon

These refined and elegant weapons resist corrosion and retain their edge in spite of hard use, and are notable among the distinctive relics of the extinct Dwemer race. Enterprising adventurers risk life and limb to recover these ornate, heavy weapons from the Dwarven ruins scattered throughout Tamriel.

Dwemer's Sin

The sin of the Dwemer was the creation of a new god from the substance of a dead god, Lorkhan. That is also the sin for which we would destroy Dagoth Ur. I hesitate to call it 'sin'. More properly, call it 'destructive evil'. The sin of the Tribunal, however, is in the breaking of an oath to Azura to forebear from tapping the Heart with Kagrenac's tools, and in the folly of seeking to become gods. Breaking the oath was evil. Becoming gods was folly. If we sinned, we have paid the price.
E.

**East Empire Company**

The East Empire Company is a monopolistic mercantile enterprise chartered by the Emperor and managed by a board of directors appointed by the Emperor. The Company has sole authority to trade in certain goods, like flin, raw ebony, raw glass, and Dwemer artifacts, and it also enjoys favorable tariffs and regulations for import and export of other common and exotic goods, like kwama eggs, marshmerrow pulp, saltrice, and Telvanni bug musk.

**Ebernanit**

A Daedric ruin southeast of Valenvaryon.

**Ebonheart**

Castle Ebonheart is a pair of forts on adjacent islands on the Systata Lagoon west of Vivec City, south of Pelagiad, between Vivec and Seyda Neen. Castle Ebonheart is the home of Duke Vedam Dren, head of the Grand Council and Uriel VII's representative on Vvardenfell. Also located at Castle Ebonheart are the Vvardenfell District Council chambers and the Hawk Moth Legion garrison. The Grand Council Chambers, along with the Imperial Commission, the Imperial guard quarters, the Imperial cult shrine, and the Duke's chambers, are in the castle's west keep. The Grand Council representatives are: Llerar Mandas, House Redoran; Galas Drenim, House Telvanni; Relen Hlaalu, House Hlaalu; Llivas Othravel, Tribunal Temple; Ruccia Conician, Imperial Commission. Rufinus Alleius is the Imperial magistrate. The Hawkmoth Legion Garrison is within the walls of the castle, in the east keep, with the Skyrim Mission and the Argonian Mission in an outer court nearby. Frald the White, Knight Bachelor of the Imperial Legion, is the head of the Hawkmoth Legion Garrison. The Vvardenfell Grand Council determine law and policy for the Vvardenfell administrative district. The Imperial cult shrine serves the Duke, his retainers, and the castle's garrisons, and is also an administrative center for the Imperial cult presence on Vvardenfell. Lalatia Varian is the head priest of the castle's Imperial cult shrine. A unit of the Imperial Guard protects the Duke. Cavortius Albuttian is the head of the Imperial Guard. Agning is the publican of the Six Fishes; he rents beds and sells food and sundries. The Imperial cult shrine services include a priest, healer, monk, enchanter, apothecary, trader, and savant. The Imperial Legion services of the Hawkmoth Legion Garrison include a healer, smith, master-at-arms, scout, trader, chaplain, and battlemage. The East Empire Company has offices, warehouses, and docks east of the castle, and connects to the castle by a bridge. The wealthy Cancunian Ponius is the chief factor and banker of the East Empire Company. The great statue of the Imperial dragon in the East Empire Company plaza is a visible reminder of the Empire's power and wealth in Morrowind. The Six Fishes Cornerclub is just across the bridge from the East Empire Company and inside the east gate of the castle. Nevosi Hlan offers ship passage to Vivec, Sadrith Mora, Hla Oad, and Tel Branora from the docks east of the dragon statue. For other services, visit Vivec City — the Foreign Quarter, in particular, for Fighters Guild and Mages Guild services, and the Great House compounds for kin and retainers.
Ebony

(1) (Raw Ebony) Raw ebony is one of the most precious substances in the → Empire, and most of the continent's deposits are here on → Vvardenfell. Raw ebony itself is an extremely hard, durable, black → glass-like substance, said to be the crystalized blood of the gods. Raw ebony is protected by → Imperial → Law, and may not be mined or exported without an Imperial charter. Ebony → smuggling is a profitable but dangerous source of illegal wealth on Vvardenfell. (2) (Ebony weapons) Ebony weapons are made from a rare form of volcanic glass found almost exclusively in the buried deposits and surface lava flows of Vvardenfell's → Red Mountain. 'Ebony' refers to the lustrous, black, glassy surface of ebony weapons.

Smuggling ebony is a crime. All ebony belongs to the Emperor, so it's the crime of treason, and punished by death. But there's so much money to be made selling black market ebony that it's a rare → merchant who'll refuse to buy a piece from you. Of course, if the mine → guards catch you stealing ebony, they just kill you.

Ebony Mail

The Ebony Mail is a breastplate created before recorded history by the Dark Elven goddess Boethiah. It is she who determines who should possess the Ebony Mail and for how long a time. If judged worthy, its power grants the wearer added resistance of fire, → magicka, and grants a magical → shield. It is Boethiah alone who determines when a person is ineligible to bear the Ebony Mail any longer, and the goddess can be very capricious. The → Museum of Artifacts offers 30,000 gold for it.
Lit.: Famed Artifacts of Tamriel (TEST P: 352).

Ectoplasm

Ectoplasm is a filmy residue with modest magical properties that remains after a revenant spirit has been banished from the mortal plane.

Egg of Time

This is → Bthuand Mzahnch's refutation of a popular theory from → Nerevar's time. The → Dwemer were not unified in their thinking. Kagrenac and his tonal architects, among them Bthuand Mzahnch, believed they could improve the Dwemer → race. Others argued that the attempt would be too great a risk. The war with Nerevar and the → Dunmer may have led Kagrenac to carry out his experiments prematurely.

Eggmines

→ Kwama eggs are a principal agricultural commodity of → Vvardenfell District. → Kwama live and breed in large communal subterranean colonies. → Miners protect kwama eggs from poachers, predators, and raiding → kwama foragers from other colonies, and harvest judiciously, preserving sufficient eggs to sustain colony growth. Consumed locally or exported by ship to the rest of the → Empire, kwama eggs are eaten boiled, roasted, or raw, and remain fresh for weeks.
Eleidon's Ward

Kwama foragers and → warriors won't attack miners, since they're used to their smell. But they attack intruders. But don't worry. The → kwama queen squirts out foragers and warriors like seeds. If the foragers and warriors bother you, kill them, or run past, whichever is easier. But don't kill the → kwama workers. They won't bother you, and they are needed to keep the queen laying and the eggs ripening. When the → blight gets a mine, you have to cure the queen, or the mine is doomed. It doesn't pay to cure the foragers, workers, or warriors — a healthy queen can produce them fast enough.

Eleidon's Ward

Eleidon was a holy → knight of legend in → Breton history. He was a sought after man for his courage and determination to set all wrongs right. In one story, it is said that he rescued a Baron's daughter from sure death at the hands of an evil warlord. For his reward, the Baron spent all of his riches to have an enchanted → shield built for Eidelon. The Shield granted Eleidon the opportunity to heal his wounds. The → Museum of Artifacts offers 30,000 gold for it.
Lit.: Famed Artifacts of Tamriel (TEST F. 352).

Elith-Pal Mine

An → ebony mine on the base of → Red Mountain just west of the → Zainab camp.

Elemental Damage

Elemental damage spells injure natural and supernatural creatures with magics based on the elemental forces of fire, frost, shock, and → poison. Here is a list of the most basic → destruction spells, representing all the fundamental classes of elemental damage effects: flame, flamebolt, spark, sparkbolt, shard, shardbolt, poison, and poisonbolt. In general, these effects cause damage on touch or at range, and the ‘−bolt’ version is the ranged variant of the spell.

Elsweyr

The → Khajiit of the southern Elsweyr jungles and river basins are settled city dwellers with ancient mercantile traditions and a stable agrarian aristocracy based on sugarcane and → saltrice plantations. The nomadic tribal Khajiit of the dry northern wastes and grasslands are, by contrast, aggressive and territorial tribal raiders periodically united under tribal warlords. While the settled south has been quick to adopt Imperial ways, the northern nomadic tribes cling to their warlike → barbarian traditions.

Eluba-Addon Egg Mine

An egg mine southwest of the → Dwemer ruin → Arkgnthunch-Sturdumz.

Emerald

The emerald is a transparent green gem with modest magical properties.
Empire

The Empire of Tamriel encompasses the nine Imperial provinces: Skyrim, High Rock, Hammerfell, Summerset Isle, Valenwood, Elsweyr, Black Marsh, Morrowind, and the ancient Imperial province itself, Cyrodiil. Dating from the First Era Cyrodilic Empire, the Empire is almost 4000 years ago. But more properly, the current Empire dates from the beginning of the Third Era and the crowning of Tiber Septim as Emperor of Morrowind over 400 years ago. The current emperor is Uriel Septim, 24th of the Septim line. This melting pot of contrasting cultures is held together by a strong hereditary emperor and bureaucracy, by the rule of law, by a powerful professional army, and by religious tolerance. Education and wealth is broadly distributed through all social classes where Imperial culture has flourished; many citizens are literate and protected under Imperial Law.

Lit.: Brief History of the Empire (TEST I: 262), Provinces of Tamriel (TEST I: 684), The Annotated Anuad (TEST I: 898).

Enchant

The enchant discipline concerns imbuing physical items with magical properties called enchantments. The simplest enchantment are magical scrolls with a single enchantment that are destroyed with one use. The most complex enchantments are enchanted artifacts, objects with one or more magical effects powered by built-in soul gems. Skilled enchanters also use enchanted items more efficiently, with less waste of the magicka trapped in the soul gems.

Enchanters

Enchanters create enchanted items for themselves and for unskilled spellcasters. A magic scroll is the simplest enchanted item; anyone can use it to cast a single spell with 100% reliability, but the scroll is destroyed in the process. Enchanters also place permanent enchantments on weapons, armor, clothing, and ornaments. These items cast spells reliably, powered by built-in soul gems. A soul gem’s power limits the number of an item’s uses, but the gems renew their expended power over time. If you want to talk to an enchanter about enchanting, try Galar Rothan at the Telvanni Council Hall.

"I am an enchanter. I place permanent enchantments on things – weapons, armor, clothing, and ornaments –, and sell them. I have scrolls, which are cheap, but only work once, and enchanted items, which work over and over again, but which are NOT cheap. I also make my enchanter’s lab available to those who want to enchant items, but who can’t afford the expense of building and maintaining a lab. I charge for the service, of course, but you must provide the items, soul gems, and magic effects. I also buy and sell enchanted weapons, enchanted armor, and enchanted clothing.

Enchanting Items

To have an enchanter enchant an item for you, bring it to the enchanter, along with a soul gem to power the item. Enchanting items is expensive, and failure destroys the item, so enchanting items is most profitable for skilled enchanters. The soul gem must contain a soul, or it is useless for enchanting. Different items have different capacities for enchantments, and various soul gems are more or less powerful. To enchant an item yourself, you’ll need a soul gem with
Enchantments

Sufficient power to support the enchantments you want to add. And have some skill in enchanting, or you will just fail and waste your soul gem. When enchanting an item yourself, you can only enchant items with spell effects you know, and success or failure in enchanting an item depends on your enchanting skill. The more effects you want, and the more powerful the effects, the more powerful the soul gem you will need to make the enchantment.

Lit.: Darkest Darkness (TEST P: 325).

Enchantments

→ Temple → enchanters favor healing and protection → spells. → Redoran enchanters favor wounding missile loads and → shield spells. → Hlaalu like weapon enchantments and various spell rings. → Imperials use a wide array of weapon and ring damage enchantments. But the masters of enchantment are the → Telvanni. They use all effects, often several combined on one item, but they especially like items that summon creatures or magical weapons and armor.

Using Enchantments

Enchanted items are completely reliable. They always work. But the more skilled the enchanter, the more efficiently the item uses the magical charge of its built-in → soul gem. Unskilled enchanters quickly exhaust the power of items they use.

End of Times

A suizide cult, formed in → Mournhold under the direction of a → Dunmer named Eno Romari. Their beliefs are destructive, heretical, and frightening. The blessed Tribunal, though once filled with glory, are no longer the gods they once were. As with the tides and Tamriel's moons, all cosmic powers will wax and wane. But, when gods die, it creates ripples throughout the lands. The passing of the Three will be a prelude to the end of this era, and the beginning of the next. The followers of the End of Times are making others ready for this to happen. They preach that the Tribunal have lost their powers, and that this is a signal that the apocalypse is near. Eno Romari teaches his followers that our time in Tamriel is at an end, and the gates of Oblivion will soon open and the → daedra will walk the land: "We are a peaceful group, dedicated to relieving the suffering all are feeling in these troubled times. I teach my followers the way to enlightenment, through understanding of what is happening in our world and what is to come in the next. All of my people know the importance of preparedness for the coming troubles, and many are willing to make great sacrifice for our cause." Only the → ancestors who have already left this world will remain once the daedric scourge covers the earth. And so he promotes what he calls "the Cleansing," a ritual suicide. You'll most often find them in → Godsreach, outside the Winged Guar.

Endurance

A creature's endurance is its property of sustained expenditure of physical energy and its resistance to bodily injury. A creature with greater endurance can withstand long periods of physical exertion without suffering from exhaustion, and is less likely to suffer permanent harm or death from → disease or physical injuries.
Endusal

**Endusal**

The current name of the → Dwemer ruin southwest of → Dagoth Ur.

**Enforcer**

"I am an enforcer. There are rules. The boss makes the rules. I enforce them. You break the rules, and you don't get to live a long productive life. So don't break the rules."

**Erabenimsun**

The war−loving Erabenimsun are the → Ashlanders of → Molag Mar, a barren wasteland of rock, lava, and smoke southeast of → Red Mountain, and love themselves and their weapons above all else. They are greedy and cruel, and have no respect for Ashlander custom. Their Ashkhan Ulath−Pal is cruel and ambitious, and his gulakhans are just like him. There is one gulakh of their tribe, Han−Ammu, who might be shaped as a new ashkhan. He is a weak reed, but his → Wise Woman, Manirai, is strong and resourceful. Seek her counsel.

**Erabenimsun Camp**

The → Ashlander → Erabenimsun tribe has a permanent settlement at Erabenimsun camp, an isolated hut settlement north−northwest of → Mt. Assarnibibi in the wastelands of → Molag Amur region. Erabenimsun camp lies north as the racer flies, between → Mt. Kand and Mt. Assarnibibi and beyond. The camp itself lies north−northwest of Mt. Assarnibibi. There are no tracks, few landmarks, and the going is difficult. Even Ashlanders get lost in Molag Amur. Find → Tel Fyr, the tower of → Divayth Fyr, on the southern coast of Zafirbel Bay. Tel Fyr is due south from → Tel Aruhn, across the bay. Then follow the mainland coastline south until you pass a one−yurt outcast camp. Look southwest for a valley heading west, inland. Follow the valley west, turning south with it, until you see the camp in a small hollow surrounded by hills. The camp itself is a group of five or six yurts.

**Eretammus−Sennammu Egg Mine**

An egg mine southeast of the → Daedric ruin Zaintiraris.

**Esannudan**

See → Foyada Esannudan.

**Esutanamus**

A → Daedric shrine upon an island east of the mainland beaches, southeast of the → Telvanni town of → Tel Mora.
Exotic Armor Types

Exotic Armor Types

See → Armor.

Exotic Items

Well, some of the finer materials are hard to come by these days. While it would be nice to have such items as dwarven limeware, it has become too difficult to obtain it.

Exotic Products

Exotic products of commercial value on → Vvardenfell include the following: → bonemeal, → corprus weepings, → Daedra skin, → Daedra's heart, → ectoplasm, → fire salts, → frost salts, → Ghoul heart, → gravedust, raw → ebony, raw → glass, → Scamp skin, → Vampire dust, and → void salts.

Eye of the Needle

The Needle is a tall rock column with whitish rock at its top, located in the → Valley of the Wind. The Valley of the Wind is a valley on the northeast slopes of → Red Mountain. The entrance to the valley is marked by → Airan's Teeth, two tall rock spires.
Factions

Observers of Vvardenfell's politics have identified eleven main factions, some aligned with Imperial interests, some aligned with native Dunmer interests. The primary Imperial factions are the Imperial cult, the Imperial legions, and the Fighters, Mages, and Thieves Guilds. The primary native Dunmer factions are the three Great Houses, Redoran, Hlaalu, and Telvanni, the Temple, and the Morag Tong. The Ashlander barbarians are native Dunmer, but are opposed to both the Empire and the settled Dunmer.

Falasmaryon

The abandoned Dunmer stronghold of Falasmaryon is just northeast of Maar Gan, across the Foyada Bani-Dad. You can get into Foyada east of Maar Gan. Travel up the Foyada Bani-Dad from Maar Gan and take the first trail from the Foyada that leads north.

Falensarano

One of the ten ancient Dunmer Dunmer strongholds. Falensarano is on the mainland west of Tel Aruhn.

Falmer ('snow people')

According to Nord legend, the Falmer or 'Snow Elves' are an elusive race of Elves who dwell in cold, remote regions. Since they bred with the other Elven races, they ceased to exist as an identifiable culture. They're usually blamed for any number of disasters. Lit.: *Fall of the Snow Prince* (TEST I: 350).

False Incarnate

The Temple refers to any demented impostor who claims to be the Nerevarine as "the False Incarnate". The Temple treats such persons as insane, and Ordinators pursue and imprison them "for their own protection." In the past, some have claimed to be the reincarnated Nerevar. The most recent is known as Peakstar, a figure of legend among the Wastes tribes for the last 30 years. At present, Elvil Vidron in Suran is claiming to be the Incarnate. So far the Temple hasn't said anything about it. The Temple says these false Incarnates disprove the prophecies, since the false Incarnates fail and come to nothing, but the mystical Nerevarine cult glorifies rather than shrinks from contradictions, citing the appearance of "failed Incarnates" as certain proof of Nerevar's coming rebirth.

Every few years an Ashlander appears, and the tribes call him the Incarnate. Then the Temple goes out, hunts him down, and reveals him as a fake. Why does the Temple worry so much about it?
Fang of Haynekhtnamet

→ Black Marsh was once known to be inhabited with what the → Argonians called the Wamasus. Northern men considered them to be intelligent dragons with lightning for blood. One such mighty beast, Haynekhtnamet, was slain by the Northern men, though it took 7 days and nights, and a score of men. One of the surviving men took a fang home as a trophy. The fang was carved down into a blade and fashioned into a small → dagger. The Dagger mysteriously houses some of the beast's magical properties and grants the user the ability to do → shock damage on an opponent. This unique Dagger is seen occasionally by traveling heroes. The → Museum of Artifacts offers 16,000 gold for it.
Lit.: Famed Artifacts of Tamriel (TEST P: 352).

Farmer

"I am a farmer. I grow crops, and raise animals for food, and gather → animal products and → vegetable products from the land for my own use or for sale at the markets."

Fatigue

A creature's fatigue is a measure of its capacity for extended physical exertion. The greater a creature's fatigue → attribute, the longer it can run, swim, and fight.

Favel Ancestral Tomb

Favel Ancestral Tomb lies west of the → Ahemmusa camp. Follow the coast west from the camp, past the → Daedric ruins until you see a cavern. If you reach the → ashlands, you have gone too far.

Feather

This effect temporarily reduces the target's encumbrance, resulting in a slower loss of → fatigue. The magnitude is the units of weight removed from encumbrance.

Fields of Kummu

The Fields of Kummu are somewhere along the coast of → Lake Amaya, near a farm. It was there that Lord → Vivec met a poor → farmer whose only → guar had died. This farmer could not harvest his → mucksponge without his → guar, and could not provide muck for himself or his village. So, the Lord Vivec removed his fine → clothes, laid them aside, and toiled in the farmer's fields, acting as a beast of burden until the entire crop was harvested. It is at the Fields of Kummu we go to pray for the same humility Lord Vivec showed on that day.
Lit.: The Pilgrim's Path (TEST P: 1033).

Fifth Trial

The → Ashlanders are sometimes called the Velothi, for the prophet → Veloth who guided us to this land many, many centuries ago. And the Four Tribes are the four tribes of → Vvardenfell, the → Urshilaku, the → Ahemmusa, the → Zainab, and the → Erabenimsun. It would truly be a
miracle to unite these four tribes who have so long raided and warred with one another. But the → Nerevarine must be one who performs miracles.

**Fighter Disciplines**

The nine disciplines traditionally associated with the → Fighters Guild are: → block, → armorer, → medium armor, → heavy armor, → blunt weapon, → long blade, → axe, → spear, and → athletics.

**Fighters Guild**

The Fighters Guild is a professional organization chartered by the Emperor to regulate the hiring and training of → mercenaries. Training, goods, and services are cheaper for members, and the Guild Stewards know where to find work. Look for chapters in → Balmora, → Ald'ruhn, Wolverine Hall in → Sadrith Mora, and the → Foreign Quarter in Vivec. The Fighters Guild in Balmora is on Trade Street, west of the river, on the right as you head north of the plaza near the south gate and the → silt strider port. Eydis Fire−Eye is the steward. Look for her if you're thinking of joining the Fighters Guild.

Lit.: *Fighters Guild Charter* (TEST P: 375).

**Fines and Compensation**

The punishment for criminals in → Morrowind is typically fines and compensation. The fines are collected by the state; the compensation goes to the injured party or his kin. That may sound like a sweet deal −− kill an enemy, then pay the fine −− but folks who have enough money to pay such fines are almost always House lords, and → House Wars customs means the → Great House of the victim usually buys a writ with the → Morag Tong to assassinate the murderer. So murderers pay, and then they get killed, too.

**Fire Atronach**

See → Flame Atronach.

**Fire Damage**

This spell effect produces a manifestation of elemental fire. Upon contact with an object, this manifestation explodes, causing damage.

**Fire Petals**

Fire petals have modest magical properties, and are collected from the fire fern plant that grows on → Red Mountain, in → Molag Mar, and on → Azura's Coast.

**Fire Salts**

Fire salts are the crystalline compound that precipitates from elemental fire in solution. Such residues may be collected from the remains of → fire atronachs that have been banished from the
Fire Shield

This effect creates a shield of elemental fire around the subject's entire body. The spell adds its magnitude to the subject's Armor Rating, and also greatly reduces damage from fire attacks.

Firemoth

This Imperial fort offshore to the west was captured years ago by the undead horde of Grurn, who literally marched out of the ocean and overran the garrison there. Once a strategic strongpoint guarding the Inner Sea, now it is an all-but-forgotten ruin.

Firemoth Mine

The Firemoth Ebony Mine can be reached through the dungeon of Fort → Firemoth.

Fjell

A cave at the southern end of → Harstrad River.

Flame Atronach

The flame atronach is a powerful Daedric summoning associated with elemental fire. Crystalline elemental fire compounds called → fire salts may be salvaged from the remains of banished fire atronachs.

Flin

Imported → Cyrodiilic whiskey is called flin. This stimulating beverage is imported and expensive, but has none of the unpleasant side effects of other intoxicating beverages. A sharp boost in → strength and → willpower is what most people experience.

Flying Creatures

Two kinds of flying creatures are common on → Vvardenfell: netch and → cliff racers. → Bull netch are giant, peaceful floating creatures with long tentacles that dangle to the ground. → Betty netch are smaller than the bull netch, but more aggressive and dangerous. Cliff racers are winged, leathery flying creatures larger than a man, with long wicked beaks and flailing tails. They're a serious threat, especially in packs.

Food in Morrowind

The staple is the → saltrice grain, usually eaten as a cooked porridge mixed with → scuttle (a cheese-like food from giant domesticated beetles). → Hackle-lo (a hardy succulent edible leafy green) is a reliable year-round vegetable, eaten cooked or raw, and → bittermgreen (a fast-growing slime triggered by rain) is safe and nourishing when boiled, though highly toxic if eaten raw.
We've got the local brews, → greef, → shein, → mazte and → sujamma. They're cheap, and full of kick.

Foreign Quarter
See → Vivec (City).

Foreigners
Most native → Dunmer don't like foreigners. The Dunmer are a proud people, and they look down on other → races and cultures. They particularly dislike outland Dunmer → Dark Elves born and raised to → Imperial ways, who don't know what it is to be a Dunmer born–and–bred. Foreigners can be accepted in → Morrowind, even adopted into the → Great Houses. There's even a → Nord on the House → Hlaalu Council. But it isn't easy. It takes time and effort to win a native's trust.

Fork of Horripilation
A powerful → artifact. The origin and purpose of this wondrous fork are unknown.

Fort Buckmoth
Fort Buckmoth is the → Imperial Legion's garrison for Redoran District. The fort lies south of → Ald'ruhn, a short walk from Ald'ruhn's south gate.

Fort Darius
The → Empire built a fort near → Gnisis village with the help of House → Redoran. They named this fort after the garrison's commandant, General Darius.

Fort Firemoth
See → Firemoth.

Fort Frostmoth
Fort Frostmoth is the Imperial fort on the southern tip of the island → Solstheim.

Fort Hawkmoth
Also known as Hawkmoth Fort. Fort Hawkmoth is located in → Ebonheart.

Fort Moonmoth
Fort Moonmoth is the → Imperial Legions garrison southeast of → Balmora, just outside of town. General Larrius Varro is the commandant, and Radd Hard–Heart is the Chapter Steward. The Chapter Steward is the fellow to talk to if you were thinking of enlisting. Crulius Fontanian, an → enchanter, is the → Imperial → agent. Between the Imperial Legions and → Imperial cult staff,
they have about a dozen service providers out there.

**Fort Pelagiad**

Fort Pelagiad is the garrison right east of → Pelagiad. Angoril of Vulkhel Guard is the boss of Fort Pelagiad.

**Fortify**

**Fortify Attack**

This effect raises the subject’s chance of making a successful attack with a weapon or hand–to–hand attack.

**Fortify Attribute**

This effect temporarily increases the value of one of a subject's → attributes. Only → Strength, → Intelligence, → Willpower, → agility, → Speed, → Endurance, → Personality, and → Luck are affected. Any derived attributes are recalculated. Attributes return to their original values when the spell ends. The magnitude is the value of the increase of the attribute.

**Fortify Fatigue**

This effect temporarily increases the value of a subject's → fatigue. Any derived attributes are recalculated. Fatigue returns to its original values when the spell ends. The magnitude is the value of the increase in fatigue.

**Fortify Health**

This effect temporarily increases the value of a subject's → health. Any derived attributes are recalculated. Health returns to its original values when the spell ends. The magnitude is the value of the increase in health.

**Fortify Magicka**

This effect temporarily increases the value of a subject's → magicka. Any derived attributes are recalculated. Magicka returns to its original values when the spell ends. The magnitude is the value of the increase in magicka.

**Fortify Maximum Magicka**

This effect temporarily modifies the multiplier used to derive the amount of magicka a character has. The magnitude is multiplied by a character's Intelligence to derive magicka. The standard multiplier is 0.5 (Intelligence x 0.5). A magnitude of 2 produces magicka equal to the character's Intelligence x 2.
Fortify Skill

**Fortify Skill**

This effect temporarily increases the value of one of a subject's skills. The skill returns to its original value when the spell ends. The magnitude is the value of the increase in the skill.

**Fortify Potions**

Fortify potions temporarily increase attributes and abilities. Fortify potions include: fortify strength, fortify intelligence, fortify willpower, fortify agility, fortify speed, fortify personality, fortify luck, fortify health, fortify spell points, fortify fatigue, and fortify endurance.

**Fortify Spells**

Fortify spells temporarily increase fundamental attributes for the duration of the spell effects. The most common restoration spells of this kind are: nimbleness, fortitude, vigor, vitality, wisdom, jack of trades, charisma, feet of notorgo, powerwell, orc strength, and iron will.

**Forts**

There are garrisons all over Vvardenfell: Fort Pelagiad in Pelagiad, Fort Hawkmoth in Ebonheart, Fort Moonmoth outside Balmora, Fort Buckmoth outside Ald'ruhn, and Fort Darius in Gnisis.

**Four Corners**

The First Corner of the House of Troubles is Malacath, the Daedric patron of the Orcs who tests the Dunmer for weakness. There is a shrine to Malacath on Sheogorad, southwest of Dagon Fel. The Second Corner of the House of Troubles is Mehrunes Dagon, the Daedra of Destruction who represents the trials the Dunmer face in the lands of Morrowind. At Ald Sotha, the daedric ruins northeast of Vivec City, Vivec rescued Sotha Sil, the only survivor of the minor House Sotha, from the armies of Mehrunes Dagon. The Third Corner of the House of Troubles is Molag Bal, who tries to destroy the Dunmer by corrupting our bloodlines. The Fourth Corner of the House of Troubles is Sheogorath, the Mad Star, who threatens the Dunmer with madness. See also Bad Daedra.

Lit.: The House of Troubles (TEST: 999).

**Fourth Trial**

A "Hortator" is a war-leader chosen when Dunmer great houses must put aside their normal feuds to unite against a common enemy. This has not happened since the Empire invaded our land.

**Foyada ('fire–river')**

'Foyada' means 'fire–river' in the native Ashlander language. The deep, ash–dark ravines which run down from the Red Mountain volcano are called foyada. The lava from Red Mountain is very fluid, and it runs almost like water, and during an eruption, fire–rivers run down the mountain, clearing the ravines of vegetation. Because they have good footing, are clear of brush,
and run long distances, we use them like roads when traveling overland.

**Foyada Ashur−Dan**

A larger → foyada southwest of → Falensarano

**Foyada Bani−Dad**

The large → foyada which runs down from the → Red Mountain to the northeastern end of → Vvardenfell.

**Foyada Esannudan**

The → foyada which leads from the → Ghostgate into the crater of → Red Mountain.

**Foyada Ilibaal**

The → foyada which leads from → Molag Mar to → Mount Kand.

**Foyada Mamaea**

Foyada Mamaea is a volcanic ravine that runs from the top of → Red Mountain southwest to its end just below → Balmora. An old → Dwemer bridge crosses the → foyada near → Fort Moonmoth. The best route to → Ghostgate is to follow Foyada Mamaea up from where the → Pelagia−Balmora road crosses the foyada southeast of Fort Moonmoth.

**Foyada Nadanat**

The → foyada which runs from → Molag Amur to the → Erabenimsun Camp.

**Foyada Zabirbael**

The → foyada between → Mount Kand and → Mount Assarnibibi.

**Freelance Work**

You can always just wander around and ask for work. Hunt monsters and sell their hides. Collect → ingredients for → alchemists. Prey on → bandits and smugglers. Search ruins for loot. All you need are better skills and conditioning, and knowledge of → Morrowind. And spend what you earn on equipment and training. Then come back a little less wet−behind−the−ears, and I won't have to worry so much about you when I send you out on a mission.

**Frenzy Creature**

This effect temporarily increases a creature's attack rating (i.e., its inclination to attack). The effect's magnitude is the value of the increase in the attack rating. When the effect ends, the creature's attack rating returns to normal. Humanoids, undead, → Daedra, and → artifacts are not
Frenzy Humanoid

This effect temporarily increases a humanoid's attack rating (i.e., its inclination to attack). The effect's magnitude is the value of the increase in the attack rating. When the effect ends, the humanoid's attack rating returns to normal. Creatures, undead, Daedra, and artifacts are not affected.

Frossel

A cave on the shores southeast of the Skaal village.

Frost Atronach

The frost atronach is a powerful Daedric summoning associated with elemental frost. Crystalline elemental frost compounds called frost salts may be salvaged from the remains of banished frost atronachs.

Frost Centurion

The frost centurion is an enchanted animated artifact of Dwemer creation. Constructed in the form of an armored Warrior, they are aggressive and dangerous. Scrap metal collected from Dwemer artifacts is rare and precious, and prized both by collectors of antiquities and students of metals and enchantments.

Frost Damage

This spell effect produces a manifestation of elemental frost. Upon contact with an object, this manifestation causes frost damage over the area of the spell.

Frost Salts

Frost salts are the crystalline compound that precipitates from elemental frost in solution. Such residues may be collected from the remains of frost atronachs that have been banished from the mortal plane.

Frost Shield

This effect creates a shield of elemental frost around the subject's entire body. The spell adds its magnitude to the subject's Armor Rating, and also greatly reduces damage from frost attacks.

Frykte

A cave northeast of Hrothmund's Bane.
Fryse Hags

The fryse hags are powerful and savage mages dedicated to the teachings of Kyne, the widow of the god Shor and Mother of Men. Each is a powerful sorceress skilled in the use of frost-based magicka. They're vicious lasses, and view most people as a threat to their beliefs. They despise anyone not of their order, and will attack on sight. They've been seen out in the wild, and in a couple of the ice caves.

Fundamental Attributes

See Attributes.
Galom Daeus

A Dwemer ruin southwest of Uvirith's Grave. Go south from Uvirith's Grave until you reach a river of lava, then follow that river to the west.

Gambolpuddy

One of Sheogorath's creations.

Gandrung Caverns

The Gandrung Caverns are northeast of Fort Frostmoth.

Gardener

"I tend the plants and trees, and keep things looking pretty. I keep an eye on the weather, keep things watered when it's dry and dusty."

Gateway

The Gateway is the official Telvanni hostel for outsiders visiting Sadrith Mora. Unless you are a Telvanni retainer or kin, you're not supposed to sleep anywhere in Sadrith Mora except the Gateway, the official Telvanni hostel for outsider visitors. In theory, you're not supposed to walk around in Sadrith Mora unless you are Telvanni retainer or kin, unless you have the necessary Hospitality papers from the Prefect of Hospitality, Angaredhel the Dunmer, at the Gateway. In practice, stay out of trouble, and you can go where you want and do what you want.

Geographic Regions

Vvardenfell has nine basic geographic regions, each with their own distinctive plants and terrain features. Scholars have based their classifications on the different types of land described by the native Ashlanders, so the designations are recognized by most local traders, travelers, and adventurers. These geographic regions are called: the Ascadian Isles, the Ashlands, Azura's Coast, the Bitter Coast, the Grazelands, Molag Amur, Red Mountain, West Gash, and Sheogorad.

Geography of Morrowind

Morrowind is the northeastmost province of the Tamrielic Empire, bounded on the north and east by the Sea of Ghosts, on the west by Skyrim, on the southwest by Cyrodiil (also known as the Imperial Province), and on the south by Black Marsh (also known as Argonia). The southeast is a warm coastal plain with broad cultivated areas and marshes and swamps similar to those found in Black Marsh. Most of Morrowind's people live the high hills and rich river valleys of central Morrowind, especially around the Inland Sea. The west and south-central region is mountainous and sparsely populated. The rocky, rugged archipelago of the northeast is also
sparsely populated. Most of the population is gathered in the high uplands and fertile river valleys of central Morrowind, especially around the Inland Sea. The island of Vvardenfel, in north-central Morrowind, is dominated by the titanic volcano Red Mountain and its associated ash wastelands.

Geography of Vvardenfell

Vvardenfell District consists of the island of Vvardenfell, surrounded by the Inland Sea, and dominated by the titanic volcano Red Mountain and its associated ash wastelands. Only recently open to settlement and trade, most of the island's population is confined to the relatively hospitable west and southwest coast, centered around the ancient city of Vivec and the old Great House district centers at Balmora, Ald'ruhn, and Sadrith Mora. The rest of the island is covered by hostile desert wastes, arid grasslands, and volcanic badlands, and thinly populated by the nomadic Ashlander tribes.

If you want to know about a place on Vvardenfell, talk to Elone the Redguard. You can find her at Arrille's Tradehouse in Seyda Neen. She's traveled all over the island. And you might want a copy of 'Guide to Vvardenfell'.

Ghostfence

The Ghostfence is a magic wall around Red Mountain. The settled people created this barrier to keep the Devil Dagoth Ur and his beasts and servants trapped in Red Mountain. The barrier also keeps blight storms and blight monsters from spreading across Vvardenfell. In the past, the Ghostfence was completely effective, but now we hear reports of encounters with blighted monsters outside the fence.

Ghostgate

Ghostgate is the stronghold on the south slope of Red Mountain that guards the only passage through the Ghostfence and into the blighted region of Red Mountain. Ghostgate consists of two towers, the Tower of Dusk—the west keep—and the Tower of Dawn—the east keep—with a temple between the two towers, and a tunnel beneath the temple leading up Foyada Esannudan into Red Mountain. It is garrisoned by the Ordinators and the Buoyant Armigers, and House Redoran maintains a hostel for pilgrims with beds, food, and sundries in the Tower of Dusk. Redoran also offers services here for retainers and kin. The Ordinator Grand Commander Ralyn Othravel is in the Tower of Dawn. Buoyant Armiger Grand Marshal Galdal Omayn, Ordinator Knight Commander Enar Dralor, and Anise Romoran, publican of the Redoran hostel, are in the Tower of Dusk. The Temple has healers and other services in the Tower of Dawn. Rilvase Avani is the priest of the Temple. The Shrine at Ghostgate is a symbol of Almsivi's indomitable will and power. It is located within the Ghostfence, west of the stronghold along a path. There are no travel services out of Ghostgate.

Ghoul Heart

The substance called ghoul heart is heart tissue collected from the remains of an ash ghoul.
Glass

(1) (Raw Glass) Raw glass is similar to raw → ebony, but less well−known. Ebony is jet black, while glass is a milky translucent green. Less durable, but much lighter and more flexible than ebony, glass is used primarily to make the distinctive, elegant glass armors and weapons of High Elven design. (2) (Glass Weapons) The light and elegant Glass weapons of High Elven design feature extravagant use of rare metals and cutting edges made from rare crystalline materials. Duelists and → assassins appreciate the delicate balance and sinister sharpness of glass weapons.

Smuggling raw glass is a crime. All raw glass belongs to the Emperor, so it's the crime of treason, and punished by death. But there's so much money to be made selling black market raw glass that it's a rare → merchant who'll refuse to buy a piece from you. Of course, if the mine guards catch you stealing raw glass, they just kill you.

Gnaar Mok

Gnaar Mok is an island fishing village on the → Bitter Coast, roughly west of → Caldera and → Ald'ruhn. There is no marked route to Gnaar Mok from Ald'ruhn. It's no easy trip. Patrols take the Balmora road. At the → Gnisis−Balmora−Ald'ruhn signpost, go south, then immediately west on a side road to Drulene Falen's cottage. Then head crosscountry west to the coast, with the old → Dunmer stronghold at → Andasreth as a landmark. When you hit the coast, turn south. If you're House → Hlaalu retainer or kin, get your services at Arenim Manor. Almse Arenim, she's Hlaalu, of Arenim Manor; the Arenims are the local Hlaalu lords. If you're Guild, then you want Wadarkhu, Balan, or Hinald at the → Druegh−jigger's Rest, the only tradehouse. Wadarkhu the → Khajiit hangs around the Druegh−jigger's Rest; he's very serious business. You might get some services at Nadene Rotheran's shack. Nadene Rotheran's place is where the → Camonna Tong people hang out.

Gnosis

Gnosis is a small egg mining and trade village on the → silt strider caravan route between → Ald'ruhn and the northwest tip of → Vvardenfell. It's the largest settlement in the → West Gash, with a → Legion garrison, → Fort Darius, a → Tribunal Temple, and a tradehouse. The → Gnosis Temple is the village center. In the center of the village, try the → merchants outside the Temple, or see Mehra Drora at the Temple for Temple services. Get Imperial Legions and → Imperial cult services at Fort Darius southeast of the village. General Darius leads the Deathshhead Legion garrison at Fort Darius; Optio Bologra, an → Orc, is Deathshhead Legion's Camp Prefect. Madach is the → publican at Madach's Tradehouse, south of the Temple. Hetman Abelmawia is Village Hetman. His is southwest, close to the Temple. An Old Velothi tower lies under a natural arch to the northwest, built into the bluff. A renegade → Telvanni wizard, Baladas Demnevanni, lives in → Arvs Drelan, the Old Veloth tower. Punibi Yahaz offers silt strider service to Ald'ruhn, → Maar Gan, and → Khuul from the strider port overlooking the river gorge. The Gnosis → eggmine lies to the east. Gnosis is on the north side of the → Ouada Samsi gorge; the Samsi runs from Gnosis west all the way to the → Inner Sea. A well−marked road leads southeast to Ald'ruhn. The fishing villages of → Ald Velothi and Khuul lie to the north on the coast, but there's no direct or marked route → you just have to travel cross−country north to the coast. Ald Velothi is west of Khuul, with the → Daedric ruin of → Ashalmawia in between. To reach Gnosis, take the silt strider from → Vivec or → Seyda Neen, then transfer through → Balmora and Ald'ruhn to Gnosis strider port.
Gnosis Egg Mine

It's pretty quiet right around Gnosis, especially for a questing hero. But out to the east are a bunch of bandit caves. Might be some loot and bandits there that'd be easy pickings for someone like you.

Gnosis Egg Mine

See → Gnosis.

Gnosis Temple

Gnosis Temple is the only shrine in Gnosis. Pilgrims visit the Temple to pray before the Mask of Vivec, a holy relic. The Temple maintains a hostel for pilgrims and travelers, and provides the other services common at any small shrine. Mehra Drora is Gnosis Temple Priestess.

Goblins

Miserable, horrid creatures. They're vile and viscious. They vary in size from smaller than a Bosmer to larger than a Nord. Some are mindless animals; others have learned the ways of magic. You'll often see them with trained Durzogs, another filthy creature.

Godsreach

See → Mournhold.

Gold Kanet

Gold kanet is a flowering plant commonly found in the Ascadian Isles and on Azura's Coast. Gold kanet grows near rocks. It has yellow flowers and broad dark–green spiny leaves.

Goldbrand

This magical Sword is almost a complete mystery. Thieves tell tales about its golden make and how it was actually forged by ancient dragons of the North. Their tales claim that it was given to a great knight who was sworn to protect the dragons. The Sword lends its wielder the ability to do fire damage on an enemy. Goldbrand has not been sighted in recent history and is said to be awaiting a worthy hero. The Museum of Artifacts offers 30,000 gold for it.
Lit.: Famed Artifacts of Tamriel (TEST P: 352).

Golden Saints

These magical winged females are spawn of Sheogorath. Their hearts have modest magical properties.

Gondolier

"I'm a gondolier. I can ferry you by gondola to various nearby destinations for a modest fee."
**Good Daedra**

The Temple says that Boethiah, Mephala, and Azura, the Anticipations, also called the Good Daedra, are loyal friends of the Tribunal. Malacath, Mehrunes Dagon, Molag Bal, and Sheogorath, the Four Corners of the House of Trouble, also called the Bad Daedra, are inconstant, rebellious, and unreliable, and ever eager to seduce the faithful into sin and profane worship. The loyal Three Good Daedra, knowing the tricks of their rebellious kin, help the Tribunal frustrate the devious schemes of the Bad Daedra.


**Grahl**

"We do not know what they really are. Perhaps an evil spirit, perhaps a great beast. Whatever they are, they are dangerous. Their claws and tusks rend armor and tear flesh. They will attack alone or in packs. Take care when they are near."

**Gravedust**

Gravedust is spirit-affinitive dust taken from remains buried in consecrated ground.

**Grazelands**

The regular rain and dark soils of the Grazelands produce the rich grazing for Ashlander herds that gives the region its name. The region lies in the northeast of Vvardenfell, sandwiched between the Ashlands and Azura's Coast. Permanent settlements include Vos village and the towers of Tel Vos and Tel Fyr. The Ashlanders of Zainab camp move their herds across the plains in search of fresh grazing. There are no roads or tracks, but travel is easy across the open plains.

There're many tombs, ruins, and lairs in the Grazelands to the south and west. They're often marked by a clump of rocks or trees at the entrance.

**Great Bazaar**

See Mournhold.

**Great Houses**

In modern times Morrowind is ruled by five Great Houses: House Hlaalu, House Redoran, House Telvanni, House Indoril, and House Dres. The Great Houses traditions derive from ancient Dunmer clan and tribes, but now function as political parties. Great Houses culture is partly defined by its roots in ancient Dunmer tribal clans, and partly by later Imperial influences from other Western cultures. Dunmer Great House membership is largely a matter of birth and marriage, but Imperial colonists may also become retainers of a Great House, or may be adopted into a Great House. The clan and family structures of the Dunmer Great House system are strong forces for social and political stability. Three of these Great Houses have territorial interests on Vvardenfell; the other two, Dres and Indoril, are not represented on Vvardenfell.
The three Great Houses on Vvardenfell identify themselves by their traditional colors: red for Redoran, yellow for Hlaalu, and brown for Telvanni. Thus, members of House Hlaalu may be referred to collectively as Yellows. The Red Party of Redoran preserves the ancient martial traditions of our ancestors, and deserves our thankful respect. The Yellow Party of Hlaalu honors and serves Fortune, Trade, and the Empire, and through such distractions they stray away from the narrow paths of duty, gravity, and piety. The Brown Party of Telvanni honors great traditions of arcane mastery of our race, and deserve our respect, but they are careless in observance of Temple teaching, and scornful of discipline, doctrine, and obedience. – The Great Houses culture is only one of the native Dunmer cultures of Morrowind. The other native culture, the Ashlander culture, is a nomadic barbarian culture largely untouched by Imperial influences.

Lit.: Great Houses of Morrowind (TEST I: 400).

Serving and Joining Great Houses

Outlanders may find employment in the Dunmer Great Houses. Initially one gains status as an oath-bonded hireling, pledging exclusive loyalty to a given house, but with faithful service and advancement in lower ranks, an outlander may become retainer of a Great House, or may be adopted into a Great House. Candidates should be experienced and capable. For advancement beyond the lower ranks, a patron on a Great House council is essential. Adoption and advancement to higher ranks in a Great House requires that a councilor stand as sponsor for the candidate's character and loyalty. Finding a councilor to sponsor an outlander often involves performing a great service for the prospective sponsor.

Greater Bonewalker

Greater bonewalkers defend the tombs of clan and kin. Greater bonewalkers are aggressive and dangerous. Bonemeal is a finely ground powder with modest magical properties made from the bones of the bonewalker.

Greater Saints

The greater saints of the Temple, listed with their proper spheres, are: Blessed Almalexia the Warden → Healers, Teachers, Lord → Sotha Sil the Magus → Artificers, Wizards, Lord → Vivec the Poet → Artists, → Rogues, → Saint Nerevar the Captain → Warriors, Statesmen, and → Saint Veloth the Pilgrim → Outcasts, Seekers.

Greef

The native comberry brandy is locally called greef. Greef is a strong stimulant, but like all intoxicants, it tends to impair physical coordination. That is, it makes you feel real strong, but makes you clumsy.

Green Lichen

Green lichen is a hardy primitive plant with modest magical properties that grows in the Ascadian Isles and Azura's Coast.
Greenspore

Greenspore is a serious common disease affecting a victim's behavior. Symptoms include irritability and violent outbursts, and may include mild dementia. It may be contracted from slaughterfish.

Gronn

A cave southwest of Lake Fjalding.

Grottos

At present ten grottos are documented: Mudan Grotto (Ascadian Isles), Mul, Vassamis and Zalkin Grotto (Azura's Coast region), Akimaes and Nimawia Grotto (Bitter Coast region), Ilanipu, Madas and Malmus Grotto (Sheogorad region), and finally the Eluba–Addon Grotto (West Gash region).

Guar

The guar is the dominant domesticated herd animal of Morrowind, useful as a pack animal and for its meat and hides.

Guar Hide

Guar hide is cured to make guar leather, used in native clothing, armors, and household goods.

Guard

Guards keep the peace and chase down criminals. Each district has its own guards. Legion troopers in Imperial districts, Ordinators in Temple districts, Redoran, Hlaalu, and Telvanni guards in their own Great House districts. Guards collect fines and compensation, or drag you off to prison if you can't pay.

Guild Disciplines

In the West they speak of three guilds of mercenaries and adventurers: the Fighters Guild, the Mages Guild, and the Thieves Guild. Each of these guilds by tradition acknowledge nine different disciplines as their proper areas of study and mastery. Thus it is common to speak of the nine fighter disciplines, the nine mage disciplines, and the nine stealth disciplines.

If you want to improve a skill you're terrible at, it's worth paying for a little training, just to get you started. Sure, you can teach yourself, but it can be slow and frustrating. If you're hoping to stand out from the crowd, you need to practice a lot to improve your skills. And if you want to increase your general level of competence, focus on your major skills — the ones most important to your trade. That way you'll advance more quickly.
**Guild Guide**

**Guild Guide**

A guild guide is a spellcaster of the → Mages Guild who provides magical transport for a small fee. You can only travel from one Mages Guild to another, but it is the fastest way to travel between → Vivec, → Balmora, → Ald'ruhn, → Caldera, and → Sadrith Mora. Erranil is the guild guide at the Ald'ruhn Mages Guild, Masalinie Merian the guild guide at the → Balmora Mages Guild, Emelia Duronia the guild guide at the Caldera Guild of Mages, Iniel is the guild guide at the Sadrith Mora Mages Guild at Wolverine Hall and Flacassia Fauseius is the guild guide at the Vivec Mages Guild in the → Foreign Quarter.

**Guild of Mages**

See → Mages Guild.

**Guilds**

In the Western → Empire, → mercenaries and adventurers have organized themselves into guilds to promote the welfare of the members, to serve as a clearinghouse for information and employment → opportunities, and to provide services and training for the members. The → Fighters Guild and the → Mages Guild are official trade guilds, chartered by the Emperor. The → Thieves Guild is a private, informal, and semi-secret organization. Each of the Guilds provides training in what are called the → Guild disciplines.

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Guild stewards and faction leaders don’t really know how much you can handle. And some don’t care. They don’t really get to know your → abilities. All they know is that a guy never comes back. They don’t know if he got lost interest, or got eaten. You have to look out for yourself. In principle, a member is not be given tasks that exceed the member's rank or abilities. In practice, sometimes mistakes are made. You are not expected to fail and die for those mistakes. Use judgement. Be patient. Take the initiative. Train yourself. Equip yourself. Study your target and situation more carefully. Then return to your task when you are ready, and succeed. If you kill yourself trying to complete a job that's too difficult for you, it's nobody's fault but your own.

**Gyldenhul Barrow**

A barrow on an island off the northeast coast of → Solstheim.
Habinbaes

A cave far west and a bit north of → Dagon Fel, across the large inlet.

Hackle-lo Leaf

Hackle-lo leaf is a tasty edible succulent leaf of the → Grazelands, prized both for its taste and its roborative powers.

Hairat-Vassamsi Egg Mine

An egg mine southwest of → Shishi.

Halit Mine

A glass mine east of the → Ghostgate.

Hall of Justice

The Hall of Justice houses the four orders of the → Temple → Ordinators: the → Order of the Watch, the → Order of War, the → Order of Doctrine and Ordination, and the → Order of the Inquisition. You can access it from either the Temple or the → St. Delyn canton.

Hall of Wisdom

The Hall of Wisdom houses scholars, → monks, and → priests who study and shape the doctrines of the → Temple. The Hall of Wisdom is in the Temple Canton of → Vivec.

Halls of the Dead

That might be any → Dunmer → ancestral tomb. The ancient Dunmer word for ancestral tomb is 'cardruhn'. 'Ruhn' translates as 'home' or 'hearth–hall'. 'Card' means 'undeparted kin–wardens'. The sense is very close to your phrase 'Halls of the Dead'.

Hammerfell

Hammerfell is primarily an urban and maritime province, with most of its population confined to the great port and trade cities. The interior is sparsely populated with small poor farms and beastherds. The → Redguard love of travel, adventure, and the high seas has dispersed them as sailors, → mercenaries, and adventurers in ports of call throughout the → Empire.

Hand to Hand

The hand–to–hand discipline is the martial art of unarmed combat. Inspired by the mystical →
martial arts disciplines of the → Khajiit, this unarmed combat style has been adopted in the West by → agents and → thieves whose scruples forbid them to seriously injure or kill their opponents. Unlike weapon attacks, which only injure and kill, defeating an opponent in hand–to–hand combat renders him unconsciousness and helpless. However, once a target is unconscious, hand–to–hand attacks cause wounds and death.

**Hands of Almalexia**

The Hands of Almalexia are the personal → guard of the god → Almalexia. They used to spend much of their time punishing criminals and protecting the people. Now they spend all their time protecting Almalexia. The Hands are pledged to honor and protect and serve Almalexia in all ways. Their bodies and souls are fortified by divine magic, and their armor and weapons bear fearsome divine → enchantments. Some say the Hands are the most terrible mortal → warriors in the world.

**Handy High–kick**

The handy high–kick is a traditional → Dunmer war dance, danced on a → warrior's bonemold → shield. Executing the high–kicks with style and landing gracefully on the bonemold shield require great → athletic and acrobatic skill.

**Harald Hand–Free**

A First Age king of → Skyrim.

**Harstrad River**

The long river west of → Lake Fjalding that runs from the Isinfier Plains to the northern coast of → Solstheim.

**Hassour**

A cave in the → Ascadian Isles. Head east from → Balmora, past → Fort Moonmoth and into the → Foyada Mamaea. Follow the→ foyada all the way south.

**Hawia Egg Mine**

An egg mine north of the → Foreign Quarter.

**Hawkmoth Fort**

See → Fort Hawkmoth.

**Healer**

Healers are spellcasters who swear solemn oaths to heal the afflicted and cure the diseased. When threatened, they defend themselves with reason and disabling attacks and magic, relying on deadly
force only in extremity. If you are interested in the healer's trade in → Morrowind, you should talk with Ygfa at → Fort Pelagiad in → Pelagiad village.

"I am a healer. I have sworn solemn oaths in the College of → Restoration to heal the afflicted and cure the diseased. But I have also learned that preventing harm to others often requires a more active opposition to monsters and malefactors, so I have studied both the unarmed, → unarmored → martial arts of the → Khajiit and the → light armored and → blunt weapon styles of the Imperial West, both for self−defense, and for disabling or killing dangerous opponents. I sell → spells, and I am a spellmaker who creates → spells to your specifications. I can also teach you in my skills, for a fee."

**Healing Altar**

You may pray at → Imperial cult healing altars and receive → blessings which cure common and blight → diseases, → cure poisons, and → restore attributes. Non−members pay 25 drakes. Newer members pay 10 drakes, while higher−ranking members receive blessings free. Healing altars are found in: → Vivec → Foreign Quarter; Wolverine Hall in → Sadrith Mora; → Fort Buckmoth; → Fort Moonmoth; → Fort Pelagiad; → Fort Darius; → Ald'ruhn → Guild of Mages, and → Imperial Chapels in → Ebonheart.

**Health**

A creature's health is a measure of its capacity to withstand physical punishment. A creature with weak health succumbs easily to → disease or injury, while a creature with exceptional health can endure and survive deadly diseases and injuries.

**Heather**

Heather is a low evergreen shrub of the → Ascadian Isles, known for its small, pinkish−purple flowers with modest magical properties. It has needles like the trees in → Skyrim and → High Rock, but it grows near the ground and has pink flowers.

**Heavy Armor**

The heavy armor discipline is the study and mastery of → iron, → steel, → silver, → ebony, and Daedric → armor styles. To use any style of armor effectively, the wearer must be trained, conditioned, and skilled in its use.

**Heavy Armor Styles**

See → Armor.

**Helljoint**

Helljoint is a mild → common disease affecting a victim's mobility and dexterity. Symptoms include persistent irritation and inflammation of joints. It may be contracted from the girdle−tailed → cliff racer.
Helm of Oreyn Bearclaw

One of Valenwood's legendary heroes is Oreyn Bearclaw. Son of King Faume Toad-Eye, he was a respected clan hunter and a future leader. Wood Elven legend claims Oreyn single handedly defeated Glenhwyfaunva, the witch-serpent of the Elven wood, forever bringing peace to his clan. Oreyn would go on to accomplish numerous other deeds, eventually losing his life to the Knahaten Flu. His Helm stood as a monument of his stature for future generations to remember. The Helm was lost eventually, as the Clan split, and is now a treasured artifact for adventurers. The Helm of Oreyn Bearclaw is rumored to improve the wearers' agility and endurance. See also Kharag gro-Khar.

Lit.: Famed Artifacts of Tamriel (TEST P: 352).

Helseth

King Hlaalu Helseth is the Duke of Mournhold, ruler of all Morrowind. He is the son of Barenziah, former Queen of Morrowind, who herself was the niece of King Athyn Llethan. King Hlaalu Helseth is trying to transform the role of King of Morrowind from a mere Imperial figurehead into a powerful, personalized head of state. Athyn Llethan, the previous king, was old and dignified, but few took him seriously. Helseth, by contrast, is dynamic and ambitious. Before Morrowind entered the Empire, the Dunmer had no kings, and many Dunmer prefer the old system of council rule, but Imperial partisans want a strong king along Western Imperial lines.

Herd Animals

The two most common herd animals of the Ashlanders are the guar and the shalk. The guar is a large biped, trained as a beast of burden, and raised for meat and hides. Wild guars are encountered in the wilderness; they're usually quite peaceful. The shalk is a large, unaggressive beetle, raised for meat and resin from its shells.

Herder

"I am a herder. I watch over the tribe's herds of guar and shalk. I butcher the guar and shalk and preserve their meats to feed the tribe. I tan the guar hides, render the shalk resins, and season the shalk shells. Then the tribe's craftsmen take these things and make the things we need for ourselves, and the things we sell to traders and other tribes."

High Elves

See Altmer.

High Fane

The High Fane is the largest Tribunal temple on Vvardenfell. Archcanon Saryoni presides over the temple, along with a large staff of priests, healers, and monks. Pilgrims travel from all over Morrowind to view the High Fane and the Ministry of Truth, and to offer prayer and thanks before the Palace of Vivec.
High Ordinators

The High Ordinators keep the peace here in → Mournhold. They are much like the → Ordinators you might see in → Vivec, but they are even more dangerous. Only the best of this sacred order are chosen to serve in Mournhold. To wear their garb is considered a great honor. Any others caught in it are summarily executed.

High Rock

High Rock encompasses the many lands and clans of Greater Betony, the Dellese Isles, the Bjoulsae River tribes, and, by tradition, the Western Reach. The rugged highland strongholds and isolated valley settlements have encouraged the fierce independence of the various local → Breton clans, and this contentious tribal nature has never been completely integrated into a provincial or Imperial identity. Nonetheless, their language, → bardic traditions, and heroic legends are a unifying common legacy.

Hinnabi

A cave on the larger island southwest of the → Mzahnch ruin.

Hla Oad

This is just a little fishing village on the → Bitter Coast. A few folks in town offer services, but they're either independents, like Perien Aurelie the → Pawnbroker and Pallia Ceno, or they're → Camonna Tong, and only offer services to their own people. Fat Leg's Drop−Off is the only tradehouse in the village. It's owner and → publican is the → Redguard Trasteve. That's where everyone hangs out. Baleni Salavel can get you out of here by ship to → Ebonheart or → Gnaar Mok. Speak to Nevosi Hlan, → shipmaster. His boat is the 'Chun−Ook'. There's also → silt strider service from → Vivec. Otherwise, it's a very long and unpleasant walk along the coast south to → Seyda Neen, or a much longer and more unpleasant walk north to nowhere. A rough track along the River → Odai connects Hla Oad with the town of → Balmora across the hills to the northeast.

If you're looking for trouble, and not particularly superstitious, there are a number of ancient abandoned tombs in these parts.

Hlaalu

House Hlaalu is one of the three → Dunmer → Great Houses with holdings on → Vvardenfell. House Hlaalu has always been loyal to the Emperor and the → Empire. Hlaalu welcomes → Imperial → Law and the → Legions, and freedom of trade and religion. House Hlaalu still respects the old Dunmer ways, the → ancestors, the → Temple, and the → noble houses. But times change, and the Empire changes with the times. House Hlaalu is ruled by → traders and → merchant princes and hopes to live in peace and harmony with the other → races, and share in the growth and prosperity of the Empire. They're not paranoid and insular like the → Telvanni, nor do they try and covert you to the Tribunal Temple like House → Redoran. The councilors of House Hlaalu meet in → Balmora.

Hlaalu Compound

Hlaalu Compound

See → Vivec (City).

Hlormaren

One of the ten ancient Dunmer → Dunmer strongholds. Hlormaren is on the coast west of → Balmora, north of → Hla Oad.

Holamayan

Holamayan is a secret monastery of the → Dissident priests. The monastery itself is beneath the surface of a remote island along → Azura's Coast, with only a single entrance hidden from view by hills and vegetation. The monastery is further protected by a magical → shield which opens only at dawn and dusk, the magical twilight hours sacred to Azura.

Homemade Potions

To make homemade potions, you need skill in → alchemy, → ingredients, and the necessary → apparatus. Ingredients can be collected from the animal bodies, plants, and the environment. There are four pieces of → alchemist apparatus —→ mortar and pestle, → alembic, → calcinator, and → retort. Alchemical apparatus comes in grades of quality; higher quality apparatus is more effective and reliable.

Hopesfire

The legendary blade of → Almalexia. Hopesfire and → Trueflame are reffered to as the "→ twin blades".

Horkers

Another of the All−Maker's wondrous creations. These creatures provide a great deal for our people. They are strong swimmers and fierce fighters, on land and in the sea.

Hortator

When a greater enemy threatens, the → Great Houses put aside their quarrels and → choose a Hortator, a single war leader to lead all the Houses, a champion who leads by inspiration. He challenges opposing heroes in single combat. He goes on long, desperate quests. He goes alone into the → citadels of the enemy. He confronts the dangers no one else in the House is strong enough... or courageous enough... to face. He doesn't have to be polite or smart. Or even a nice person. Just has to win. And make others want to win. Only a Great House council can name a Hortator, and the vote must be unanimous.
Hospitality Papers

Hospitality Papers

According to the Collective Articles of the Council of the Great House of Telvanni, out-house and outlander guests in Sadrith Mora may not travel in town or speak to or conduct business with citizens, tradesmen, or publicans unless they have Hospitality Papers. This is for the comfort and safety of our guests. The Prefect of Hospitality for Sadrith Mora can provide you with these papers for 25 gold.

Hound Meat

Hound meat is the flesh of the nix-hound. The meat is sweet and tender, and has modest magical properties.

House

See Great Houses.

House Dagoth

See Dagoth.

House Dres

See Dres.

House Dunmer

See Dunmer.

House Dwemer

See Dwemer.

House Hlaalu

See Hlaalu.

House Indoril

See Indoril.

House Redoran

See Redoran.
House Styles

The three Dunmer Great Houses that have settled Vvardenfell have distinctive architectures and lifestyles. Aristocratic, warlike Great House Redoran favors a spacious, irregular, organic building style. Great House Hlaalu, an aggressive mercantile culture, strongly admiring and influenced by Imperial culture, prefers simpler, more modern, more densely populated settlements, while bizarre wizard towers dominate mushroom-hut villages of the Great House Telvanni sorcerer-lords. A fourth Great House style, the Velothi or Temple style, is evident in the monumental architecture, bridges, buttresses, and grand canals of the ancient religious center of Vivec City.

House Telvanni

See Telvanni.

House Wars

Codes of behavior under House Wars of Honor are complex and subtle, and the Morag Tong specialize in the honorable and legal prosecution of these factional vendettas. By the immemorial custom of Dunmer society, a House may challenge the honor of another House in the person of one of the House's ranking nobles. The ranking noble of the impugned House is 'marked for death' — in ancient times, actually formally marked with a black banner, but in modern times, served with a formal written public announcement. If within a year of the challenge, the marked noble still lives, the challenging House must publicly forego any further complaint or scandal on the matter. Only a ranking challenging noble or a Morag Tong may attack the marked noble; in modern times, Houses routinely engage Morag Tong. This custom permits Houses to war upon one another on a small scale without threatening public peace and rule of law. House Wars are expensive, dangerous, and disruptive to all Houses involved, but on the island of Vvardenfell alone, a dozen or more Marked Challenges are being prosecuted at any time. Such violent disputes among Great Houses are called 'House Wars.'

Hrothmund's Bane

A wolf-shaped formation on Solstheim, which is only visible from the air.

Humanoid Races

Elves consider themselves the only 'truly human race,' being descended directly from the gods, and regard the Manish and Beast races as highly intelligent animals. On the other hand, Imperial scholars consider Men, Elves, and Beastmen as 'men,' on the basis that individuals of all three groups can mate with one another. Offspring of inter-racial matings have the racial appearance of the mother, but may occasionally share inherited characteristics and abilities of the father. Sloads, dragons, and other sentient races cannot mate with Men, Elves, or Beastmen, and are not considered 'human.' Exceptional accounts of matings between men and daedra do not fit smoothly into this scheme.

Lit.: The Annotated Amuad (TEST F: 898).
Humans

The human races are short–lived, socially aggressive humanoids, shorter than Elves and more technologically advanced than the Beastfolk. Warlike human cultures have subjugated their Elven and Beastfolk neighbors and synthesized their arts, literature, magick, technology, and theology into Tamriel's dominant culture — the Empire. Obsessed with progress and destiny, human civilization constantly reinvents itself from materials plundered from conquered cultures and re–shaped by human myths and dreams.
Lit.: The Annotated Anuad (TEST P: 898).

Hunger

The hunger is one of the many voracious servants of the Daedra Lord Boethiah.

Hunter

Hunters range across the ashlands and wastes, hunting for meat and hides. If you're interested in the hunter's craft, you should talk to Gudling the Rascal. He has taken up residence at St. Veloth's Hostel in Molag Mar.

No one will ever grow rich hunting. But it is a pure pleasure for itself. Take your time. Sneak up on your prey. Surprise it with a swift, silent arrow. There is no greater pleasure than to drop a cliff racer with a single arrow.

Hunter's Game

According to legend, it varies from era to era. "Our Grandfathers' Grandfathers tell of a time when the Hunter and his Hounds preyed upon entire tribes of men. Taken to the Hunting Grounds, the men were hunted by the Hounds. The ones that died were the lucky—the survivors faced the Hunter himself. In another era, the Hunter took only a single man as his Prey. It is said if the Prey can last through the Bloodmoon, the Hunter returns to his demon realm for another era. We have only to await the Hunter's plan." See also Bloodmoon Prophecy.

Hypha Facia

Hypha facia is a light brown shelf fungus collected from the trunks of trees in the Bitter Coast Region. Hypha Facia looks much like Bungler's Bane and grows like a shelf on trees and other things. Hypha Facia is safe to eat.
Humans
Ibar−Dad

A cave west of the Daedric ruin Ashurnabitashpi.

Ice Blade of the Monarch

The Evil Archmage Almion Celmo of the Summerset Isles created the blade for a warrior, Thurgnarr Assi, who was to assassinate a king. The assassination failed, Thurgnarr Assi was slain, Almion Celmo was imprisoned, and the Ice Blade fell into the hands of a series of malefactors. The weapon is a claymore enchanted to cause frost damage, and is rumored to pass from owner to owner of its own volition. The Museum of Artifacts offers 30,000 gold for it.

Lit.: Famed Artifacts of Tamriel (TEST P: 352).

Ilibaal

See Foyada Ilibaal.

Ilness

→ Table 8.

See also Disease.

Illusion

The illusion discipline is the mastery of the spell effects of the College of Illusion. The illusion spells affect the perception and mind of living subjects. Illusion effects include blinding, paralyzing, and silencing subjects, calming and enraging subjects, and distracting observers so they do not notice the caster −− the invisibility effect.

Illusion Potions

Illusion potions provide beneficial magical effects from the domain of the Arcane College of Illusion. Illusion potions include: night eye, invisibility, and light.

Illusion Spells

There are many common variants of illusion spells, not to mention the countless custom versions created by ambitious spellcasters. But here is a list of the most basic spells, representing all the fundamental classes of spell effects produced by this college: hide, chameleon, light, chameleon, night eye, charming touch, paralysis, silence, blind, earwig, calm humanoid, calm creature, frenzy humanoid, frenzy creature, demoralize humanoid, demoralize creature, rally humanoid, and rally creature.
Ilunibi Caverns

Ilunibi Caverns

An old sea cave up on the north end of the Gnaar Mok island, right on Khartag Point. Sometimes smugglers and outlaws use it for a hide-out, but it's wet and nasty, and not real comfortable.

Ilunibi Shrine

Ilunibi shrine is just a small, quiet retreat for Sixth House servants, a place to contemplate and grow strong and wise in Lord Dagoth's ways. Here we share the sacraments of flesh and blood, and dream the dreams of our Lord. This and other lesser shrines are hidden from prying eyes throughout the land. But the greatest shrines of Sixth House servants lie beneath Red Mountain, in the citadels of our Lord and his close kin.

Imperial

The Imperials are the educated and well-spoken natives of the civilized, cosmopolitan province of Cyrodiil. Imperials are known for their enlightened rule of law and government, and the discipline and training of their citizen armies. Though physically less imposing than the other races, they are shrewd diplomats and traders. Their legions have enabled them to subdue all the other nations and races of Tamriel, and to have erected the monument to peace and prosperity that comprises the Glorious Empire.

Imperial Blades

See Blades.

Imperial Cult

The Imperial cult is the official Imperial religion. The cult worships the Nine Divines: the Aedra Akatosh, Dibella, Arkay, Zenithar, Mara, Stendarr, Kynareth, and Julianos, and Tiber Septim, founder and patron of the Empire. In Morrowind, it's partly maintaining the faith for outlanders, and partly a missionary cult, bringing enlightenment to the heathen Dunmer. Though some Dunmer are Imperial cult initiates, most of these are also nominal members of the Tribunal Temple. Religious fervor is exceptional in the Empire, compared with Morrowind's more passionate Temple worshippers, and Dunmer who adopt the Imperial cult often share the moderation and religious tolerance of Imperial culture. Imperial cult priests serve Imperial shrines in settlements throughout Vvardenfell.

Lit.: For my Gods and Emperor (TEST P: 381).

The services required at lower ranks in the Imperial cult are not very difficult or dangerous. But any task you do for the Oracle, Lalatia Varian, will be very difficult, very dangerous, and suited only for experienced, powerful, well-equipped adventurers.
Imperial Cult Doctrine

"We look to the Nine Divines as models for living a good and virtuous life. Each of the Nine represent different aspects of life, and how it should be lived. But the simplest statement of our doctrines is — help and protect one another. The stronger one is, the wealthier one is, the more one bears responsibility for helping and protecting others. One's first duty, of course, is to one's fellow members of the Imperial Cult. But after that, one should help and protect any needy persons. We also say — do not harm one another. It is forbidden to attack another person of the Imperial cult, and of course, forbidden to kill another member. It is forbidden to steal from another member, whether by open theft or by covert pickpocketing. It is forbidden to trespass upon the private property of another member — private property being understood to be anything behind a locked door. Break any one of these rules, and be expelled from the cult."

Imperial Cult Ranks

The ten ranks of status in the Imperial cult are, from lowest rank to highest rank: Rank One, Layman; Rank Two, Novice; Rank Three, Initiate; Rank Four, Acolyte; Rank Five, Adept; Rank Six, Disciple; Rank Seven, Oracle; Rank Eight, Invoker; Rank Nine, Theurgist; and Rank Ten, Primate.

Imperial Cult Shrines

→ Ald'ruhn's Imperial cult shrine is in → Fort Buckmoth, south of town. The altar there cures → disease and → poison. Cocistian Quaspus, the → apothecary, sells → cure potions, and they also have a → savant, an → enchanter, and a → trader. → Balmora's Imperial cult shrine is outside of town to the southeast, in → Fort Moonmoth. Aldasi Thirothran is the priest in charge there. The altar there cures disease and poison, and they offer various other services as well. → Ebonheart's Imperial cult shrine is in a small walled keep in the far western end of Castle Ebonheart. The altar there cures disease and poison. Lalatia Varian is the Imperial Priestess, Synnolian Tunifus, the Mara → Healer, Kaye the Zenithar Trader, and Iulus Truptor, the Stendarr Savant. → Pelagiad's Imperial cult shrine is in → Fort Pelagiad, at the eastern end of the main street. The altar there cures disease and poison, and Ygfa, the healer, sells cure potions. The → Gnisis Imperial cult shrine is in → Fort Darius at the far east edge of town. The altar there cures disease and poison. Chaplain Ogrul is the cult Healer for the Deathshead → Legion garrison, but he also serves the civilian populace as well.

Imperial Culture

Imperial culture is a pragmatic melting pot of the various contrasting cultures of the → Imperial provinces, unified by a strong hereditary emperor and bureaucracy, the rule of → law, a powerful professional army, and tolerance of disparate polytheistic cult worships. Education and wealth is broadly distributed through all social classes where Imperial culture has flourished; many citizens are literate and protected under Imperial Law. Persons of all → races and creeds can advance in wealth and status in commerce, the bureaucracy, and the military. However, moral and political corruption at the highest levels of Imperial society, and the economic strain of maintaining military occupations in widely separated hostile provinces like → Morrowind, signals the impending decline of the → Empire.
Imperial Guard

The Imperial Guard is an elite unit of the → Imperial Legion. The Guard is charged with the defense of the Emperor and various of his direct representatives in the provinces. The Duke's rank and responsibilities entitle him to the protection of this elite unit. There is a traditional rivalry between the Imperial Guard and their counterparts in the regular Legions.

Imperial Guilds

See → Guilds.

Imperial Law

See → Law.

Imperial Legion

The most disciplined and effective military force in history, the Imperial Legions preserve the peace and rule of → law in the → Empire. The legions have garrisons at Fort Pelagiad in → Pelagiad, → Hawkmoth Fort in → Ebonheart, → Fort Moonmoth in → Balmora, → Fort Buckmoth in → Ald'ruhn, and → Fort Darius in → Gensis, a frontier outpost, isolated, a little rough. But the units mostly serve as → guards to enforce the law in → Morrowind. The legions hire qualified recruits of proven skill and character, and provide training, goods, and services at discounts. Only one fort accepts recruits — Fort Darius in Gensis. The lower ranks are common troopers and officers and handle law enforcement, escorts, rescues, dangerous predators, diseased and blighted beasts, and so forth., but the upper ranks include the orders of the Imperial → knights.

Lit.: Ordo Legionis (TEST P: 623).

Promotions come quickly in the Legion, if you don't screw up. And they also hand out some pretty choice armor when you get promoted.

Imperial Office of Census and Excise

→ Imperial taxes are based on head counts of citizens; Census and Excise is responsible both for head counts and tax assessment and collection. Census and Excise officers also administer many Imperial licenses — importation, mercenary company incorporation, for example. Their → agents also investigate smugglers and other tax cheats.

Imperial Provinces

The → Empire of Tamriel encompasses the nine Imperial provinces: → Skyrim, → High Rock, → Hammerfell, → Summerset Isle, → Valenwood, → Elsweyr, → Black Marsh, → Morrowind, and the ancient Imperial province itself, → Cyrodiil. Morrowind was among the last of the provinces to be integrated into the Empire, and because it was added by treaty, and not by conquest, Morrowind retains exceptional power to define local → law by reference to ancient → Great House precedents.

Lit.: Provinces of Tamriel (TEST P: 684).
Imperial Urban Style

Imperial Urban Style

Imperial urban style mixes with → Dunmer urban style in → Hlaalu District and → Vivec suburbs, but dominates in new Hlaalu and → Imperial chartered towns. Houses, shops, and tradehouses are of timbered, half-timbered, or stone construction in the Western manner, with peaked roofs, right angles and flat planes, and plain, undecorated exteriors.

Inanius Egg Mine

Inanius egg mine is across the mountains from → Suran. The entrance of the → eggmine faces the mountains.

Incarnate

See → False Incarnate.

Indarys Manor

House → Redoran also has an unchartered stronghold. The Redoran Stronghold of Indarys Manor is on the east side of the road from → Ald'ruhn to → Maar Gan in a place called the Bal Isra.

Indoranyon

One of the ten ancient Dunmer → Dunmer strongholds. → Hlormaren is somewhere southeast of the → Salit Camp.

Indoril

House Indoril is one of the five → Dunmer → Great Houses, and one of the two houses without holdings or interest in → Vvardenfell. The city of → Almalexia is located in Indoril District, and the Indoril are orthodox and conservative supporters of the → Temple and Temple authority. House Indoril is openly hostile to → Imperial culture and religion, and preserves many traditional Dunmer customs and practices in defiance of → Imperial → Law.

Ingredients

Ingredients sought by → alchemists and apothecaries fall into four broad categories: animal, vegetable, and mineral products, and a fourth category loosely described as exotic. → Animal products come from mortal beasts. → Vegetable products come from plants. → Mineral products come from the earth. → Exotic products come from many sources, but are generally of magical or otherworldly origin. When eaten, some ingredients have useful effects; others have bad effects; the scale of effect depends on → alchemy skill.

→ Table 9.
Initiation rite

To be adopted into the tribe, you must undergo a harrowing. In a harrowing, you will be judged by the spirits and ancestors to see if you are worthy. Go to the Urshilaku Burial Caverns and fetch me Sul−Senipul's Bonebiter Bow. Sul−Senipul was my father, and his spirit guards his bonemold long bow deep in the burial caverns. Return to me with this bow, and I will adopt you into the Ashlander tribes as a Clanfriend.

Inner Sea

The waters enclosed between mainland Morrowind and Vvardenfell Island are called the Inner Sea.

Intelligence

A creature's intelligence is its property of reasoning, analysis, and retention of facts and experience. Other than its critical utility in problem−solving, this property is most important for the comprehension and manipulation of the arcane forces associated with magic, and creatures with high intelligence are proven to have greater capacity to cast larger and more powerful spell effects.

Invisibility

This effect conceals the presence of the subject from observers. If the subject attacks, speaks, or activates an object, the effect is dispelled. This magnitude of this effect is not variable; the subject is always 100% invisible.

Iron

For centuries, cheap and serviceable iron and iron−reinforced weapons have been produced in quantity for the Legions. These and similarly made iron weapons are in use throughout the Empire.

Isild River

The river southwest of the Skaal village, connecting Lake Fjalding with the Harstrad River.
Jobasha's Rare Books

Jobasha's Rare Books is a bookshop with a wide selection of rare and obscure books. The shop is in → Vivec's → Foreign Quarter, in the Lower Waistworks, on the same level as the Black Shalk Cornerclub, but down at the end of the west corridor.

Journalist

"I gather the news — what happens — what people care about, and need to know. And I print it, and make it available, so people can learn the truth about what's going on."

Julianos

Julianos, God of Wisdom and Logic, is the deity of literature, → law, history, sorcery, → enchantment, and → alchemy. Monastic orders founded by → Tiber Septim and dedicated to Julianos are the keepers of the Elder Scrolls.

Jump

This effect increases the height and distance of the target's jumps. The magnitude is proportional to the increase in a jump's height and distance.
K.

K.

Kagouti

The kagouti is a large, aggressive, dangerous, short−tailed bipedal creature with huge tusks. Kagouti hide is made into leather and used in clothing and household goods.

Kagrenac's Journals

Kagrenac recorded every step in his manufacture and testing of enchanted items. His journals will record any modifications or enhancements made to his original designs.

Kagrenac's Planbook

Kagrenac carefully planned all his projects in advance. His planbook will have all his original designs.

Kagrenac's Tools

This document describes the secret that the → Temple conceals about the history of the Tribunal and the nature of their divine powers.

Karstaag

See → Castle Karstaag.

Karstangz−Bcharn ('the Weather Witch')

Loosely translated: the Weather Witch. At its height, the → Dwemer civilization was masterful in the use of machinery. In a time of drought, Dwemer scholars were commissioned to create a machine that would be able to control the weather and bring rain to their lands. They created the Karstangz−Bcharn. Its existence was little more than a myth until recently, when the ruins opened beneath → Mournhold.

Katana

Elegant and efficient, the Akaviri katana is too expensive and sophisticated a weapon to be popular with the → Legions or hero–adventurers, but well–heeled → nobles, collectors, and swordmasters prize the blade for its superior balance and effectiveness.

Kaushtababi Camp

Kaushtababi Camp is south of → Molag Mar.
The Khajiit are the cat people of the province of Elsweyr. Though the race has a variety of sub-types, each with different forms and habits, only the smooth, quick, agile Suthay-raht are encountered in Vvardenfell. Khajiit wear many skins from the smooth-skin Ohmes to the fat-fur Senche-raht. When most people think of Suthay-raht, they think of thieves — with good reason, since many Suthay-raht are cunning, acquisitive, and slow to embrace the sanctity of personal property. But the speed, agility, and bold spirit of the Suthay-raht also make them gifted traders and adventurers.

Kharag gro-Khar

The real hero that stands behind Oreyn Bearclaw. The deeds attributed to him were actually performed by Kharag gro-Khar. It might have been this hero that Khartag Point refers to.

Khartag Point

A gigantic boulder on the western coast not far from Gnaar Mok. Some of the orcs consider it a landmark. Great hero Khartag who had fought some battle or something died there. Some orc or another jumped off on a dare. It didn't end well. Cf. Kharag gro-Khar.

Khuul

Khuul is a small village on the northwest coast of Vvardenfell. Thongar's Tradehouse, the Redoran-style building, is on the east side. Thongar the Nord rents beds, and can sell you some food and sundries. The rest of town is just fisherman's shacks. But if you need anything else, you might try the Ald Velothi Redoran outpost down up the coast to the west. They have a smith and a trader, and a little shrine. The silt strider goes to Ald'ruhn, Maar Gan, and Gnisis. The only certain landmarks in the region are the village of Khuul, the Daedric ruins at Ashalmawia southwest of Khuul, and the village of Ald Velothi, on the coast west of both Ashalmawia and Khuul.

Killing and Murder

Killing is justifiable in war, self-defense, defense of property, affairs of honor, Great House affairs under the sanction of the state, and affairs of heresy. Outlaws have no rights, and may be killed without scandal or sanction. Other killings are foul murder, and punishable by compensation, punitive labor, or, in sanctioned House Wars affairs, by writ of assassination.
House Hlaalu Custom

By House → Hlaalu → law and custom, killing is justifiable in war, self−defense, defense of property, affairs of honor, and House Wars affairs under the sanction of the state. Other killings are foul murder and punishable by compensation, punitive labor, or, in sanctioned House Wars affairs, by writ of assassination. Justifiable but unnecessary or cruel killing is scandalous but legal. A cynical acceptable of abuse of power by the rich and powerful is a feature of Hlaalu philosophy.

House Redoran Custom

By House → Redoran custom, killing is justified in war, self−defense, defense of property, affairs of honor, and House Wars affairs. Other killings are foul murder, and punishable by fines, hard labor, or writ of assassination.

House Telvanni Custom

According to → Telvanni custom, killing is justifiable on any practical grounds −− in particular, justifiable if you can get away with it, and it serves your purposes. Killing is neither sinful nor dishonorable. Telvanni abide by Imperial → Law only so far as it is enforced. No → Imperial guards or → Legion garrisons are found in most Telvanni settlements.

Imperial Custom

According to → Imperial custom, killing is justifiable in war, self−defense, defense of property, and affairs of honor. Other killings are murder, and punishable by → fines and compensation, or by punitive labor. Local custom also permits killing in House Wars sanctioned by the state. Outlaws have no rights, and may be killed without scandal or sanction. → Guards may use deadly force in the line of duty.

Morag Tong Custom

According → Morag Tong custom, killing civilians is scandalous, and grounds for expulsion.

Thieves Guild Custom

According to the unwritten Code of the → Thieves Guild, killing is always inefficient, inelegant, and counter−productive.

Knight

Of → noble birth, or distinguished in battle or tourney, knights are civilized → warriors, schooled in letters and courtesy, governed by the codes of chivalry. In addition to the arts of war, knights study the lore of healing and → enchantment. If you want to talk to a knight, talk to Dumbuk gro−Bolak. He serves with the → Legion under General Darius up in → Gnisis. You'll usually find him in the barracks. Look him up. He knows his trade, and → Vvardenfell.

"I'm a knight. In the West, you need a horse and land to be a knight, but here, we have no horses, and all you need is good armor, good weapons, and the skill to use them. I prefer to fight with axes
Koal Cave

and → shields. Since I live by my weapons, I have to pay careful attention to local feelings about → killing and murder — what's right and what's wrong."

Koal Cave

The Koal Cave is south of → Gnisis. Cross the river, the → Ouada Samsi, and head southwest towards the coast.

Kogoruhn

One of the ten ancient → Dunmer strongholds, the former clanstead of House → Dagoth. Follow the coast east from → Urshilaku camp to the ruined Dunmer stronghold called → Valenvaryon, then turn southwest. You’ll see → Ebernanit, a ruined → Daedric shrine. Continue south from Ebernanit to Kogoruhn, a great table of stone with many ruined buildings. There are many rooms. The passages are old and deep. Beneath are caves with pools of fire.

Kora–Dur

A → Daedric ruin southeast of → Kogoruhn.

Kresh(weed) Fiber

Kreshweed fiber is a resinous fiber with modest magical properties that comes from the coarse grass of the → Grazelands and → Azura's Coast called kreshweed.

Kudanat

A cave on the other side of the mountains northwest of the Caldera Mining Company Office.

Kumarahaz

A cave on the island northeast of → Tel Branora.

Kunirai

A cave northwest of → Telasero.

Kushtashpi

A → Daedric ruin west of → Ahemmusa camp.

Kwama

Kwama colonies, also known as → eggmines, are inhabited by the following varieties of kwama: → kwama queen, → kwama warrior, → kwama worker, → kwama forager, and → scrib.
Kwama Cuttle

Kwama Cuttle

Kwama cuttle is a tough, waxy substance that comes from the beak of kwama beasts. Kwama cuttle has modest magical properties.

Kwama Egg

Kwama Egg

Kwama eggs are a rich, nutritious foodstuff with modest magical properties. Popular throughout the Empire, kwama eggs stay fresh for a long time, and kwama mining is a profitable industry on Vvardenfell.

Kwama Forager

Kwama Forager

The kwama forager scouts the surface of the land and natural underground passages, searching for suitable locations for new colonies, and hunting for prey. Foragers are aggressive but not very dangerous.

Kwama Queen

Kwama Queen

The kwama queen is the huge, bloated kwama that produces the nest's eggs. They are too large and fat to move, and all their needs are attended by worker kwama.

Kwama Warrior

Kwama Warrior

The kwama warrior defends the kwama colony's tunnels and chambers. Warriors are aggressive and dangerous.

Kwama Worker

Kwama Worker

The kwama worker digs the colony's tunnels and chambers and tends the queen and the eggs. Workers are unaggressive, but not completely helpless.

Kynareth

Kynareth

Kynareth, Goddess of Air, is the deity of the heavens, the winds, the elements, and the unseen spirits of the air. Patron of sailors and travelers, Kynareth is invoked for auspicious stars at birth and for good fortune in daily life.
Kwama Cuttle
Lady of Mercy

"→ Almalexia's the Mother of us all, → healer and protector. Always has been. I suppose She doesn't seem that way now. It's the war with → Dagoth Ur. It's hard for all of us. She's had to change ← to toughen Herself and Her followers. It's true that sometimes dissenters disappear when they question Her doctrines. The → Hands of Almalexia are more like inquisitors than → knights of loving mercy. And → Mournhold doesn't feel much like the City of Love any more. But hard times demand hard gods."

Lake Amaya

The lake southeast of → Fort Moonmoth. To get to Lake Amaya, go south out of → Balmora and head east past the Fort Moonmoth and across the → Foyada Mamaea on the road to → Pelagiad. After leaving the → Foyada, take the road to → Suran. The road to Suran runs along the north shore of Lake Amaya.

Lake Fjalding

The largest lake on → Solstheim. It is often used as a mating ground for the → horkers of the island.

Lake Hairan

The lake southeast of → Pleagiad and south of Dren Plantation.

Lake Masobi

The lake west of → Suran.

Lake Nabia

The lake northwest of → Mount Kand, just northeast of → Marandus.

Lame Corprus

The lame corprus is a deformed, deranged victim of → corprus disease. Aggressive and dangerous, they carry corprus disease, a deadly disease profoundly affecting a victim's mind and body.

Large Bipedal Predators

Two large bipedal creatures native to → Vvardenfell are dangerous predators. The → alit and the → kagouti are similar in appearance, but the alit is smaller, and the kagouti has a distinctive bony neck → shield. They are both savage hunters, and quite dangerous.
Law

→ Morrowind is governed under → Imperial Law, and under the law and customs of the → Dunmer → Great Houses. Conflicts of Imperial and Great House Law are governed under the Treaty of the Armistice, which reserves most local government functions to the Dunmer Great House councils. Local Magistrates judge cases and determine sentences; local → guards execute the judgements of the Magistrates and enforce the laws. Verbal assault, pickpocketing, and trespassing are malfeasances, punishable by → fines and compensation of less than 100 drakes, or by punitive labor. Theft and foul murder are felonies. Theft is punishable by fines and compensation proportional to the value of the property stolen, or by punitive labor. Foul murder is punishable by fines and compensation of at least 1000 drakes, or by punitive labor. Treason is a most serious crime, punished by death. Noble House Dunmer have right of appeal to the House Councils; Imperial citizens have right of appeal to the King of Morrowind and his Dukes. By ancient House custom, offended House → nobles appealing to House councils may refuse to accept compensation and may demand death for many crimes.

Do you know what the → Legion does with the stolen goods they take off their prisoners? They stick them in evidence chests, right there in the → forts.

Lay Healers

Lay healers gather → ingredients for → health and healing → potions, and minister to the sick and hurt in poor and isolated communities. It is difficult and sometimes dangerous work, but the spiritual rewards are great. If you are interested, speak to Synnolian Tunifus at the Imperial Chapels in → Ebonheart.

Lay Servant

Lay servants serve the → Imperial cult by doing various tasks. Not a lot of excitement, but safe, honorable, and rewarding. First you have to join the Imperial cult, then go to the Imperial Chapels in → Ebonheart to get work. See Synnolian Tunifus to become a → lay healer. See Iulus Truptor to become an almoner — a fund raiser. See Kaye to become a → shrine sergeant — they do the more dangerous jobs.

Legge

A cave southwest of the → Skaal village, right where → Harstrad and → Isild River meet.

Legion

See → Imperial Legion.

Lesser Saints

The lesser → saints of the → Temple are: → Saint Felms the Bold — Butchers, Fishmongers, → Saint Llothis the Pious — Tailors, Dyers, → Saint Meris the Peacemaker — → Farmers, Laborers, → Saint Roris the Martyr — Furnishers and → Caravaners, → Saint Aralor the Penitent
Levitate

This effect temporarily enables the target to levitate into the air. The magnitude is the speed at which the subject can move through the air.

Light

This effect creates a projectile of coherent light. Upon striking a target, the projectile illuminates the area for the duration of the effect. The light projectile does not cause any damage.

Light Armor

The light armor discipline is the study and mastery of leather, boiled leather, chitin, and glass armor styles. To use any style of armor effectively, the wearer must be trained, conditioned, and skilled in its use.

Light Armor Styles

See Armor.

Lightning Shield

This effect creates a shield of elemental shock around the subject's entire body. The spell adds its magnitude to the subject's Armor Rating, and also greatly reduces damage from shock attacks.

Literacy

Literacy is fundamental to the Empire. "If the Empire wants to keep Morrowind, we must teach the Dunmer to read. And we must teach them about our common heritage."

Living Gods

Almalexia and Vivec have always been among us — our fathers and forefathers to many generations — living and speaking gods and ancestors, guardians and heroes. Sotha Sil... He's the Father of Mysteries, and always kept to himself, but long ago even He used to appear now and then. That's the difference between the Temple and the Western faiths. We have gods who were once mortals. They understand what it is like to live, eat, sleep, suffer, worry... and to fear death.

Lock

This effect locks a container or door. The magnitude of the effect is the lock level placed on the container or door. The effect has no duration; the container or door remains locked until unlocked.
Lockpicks

Lockpicks are used to open locked doors and other locked containers. Locksmiths use these devices when the owner has lost his keys. Professionals of another sort use lockpicks for less honorable purposes.

Higher quality picks and probes are definitely worth their higher price. But keep cheaper ones around as well for the easier locks and traps. Also be sure to find a good source for buying these instruments. Noble families often aren’t around to watch their manors so they lock everything up. This makes them a wonderful opportunity to practice your skill at picking locks in the privacy of someone else’s house. And of course, don’t neglect to check the contents of that chest after you pick it.

Long Blade

The long blade weapon discipline is the study and mastery of the broadsword, saber, longsword, claymore, katana, and dai-katana weapon styles. To use any style of weapon effectively, the user must be trained, conditioned, and skilled in its use.

Long Blades

The broadsword, saber, longsword, and claymore are Western weapons. The katana and dai-katana are Akaviri-style blades. Long blades, one-handed or two-handed, and the most common weapons here. The claymore and dai-katana are two-handed weapons, and relatively heavy and slow; the rest are one-handed. Rank them by effectiveness as broadsword, saber, longsword, katana, claymore, and dai-katana, with broadsword least effective.

Long Bow

A powerful but demanding weapon, the long bow is historically associated with Altmer aristocrats and Bosmer hunters. The less-powerful bonemold long bow of Morrowind is traditionally a noble’s hunting weapon, but has been adopted for wider use by many outlander sportsmen and mercenaries.

Longsword

The longsword is the standard officer’s weapon in the Legions, and a noble’s weapon in the West. In Morrowind, glass, ebony, and Daedric longswords are precious heirlooms passed down through generations of noble warriors in a Great House.

Lord’s Mail

Sometimes called the Armor of Morihaus or the gift of Kynareth, this is an ancient cuirass of unsurpassable quality. It grants the wearer power to absorb health, resist the effects of spells, and cure oneself of poison when used. It is said that whenever Kynareth deigns the wearer unworthy, the Lord’s Mail will be taken away and hidden for the next chosen one. It has
Lost Kogoruhn

been kept in a → Shrine on the lower level of the Imperial Commission in → Ebonheart, but was recently stolen. The → Museum of Artifacts offers 30,000 gold for it.
Lit.: Famed Artifacts of Tamriel (TEST F: 352).

Lost Kogoruhn

See → Kogoruhn.

Lost Prophecies

There are → Nerevarine prophecies that have been lost. The Seven Curses. And others. Some are forgotten. Some hidden. Some deliberately lost. The → wise women are the memory of the Velothi people. But it is a faulty memory, and we are mortal, and our knowledge dies with us. But we hear that the → Dissident Priests of the → Temple study our Nerevarine prophecies, and record them in books. Such written words never die.

Luck

A creature's luck is its property of aligning itself with the subtle currents of fate and destiny. This is the most subtle of fundamental → attributes, and can only be judged by observation of the favorable and unfavorable outcomes of a creature's actions over a long period of time.

Luminous Russula

Luminous russula is a squat, mottled–brown–and–green toadstool mushroom of the → Bitter Coast region with modest magical properties.
Lost Kogoruhn
Maar Gan

Maar Gan is a small → Redoran eggmining village in the northern → Ashlands, north of → Ald'ruhn, close to → Foyada Bani−Dad, the → Ghostfence, on the plains beneath → Red Mountain. Monsters have been breaking through the Ghostfence here and attacking the villagers. Fortunately, monster fighters have answered the call for volunteers to come help protect Maar Gan. → Pilgrims of the → Tribunal Temple come to visit the Maar Gan Tower → shrine where Lord → Vivec outwitted the → Bad Daedra Lord Mehrunes Dagon. Tralas Rendas and Salen Ravel are the Tribunal → priests at the Tower shrine. The famous Maar Gan → pilgrimage site, is on the east, surrounded by a wall and three watch towers. Maar Gan has several → priests ← two at the Tower shrine and one at the Maar Gan Outpost. They also have a Redoran → smith, → master−at−arms, → drillmaster, and → scout at the Outpost. The Maar Gan Outpost is on the southwest side, by the West Gate and the strider port. Alds Baro is the smith and ranking Redoran at the Maar Gan Outpost. Andus Tradehouse is up the steps and through the gate at the northwest end of the village. Manse Andus is the → publican of Andus Tradehouse and rents rooms and sells food and sundries. Miles Gloriosus, famous questing swordsman and monster−slayer, is taking his lodgings there while he hunts the → blight creatures plaguing the village. A road runs from Ald'ruhn towards → Gnisis to the northwest and Maar Gan to the north. Take the right branch at the fork to reach Maar Gan. But it is a long and difficult road, and → outlanders may get lost. → Silt strider service goes to Ald'ruhn, Gnisis, and → Khuul. The main road south to Ald'ruhn runs farthest west; the back road runs closer to Red Mountain.

Maar Gan had a lot of trouble with blight monsters escaping through the Ghostfence and attacking the village and outlying settlements. The Temple and House Redoran has called for volunteers to come help protect Maar Gan from monster attacks. Talk to the priests at the shrine if you might be willing to help. And talk to the volunteers who are lodging at the Andus Tradehouse.

Mababi

A Veothi tower west of → Nchuleftingth.

Maba−Ilu

A cave southeast of → Mawia.

Mabrigash

A mabrigash is an → Ashlander witch−warrior, a renegade → wise woman who has forsaken the established rules of behavior for an Ashlander woman to become a master of dark magic and the weapons of war. By secret rituals the mabrigash steals a man’s vital essence and makes herself a powerful → sorcerer and → warrior. The manifestation of her dark power is called a 'ghost snake' that paralyzes and drains a victim's vitality.
Mace

The mace is a favored weapon of the Western knight, combined with a standard shield. Dwemer and Daedric maces, superb weapons, but expensive and rare, are prized heirlooms of the Dunmer Great House nobility.

Mace of Aevar Stone-Singer

A Skaal artifact.

Mace of Molag Bal

Also known as the Vampire’s Mace, the Mace of Molag Bal drains its victims of magicka and gives it to the bearer. It also has the ability to transfer an enemy’s strength to its wielder. Molag Bal has been quite free with his artifact. There are many legends about the Mace. It seems to be a favorite for vanquishing wizards. The Museum of Artifacts offers 17,500 gold for it.

Lit.: Famed Artifacts of Tamriel (TEST II: 352).

Mace of Slurring

It was crafted near the end of the Second Age by Kyanka, a slightly deranged Altmer weaponsmith and enchanter. He had a rather warped sense of humor, and apparently delighted at the thought of reducing opponents to a gibbering mess before crushing them to death. The mace has, admittedly, seen little use.

Madas-Zebba Egg Mine

An egg mine northeast of Shara.

Madness

See Soul sickness.

Madstone

An enchanted heirloom of the Ahemmusa tribe, which is a sign to all Dunmer that the Ahemmusa have named the bearer Nerevarine. The Madstone of the Ahemmusa is a protection against the spells of witch-warriors. When you use it, and touch your enemy, it causes the voices of the ancestors to cry out in his head, confusing him, and fuddling his witcheries. When you use the Madstone, the ancestors also cry out in your ears, so you, too, are made mad by their wailing. It is the Madstone. Perhaps it will not please a wizard, but it may greatly please a warrior.

Maelkashishi

A Daedric shrine on the western edge of the mountains west of Maar Gan. Travel to Ald Velothi and head east past the Daedric ruin of Ashalmawia. Continue due east until you
reach the mountains. Then follow the trails south until you see another Daedric ruin.

**Maelu Egg Mine**

An egg mine west of → Falensarano.

**Maesa−Shammus Egg Mine**

An egg mine north of → Nchardumz.

**Mage**

Most mages claim to study magic for its intellectual rewards, but they also often profit from its practical applications. Varying widely in temperament and motivation, mages share but one thing in common: an avid love of spellcasting. If you want to know everything there is to know about being a mage and want to talk to an expert in the trade, patient, and well−spoken, talk to Estirdalin at the → Balmora Mages Guild. He's smart, friendly, and ready to talk.

If you want to make your mark as a mage, you haven't got much choice. It's the → Mages Guild or nothing. Oh, you can pick up experience and education from the → Temple or the → Imperial cult, but in the settled West, the Mages Guild has all the best people, best libraries and facilities, best work opportunities. Of course, all the real wizards are → Telvanni → Dunmer, out on the east coast. But they are all either cranky or crazy or just plain mean. You got to be tough just to talk with those wizard−lords.

"I am a mage. My study is the → destruction and → alteration of the visible and invisible world. I study magic for its pure intellectual challenge and rewards, but I am paid in gold for the practical applications of my knowledge. I defend myself with → spells of the College of → Destruction, and leap, swim, and → levitate with the spells of the College of → Alteration. I sell spells, and I am a spellmaker who creates spells to your specifications. I can also teach you in my skills, for a fee."

**Mage Disciplines**

The nine disciplines traditionally associated with the → Mages Guild are: → enchant, → destruction, → alteration, → illusion, → conjuration, → mysticism, → restoration, → alchemy, and → unarmored.

**Mages Guild**

The Mages Guild is a professional organization chartered by the Emperor to promote study of the arcane arts. And it's where you go to find wizards for hire. Training, goods, and services are cheaper for members, and the Guild Stewards know where to find work. If you're thinking of making wizardry your profession, you should join and work your way up the ranks. Look for guild halls in → Balmora, → Al'druhn, Wolverine Hall in → Sadrith Mora, and the → Foreign Quarter in → Vivec.

Lit.: Mages Guild Charter (TEST F: 496). Origin of the Mages Guild (TEST F: 624).
Mages Guild Monopoly

Mages Guild Monopoly

According to one interpretation of the Armistice, only the Mages Guild can officially offer spells and training to non-members.

Magicka

A creature's magicka is a measure of its reserves of supernatural energies. Spellcasting creatures expend supernatural energies from their reservoirs when they create magical effects. This reservoir is replenished by resting and by other arcane methods.

Magister

The rank of Master will give you an equal place on the Telvanni Council. By accepting the title of Magister, you are announcing that you deserve the title of Archmagister more than the current Archmagister.

Mallapi

A cave northeast of Gnaar Mok.

Mamaea

See Foyada Mamaea.

Mamaea Caverns

A cave west of Bal Isra.

Mannammu

A cavern southeast of Pelagiad.

Mara

Mara, Goddess of Love, is the Mother-Goddess, patron of the bountiful earth, and source of mortal compassion and understanding. She is associated with Nir of the 'Anuad', the female principle of the cosmos that gave birth to creation.

Maran-Adon

A cave in the northern end of the foyada west of Nchuleft.

Marandus

An old Dunmer stronghold. Go south from Balmora and take the road east past Fort Moonmoth. I should cross the bridge northeast of the Fort and continue east until I reach the lake.

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Marandus is just south of the lake.

**Marksman**

The marksman weapon discipline is the study and mastery of the → short bow, → long bow, → crossbow, → throwing stars, and → throwing knives weapon styles. To use any style of weapon effectively, the user must be trained, conditioned, and skilled in its use.

**Marksman Weapons**

→ Short bows and → long bows use arrows. → Crossbows use bolts. Bow and crossbows are more cumbersome, two−handed weapons, but more effective. → Throwing stars and → throwing knives are fast, light, one−handed attacks, but less damaging than bows and crossbows.

**Marshmerrow**

Tall stalk with triple radiating leaves at intervals along the stalk. The sweet pulp of marshmerrow reeds is a delectable foodstuff, and when eaten fresh or prepared, it has modest healing properties. Marshmerrow's good for → restore health → potions. Mixes with → corkbulb. Marshmerrow is an important cash crop of the farms and plantations of the → Ascadian Isles, but it also grows wild in the → Grazelands and on → Azura's Coast.

**Martial Arts**

The unarmed, → unarmored martial arts traditions of the Marshmerrow, Salt Rice, and Golden Reed societies of the → Dissident Priest, patterned on the 'Rain−of−Sand' fighting styles of → Elsweyr, are slow to be adopted in the → Empire, associated as they are with the ascetic renunciation of worldly wealth and material goods, and the rigid disciplines and mystical philosophies so alien to the → Imperial West.

**Mask of Vivec**

→ Vivec's Ash Mask is a holy relic displayed within the → shrine of the → Gnisis Temple. → Pilgrims travel from all over → Morrowind to view this sacred → artifact.

**Masobi**

See → Lake Masobi.
Masque of Clavicus Vile

Masque of Clavicus Vile

Ever the vain one, Clavicus Vile made a masque suited to his own personality. The bearer of the Masque is more likely to get a positive response from the people of Tamriel. The higher his personality, the larger the bonus. According to legend, it seems to come and go as it pleases, appearing here and there according to the perverse whims of its patron.

Lit.: Famed Artifacts of Tamriel (TEST P: 352).

Massama Cave

A cave southwest of Falensarano.

Masseranit

A cave on the eastern coast of the big island southwest of Molag Mar.

Master–at–Arms

The master–at–arms at Fort Pelagiad, Angoril, is a good source if you are curious about the master–at–arms's trade in Morrowind. He's a little long–winded, but he knows his stuff, and he's always willing.

"I am a master–at–arms. I am a master of all the basic hand weapon types: long blades, short blades, axes, blunt weapons, and spears. I am willing to train with weapons, for a fee.”

Mat

A cave northeast of Gnisis, west of the Samsi river.

Material and Craft

See Weapon Types.

Matus–Akin Egg Mine

An egg mine northwest of Shashpilamat.

Mausur Caverns

The Mausur Caverns are south of Citadel Vemynal.

Mawia

A Velothi tower. From Molag Mar, follow the river to the east as it heads south, then turn east and follow the coast. Mawia is on a small island just south of the coast.
Mazed Band

The Mazed Band is a powerful ring created long ago by the powerful wizard Barilzar. He created the band sometime in the middle of the Second Era, and soon after disappeared. The Mazed Band may actually be no more than a legend, though there is no doubt of Barilzar's existence, or his power. The band is rumored to be very powerful – that it was able to open rifts in time and space, open gates to hellish planes, releasing creatures best left in nightmare... that it could even open the gates of Oblivion. It's been said that it would take one of divine birth to wield the ring. Some speculate that that was how Barilzar himself met his end. No one really knows what happened to the man or the Band. All of that was lost centuries ago.

Mazte

Mazte is a local beer brewed from fermented saltrice. Cheap, plentiful, and invigorating, this beverage is very popular, despite its dulling effect of wit and judgement. For the price, folks are willing to feel dumb and weak–willed, so long as they feel really strong.

Mead

Mead is fermented honey wine. It is a strong drink, brewed by strong Nords. The mead here at Thirsk is shipped all the way from Skyrim.

Medium Armor

The medium armor discipline is the study and mastery of chain, scale, bonemold, and Orcish armor styles. To use any style of armor effectively, the wearer must be trained, conditioned, and skilled in its use.

Medium Armor Styles

See Armor.

Menta Na

The name of a Daedroth monarch.

Mercantile

The mercantile discipline is the art of buying low and selling high. This skill is useful in dealing with merchants, both for purchasing goods, equipment, and services at the lowest rates, and for getting the best prices for the treasures collected during adventuring.

Lit.: The Buying Game (TEST P: 938).

Mercantile Skills

Mercantile skills are the skills of evaluation and negotiation — the estimation of worth, and the resolution of conflicts over worth. The immediate goal is profit, of course, but more important is
the long–term relationship, the client's loyalty and confidence. Money makes the world go 'round, true, but more important is the sense of getting value for your money.

**Mercenaries**

The Dunmer Great Houses also hire mercenaries, and though they are more particular about whom they hire, the rewards are considerable, both in coin and in access to training and other services. As mercenaries, House Hlaalu prefers Imperials and Redguards, Redoran prefers Nords and Altmer, and Telvanni prefer Bosmer and Bretons.

**Merchant**

If you need to know something about the merchant's trade, talk to Bolrin in Ebonheart at the East Empire Company Hall. He's been a merchant with the East Empire Company for years, and he knows his stuff.

"I am a merchant. I look for goods that are well–made, that people want to buy, that I can buy and sell at a profit. There are many different kinds of materials I can buy and sell — animal products, vegetable products, mineral products, even exotic products. Crafts and manufactured goods I deal in include weapons, armor, clothing, books, potions, enchanted items, and various housewares. I travel, talk with people I meet, buy what I like, and sell what people like."

**Mezalf Bthungthumz**

See Dahrk Mezalf.

**Mila–Nipal Camp**

The Mila–Nipal Ashlander camp is west of Maar Gan along the road towards the mountains and then south following the mountains.

**Milk**

A cavern on the road to Maar Gan just north of the crossroads.

**Minabi**

A cave south of Telasero.

**Miner**

"I am a miner. Usually here on Vvardenfell, being a miner means you're an eggminer. Scrib jerky and scrib jelly, kwama eggs and kwama cuttle are the basis of our Vvardenfell economy. Yes, there are more valuable resources we take from mines — raw ebony, raw glass, dreugh wax, daedra skin, daedra heart, diamond, ash salts, and so forth and that's good work, too. But it's the eggminers that feed Morrowind, and bring cash from all
Mineral Products

over the → Empire."

Mineral Products

Mineral products of commercial value on → Vvardenfell include the following: → ash salts, → diamond, → emerald, → ruby, and → scrap metal. → Pearl is not a mineral product, but is traditionally included with gems because of its association with precious stones and their ornamental value.

Mining in Morrowind

→ Table 10,

Ministry of Truth

The Ministry of Truth is a celestial body suspended by → Vivec’s mighty power over the Great Temple of the → High Fane in → Vivec City. It was hollowed out to provide a prison and re-education center operated by the → Temple → Ordinators for the correction of heretics

Missamsi

A cave north of the → Dwemer ruin → Arkngthand.

Missir–Dadalit Egg Mine

An egg mine east of → Uvirith's Grave.

Moesring Mountains

The mountain range in the northwestern part of → Solstheim.
Lit.: Fall of the Snow Prince (TEST P: 350).

Molag Amur

Located inland in the southeast of → Vvardenfell, Molag Amur is an uninhabited wasteland of rocky hills, steep-sided ravines, lava pools, and barren ash pavements. Pathfinding and travel is extremely difficult in this trackless wilderness, and is complicated by frequent ash storms. There are no paths, and ravines, ridges, and lava pools make it impossible to travel straight over land. And if you get in trouble, you’re on your own. The → Ashlanders of → Erabenimsun camp hunt game here, but few others venture into this region. The worst part of Molag Amur is considered impassible even by the Ashlanders. → Molag Mar is the only settlement, and it's more a fortress than a village.

Molag Mar

Molag Mar Stronghold is a combination frontier garrison and → pilgrimage hostel jointly staffed and maintained by the → Tribunal Temple and House → Redoran. Both the Temple and House
Monk

Redoran have garrisons of elite volunteers here to defend the stronghold. Birer Indaram is the Buoyant Armiger Deputy Marshal and head of the Buoyant Armiger garrison at the Molag Mar Stronghold. Pilgrims come here and use the stronghold as a base from which they can attempt the difficult and dangerous pilgrimages to the Mount Kand and Mount Assarnibibi sites to the north in the Molag Amur wastelands, but they can't travel without well-equipped, heavily armed escorts. The Temple faithful will find a monk, healer, and apothecary at Molag Mar Temple. Tharer Rotheloth is the Molag Mar Temple Steward. Redoran retainers and kin have their own smith, drillmaster, trader, and savant with the Redoran garrison. Hakar the Candle is the ranking Redoran of the Redoran garrison. Saetring the Nord is the local independent smith, and Vasesius Viciulus is a trader. The slave trader is Zabarbael. Roads lead north to the two pilgrim sites, Mount Assarnibibi and Mount Kand, in the Molag Amur wastes. Silt strider service goes to Suran and Vivec. From the docks get ship passage to Vivec, Tel Branora, and Hla Oad.

Most pilgrims will need guards and guides to reach the pilgrim sites. Follow Foyada Ilibaal northwest to Mount Kand, then Mount Assarnibibi is northeast of Mount Kand, across Foyada Zabirbael. Just take your time, keep landmarks in sight, and be ready to hoof it back to the stronghold if you get in trouble.

Monk

Monks are students of the ancient martial arts of hand-to-hand combat and unarmored self-defense. Monks avoid detection by stealth, mobility, and agility, and are skilled with a variety of ranged and close-combat weapons. If the monk's life interests you, you should speak with the monk An-Deesei at the Argonian Mission.

"I am a monk. In mind and spirit, I am a student of the hidden mysteries, of the unseen world that lies behind the objects and ideas of everyday life. In body, I am a student of the ancient martial arts, patterned on the 'Rain-of-Sand' fighting styles of Elsweyr. I pursue hand-to-hand and unarmored self-defense, because what you don't have, you cannot lose. I also train with the blunt weapons called staves, because even the poorest peasant can own a staff. To earn my keep, I train others in my skills."

Moon Sugar

Moon sugar is a grainy powder of small white crystals refined from cane grasses of Elseweyr's coasts and estuaries. Used as a spice in Elsweyr, it has modest magical properties, and is also a potent narcotic, and illegal in Morrowind and the rest of the Empire. Criminals have attempted to grow moon sugar grasses in Vvardenfell, without success.

Moon-and-Star

Legend says Indoril Nerevar's family standard bore the moon and star, and Nerevar's armor and weapons bore this sign. Some say he bore a moon-and-star birthmark. Some say he was born under a moon-and-star. Others say he has a magic ring marked with a moon-and-star. The enchanted ring called Moon-and-Star or One-Clan-Under-Moon-and-Star, as the Ashlanders call it, was forged for the hero Nerevar by one of the Dwemer Sorcerer-Priest Kagrenac's smiths, and blessed by the Daedra Lord Azura. The ring gave Nerevar supernatural
powers of persuasion and indisputable proof of identity, since any other who tried to wear the ring would be killed instantly.

**Morag Tong**

The Morag Tong is an → assassins guild sanctioned by the → Empire to provide three varieties of execution: public executions, private executions, and → House Wars executions. Constrained by ancient traditions and rigid codes of conduct, the Morag Tong only recruits candidates of proven skill and honor. Morag Tong only accepts legally approved contracts called 'writs,' but rumor hints at the execution of secret extralegal 'grey writs.' The uninformed associate the Morag Tong with the → Dark Brotherhood, a Western assassins guild. But the Morag Tong is the sworn enemy of the Dark Brotherhood, and they couldn't be more different in practice or principle.

Lit.: *The Black Glove* (TEST I: 929).

**Morrowind**

Morrowind is the northeastmost province of the Tamrielic → Empire, bounded on the north and east by the ocean, on the west by → Skyrim, on the southwest by → Cyrodiil, also known as the Imperial Province, and on the south by → Black Marsh, also known as Argonia. Vvardenfell District consists of the island of → Vvardenfell, surrounded by the Inland Sea, and dominated by the titanic volcano → Red Mountain and its associated ash wastelands. Morrowind is a peculiar mixture of → Dunmer tradition and Imperial modernism. The council system of government works well, and the → Temple provides shelter, education, and health for all. At the same time, the → Legions and magistrates guarantee rule of → law and justice, and free trade has made everybody in Vvardenfell prosperous. But there's still a lot of → race hatred, and → slavery ought to be outlawed, regardless of 'sacred Dunmer customs.' And the proud Dunmer will always be bitter about the Occupation.

What are the most dangerous places in Morrowind? Well, probably the → ash vampire → citadels inside the → Ghost Fence, on Red Mountain. Outside the Ghostfence, the → Daedric ruins would be the worst. They're all over the place, and full of bad → Daedra, and the crazy folks who summon them. And the → Dwemer sites are pretty bad, too.

**History**

In the First Age, the prophet → Veloth led the → ancestors of the Dunmer from → Summerset Isles to the region of Morrowind. Various Dunmer tribes became the modern → Great House clans; → Ashlanders descend from other Dunmer tribes. In the olden times, the Daedra were worshipped as gods by the Dunmer, but were undeserving of this veneration, since they harmed followers as often as they helped them. The ancient → ancestor worship of the tribes was in time superceded by the monolithic Tribunal Temple theocracy, and the Dunmer grew into a great nation called Resdayn, ruled by the First Council and the Tribunal Temple. With their Apotheosis, the Tribunal became High Ancestor Spirits of the Dunmer. Resdayn was the last of the provinces to submit to → Tiber Septim; alone of all the provinces, it was never successfully invaded, and was peacefully incorporated by treaty into the Empire as the Province of Morrowind. Almost four centuries after the coming of the Imperial Legions, Morrowind is still occupied by Imperial legions, with a figurehead Imperial King, though the Treaty of the Armistice reserves most functions of the traditional local government to the Ruling Councils of the Five Great Houses. For
Cultures

a good treatment of Morrowind since it became part of the Empire, look for 'On Morrowind, the Imperial Province', by Erramanwe of Sunhold.

Cultures

Three major cultural groupings have settled Vvardenfell: the Ashlander nomads, the → Imperial Provincial culture, and the native → Dunmer culture — also sometimes known as the House Dunmer culture, the Dunmer Great House culture or the Dark Elf culture. The smallest settlements are the → Ashlander nomadic camps, comprised of small portable huts. Recent → Imperial colonies like → Pelagiad display the same sturdy half-timbered homes and stone castles as might be found in Daggerfall or any other Western province. But the dominant culture is the native Dunmer Great House culture.

Law

See → Law.

Economy

Morrowind used to be an agrarian aristocracy, mostly free → farmers and → herders and fishermen ruled by Great Houses and their → noble councils. But since the Imperial occupation, and especially here on Vvardenfell, the Dunmer are developing a mercantile economy on the model of the Empire, ruled by the Emperor, law, and legions, but driven by trade in crafts and goods.

People

About 50% of Vvardenfell's inhabitants are Dunmer. The other half are → Redguard, → Breton, → Nord, → Altmer, → Bosmer, Imperial, → Khajiit, → Argonian, and → Orc in roughly equal proportion.

Settlements

The smallest settlements are Ashlander nomadic camps, comprised of small portable huts. Rural people live in → Dunmer village style, groups of small huts centered around Temple compounds. Town and city folk live either in the metropolitan style of → Vivec City, the urban style of towns like → Ald'ruhn, or the Imperial style of recent settlements like → Caldera. In sparsely populated → Telvanni District, the few → Telvanni tower towns are essentially large villages dominated by monumental wizard tower complexes.

Mortag Glacier

A giant glacier to the northwest part of → Solstheim. Some have been saying that the glacier collapsed on itself. Very little lives in the area, and it is said that the glacier itself is haunted by evil spirits.
Mortar and Pestle

Mortar and Pestle is a bowl and grinding tool for mechanically reducing raw materials into the powders or pulps used in alchemical preparations.

Mount Assarnibibi

Mount Assarnibibi is north of → Molag Mar. It was here where Molag Bal oversaw the 99 lovers of Boethiah that gave birth to → Almalexia.

Mount Kand

Mount Kand is in the → Molag Amur region. Speak to Nevosi Hlan, → shipmaster at the → Ebonheart docks. Take a ship to → Tel Branora; from there, you can get a ship to → Molag Mar. From Molag MaR travel on foot north by roads, watching for signs to Mount Kand.

Mournhold

Mournhold is the → Imperial capital of → Morrowind and the Holy City of → Almalexia, one of Morrowind's three → Living Gods. Modern Mournhold is built upon the ruins of Old Mournhold. At the end of the First Era, Mournhold was destroyed by Mehrunes Dagon. Sotha Sil and Almalexia arrived and drove Mehrunes Dagon back into Oblivion, but the city already lay in ruins. You can reach the abandoned passages of Old Mournhold through the sewers beneath Mournhold, and adventurers still seek lost treasures in the First Era ruins.

The residential and the Temple sewers are two completely separate drainage systems. Use grates in Godsreach and the Great Bazaar to reach the residential sewers and also in the Royal Palace. The poor and the lawless live under the city. If you're thinking of going down the sewers to explore Old Mournhold, watch out for the → Black Dart Gang. They look like helpless paupers, but they are deadly. They prey on adventurers coming out of the ruins loaded with treasure. They call them the Black Dart Gang on account of the poisoned black darts they use — deadly poison — one is enough to kill you. It's dangerous — but it's the only way to reach the ruins of Old Mournhold, where the real treasure lies.

You'll find the → smith Bols Indalen at Craftmen's Hall in Godsreach, along with several other fine craftsmen. The manors are in the west; the Winged Guar — the local cornerclub — the Craftmen's Hall and the Museum of → Artifacts are in the east. Hession is the → publican of the Winged Guar, and Torasa Aram is the curator of the museum. Bols Indalen, our celebrated local smith, has a forge at Craftmen's Hall, along with other → merchants and crafters. There's a → healer and an Imperial altar in the Royal Palace. Go to the Temple for → Temple services. Otherwise, most trainers, crafters, and merchants are in the Great Bazaar. Almalexia, our → Lady of Mercy, dwells in her Temple. Her steward, Fedris Hler, and the Lord Archcanon, Gavas Drin, also reside in the Temple. King Hlaalu → Helseth and his mother, Queen → Barenziah, live in the Royal Palace. Tienius Delitian is Captain of the → Royal Guard.

All the power in Mournhold starts with Almalexia at the Temple. Of course, no mere mortal is going to get access to the Lady of Mercy. But Fedris Hler, her steward, is quite approachable. Start with him, win his confidence, and then maybe things will open up for you. Or start with Tienius Delitian, King Helseth's Captain of the Royal Guard. He's fair and professional, and King Helseth is no simple figurehead, unlike his predecessor. There's real power
Godsreach

Godsreach is on the western side of the city. There are a number of manors there, owned by some of the more wealthy citizens. The manors are in the west; the Winged Guar —— the local cornerclub —— the Craftmen's Hall and the → Museum of Artifacts are in the east. The Craftmen's Hall is a fine place to find armor and weapons. They'll even make them to order, provided you have the materials. Bols Indalen, our celebrated local smith, has a forge at Craftmen's Hall, along with other merchants and crafters. You can check out the Winged Guar Tavern as well. Not a bad place for a drink, or if you need a place to stay for the night. Hession is the publican of the Winged Guar. You might check out the Museum of Artifacts as well. Torasa Aram is the curator of the museum. She is always trying to add to the collection.

Detritus Caria at the Craftsmen’s Hall is a collector. He collects the strangest things —— spoons, candlesticks, plates. Says it's hard to come by complete sets of some things, and people will pay good money for them.

Great Bazaar

It's in the eastern section of the Mournhold. You'll find some of the best wares in all of Morrowind on sale there. The public bazaar, with its various itinerent merchants and crafters, are in the western part of the Great Bazaar. Meryn Othralas also presents plays there. In the east, two buildings house a variety of permanent shops —— → bookseller, merchant → mage, → armorer, → clothier, → pawnbroker, and → trader. While you're at the Bazaar, see if anyone is putting on a play. Some of the actors they get are just terrible.

Have you seen 'The Horror of Castle Xyr' yet? It's playing in the west of the Great Bazaar, near the Palace, shows continuous daily. It's quite an honor to have Tarvus Beleth in the starring role —— he's one of the best known actors in the East.

Plaza Brindisi Dorom

You'll find the Plaza in the southern part of Mournhold. The statue in the center honors the Lady Almalexia and her defeat of the → Daedra Prince Mehrunes Dagon. The battle leveled the city, but the lives of many were saved by the goddess' valor.

Other matters

Mournhold is a town of two minds. On the one hand, there is the monarchy, led by Helseth, and on the other there is the Temple, and the goddess Almalexia. It is hard to know whom you may trust. While there has been no open hostility between the two, there are always undercurrents that bear watching.

You can't → levitate in Mournhold — they say Almalexia doesn't want anyone's head rising higher than hers. If that's how you avoid trouble, it won't work here. You can levitate down in the sewers and ruins of Old Mournhold. Almalexia doesn't go down there much. And it's also a cheap place to sleep, if you don't mind the → rats and →
Mouth

See → Telvanni Mouths.

Muck

Muck is the damp, fibrous slime from crushed muckspunge plants that grow in the → West Gash and on → Azura's Coast. Unless properly prepared in the native manner, it is mildly toxic.

Mudan-Mul Egg Mine

This mine is due west of the → Telvanni tower in → Tel Vos. There is also a shortcut through the dungeon.

Mudcrab

The mudcrab is a large, edible crab found in marine, coastal, and cavern environments. The mudcrab is rarely aggressive, but tough and territorial, and groups of mudcrabs may become a nuisance. Larger mudcrab species, like the king mudcrab and mudcrab titan, may be a threat to careless travelers.

Museum of Artifacts

The Museum is privately funded, and is an effort to collect and display many of the → artifacts from this part of the world. Should you want to sell something you feel the Museum will be interested in, bring the item there and let it assess its value. The Museum is always interested in expanding its collection. All transactions are final − you may not come back and reclaim artifacts when you feel like it. The Museum is prepared to offer fifty percent of the value of any artifact, up to 30000 gold. Be warned, however, that theft is a serious matter, and likely to equal a death warrant for any foolish enough to attempt it. Torasa Aram is the curator of the museum.

The → guards caught and killed the thief who stole the → Bipolar Blade from the Museum of Artifacts. Those artifacts are so valuable that as soon as Torasa Aram reported the theft, immediate kill–on–sight orders went out to the guards.

Myn Dhrur

A → Daedric ruin beneath → Mournhold.

Mysticism

The mysticism discipline is the mastery of the spell effects of the College of Mysticism. The → mysticism spells involve the manipulation of magical forces and boundaries to bypass the structures and limitations of the physical world. These spells bind souls in gems, or teleport the
Mysticism Potions

caster's body, or manipulate the world with → telekinesis, or absorb or → reflect magical energies, or sense unseen objects at a distance.
Lit.: Mysticism (TEST P: 539).

Mysticism Potions

Mysticism potions provide beneficial magical effects from the domain of the Arcane College of → Mysticism. Mysticism potions include: → spell absorption, → reflect, → dispel, and → telekinesis.

Mysticism Spells

There are many common variants of mysticism spells, not to mention the countless custom versions created by ambitious spellcasters. It helps to divide → mysticism into three different classes of effects: → transport spells, → absorption spells, and → other mysticism spells.

Mzahnch

A → Dwemer ruin on an island a ways east of → Vivec.

Mzanchend

A → Dwemer ruin northwest of → Uvirith's Grave.

Mzuleft

A → Dwemer ruin southwest of → Dagon Fel.
Nabia
See → Lake Nabia.

Nadanat
See → Foyada Nadanat.

Nallit
A cave on the island northwest of → Tel Aruhn.

Nammu ('no–name')
Nammu, or 'no–name,' is a cavern in the wildlands of Sunna Guradan, somewhat west of the tower of → Tel Aruhn. Its east–facing entrance is west–north–west from the → Daedric ruin → Yansirramus.

Native Creatures
See → Creatures.

Native Dunmer Culture
See → Dunmer Culture, → Great Houses.

Nchardahrk
A → Dwemer ruin south of → Dagon Fel.

Nchardumz
A → Dwemer ruin northeast of → Molag Mar.

Nchuleft
A → Dwemer ruin to the southeast where the plains and the slopes of → Red Mountain meet, west of the town of → Vos.
Lit.: Chronicles of Nchuleft (TEST F: 298).

Nchuleftingth
A → Dwemer ruin. You can get there by going around the mountains near → Suran and heading northeast along the → Foyada Nadanat, or you can start in → Molag Mar and head northwest
Nchurdamz
towards → Mount Kand. Go north around Mount Kand and along the north side of the → Foyada.

Nchurdamz
A → Dwemer ruin far south of → Sadrith Mora and southwest of → Hlormaren.

Necromancy
Necromancy is not illegal, per se, in the → Empire, though body and spirit are protected as property, and may not be used without permission of the owner, and public display of the living dead is widely prohibited. → Mages may purchase corpses and souls for philosophical research, and may do with them as they wish in private. Necromancers and → vampires are widely confused in the public mind, and persecuted, but in remote locations, necromancers are free to pursue their studies without legal interference.

Nerevar
Nerevar is a First Age hero of the → Dunmer people. Ages ago, Nerevar was a legendary Dunmer general who, in ancient times and with the power of the great Ring of the Ancestors, → One–Clan–Under–Moon–and–Star, united the Dunmer Houses and defeated the evil Dwarves, → Nords, → Orcs, and traitor Dunmer at the Battle of → Red Mountain. Nerevar was one of the founders of the First Council of → Great Houses, and friend and companion of → Vivec, → Almalexia, and → Sotha Sil, who later became the gods of the → Tribunal Temple. By Providence, the faithless → Dwemer were utterly destroyed, and their allies and the traitor → Dagoth Ur were defeated. Nerevar himself died in the battle.

Nerevarine (Nerevarine Cult)
The → Ashlanders have a prophecy that one day the ancient → Dunmer hero → Nerevar will be reborn to honor ancient promises to the tribes and unite the Dunmer against the invaders to restore the ancient Dark Elven nation. According to legend, the prophesied Nerevarine will cast down the false gods of the → Tribunal Temple, restore the traditional → ancestor worship practiced by the Ashlanders, and drive all → outlanders from → Morrowind. Both Temple and → Empire outlaw the cult: the Tribunal Temple says this is a false and profane superstition, and the → Ordinators deal mercilessly with those who profess such beliefs: But it persists among the Ashlanders, who care little for Imperial or Temple → law.

Nerevarine Prophecies
The → Ashlanders have a mystical tradition of interpreting dreams and visions as prophecies. These prophecies are recorded in verse, and may be lost or garbled over the generations. But the → Dissident Priests have collected many ancient prophecies of the → Nerevarine, many of which they believe to be genuine. Collectively these are called the → Lost Prophecies of the Incarnate. One of the sacred missions of the Dissident Priests is the collection and study of these prophecies.
Netch Herder

"I am a netch herder. It's long hours, but easy work. Just keep them from wandering off."

Netch Leather

Cured netch skin, durable, flexible, and variously colored, is used throughout the Empire in garments, armor, weapons, household goods, and furnishings. Raw skins and prepared netch leather are important export products of Vvardenfell District.

N'Gasta

Author of the infamous *N'Gasta! Kvata! Kvakis!* (TEST I^2: 550). N'Gasta was a great Sload necromancer and servant of Clavicus Vile in the Second Era, and he may have had a wizard's tower somewhere on Vvardenfell.

Night Eye

This spell temporarily endows the subject with infravision, or the ability to see in the dark. The effect's magnitude is how much the ambient light level is raised.

Nightblade

Nightblades are spellcasters who use their magics to enhance mobility, concealment, and stealthy close combat. They have a sinister reputation, since many nightblades are thieves, enforcers, assassins, or covert agents. Eraamion at the Caldera Guild of Mages is a useful resource if you have questions about the nightblade's trade as it is practiced in Morrowind.

"I am a nightblade. Blending the disciplines of the stealthy agent and subtle wizard, I move unseen and undetected, foil locks and traps, and teleport to safety when threatened, or strike like a viper from ambush. The College of Illusion hides me and fuddles or pacifies my opponents. The College of Mysticism detects my object, reflects and dispels enemy spells, and makes good my escape. The key to a nightblade's success is avoidance, by spell or by stealth; with these skills, all things are possible. I sell spells, and I am a spellmaker who creates spells to your specifications. I can also teach you in my skills, for a fee."

Nine Divines

The official religion of the Empire, the Imperial cult, worships the Nine Divines. The Nine Divines are the Aedra Akatsosh, Dibella, Arkay, Zenithar, Mara, Stendarr, Kynareth, and Julianos, and the divine god–hero Tiber Septim, founder and patron of the Empire.

Nissintu

A cave east of the Dwemer ruin Arkngthand.
**Nix–hound**

The nix–hound is a medium–sized, aggressive pack predator. The meat of the nix–hound is sweet and tender, and has modest magical properties.

**Noble**

"I am a noble, elevated by birth and distinction to the highest ranks of Imperial society. I do not have a trade, as such, though I may dabble in various affairs, collecting rare treasures of beauty and refinement. And if such things are valuable, there’s no harm in it. My lofty station is not without responsibilities, of course. I must serve at the command of the Emperor and the Councils, giving counsel and support, and, when duty calls, taking spell and sword to protect the smallfolk of the Empire."

**House Hlaalu**

"I am a noble of Great House Hlaalu. It is my privilege and pleasure to serve my house and clan as a leader and protector of its ancient prerogatives. In the grand mercantile traditions of House Hlaalu, I am a merchant prince. I concern myself with the wealth and influence of our house, and strive to bring profit and wealth to myself, my retainers, and my humble clients and kinsmen. I serve at the pleasure of the Clan and Council, providing such public works and services as befits my station."

**House Redoran**

"I am a noble of Great House Redoran. It is my grave duty and honor to serve my house and clan as a leader and protector of its ancient rights. In the ancient martial traditions of House Redoran, I am a knight and champion of the clan. I concern myself with the welfare and influence of our house, and strive to bring honor and glory to myself, my retainers, and my humble kinsmen. I serve at the pleasure of the Clan and Temple, providing such public works and services as befits my station."

Lit.: *The True Noble's Code* (TEST P: 1128).

**House Telvanni**

"I am a noble of Great House Telvanni. I rule my lands and kinsmen by superior right of wit, will, wealth, and wisdom. In the ancient arcane traditions of House Telvanni, I am a wizard, skilled in all the crafts of war and rulership. By my own craft and dominion, I bring prosperity and power to my tower, honor to my house, and security to my kinsmen and retainers. So long as none dare challenge my sorcerous mastery, I thereby insure the health, wealth, and security of my house and its people."

**Nord**

The Nords of Skyrim are a tall and fair–haired people, aggressive and fearless in war, industrious and enterprising in trade and exploration. Skilled sailors, they can be found in seaports and settlements along all the coasts and rivers of Tamriel. Strong, stubborn, and hardy, they are famous for their resistance to cold, even magical frost. Violence is an accepted and comfortable
aspect of Nord culture, and they cheerfully face battle with an ecstatic ferocity that shocks and appalls their foes.

Nordic Weapons

These massive steel weapons are forged according to the secret metalcrafts of the Nord smiths, and engraved with runes in the manner of the legendary witch–warriors of Skyrim.

Nund

A cave east of Vivec City's St.Olms canton.
Nordic Weapons
Odai
The River Odai flows through the center of → Balmora to the coast near → Hla Oad.

Odai Plateau
The plateau east of → Hla Oad, west of the → Odai River.

Odaishah
A cave far south of the → Ghostgate and northwest of the Velothi tower → Shishara.

Odibaal
A cave southwest of → Bal Isra.

Odirnamat
A cave east of → Nchardahrk on → Sheogorad Island.

Odirniran
It is on → Azura's Coast, west of the → shrine to Azura and south of the old → Dwemer ruins of → Nchurdamz. The → Hlaalu and → Telvanni have been fighting over Odirniran for years.

Odrosal
The → Dwemer ruin southeast of → Dagoth Ur.

Ogrim
Ogrim are massive, powerful, dimly intelligent servants of the → Daedra Lord Malacath. You have to dig through a lot of Daedra to get at an ogrim's heart.

Old Blue Fin
Old Blue Fin is an unusually strong → Slaughterfish well known around → Ald Velothi.

Ondjage
The name of the → wolf that killed Hrothmund the Red.
One−Clan−Under−Moon−and−Star

One−Clan−Under−Moon−and−Star

See → Moon−and−Star.

Onnissiralis

It is a large → Daedric shrine far to the north of → Vvardenfell, west of a place called → Vas.

Open

This effect opens a locked container or door. The effect's magnitude is the highest lock level that can be opened.

Opportunities

The greatest opportunities of → Vvardenfell lie in its untapped wealth, its rich mines and ancient treasures, its unexplored and unclaimed lands. And even its threats represent limitless opportunity to any bold adventurer determined enough to fight and scheme his way to distinction, earning the attention of the great lords and wizards of → Morrowind.

Orc

The Orc peoples of the Wrothgarian and Dragontail Mountains are brave and hardy → barbarians. Once they were feared and hated by everyone else in Tamriel. Now many have gained an education and Imperial citizenship through service in the legions. Their → armorers are the finest in the world, and Orc → warriors in → heavy armor are the best front−line troops in all Tamriel. Detractors say that Orcs are rough and cruel, but Orcs say they are hard, but fair, and stern, but just.
Lit.: The True Nature of Orcs (TEST T: 1127).

Ordinators

The Ordinators, the holy → guards and → priest−soldiers of the → Temple, have the duty of keeping worshippers from restoring the old → Daedric sites scattered throughout the wastelands and along the rocky coasts and islands of → Vvardenfell. Now these Ordinators are busy elsewhere, and the old Daedric sites are coming back to life. Some → traders reported a ship carrying a few Ordinators has sailed from → Molag Maar for → Ald Daedroth, but my timid → scouts won't dare approach the island.

Order of Doctrine and Ordination

The Order of Doctrine and Ordination are militant scholars.

Order of the Inquisition

The Order of the Inquisition identifies and suppresses heresy among → priests and laymen.
Order of the Watch

The Order of the Watch provides guards for temples and shrines. In Vivec, which is a Temple city, they are the guards who enforce the law and preserve order.

Order of War

The Order of War fights the enemies of the Temple; most War Ordinators are stationed near Red Mountain.

Oreyn Bearclaw

See Helm of Oreyn Bearclaw.

Other Mysticism Spells

Other mysticism spells work directly upon the subtle magical forces of the unseen world. The most common of these mysticism spells are: purge magicka, touch dispel, Almalexia's grace, soul trap, telekinesis, detect creature, detect enchantment, detect key, spell absorption, and reflect.

Ouada ('river')

Ouada means "river".

Ouada Nabia ('River Nabia')

The river west of Bal Ur, connecting the lakes Masobi and Nabia.

Ouada Samsi ('River Samsi')

The Samsi river is the one south and east of Gnisis.

Outlander

An outlander is anyone born and raised outside of Morrowind. Most Dunmer think anyone who isn't a native-born Dunmer is an outlander. Dunmer with Western words and ways are also immediately identified as outlanders — we're very sensitive to accents, clothes, and manners in Morrowind. Outlanders are foreigners, and Morrowind doesn't like foreigners. It's not bad here in Hlaalu territory, but on the rest of Vvardenfell, folk are very cool to outlanders. Be patient, and pleasant, you'll do all right.
Order of the Watch
Packrats

Rerlas Mon is selling them in → Mournhold's Great Bazaar. You'd be surprised how well−trained they are, and how much they can carry. And in a tight spot, they're pretty good for stew.

Padomaic Ocean

The waters of the Padomaic Ocean completely surround Tamriel. The continent of Akavir lies across the Padomaic Ocean to the east, and the continent of Atmora lies across the → Sea of Ghosts to the north.

Palace of Vivec

The Palace of Vivec is the abode of the mortal form of the god−hero Lord → Vivec, the Warrior−Poet of the three deities who comprise Almsivi, the divine patrons of the → Tribunal Temple. Only the most devout are admitted to the presence of Lord Vivec, and only at his initiation. Beneath the Palace of Vivec is the → Puzzle Canal, a place of worship and testing for questing heroes hoping to receive Vivec's favor. Many choice treasures are guarded by Daedric servants in the Puzzle Canal's dark passages.

Palansour

A cave northeast of → Gnisis and southeast of → Ald Velothi.

Panabanit−Nimawia Egg Mine

An egg mine within the → Ghostfence.

Panat

A cave on the spit north of → Fort Pelagiad.

Panud Egg Mine

An egg mine southeast of → Khuul.

Paralysis

See → Paralyze.

Paralyze

This effect renders the target unable to move. This effect has no magnitude, only duration.


**Pauper**

"I am a pauper, one of the humble smallfolk. I make my way in the world as best I can, laboring in the fields, kitchens, and factories of the Great House lords. When times are good, I live well enough by my own work. When times are hard, I live by the grace and generosity of the clan, and by the charity and good works of the → Temple. I am no rude beggar; we are all educated in the Temple, free of charge, and it may be I can teach you something of → Morrowind lore."

**Pawnbroker**

"I am a pawnbroker. I buy your goods, giving you cash on the counter, and if, at a later date, you wish to recover your goods, you need only pay me what they are worth — with a small profit, of course, for my time and trouble. I also sell things, sometimes used and worn, sometimes almost new, and all for a fraction of what they'd cost if purchased elsewhere."

**Peakstar**

Peakstar was an → Ashlander girl found washed ashore near → Ald Redaynia. She was raised by the → Urshilaku, and many believed she was the Incarnate. Some Ashlanders believe that Peakstar was a → false Incarnate and that she is dead. Others believe that she will soon return to fulfill the rest of the prophecies. → Temple → warriors claim she was captured and imprisoned. No one really knows what happened to her.

**Pearl**

These smooth, round, lustrous beads are prized for ornamental purposes. The cave collop and other native → Morrowind mollusks only occasionally produce pearls; their scarcity increases their market value.

**Pelagiad**

Pelagiad is a newly charted → Imperial village between → Balmora and → Vivec City on the western edge of the → Ascadian Isles region. The village is right outside the → Imperial Legion garrison at → Fort Pelagiad. The houses and shops are built in the Western Imperial style, and Pelagiad looks more like a village in the western → Empire than a → Morrowind settlement. Mebestien Ence, the → Breton → trader, deals in a bit of everything. Uulemil is a → High Elf, and fair → smith. Shadbak gra-Burbug is the smith at Fort Pelagiad. The → Imperial cult shrine is at Fort Pelagiad, with a → healing altar, and Ygfa the → healer sells → cure potions. Ladia Flarugrius and Ahnassi are trainers; you can usually find them here at the Halfway Tavern. Drelasa Ramothran is the → publican of the Halfway Tradehouse. And they say the → Thieves Guild has some people in Pelagiad.

**Personality**

A creature's personality is its property of exciting the emotions of interest, trust, and loyalty in other creatures. For example, a creature with a powerful personality is more able to persuade and influence other creatures through speech, gesture, and demeanor.
Pilgrim

Pilgrims are travelers, seekers of truth and enlightenment. They fortify themselves for road and wilderness with arms, armor, and magic, and through wide experience of the world, they become shrewd in commerce and persuasion. Artisa Arelas is a well-traveled and knowledgeable pilgrim. She works over in the Canon Offices at the Temple. If you're polite and respectful, she'll answer any questions you have.

"I am a pilgrim. I search for enlightenment, and hope to purify my soul through facing and overcoming the challenges of pilgrimages that reenact the tests and trials of gods, saints, and heroes. I visit the shrines and make devotions everywhere I travel -- in village Temple shrines, and the High Fane of Vivec, or at the remote shrines scattered all over Vvardenfell."

Pilgrimages

The most pious members of the Temple make pilgrimages to various sites on Vvardenfell where gods, saints, and heroes have faced test and trials.

Lit.: The Pilgrim's Path (TEST F: 1033).

Pinsun

A cave east of Salit camp.

Piran

A cave west of the Mababi tower.

Poison

This spell creates a poison spray of acid that causes damage to the health of the victim. A victim continues to lose health from the poison effect for the duration of the spell, unless the poison effect is canceled by a cure poison spell or potion.

Politics and Religion

Vvardenfell District's Grand Council, presided over by the sovereign Lord Vedam Dren, Duke of Ebonheart and Vvardenfell, is dominated by five interest groups: the three Great Houses, the Temple, and the Imperial colonists. The Temple and House Redoran are champions of ancient Dunmer customs and privileges, and uncompromising and intolerant worshippers of the native religion call the Tribunal Temple, which venerates three immortal god-kings -- Lord Vivec, Lord Sotha Sil, and Lady Almalexia.

Popular Potions

Cure Common Disease and Cure Blight Disease potions are most popular with travelers. Fortify strength, endurance, speed, agility are very helpful in combat. Fortify
personality is popular with merchants and shy persons. Of course, fortify fatigue keeps you fighting at your best. Restore health and restore fatigue are perhaps our most popular items. And for a short burst of power during a fight, you can’t beat greef, shein, flin, mazte, and sujamma.

**Popular Scrolls**

Vigor and Vitality are our best-selling bargain items, restoring fatigue and health, respectively. Almsivi Intervention and Divine Intervention transport you instantly to the nearest Temple or nearest Imperial shrine — good for routine or emergency transportation. Heartwise helps with persuasion. Summon Skeletal Minion brings help in a jiffy. And Drathis' Winter Guest does a lot of damage at a touch — handy to whittle a too-tough opponent down to size.

**Potions**

→ Alchemists, → apothecaries, and → healers, as well as general → merchants, sell → commercial potions. These potions are easy and reliable, but costly. If you have training and skill in → alchemy, and the necessary → apparatus and → ingredients, you can make your own → homemade potions in the field. The eleven kinds of potions are: → cure potions, → restore potions, → fortify potions, → resist potions, → aquatic potions, → mysticism potions, → alteration potions, → illusion potions, → detect potions, → shield potions, and → toxic potions.

**Powers**

Many → races and → birthsigns also provide special powers that can be used once a day. Powers are always successful; hence they are the most powerful form of magic. Powers are not assigned to a school of magic, and therefore using them will not improve your magic skills.*

**Priest**

(1) (Imperial Cult) "I am a priest of the → Imperial cult. My role is advocate to the gods on behalf of our cult members." (2) (Tribunal Temple) "I am a priest of the → Tribal Temple, an intercessor between Almsivi and their worshippers. → caretaker of the temple and → shrines, and councilor and educator for the faithful and laymen. I can tell you about the Temple, the → Daedra, the → saints, and the → ancestors. I can explain about → pilgrimages, and why we hate → necromancy. I can also tell you something about other cults."

**Probes**

Probes are used for detecting and disarming traps on doors and other containers. Although locksmiths have perfectly legitimate uses for these tools, they are more often used for less legitimate purposes by → thieves and → agents.

Higher quality → lockpicks and probes are definitely worth their higher price. But keep cheaper ones around as well for the easier locks and traps. Also be sure to find a good source for buying these instruments.
Progress of Truth

Progress of Truth

This book lists the disputes of the Dissident priests with Tribunal Temple doctrines. The Temple has outlawed the sale or possession of the book, so it will be hard to find.

Propylon Index

Each Dunmer stronghold on Vvardenfell has a propylon chamber with enchanted artifacts called 'propylons' which can instantly transport you to other strongholds --- but only if you possess the propylon index which is the key to a given propylon. The Master Index would let you travel between Caldera and the ten Dunmer strongholds: Andasreh, Berandas, Falasmeryon, Falensarano, Hlormaren, Indoranyon, Marandus, Rotheran, Telasero, and Valenvaryon.

Publican

"I am a publican. I have food to buy, and beds for lodgers. I also know the neighborhood, and can share the local lore, or, if you prefer, I can give you a little Morrowind lore. I also am likely to have heard the latest rumors, and am happy to share them with you in the spirit of fellowship."

Pudai Egg Mine

No one knows exactly where the Pudai Egg Mine is. Some say that it is somewhere on or near the island of Sheogorad. It is said that there are seven eggs of gold there.

Pulk

An old cave southeast of Zainab camp.

Punabi

Leave Balmora going towards Fort Moonmoth to the east. Cross the old Dwemer bridge just north of the fort that leads into Molag Amur. Go past the Dwemer ruin and follow the winding trail east until you reach a lake. You will see Marandus to your south. Head north from Marandus on the path between the hills. Punabi will be on your right and Sulipund is further up the path on the left. Just follow the signs to Molag Mar.

Punammu

A cave on the shore of Lake Amaya west of the Dren plantation.

Punsabanit

A cave at the crossroads between Rotheran and the Dwemer ruin Nchardahrk on Sheogorad Island.
Puzzle Canal

Beneath the → Palace of Vivec is the Puzzle Canal, a place of worship and testing for questing heroes hoping to receive → Vivec’s favor. Many choice treasures are guarded by Daedric servants in the Puzzle Canal's dark passages.
Lit.: *The Pilgrim's Path* (TEST 1: 1033).
About doing quests for → factions. If you try to complete every task you're given, sooner or later you'll run into trouble. Don't assume that, just because someone gives you a job, you ought to be able to complete it. When you get a job that's over your head, be patient. Go do something else for a while, and come back when you're tougher, better skilled, and better equipped. How do you judge a job's difficulty? Consider three things: location, opposition, and payoff. Long walks into the wilderness are usually tougher than local or town tasks. Tough opponents make tough jobs. Daedra, vampires, rogue Telvanni — you'll learn which ones to look out for. And finally, if the reward offered is large, the dangers will be large, too. You have to decide. If it seems too tough, it probably is. If you accept a task from a superior, you are honor-bound to complete it. Just because your superior gives you a task, don't assume you should be able to do it. Your superior doesn't really know what you can or can't handle. And some superiors don't care. But unless there is a deadline, or an issue of honor, you are not supposed to die trying. Use common sense. If you find you are not yet ready to face a challenge, be patient, train, outfit yourself, and revisit the task at a later date. As long as you haven't been given a deadline for completion, it's usually smart to wait and tackle those tough jobs after you're stronger and better equipped. If you kill yourself trying to complete a job that's too difficult for you, it's nobody's fault but your own.
Q.
Racer Plumes

Racer plumes from the native bird–like cliff racer are used locally and throughout the Empire as decorations for garments and household goods.

Races

The ten races commonly encountered in Morrowind are: Redguard, Breton, Nord, Altmer, Dunmer, Bosmer, Imperial, Khajiit, Argonian, and Orc. Dunmer are the native majority, but on Vvardenfell, heavily colonized by Imperial outlanders, only one in two individuals are Dunmer. The other nine races are about equally distributed, with more Argonian and Khajiit slaves.

Lit.: Notes on Racial Phylogeny and Biology (TEST:F:592).

Radac Stungnthumz

A famous Dwemer mystic.

Rally Creature

This effect temporarily decreases a creature's flee rating (i.e., its inclination to flee from an attacker). The effect's magnitude is the value of the decrease in the flee rating. When the effect ends, the creature's flee rating returns to normal. Humanoids, undead, Daedra, and artifacts are not affected.

Rally Humanoid

This effect temporarily decreases a humanoid's flee rating (i.e., its inclination to flee from an attacker). The effect's magnitude is the value of the decrease in the flee rating. When the effect ends, the humanoid's flee rating returns to normal. Creatures, undead, Daedra, and artifacts are not affected.

Ramimilk

A Daedric ruin southeast of Fort Buckmoth.

Rat

The rat is a hardy, abundant hunter–scavenger, found on the land surface and in natural and excavated underground environments.

Rat Meat

Rat meat is tough and greasy, with an unpleasant odor and taste. Nonetheless, it is cheap, abundant, and nutritious, and palatable when cooked in a stew and masked by strong strong spices.
Rattles

Rattles is a mild common disease affecting a victim's willpower and dexterity. Symptoms include muscle spasms and listlessness. It may be contracted from the nix-hound.

Raven Rock

Raven Rock is on the southern shore, toward the west end of the island Solstheim. It's name comes from the black coloring caused by all the ebony ore that can be found there. Falco Galenus is the man in charge.

Raven Rock Ebony Mines

They're in the newly built Raven Rock colony on the southern shore of Solstheim.

Raw Ebony

See Ebony.

Raw Glass

See Glass.

Recall

The subject of this spell is instantaneously transported to the recall marker set by the Mark spell effect.

Red Lichen

Red lichen is a hardy primitive plant that grows in the harsh conditions of Red Mountain, Molag Amur, and the Ashlands.

Red Mountain

The dominant feature of Vvardenfell, Red Mountain is a vast volcano in the center of Vvardenfell. The outer slopes are steep and rugged, and the crater is deep and dotted with surface lava. The crater of Red Mountain is called the Dagoth Ur region, where Dagoth Ur and his evil servants dwell. The Ghostfence, a magical barrier which blocks travel as well as seals in the harmful, disease-laden weather called 'blight,' rings the volcano's outer slopes, and is broken only at Ghostgate. It was built to keep the evils inside: to imprison Dagoth Ur and his servants, and to protect Morrowind from the blight storms that issue from Dagoth Ur's crater. Within the Ghostfence, rain never falls and the sun never shines; the only weather is the red and deadly ash-blight. To reach Red Mountain, follow Foyada Mamaea from the old Dwemer bridge near Fort Moonmoth to Ghostgate.
Redguard

Redguards consider themselves the most gifted warriors of Tamriel. The dark-skinned, wiry-haired people of Hammerfell are born to battle, though pride and independent spirit makes them better scouts or skirmishers, or free-ranging heroes and adventurers, than rank-and-file soldiers. They are quick of foot and hardy of constitution, and quickly adopt new weapon and armor styles.

Lit.: The Annotated Anuad (TEST I: 898).

Redoran

House Redoran is one of the three Dunmer Great Houses with holdings on Vvardenfell. The Redoran prize the virtues of duty, gravity, and piety. It's difficult for an outlander to join and rise in their ranks, but the Great Houses are where the power lies in Morrowind. The councilors of House Redoran meet in a great crab shell in Ald'ruhn.


Redoran Compound

See Vivec (City).

Reflect

This effect allows the subject to reflect spell effects back at an attacking caster. The effect's magnitude is the percent chance that spell effect is reflected. If the reflect spell is successful, the opposing spells reflect back at the attacking caster. If the reflect spell fails, the opposing spells take effect normally.

Regions

See Geographic Regions.

Remove Curse

This effect will remove the effects of a curse from the target.

Resin

Resins are the tough, soluble substances of vegetable origin used by the Dunmer as glues and stiffeners in the manufacture of their unique chitin and bonemold armors and weapons.

Resist

Resist spells increase the subject's ability to resist the hostile effects of a variety of malign influences. The most common restoration spells of this kind are: resist fire, resist frost, resist shock, resist magicka, resist common disease, resist blight disease, resist poison, and resist paralysis.
Resist Blight Disease

Resist Blight Disease

This effect increases the subject's resistance to → blight disease. The magnitude is percentage reduction in damage caused by → blight disease effects.

Resist Common Disease

Resist Common Disease

This effect increases the subject's resistance to → common disease. The magnitude is percentage reduction in damage caused by → common disease effects.

Resist Corprus Disease

Resist Corprus Disease

This effect increases the subject's resistance to → corprus disease. The magnitude is percentage reduction in damage caused by → corprus disease effects.

Resist Fire

Resist Fire

This effect increases the target's resistance to damage from elemental fire. The magnitude is percentage reduction in damage caused by elemental → fire damage effects.

Resist Frost

Resist Frost

This effect increases the target's resistance to damage from elemental frost. The magnitude is percentage reduction in damage caused by elemental → frost damage effects.

Resist Magicka

Resist Magicka

This effect increases the target's resistance to damage from → magicka–based attacks (i.e., magical attacks not based on elemental forces). The magnitude is percentage reduction in damage caused by non–elemental magical damage effects.

Resist Normal Weapons

Resist Normal Weapons

This effect increases the target's resistance to damage caused by normal (i.e., not enchanted or silvered) weapons. The magnitude is percentage reduction in damage caused by normal weapons.

Resist Paralysis

Resist Paralysis

This effect increases the target's resistance to → paralysis. The magnitude is the percentage added to the subject's standard resistance.

Resist Poison

Resist Poison

This effect increases the target's resistance to damage from → poison. The magnitude is percentage reduction in damage caused by → poison damage effects.
Resist Shock

This effect increases the target's resistance to damage from elemental shock. The magnitude is percentage reduction in damage caused by elemental→shock damage effects.

Resist Potions

Resist potions increase the subject's natural resistances to various harmful forces and conditions. Resist potions include: → resist fire, → resist frost, → resist shock, → resist magicka, resist → disease, and → resist poison.

Resist Spells

See → Resist.

Restoration

The Restoration discipline is the mastery of the spell effects of the College of Restoration. The → restoration spells heal, → restore, and → fortify the body's → attributes and → abilities, cure → disease, and protect it from other malign influences. The primary → spells of this college heal wounds, cure → disease, and → restore lost vitality, but can also augment → strength, → endurance, → intelligence, → agility, and other bodily → attributes.

Restoration Spells

There are many common variants of restoration spells, not to mention the countless custom versions created by ambitious spellcasters. It helps to divide → restoration into four different classes of effects: → cure spells, → restore spells, → fortify spells, and → resist spells.

Restore

Restore spells restore fundamental → attributes reduced by → attribute−damaging magical effects. These spells are the only means of restoring attributes injured in this fashion. The most common → restoration spells of this kind are: restore agility, restore endurance, restore fatigue, restore health, restore intelligence, restore luck, restore personality, restore speed, restore strength, restore willpower, and restore spell points.

Restore Attribute

If one of a subject's attributes has been reduced by magical attack, the effect can restore the attribute to its original value. Only → Strength, → Intelligence, → Willpower, → agility, → Speed, → Endurance, → Personality, and → Luck are affected. The magnitude is the units of attribute restored for each second of duration.

Restore Fatigue

If a subject's → fatigue has been reduced by magical attack, the effect can restore fatigue to its original value. The magnitude is the units of fatigue restored for each second of duration.
Restore Health

If a subject's health has been reduced by magical attack, the effect can restore health to its original value. The magnitude is the units of health restored for each second of duration.

Restore Magicka

If a subject's magicka has been reduced by magical attack, the effect can restore magicka to its original value. The magnitude is the units of magicka restored for each second of duration.

Restore Skill

If one of a subject's skills has been reduced by magical attack, the effect can restore that skill to its original value. The magnitude is the units of skill restored for each second of duration.

Restore Health Potion

To make a Restore Health potion, combine two or more of the following cheap and common ingredients in the mortar and pestle: marshmerrow, wickwheat, corkbulb root, and saltrice. It isn't easy, of course. If you aren't very skilled, you will often ruin the ingredients and fail to make the potion. But with practice and training, you'll improve. And a complete set of alchemical apparatus can improve your success rate.

Restore Potions

Restore potions permanently restore attributes and abilities reduced by harmful spells or supernatural attacks. Restore potions include: restore strength, restore intelligence, restore willpower, restore agility, restore speed, restore personality, restore luck, restore health, restore spell points, restore fatigue, and restore endurance. Cf. restore.

Restore Spells

See Restore.

Retort

An retort is a vessel with a beaked cap or head used in alchemical processes to transform, purify, or refine raw materials into the sublime substances used in alchemical preparations.

Rieklings

Some call them the Falmer, claim they are related to the other elves. Some are intelligent enough to speak, but they speak only nonsense. All are capable of great cunning.

Rimhull

The ice caves southwest of the Skaal village.
Ring of Phynaster

The Ring of Phynaster was made hundreds of years ago by a man who needed good defenses to survive his adventurous life. Thanks to the Ring, Phynaster lived for hundreds of years, and since then it has passed from person to person. The Ring improves its wearer's overall resistance to poison, magicka, and shock. Still, Phynaster was cunning and cursed the ring so that it eventually disappears from its holder's possessions and returns to another resting place, discontent to stay anywhere but with Phynaster himself. The Museum of Artifacts offers 9,000 gold for it. Lit.: Famed Artifacts of Tamriel (TEST F: 352).

Ring of the Hortator

An enchanted ring, by which others shall recognize the bearer as House Redoran's Hortator.

Ring of the Wind

The Ring of the Wind is a legendary treasure of Elsweyr, sacred to Kynareth. It was owned by the nimble acrobat Kisimba Spring-Snow, who was said to always land on her feet, except when she chose to land on the feet of others. Lit.: Famed Artifacts of Tamriel (TEST F: 352).

Rissun

A cave on a small island east of Bal Fell.

Ristaag

A ritual hunt that is meant to bring favor from the All-Maker on the Skaal. This ceremony of blessing and cleansing is performed only very rarely. In the Ristaag, the Skaal hunt the Spirit Bear that is conjured by the Totem of Claw and Fang. When it is slain, they will return its heart back to their shaman, who will ask for the blessings of the All-Maker. If the Ristaag fails, or does not succeed by daybreak, the All-Maker will be displeased.

Rivers

See Odai, Ouada, Ouada Nabia, Ouada Samsi

Robe of the Hortator

A token that shows that its bearer has been named Hortator of House Telvanni.

Robe of the Lich

Information is scarce at best when it comes to this artifact. Some have said it was pulled from a lich when it was defeated; others say it was developed by an evil mage who wanted the power of a lich without the drawbacks. Either way, it is a powerful item.
Rockjoint

Rockjoint is an acute common disease affecting a victim's manual dexterity. Symptoms include painful swelling and immobility of all joints. It may be contracted from the domesticated guar or dusky alit.

Rogues

Rogues are adventurers and opportunists with a gift for getting into and out of trouble. Relying variously on charm and dash, blades and business sense, they thrive on conflict and misfortune, trusting to their luck and cunning to survive. Athal Nerano is the proverbial 'silver-tongued rogue'. He knows the rogue's trade, and loves to talk about it. He lists his residence as Madach's Tradehouse in Gnisis.

"I'm a lovable rogue, a silver-tongued devil with a taste for the better things in life. But lovable as I am, some people get upset with me, and so I must fight -- purely in self-defense, you understand. I like light armor and short blades for self defense; heavy armor and heavy weapons just tire you out. But I train with various different weapon types and armor types, so I can improvise when the situation demands it."

Roland's Tear

A variation of the gold kanet plant which is said to have wondrous powers when combined with other ingredients.

Roobrush

Roobrush is a tough, low, wiry shrub growing in arid, poor, ashy soils of the West Gash.

Rotheran

The ancient Dunmer stronghold of Rotheran is located on the southern coast of Sheogorad. It is a place of evil reputation, remote, and seldom visited.

Royal Guard

They're an elite group, picked by King Helseth for their bravery and complete devotion to him. Some have been with him since his time in Wayrest. Their leader, Tienius Delitian, is a fine soldier, and a good man.

Ruby

Rubies are transparent red gems that appear occasionally on the surface and more often in subterranean deposits on Vvardenfell.
Rust Chancre

Rust Chancre

Rust chancre is a mild common disease affecting a victim's mobility and behavior. Symptoms include swelling and rash, and painful muscle spasms. It may be contracted from the waste rat.
Rust Chancre
The sabre is the weapon of Imperial light cavalry. Since horses cannot adapt to Vvardenfell's harsh climate, sabers are uncommon, except among Legion veterans.

Sacrifice to the Wolves

The Caenlorn are sacred wolves, blessed by our shaman. They are powerful with the Spirit, and by consuming the flesh of the warrior, that Spirit lives on in another life. It is an honorable way to die.

Sadrith Mora ('forest of the mushrooms')

Sadrith Mora is the district seat of House Telvanni, and home of the Telvanni Council House and site of Tel Naga, the Councilor Mage−Lord Master Neloth's wizard tower. Sadrith Mora is an island settlement, and accessible only by sea and teleportation; there's no road or bridge to the mainland. The town is large, with many craftsmen, traders, and trainers, but it is open only to Telvanni retainers. Retainers and kin of the Telvanni can travel freely in town. According to the Collective Articles of the Council of the Great House Telvanni, out−house and outsider guests in Sadrith Mora may not travel in town or speak to or conduct business with citizens, tradesmen, or publicans unless they have Hospitality Papers. Hospitality Papers may be obtained from the Prefect of Hospitality, Angaredhel, at the Gateway Inn, a merchant inn for outsiders, for 25 gold. The Gateway merchant inn is all that's open to non−Telvanni. Visitors cannot enter the town, but must stay in the Gateway. Angaredhel is at the Gateway merchant inn, along with Ery, Gateway's publican. Many outlanders live here, but most are Telvanni mercenaries, craftsmen, traders, or slavers. There are two cornerclubs: Durty Muriel's, for outlanders, and Fara's Hole in the Wall for local Dunmer. Big Helende, the Thieves Guild Boss, as well as other Thieves Guild types, hangs out at Durty Muriel's Cornerclub. Some Telvanni and Temple services are available at Council Hall; other Telvanni services have houses in town. Niras Farys is a priest, Galero Andaram is a healer, and Hloris Farano is a monk. Many services are offered at the Great Market. Look for Fighters Guild, Mages Guild, and Imperial cult services at Wolverine Hall. Hrundi the Nord is Fighters Guild steward, Procyon Nigilius is Mages Guild steward, and Aunius Autrus is the Imperial cult priest. And, of course, you may receive blessings from the Tribunal shrine here, just as you can in Temples and other holy places.

Looking for work in Sadrith Mora? Start with the Fighters Guild and the Mages Guild at Wolverine Hall. If you're thinking of trying to serve House Telvanni, go talk to the Telvanni Mouths over at the Council Hall.

You want to go west to the mainland, you fly, swim, or water−walk. From the docks, ships go to Ebonheart, Tel Branora, Tel Mora, or Dagon Fel. The guild guide at the Wolverine Hall Mages Guild can transport you to Ald'ruhn, Vivec, Caldera, and Balmora for a fee.
Saints

You wouldn't think so, but there are number of old abandoned tombs in the area. Long before the Empire opened Vvardenfell up for settlement, someone has put a lot of ancestors to rest here.


Saints

The Temple honors our greatest ancestors as saints, celebrating them as models of virtue and piety, and invoking their aid and protection. Each of the greater saints and lesser saints has his own proper sphere of influence — those worshippers of various walks of life that the saint has the most sympathy and affection for.


Saint Aralor

Saint Aralor the Penitent is the patron of Tanners and Miners. This foul criminal repented his sins, and to prove his repentance, he completed a circuit of the great pilgrimages on his knees.

Saint Delyn

Saint Delyn the Wise is the patron of Potters and Glassmakers. Saint Delyn was head of House Indoril, a skilled lawyer, and author of many tomes on Tribunal law and custom.

Saint Felms

Saint Felms the Bold is the patron of Butchers and Fishmongers. This cruel warlord killed many Nord infidels who deserved killing. He couldn't read or write, but received inspiration directly from the voice of Blessed Almalexia in his head.

Saint Llothis

Saint Llothis the Pious is the patron of Tailors and Dyers. Companion of the Tribunals and greatest Alma Rula of the Tribunal Temple, he formulated the central rituals and principles of the New Temple Faith. Saint Llothis is the symbolic bridge between the gods and the faithful, and the model of the Temple priest.

Saint Meris

Saint Meris the Peacemaker is the patron of Farmers and Laborers. As a girl, Saint Meris showed healing gifts, and trained as a Healer. She marched across battlefields with her followers dressed in white robes, healing warriors and wizards on both sides without discrimination. Great House troops adopted white robes as her standard, and disobeyed orders to fight.

Saint Nerevar

Saint Nerevar the Captain is the patron of Warriors and Statesmen. He united the Dunmer tribes into a great nation, but died leading the Dunmer to victory against the evil Dwemer and
Saint Olms

the traitorous House → Dagoth at the Battle of → Red Mountain.
Lit.: Saint Nerevar (TEST F: 708).

Saint Olms

Saint Olms the Just is the patron of Chandleers and Clerks. Founder of the → Ordinators, Saint Olms conceived and articulated the Inquisitorial principles of testing, ordeal, and forced repentance.

Saint Rilms

Saint Rilms the Barefooted is the patron of → Pilgrims and Beggars. This rich → noble gave away her shoes, then dressed and appeared as a beggar to better acquaint herself with the poor.

Saint Roris

Saint Roris the Martyr is the patron of Furnishers and → Caravaners. Captured by → Argonians before the Arnesian War, Roris refused to renounce the Tribunal faith, and was tortured and martyred. Vengeance for the Saint Roris was a rallying cry of the Arnesian War.

Saint Seryn

Saint Seryn the Merciful is the patron of Brewers, Bakers, and Distillers. This pure but less−than−handsome virgin could heal all → diseases at the price of taking the → disease upon herself. Tough as a → guar, she lived to a ripe and sprightly old age.

Saint Veloth

Saint Veloth taught the difference between the Good and → Bad Daedra, and won the aid of the → Good Daedra for his people while teaching how to deal with the → Bad Daedra.

Salit Camp

Salit Camp is on the mainland due west of → Esutanamus.

Salmantu

A cave on the mainland shore north of → Holamayan.

Saltrice

Saltrice is another of the tasty and nutritious foodstuffs with modest magical properties raised as export crops by → Morrowind's → farmers and plantation owners. Most saltrice seen in the → Empire comes from southeastern Morrowind, but there are also some new and prospering farms and plantations in the → Ascadian Isles. Saltrice also grows wild in the → Grazelands and on → Azura's Coast.
Sanabi

Sanabi

A cave in the valley northeast of → Sulipund.

Sanctuary

This effect causes the target to be harder to hit. The magnitude is the value that is added to the target's chance to dodge attacks.

Sanctus Shrine

The → shrine, a → pilgrimage site sacred to the → Temple, is in → Dagon Fel.on an island west of → Sheogorad. Look for a shack with a triolith beside it.

Sanguine...

See → Threads of the Webspinner.

Sanit

An old cavern south and west of → Kushtashpi.

Sarano Tomb

Sarano Tomb is over the hills southeast of the → Fort Moonmoth between the → Ashlands and → Lake Amaya.

Sargon

A cavern located far north of → Maar Gan and southwest of Vas.

Sarimisun–Assa Egg Mine

An egg mine north of → Andasreth.

Saturan

A cavern northeast of → Suran, just over the mountains.

Savant

"I am a savant. I am of wide learning and cosmopolitan tastes, well-traveled, educated, refined in manner, able to converse on various topics with authority, and ever ready to defend his honor, and the honor of my companions. I can discourse upon history, → speechcraft, language, and customs. And, for a fee, I offer training that will permit you to share a few of my many virtues."
Savior of the Dunmer People

See → Dagoth Ur.

**Scales**

The meat of the → slaughterfish is meally and noisome, but dried slaughterfish scales are said by locals to be 'a crunchy treat' when prepared in the native manner. → Foreigners are advised to beware of slaughterfish scales.

**Scamp**

The scamp is a weak, cowardly servant of Mehrunes Dagon. Scamps may be summoned by conjurers, and their skin is sought by → alchemists for its magical properties.

**Scamp Skin**

Scamp skin must be removed from the specimen while it is still bound on the mortal plane. It is an unpleasant business for both the → scamp and skin→ farmer, and → alchemists have trouble keeping the substance in stock.

**Scathecraw**

Scathecraw is the soft inner flesh of long, tough reddish grasses growing in the thermal ash regions of the → Ashlands, → Molag Amur, and → Red Mountain.

**Scout**

Scouts rely on → stealth to survey routes and opponents, using ranged weapons and skirmish tactics when forced to fight. By contrast with → barbarians, in combat scouts tend to be cautious and methodical, rather than impulsive.

"I'm a scout. I know places, people, plants, paths, wind, and weather. I serve as guide for travelers and → traders, or work as advance → guard and pathfinder for expeditions. I know the geography of → Vvardenfell, and the various → geographic regions. My best defense is stealth, sneaking past trouble, but I can fight bow or blade, in various → armor styles, when the job requires it."

**Scrap Metal**

Scrap metal refers not to common scraps of → iron and → steel, but to bits of exotic metals recovered from animated → Dwemer artifacts like the centurion. Such metal is rare and precious, and prized both by collectors of antiquities and students of metals and → enchantments.

**Scrib**

The scrib is a late larval form of the → kwama. Crushed scribs produce a nutritious but sour–tasting gelatin with modest magical properties that the natives eat with gusto.
**Scrib Jelly**

**Scrib Jelly**

Scribs are a larval form of the → kwama. Crushed → scribs produce a nutritious but sour−tasting gelatin with modest magical properties that the natives eat with gusto.

**Scrib Jerky**

Scribs cut into strips and dried in the sun are called scrib jerky. Scrib jerky has modest magical properties, and tastes scarcely worse when spoiled than when fresh, and are a practical foodstuff for the hardy native traveler.

**Scuttle**

Scuttle is → Vvardenfell's favorite local dish. This cheese−like, greasy substance made from the flesh of local beetles is remarkably tasty, and has modest magical properties.

**Sea of Ghosts**

The Sea of Ghosts is the name for northern waters lying between Tamriel and the northern continent of Atmora.

**Sealed Daedric Ruin**

See → Anudnabia.

**Security**

The security discipline involves defeating locks and traps designed to prevent access to locations and containers. This skill is essential for → agents and → thieves alike.

**Seizing of the Erabenimsun**

An enchanted heirloom of the tribe, which is a sign to all → Dunmer that the → Erabenimsun have named the bearer → Nerevarine.

**Sennananit**

A cave north of → Hlormaren.

**Serpiginous Dementia**

Serpiginous dementia is a serious → common disease affecting the victim's mind and behavior. Symptoms include hallucinations and an itchy and unsightly scaly skin condition resembling snake scales. It may be contracted from the → bull netch and → betty netch.
Serving and Joining Great Houses

Serving and Joining Great Houses

See → Great Houses.

Settlements in Morrowind

See → Morrowind.

Seyda Neen

Seyda Neen is a small seaport in the → Bitter Coast region, on the southwest coast of → Vvardenfell. Not much there. Arrille's Tradehouse, the → Census and Excise offices — that's the Coast → Guard, too — and a lighthouse. And that's it. Socucius Ergalla is the chief → agent at the Census and Excise offices. Get food and sundries from Arrille’s Tradehouse. That's also where you'll find anyone who offers training. → Silt strider service goes to → Vivec, → Balmora, → Gnisis, and → Suran. The road goes north past → Pelagiad to Balmora, and east to Vivec, and southeast to → Ebonheart.

Sha–Adnius

A cave in the → foyada Bani–Dad, just between the strongholds → Bthungthumz and → Druscashti.

Shal

A cave. Go to → Hla Oad and head north along the road. When you cross the wooden bridge, stay left along the coast until you come to another bridge to an island. Shal is on that island. The door faces the swamp, just north of a → Daedric ruin.

Shalk

The shalk is a large, moderately aggressive beetle. → Shalk resins are the tough, soluble substances extracted from shalk hides. Shalk resins are used as glues and stiffeners in manufacturing bonemold and → chitin armors.

Shalk Resin

Shalk resins are the tough, soluble substances extracted from → shalk hides. Shalk resins are used as glues and stiffeners in manufacturing bonemold and → chitin armors.

Shallit

A cavern on a small island southwest of → Ald Daedroth, northwest from the → Ahemmusa camp. If you come to an old → Dwemer ruin, you have traveled too far.
Shaman

The shaman relies on his mystical powers drawn from his worship of nature and animal spirits. They are known to be able to summon living creatures to fight by their sides, and are proficient with various weapons.

Shara

A Velothi tower. To get there go to → Dagon Fel and follow the road south past the → Dwemer ruins and then west until a branch heads southwest to the coast. Shara will be to the south.

Sharapli

A cave in the → foyada east of the → Ghostgate.

Sharpshooter

"I am a sharpshooter. I make my living as a mercenary, working on short contracts as a caravan → guard or expedition escort, or for long term contracts to → nobles or → merchants. I have mastered the various → marksman weapons, and can train you in their use, for a modest fee."

Shashpilamat

A → Daedric ruin north of → Nchurdamz.

Shein

The native → comberry wine is locally called shein. Shein is a strong stimulant, but using it results in impaired judgement. You may gain a lot of → endurance, but you won't be very smart.

Sheogorad

The large island of Sheogorad lies north of → Vvardenfell. Sheogorad island and its associated lesser islands are a maritime wilderness extending north from Vvardenfell into the → Sea of Ghosts. The region is largely hostile and uninhabited, with two small villages at → Ald Redaynia and → Dagon Fel. Dagon Fel is the only settlement reached by ship services; all other island-to-island transport in Sheogorad must be provided by the traveler.

Sheogorath

For those who serve Sheogorath, the Mad Lord, there is no good or evil, right or wrong, true or false, real or unreal. For them, there is only what they want, and what they see. With such carelessness, only the very strong and very lucky cultists survive, while the weak provide sport and amusement for the others. And the Spawn of Sheogorath are never twice the same, and each more terrible than the next. It is an evil cult, and dangerous.
Shield

Shield

(1) This effect creates a magical shield around the subject's entire body. The spell adds its magnitude to the subject's Armor Rating. (2) The two basic shield styles are the standard shield and the much larger and heavier tower shield. Use the bigger shield if you have the → strength and → endurance. Different materials are heavier and lighter, but your actual effectiveness with the shield depends on your skill in the light, medium or → heavy armored fighting styles.

Shield Potions

Shield potions protect the subject from various forms of physical attack while injuring attackers in close proximity. Shield potions include: → fire shield, → lightning shield, and → frost shield.

Shipmaster

"I'm a shipmaster. I can transport you by ship to various destinations for a modest fee."

Shishara

A Velothi tower south of the → Foyada Ashur–dan.

Shishi

Shishi is a Velothi tower in middle of the → Foyada Bani–Dad northwest of → Maar Gan. Leave Maar Gan, go east past the → silt strider, then follow the → Foyada north and west.

Shock Damage

This spell effect produces bolts of elemental lightning. The magnitude is the damage received by the first victim along a bolt's path.

Shock Shield

See → Lightning Shield.

Shoes of St. Rilms

A → Temple relic.

Short Blade

The short blade weapon discipline is the study and mastery of the → dagger, → tanto, short sword, and → wakizashi weapon styles. To use any style of weapon effectively, the user must be trained, conditioned, and skilled in its use.
Short Blades

The dagger and short sword are Western Imperial weapons. The tanto and wakizashi are styled after Akaviri blades. These weapons are light and fast, most effective against lightly armored opponents, but a skilled user can outlast more heavily armed and armored opponents. The dagger, tanto, and short sword are thrusting weapons, the wakizashi a chopping and slashing weapon. Rank them by effectiveness as dagger, tanto, short sword, and wakizashi, with dagger least effective.

Short Bow

In the West, the wooden short bow is the standard weapon of Legionary missile troops and scouts. In Morrowind, however, wood is in very short supply, and the chitin bow favored by the Ashlanders is laminated bone–shell–and resin.

Shortsword

Cheap iron and steel shortswords are standard issue for Legion troopers. The Imperial shortsword is a superior Legion guardsman's weapon. Retired Legion smiths settling in Morrowind have popularized Imperial shortswords with the growing Dunmer merchant class and with Hlaalu nobles and their retainers.

Shrine of Azura

A Daedric ruin southeast of Nchurdamz.

Shrine of Malacath

See Assurdirapal

Shrine of Molag Bal

See Bal Ur

Shrine of the Dead

The Shrine of the Dead is deep in the ruins beneath the Mournhold Temple. It has been untouched for many years.

Shrine Sergeant

A shrine sergeant helps keep order at the shrines, carries messages and packages, and sometimes escorts priests and lay servants on dangerous missions. This occasional service is ideal for bold, free-spirited adventurers like you. If you are interested, speak to Kaye at the Imperial Chapels in Ebonheart.
Shrines

Shrines are sanctified objects where the humble and faithful may communicate more directly with their gods. In the Temple, shrines take the form of three-sided trioliths, with one side inscribed with the image of a saint of the Temple. In the Imperial cult, shrines take the form of altars consecrated to the Nine Divines. The faithful and respectful guests may make offerings and receive blessings at shrines; the faithful of higher ranks need make no offering to receive blessings.

Shulk Egg Mine

The mine is a short distance southwest of Balmora, in the bluffs west of the Odai River. The old suspension bridge across the Odai is just southeast of the mine entrance. A path leads through a break in the mountains from the Pelagiad–Balmora road, but the turnoff isn’t marked. It may be easiest to go all the way to Balmora, then head south from the gate near the strider port, climb over the ridge, keeping the river on your left. Watch for the fire of the mining camp at the entrance.

Shurdan–Raplay Egg Mine

Shurdan–Raplay egg mine is southeast of Odai Plateau, across the Odai river.

Shurinbaal

Shurinbaal is a cave southwest of Gnaar Mok.

Shushan

A cave southwest of Uvirith's Grave.

Shushishi

A cave beyond the mountains northeast of Caldera.

Silence

The effect temporarily renders a victim unable to cast spells.

Silt Strider

Silt striders are giant insects. Silt striders carry passengers and cargo between settlements on Vvardenfell. Fares depend on distance to be traveled. A compartment for passengers and cargo is hollowed from the creature’s shell; the driver directs the beast by directly manipulating exposed organs and tissues. Silt striders travel between Ald'ruhn, Balmora, Seyda Neen, Suran, Gnisis, Molag Mar, Maar Gan, and North Landing near Vivec.
Silver

High-quality steel is plated or filigreed with silver because of the arcane effects of the precious metal on the flesh of magical and supernatural creatures. Well-heeded aristocrats and bravos also sport such weapons for their distinctive elegance.

Silver Staff of Peace

A traditional Telvanni patron's gift.

Silver Staff of Shaming

Lalatia Varian, an Imperial cult oracle, says that in a dream she has seen the Silver Staff of Shaming lying in the land of burning rock, under the shadow of the Mountain of Fear. I don't understand the mumbo-jumbo of dream interpretation, but she tells me that an old name for Mount Kand is Mountain of Fear. As she reads her dream, she believes the staff will be found either east or west of the mountain, in the shadow of the rising or setting sun.

Sinamusa Egg Mine

An egg mine west of Ahemmsa camp.

Sinarralit Egg Mine

An egg mine southwest of Vos.

Sinsibadon

A cave on the northwestern shore of Mzahnch island.

Sixth House

House Dagoth is the Sixth House, the "lost" Sixth House. The Sixth House was not dead, but only sleeping. Now it wakes from its long dream, and with its Lord, Dagoth Ur, it comes forth to free Morrowind of foreign rulers and divine pretenders. When the land is swept clean of false friends and greedy thieves, the children of Veloth will build anew a garden of plenty in this blighted wasteland. The Sixth House will serve as the elite cadre of our movement. As cultists evolve through various stages of enlightenment, they will become, as suits their abilities, either holy warriors or priests. Their duty is to prepare themselves for service; their joy and liberation is to enter ever-deeper into the profound enlightenment of the divine dreamworld.

Sjobal

A cave northeast of Lake Fjalding.
The Skaal are a group of Nord nature-worshippers, and they seem to have a special commune with the creatures of Solstheim. The Skaal settled Solstheim many generations ago. Skaal village is on the northeastern tip of Solstheim; Bronrod has some useful potions, and Snedbrir can fix your weapons and armor. The Skaal have strict laws. Do not steal from another, for you will be provided with what you need. Theft is punishable by exile or sacrifice to the wolves. Do not attack your brother, though you may defend yourself if needed. For a Skaal, there are strict punishments for these laws. For one that is not Skaal-born, the punishment is always death. A false accusation carries the same penalty as the crime that is claimed.

"There is a careful balance that lies in all things of this world. The animals, the trees, even the rocks and the winds. It is a harmony that the Skaal draw power from, by the grace of the All-Maker, He who gave us these gifts. When this balance is upset, our power is lessened."

Skar

Skar is the shell of the Emperor crab, outlander. The homes and shops of the Manor District inside are "under Skar."

Skeleton

The skeleton is a revenant that protects the tombs of clan and kin. Bonemeal, the finely ground powder made from the bones of the skeleton, has modest magical properties.

Skeleton Key

A priceless artifact, "the most perfect tool ever created for lockpicking".

Skills

See Guild Disciplines.

Skooma

Skooma is an illegal narcotic substance made from refined moon sugar. Criminals use it as a kind of currency. They say it makes you fast and strong, but clumsy and stupid.

Lit.: Confessions of a Skooma-Eater (TEST F: 302).

Skull-Crusher

The Skull Crusher is an amazingly large, and powerful weapon. The Warhammer was created in the First Era in a fire, magically fueled by the Wizard, Dorach Gusal, and was forged by the master weaponsmith, Hilbongard Rolamus. The steel is magically hardened and the weight of the weapon is amazingly light, which makes for more powerful swings and deadly blows. The
Warhammer was to be put on display for a festival, but thieves got it first. It was lost in the First Era, and unreported since then. The Skull Crusher still travels Tamriel in search of its creators. The Museum of Artifacts offers 24,000 gold for it.

Lit.: *Famed Artifacts of Tamriel* (TEST F: 352).

Skygge

A cave on the shore northwest of the Skaal village, north of the bridge which crosses Harstrad River.

Skyrim

Skyrim, also known as the Old Kingdom or the Fatherland, was the first region of Tamriel settled by humans from the continent of Atmora: the hardy, brave, warlike Nords, whose descendants still occupy this rugged land. Though more restrained and civilized than their barbarian ancestors, the Nords of the pure blood still excel in the manly virtues of red war and bold exploration.

Skyrim Mission

The Skyrim Mission is Skyrim's diplomatic embassy to Vvardenfell District. Leave the Imperial Chapels, pass through the Grand Council Chambers, cross the bridge, then down the stairs, out through the gate. As you look south from the gate, the Skyrim Mission is to the right, west of the well.

Slaughterfish

The slaughterfish is an aggressive creature found both in open waters and subterranean pools. The meat of the slaughterfish is meally and noisome, but dried slaughterfish scales are said by locals to be 'a crunchy treat' when prepared in the native manner.

Slave

"I am a slave. I serve my owner and master as commanded. I clean, prepare food, fetch and carry, do the shopping and marketing, and do other tasks too tiresome or menial for my master."

Slavery

Dunmer have traditionally permitted enslavement of humans, orcs, Argonians, and Khajiit. By terms of the Armistice, Morrowind may define its own laws and customs, and slavery remains legal – in Morrowind, slavery is protected by law. Slavery is illegal throughout the Empire, and considered barbaric. It had disappeared in Somerset Isles and Valenwood long before their incorporation into the Empire. Most Imperial citizens assume the practice will die out as Morrowind adopts Imperial ways, and the subject excites little passion except among Argonian and Khajiit abolitionists, outraged that the Empire does little to suppress persistent illegal cross-border slave raiding in southern Morrowind. Slavery is uncommon in Redoran and Hlaalu Districts, but common in Telvanni Districts.
Sleepers

Rumors say that in the towns, mad cultists called "sleepers" are attacking people, saying that → Dagoh Ur has awakened, and will drive the → outlanders from → Morrowind.

Sload Soap

Sload soap is a waxy substance made from the immature non-sentient forms of the sload.

Slow Fall

The effects slow the rate of descent of the target, reducing damage received upon landing.

Small Predators

Two smaller but dangerous predators of → Vvardenfell are the → nix-hound and the waste → rat. → Cave rats are found everywhere, often in close proximities to their slightly larger relative, the cave rat and the rust rat. The nix-hound is a rangy quadruped with long, purple feeding spikes. Its cousin, the rogue nix-hound, is larger and much more dangerous.

Smith

If you want to talk to a smith about his trade, talk to Garothmuk gro-Muzgub in → Suran. He is not a master smith, but he's well-spoken, friendly, and knows a lot about smithing in → Morrowind.

"I am a smith. I make, sell, and repair weapons and armor. I can tell you about the basic → armor styles and → weapon types. I can also tell you how to take care of → worn weapons and → worn armor, and sell you the → armorers tools you need. I also repair weapons and armor, for a fee."

Smuggling

Smuggling is the most profitable and dangerous of criminal enterprises in → Vvardenfell. Most high-price smuggling concerns → skooma, → moon sugar, → ebony, → Dwemer artifacts, exotic → Dunmer weapons and armor, and → slaves. Local low-level smuggling involves the local alcoholic beverages; the → Empire has a low tax on → flin and a high tax on local alcohol, and many → merchants and private citizens try to evade these tariffs.

Sneak

The sneak discipline is the art of moving unseen and unheard by observers.

Snow Bears

Snow bears are larger than normal → bears, and have thick white fur that protects them against the frost and cold. They're very aggressive when encountered, and their attacks have been known to freeze human flesh. Snow bears can be pretty hard to find, but → hunters have seen them in the
Snow Wolves

snowy forested regions along → Solstheim's southern coast

Snow Wolves

The snow wolves are larger, more elusive cousins of → Solstheim's common → wolves. They have a thick coat that protects them from the frost and cold. You can find snow wolves in and around the → Moesring Mountains. Legend has it they're the descendents of → Ondjage, the Fell Wolf that devoured Hrothmund the Red. It is said their attacks have been known to freeze human flesh, so be careful if you encounter one!

Solstheim

The large island northwest of → Vvardenfell is not for the faint of heart. The weather is rough, and the wildlife aggressive. At night, when the snow starts falling, it's hard to see more than a few feet in front of you. Either use a good light source or get indoors until morning. The island is littered with ice caves, barrows, and standing stones. Ancestral barrows and smuggler camps can be found all over the island. There are no roads, so you'll have to walk through the wilderness to get anywhere. It's always a good idea to carry some → cure disease potions while you're on Solstheim. There are diseased → wolves and → bears out there. A lot of the animals carry → Ataxia or → Yellow Tick. And if you run into any → snow wolves or → snow bears, attack them with fire. They have a natural → weakness to it.

Solvjord

A cave southeast of → Brodir Grove.

Sorcerer

Though spellcasters by vocation, sorcerers rely most on summonings and → enchantments. They are greedy for magic scrolls, rings, armor, and weapons, and commanding undead and Daedric servants gratifies their egos. If you want to know the sorcerer's tricks and trade, talk to Smokey Morth at Varo's Tradehouse in → Vos. It's a long trek, but few sorcerers are as friendly and down-to-earth as Smokey.

"I am a sorcerer. Through my mastery of special disciplines of the College of → Conjuration, and my private studies of the Outer Realms and their Powers and Principalities, I have learned to summon and command their denizens to do my bidding. I do these things for coin, or to suit my own interests. I also am an → enchanter, → enchanting items for my own use and for the use of others. My skill with → enchantments also makes me more efficient in using enchanted items that I collect on my research expeditions. I sell → spells, and I am a spellmaker who creates spells to your specifications. I can also teach you in my skills, for a fee."

Sotha Sil

Lord Sotha Sil the Magus is one of the three Immortal God-Kings of → Morrowind, a Pillar of the Tribunal, and the patron of Artificers and Wizards. Sotha Sil was the mightiest wizard and most wise counselor of the First Council. Companion and teacher of → Nerevar and → Vivec, Sotha Sil is the Light of Knowledge and the Inspiration of Craft and Sorcery.
Soul Gems

Soul Gems

Soul gems are gems which have the ability to trap the souls of creatures. Each gem can trap only one soul, and the success of trapping a soul depends on the maximum amount of 'soul units' the gem can take. → Table 11.

Soul sickness

Soul sickness is called "madness" or "insanity" in the → Empire. Signs of soul sickness are strange dreams, uncontrollable impulses, and cruel and evil deeds. Madness is not a → disease, as Westerners believe, for if it were, it might be cured by → blessings and → healers. It comes from a lack of faith, and a love of sin. Soul sickness is a curse of → Dagoth Ur, who sends dark dreams to attack the weak of faith in their sleep. All this talk of bad dreams and bad omens is just a sign that people have abandoned the → Temple and fallen into greed and wickedness. Those strong in faith can resist; those weak in faith must seek counsel from the Temple.

Soultrap

Traps the soul of the target creature in the smallest empty → soul gem in the caster's inventory, if the creature is killed during the effect's duration.

Sound

This effect produces a disorienting noise in the victim's mind. The magnitude is the reduction in the victim's chance to successfully cast → spells (and the relative magnitude of the sound's volume).

South Wall

South Wall is a working class cornerclub in → Balmora, east of → Odai River, on the south end of Labor Street, owned by Bacola Closcius.

Sovngarde

The → Nords believe that the god Shor constructed a magnificent fortress where valiant Nord → warriors may live forever, feasting, fighting...basically doing everything Nords like to do. The trick is finding the way in. According to legend, the entrance to Sovngarde is hidden, and only those who take up the search may ever find the way in.
Lit.: Sovngarde, a Reexamination (TEST F. 866).

Spear

The spear weapon discipline is the study and mastery of the → spear and the halberd weapon styles. To use any style of weapon effectively, the user must be trained, conditioned, and skilled in its use.
Spear of Bitter Mercy

Spear of Bitter Mercy

One of the more mysterious artifacts is the Spear of Bitter Mercy. Little to nothing is known about the Spear. There are no recorded histories but many believe it to be of Daedric origin. The only known legend about it is its use by a mighty hero during the fall of the Battlespire. The hero was aided by the Spear in the defeat of Mehrunes Dagon and the recapturing of the Battlespire. Since that time, the Spear of Bitter Mercy has made few appearances within Tamriel. The Museum of Artifacts offers 30,000 gold for it.

Lit.: *Famed Artifacts of Tamriel* (TEST F-352).

Spears

The spear is a common weapon for light irregular troops and militias, but has been developed as a martial art form by the Bosmer. Two styles of spear are popular here, both used two-handed for thrusting attacks: the spear and the halberd, with the halberd the most effective. In Morrowind, the Ashlanders favor a wicked and elegant version of the spear, with a spike at the foot of the shaft. Spear weapons have the longest reach of any weapon -- except, of course, marksman weapons.

Speechcraft

The speechcraft discipline is the art of influencing others through verbal persuasion. Speechcraft involves the allied arts of verbal communication, entertainment, and persuasion. A master of speechcraft understands the subtleties of language, and teases meaning out of obscure mysteries. An entertainer with speechcraft skill knows how to move his audience, how to reinforce a tales’ moral, and how to make a tale come alive for the listener. A diplomat -- or fast-talking con man -- can sway the judgements and emotions of a listener to achieve his own ends. Those skilled at speechcraft can inspire trust and confidence in others, making the listener more willing to divulge information or to entrust important tasks to the speaker.

Speed

A creature’s speed is its property of rapid physical articulation and body movements. A speedy creature is able to perform all physical actions, from equipping a weapon to running long distances, in shorter periods of time.
Spell

Everybody can learn a few spells. You don't need to be a wizard to cast spells. It makes life easier. And when you learn a spell, practice. It's the only way to learn, and it helps to pass the time. Buy a spell of every type that you can find. This will give you the best options later when you're creating your own custom spells. Buy → paralyze as soon as you can. Keeps the creatures off you and allows you to cast those more elaborate spells. Use → illusion spells like → invisibility to scout an area before you go on the offensive. Often a cunning spellcaster can simply avoid opponents and obstacles, move right to the objective, and leave without taking a scratch. Learn the → Mark, → Recall, → Levitation, and → Open spells. → Mark and → Recall are essential for any long–distance travel. There are plenty of places you can't get to without Levitation. And treasure does you no good if it's behind a locked door or in a locked chest.

Use the spellmaker. It's cheap, and a custom–designed spell tailored to your skills, magicka reservoirs, and spellcasting style will always outperform the standard spells you buy from service casters.

Spell Absorption

This effect allows the caster to absorb an attacking spell's power as an increase to his reservoir of → magicka. The magnitude is the percentage chance that an attacking → spell is absorbed. If successful, the caster absorbs the attacking spell's cost in spell points as increased magicka. (The caster's magicka cannot be increased above the caster's standard magicka score.) If failed, the attacking spell takes effect normally.

Spell Breaker

Spell Breaker, superficially a → Dwemer tower → shield, is one of the most ancient relics of Tamriel. Aside from its historical importance in the Battle of Rourken–Shalidor, the Spell Breaker protects its wielder almost completely from any → spell caster, either by reflecting magicks or silencing any → mage about to cast a → spell. It is said that Spell Breaker still searches for its original owner, and will not remain the property of anyone else for long. For most, possessing Spell Breaker for any length of time is power enough. I have heard it lies in → Bthuand, a → Dwemer ruin north of here. The former owner now lies there as well, unable to control it's → enchantments. The Museum of Artifacts offers 30,000 gold for it.

Lit.: Famed Artifacts of Tamriel (TEST P: 352).

Spellsword

Spellswords are spellcasting specialists trained to support Imperial troops in skirmish and battle. Veteran spellswords are prized as → mercenaries, and well–suited for careers as adventurers and soldiers–of–fortune. If you want to talk with a spellsword with extensive experience in → Morrowind, talk to Strillian Macro at the barracks in → Gnisis. He's served with several garrisons on → Vvardenfell, knows the island and its people, and doesn't mind taking time out to talk with anyone who shares his interest in his profession.

"I am a spellsword. I make war with spell and sword, combining the arts of the College of →
Spore Pod

Restoration, the College of → Alteration, and the College of → Destruction with training in → medium armor style, in → block defense, and in the offensive disciplines of axes, blunt weapons, and → long blades. I rely on enchanted weapons and enchanted armors to further augment my offensive and defensive → abilities. This balance of → steel and spell, offense and defense, mobility and protection is the signature of the Spellsword."

Spore Pod

Spore pods are collected from the slough fern of the → Bitter Coast.

Spriggans

The tree spirits of this island. When the All−Maker breathed life into the creatures of the land, his Breath blew through the trees as well. Some of these trees kept a part of this life, and these are the spriggans you see today.

They say spriggans die three deaths.

St. Delyn Canton, St. Olms Canton

See → Vivec (City).

Staff

The staff is the standard informal weapon of the traveler, doubling as walking stick and utility tools. → Battlemages, → spellsword, → nightblades, and other magical support troops in the → Legions also train with the staff, among other → blunt weapons.

Staff of Hasedoki

Hasedoki was said to have been a very competitive wizard. He wandered the land in search for a wizard who was greater than he. To the best of all knowledge, he never found a wizard who could meet up to his challenge. It is said that he felt so lonely and isolated because so many feared his power, that he bonded his life−force into his very own → staff, where his soul remains to this very day. Magic users all over Tamriel have been searching for this magical staff. Granting its wielder a protection of → magicka, it is a sure prize for any magic user. The → Museum of Artifacts offers 30,000 gold for it.
Lit.: Famed Artifacts of Tamriel (TEST P: 352).

Staff of Magnus

The Staff of Magnus, one of the elder → artifacts of Tamriel, was a metaphysical battery of sorts for its creator, Magnus. When used, it absorbs an enemy's → health and mystical energy. In time, the Staff will abandon the → mage who wields it before he becomes too powerful and upsets the mystical balance it is sworn to protect. The → Museum of Artifacts offers 30,000 gold for it.
Lit.: Famed Artifacts of Tamriel (TEST P: 352).
Stalhrim

The Skaal consider the Stalhrim to be holy. During the great war with the Dark Elves, many heroes fell in battle. Some could not be returned to Skyrim, and were buried here. Great magicks were worked on their tombs to protect their belongings from grave robbers, and their corpses from worse things. Energy was drawn from the land itself, and our heroes were encased in tombs of ice. That ice is Stalhrim.

Stealth Disciplines

The nine disciplines traditionally associated with the Thieves Guild are: security, sneak, acrobatics, light armor, short blade, marksman, mercantile, speechcraft, and hand to hand.

Steam Centurion

The steam centurion is an enchanted animated artifact of Dwemer creation. Constructed in the form of an armored warrior, they are aggressive and dangerous. Scrap metal collected from Dwemer artifacts is rare and precious, and prized both by collectors of antiquities and students of metals and enchantments.

Steel

Imperial steel weapons are standard issue for the elite units of the Legions. Nobles, merchant traders, and professional mercenaries prefer the higher quality materials and craftsmanship of Imperial steel. Various other weapons of exotic design (in particular, the tantos and katanas made in the Akaviri style) are also made of high-quality steel.

Stendarr

Stendarr, God of Justice and Mercy, is the patron of righteous might and merciful forbearance. He is the inspiration of magistrates and rulers, the patron of the Imperial Legions, and the comfort of the law-abiding citizen.

Stendarr's Hammer

A big and extremely heavy war hammer. Rumor has it the God of Justice himself wielded this hammer.

Sterdecan's Farm

Sterdecan's Farm is north and east along the road from Dren Plantation.

Stoneflower Petals

Stoneflowers are dark blue and the their stems bend towards the ground when they are in bloom. The leaves look like they are folded along the stems. Stoneflower petals are collected from a small
Storm Atronach

common blue flower of the → Ascadian Isles and → Azura's Coast.

Storm Atronach

The storm atronach is a powerful Daedric summoning associated with elemental lightning. Crystalline elemental shock compounds called shock salts may be salvaged from the remains of banished storm atronachs.

Stormkiss

'Stormkiss' was Olmgerd's enchanted → battle-axe. Back in the First Age when the sons of Harald Hand-Free ruled the northern coasts of Tamriel, Olmgerd the Outlaw, Harald's bastard, was buried as befits a → Nord lord's son, in his ship, in the bottom of an ancient → Dunmer tomb. And of course they buried Stormkiss with him. From the skald's telling, the burial was on a long finger of land on the southeast coast of → Vvardenfell, on a little island close to shore on the west coast of the peninsula.

Strength

A creature's strength is its property of efficiently lifting, carrying, and manipulating objects. A stronger creature can carry a greater weight of armor and equipment and strike more powerful blows with hands and weapons.

Stunted Magicka

Prevents the target from regenerating → Magicka while sleeping for the duration of the effect.

Subdun

A cave on a small island southwest of → Berandas.

Sud

It is a cavern on the far west coast of → Sheogorad, due west of → Dagon Fel. There is an inlet west of Dagon Fell before you reach the real coast. Do not be fooled by this.

Sudanit Mine

An → Ebony mine southeast of → Fort Buckmoth. Sudanit is the only mine House → Redoran currently controls. To get there, go to → Ald'ruhn and find the path between Ald'ruhn and the Fort Buckmoth to the south. Follow this path east until you reach the → Ghostfence. Then keep to the right until you reach the mine.

Sujamma

The local → Dunmer liquor, sujamma, is extremely potent, and indulgence results in elevated spirits and diminished mental faculties. The local Dunmer liquor, sujamma, is extremely potent,
and indulgence results in elevated spirits and diminished mental faculties. Has a kick like a guar — very strong, and just as stupid.

Sulipund

Sulipund is further along the trail from Punabi. Sulipund is just before the fork in the path. Leave Balmora east and pass Fort Moonmoth. Then cross the bridge to Molag Amur and follow the trail east until you reach a lake. You should see a Dunmer stronghold to the south. If you head north on the path between the hills, Sulipund will be on your left, just before the path splits.

Summerset Isle

The Summerset Isle is a green and pleasant land of fertile farmlands, woodland parks, and ancient towers and manors. Most settlements are small and isolated, and dominated by ruling seats of the local wizard or warlord. The Isle has few good natural ports, and the natives are unwelcoming to foreigners, so the ancient, chivalric high culture of the Aldmer is little affected by modern Imperial mercantilism.

Summoning Spells

Summoning spells summon otherworldly creatures from the outer realms to ward and protect the caster for the duration of the magical effect. More common spells of this sort include: summon ancestral ghost, summon least bonewalker, summon greater bonewalker, summon skeletal minion, and summon scamp. More powerful spells of this class, like summon dremora and summon daedroth, expend too much magicka to be practical for all but master sorcerers. If summoned in town, the guards will attack you and the summoning on sight.

Lit.: Darkest Darkness (TEST F: 325).

Summon Ancestral Ghost

This effect summons an ancestral ghost from the Outer Realms. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed. At death, or when the effect ends, the summoning disappears, returning to the Outer Realms.

Summon Bonelord

This effect summons a bonelord from the Outer Realms.

Summon Bonewalker

This effect summons a lesser bonewalker from the Outer Realms. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed. At death, or when the effect ends, the summoning disappears, returning to the Outer Realms.
**Summon Bonewolf**

**Summon Bonewolf**

n/a

**Summon Centurion Sphere**

This effect summons a → centurion sphere from Oblivion. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed. At death, or when the effect ends, the summoning disappears, returning to Oblivion.

**Summon Clannfear**

This effect summons a → clannfear from Oblivion. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed. At death, or when the effect ends, the summoning disappears, returning to Oblivion.

**Summon Daedroth**

This effect summons a → daedroth from Oblivion. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed. At death, or when the effect ends, the summoning disappears, returning to Oblivion.

**Summon Dremora**

This effect summons a → dremora from Oblivion. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed. At death, or when the effect ends, the summoning disappears, returning to Oblivion.

**Summon Fabricant**

This effect summons a Verminous Fabricant. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed.

**Summon Flame Atronach**

This effect summons a → fame atronach from Oblivion. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed. At death, or when the effect ends, the summoning disappears, returning to Oblivion.

**Summon Frost Atronach**

This effect summons a → frost atronach from Oblivion. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed. At death, or when the effect ends, the summoning disappears, returning to Oblivion.

**Summon Golden Saint**

This effect summons a → golden saint from Oblivion. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed. At death,
Summon Greater Bonewalker

or when the effect ends, the summoning disappears, returning to Oblivion.

Summon Greater Bonewalker

This effect summons a greater bonewalker from Oblivion. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed. At death, or when the effect ends, the summoning disappears, returning to Oblivion.

Summon Hunger

This effect summons a hunger from Oblivion. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed. At death, or when the effect ends, the summoning disappears, returning to Oblivion.

Summon Scamp

This effect summons a scamp from Oblivion. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed. At death, or when the effect ends, the summoning disappears, returning to Oblivion.

Summon Skeletal Minion

This effect summons a skeletal minion from Oblivion. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed. At death, or when the effect ends, the summoning disappears, returning to Oblivion.

Summon Storm Atronach

This effect summons a storm atronach from Oblivion. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed. At death, or when the effect ends, the summoning disappears, returning to Oblivion.

Summon Winged Twilight

This effect summons a winged twilight from Oblivion. It appears six feet in front of the caster and attacks any entity that attacks the caster until the effect ends or the summoning is killed. At death, or when the effect ends, the summoning disappears, returning to Oblivion.

Sun Damage

This effect causes the victim's health to be damaged while out of doors when the sun is up. The magnitude is the amount of health damaged. Damage is modified by the amount by the relative height of the sun in the sky, with the least damage at sunrise or sunset.

Sunder

A legendary hammer.
Sur Egg Mine

An egg mine northwest of → Falensarano.

Suran

Suran is an agricultural and busy trading village on → Lake Masobi, gateway to the lakes, farms, and plantations of the → Ascadian Isles region. → Pilgrims visiting the → Temple → pilgrimage sites at → Fields of Kummu and the → Shrine of Molag Bal seek lodgings in Suran. Suran also provides food and services for the → farmers and plantation owners of the Ascadian Isles, the rich agricultural lands south and west of Suran. In this country of lakes and islands, travelers need water−walk or → levitate magic or strong swimming skills. The local tradesmen and trainers include Dranas Sarathram at the Suran Slave Market, Garothmuk gro−Muzgúb the → smith, Ibarnadad Assimarari the → apothecary, Goldyn Belaram the → pawnbroker, Verara Rendo the → clothier, Ranosa Gilvayn the → trader, and Ralds Oril the trader. Ashumanu Eraishah is → publican of Suran Tradehouse. For services for House → Hlaalu retainers and kin, go to Oran Manor. Avon Oran of Oran Manor is the House Hlaalu Lord of Suran. For → Temple services, go to the Suran Temple. The Temple is at the south end of town, and the → silt strider port is to the north. Elynu Saren is the → priest of the Suran Temple. Helviane Desele is publican of Desele's House of Earthly Delights.

The Fields of Kummu pilgrimage site is southeast of town, and the Shrine of Molag Bal is north of town. The farms and plantations of the Ascadian Isles lie southeast across Lake Masobi, except for Ules Manor, across the lake west of Suran. Nevena Ules, the Grandmaster of the House Hlaalu Council, lives at Ules Manor. Plantations to the southwest include Orvas Dren of Dren Plantation, Rovone Arvel of → Arvel Manor, Diler Arano of Arano Plantation, and Gurak gro−Bagrat of gro−Bagrat Plantation. Arvel Manor, Arano Plantation, gro−Bagrat Plantation, and Dren Plantation are southwest across the lake. To visit them, you swim, fly, or waterwalk; there’re no convenient bridges.

Surirulk

A cave on the way which leads to → Rotheran.

Swamp Fever

Swamp fever is a mild → common disease affecting the victim's → strength and behavior. It may be contracted from the → mudcrab. The symptoms include high body temperature and delirium, but there are no easily visible signs. It can be cured with a standard potion of cure → disease, or you may attempt to cure it with a spell.

Swift Swim

This effect temporarily increases the swimming → speed of the subject
T.

T.

**Talos**

→ Tiber Septim was born on the continent of Atmora with the name 'Talos'. When he became Emperor of Tamriel, he took a Cyrodilic name — Tiber Septim, the Dragon of the North.

**Talos Cult**

They are a group that reveres → Tiber Septim.

**Tanto**

The tanto is a stylish → dagger variant of Akaviri design. For obscure reasons, the → Telvanni prefer them to standard daggers as a matrix for their → enchantments, and Telvanni → mercenaries are often equipped with enchanted tantos by their mage–lord patrons.

**Tear**

It's also called Dres since it's the home of House → Dres. Too hot for me, though. It's practically in Argonia.

**Tel Aruhn**

Tel Aruhn is the wizard's tower and village of the → Telvanni Archmagister Gothren. The tower sits on the high ground in the center of the island. The Plot and Plaster tradehouse and most public services, including an → enchanter, a → smith, a → trader, and an → apothecary, lie northeast of the tower. There's a → publican at the Plot and Plaster tradehouse, and a → Mages Guild member in residence there who offers training. Savile Imayn runs the Festival Slave Market northwest of the tower. At Tel Aruhn tower itself, in the lower tower, they have an apothecary, → alchemist, enchanter, → healer, all House Telvanni retainers. The upper tower is reserved for Lord Gothren and his retainers. Daynas Darys is the → shipmaster for the docks to the south. Travel crosscountry to the southeast until you reach the water. Tel Aruhn is on an island in Zafirbel Bay, a long swim from shore. From the → Dunmer stronghold → Indoranyon, go south. From → Sadrith Mora, Tel Aruhn is due west. From → Tel Fyr, Tel Aruhn is north. Here's another landmark. Thiralas Ancestral Tomb is on the mainland, near the bay. Tel Aruhn is the second island southeast from this tomb.

**Tel Branora**

Tel Branora is the tower and seat of the eccentric House → Telvanni wizard named Mistress Therana. The tower and its tiny village are located on a rocky promontory at the southeasternmost tip of → Azura's Coast. The tower has a → sorcerer, → alchemist, → nightblade, and → monk — House Telvanni, of course. Fadase Selvayn is a → trader. In the tower, Mistress Therana is the lady sorceress. Darvasa Vedas is her second–in–command, and the → Altmer Mollimo of Cloudrest is her → guard captain. Trerayna Dalen, Mistress Therana's Telvanni challenger, has a camp just outside the village. Llorayna Sethan runs Sethan's Tradehouse. Get food and rooms from
Sethan's Tradehouse. Galen Berer sells and repairs armor and weapons. A few others in the village may offer training. Ships go to → Ebonheart, → Vivec, → Molag Mar, and → Sadrith Mora. The nearest settlement is Molag Mar, up the peninsula to the north. The → Bal Fell ruin lies far to the west, across the bay. That's an old → Daedric ruin.

Tel Fyr

Tel Fyr is the → Telvanni tower of Sorcerer−Lord → Divayth Fyr on an island southwest of → Sadrith Mora, on an island on the southwestern edge of Zafirbel Bay and close to the mainland. Look for a tall tower, a dock, and a ship. The entrance to the tower is at water level, on the northern tip of the island, near the dock. Beneath the tower is the → Corprusarium, a refuge–prison where the deranged, distorted victims of the deadly → corprus disease are housed and tended. In good weather, by day, the tower is easy to see. If you miss the tower and hit the beaches of the mainland, walk back and forth along the beaches and look for the tower; it's clearly visible from the beach. The nearest settlements are → Tel Aruhn across the bay to the north, and Sadrith Mora across the bay to the northeast. At Sadrith Mora, find Wolverine Hall, → Fighters Guild, and ask the → scout Sondryn Irathi for detailed directions to Tel Fyr. You must water−walk or swim from Sadrith Mora. Bring levitation → potions. No stairs in the tower.

Tel Mora

Tel Mora is the → Telvanni tower of Mistress Dratha, an ancient wizard of the Telvanni Council. The small settlement includes a few craftsfolk and a tradehouse. There's a Telvanni → mage, → sorcerer, → nightblade, and → alchemist. Outside the tower you will find Berwen the → trader, Radras the smith, Elenan the → clothier, and Jolda the → apothecary. The trader is on a bridge east from the tower island, the clothier is on an island to the south, and the smith and apothecary are further past the trader, on a small island to the east. The Covenant is our tradehouse. Thaeril is the → publican at the Covenant and can rent you a room and sell food and sundries. Tel Mora is a good distance north along the coast. You could travel cross country, but travel by ship to Tel Mora is cheap and reliable from the → Tel Aruhn docks south of here. Ships go to → Sadrith Mora, Tel Aruhn, → Vos, and → Dagon Fel.

Mistress Dratha doesn't like men. She won't roast you or anything. But if you're a male and want something from her, like a favor, or a job, be very proper and polite. Don't try to be funny. She does hire men for various tasks. It is possible that she saves the nasty work for males.

Tel Naga

See → Sadrith Mora.

Tel Uvirith

See → Uvirith's Grave.
Tel Vos

Tel Vos is the tower of Telvanni wizard and council member Master Aryon. Tel Vos is a peculiar blend of Telvanni and Western architectural styles. Vos village is just to the east. Services like trainers and tradesmen are in the northwest tower, which is called the Services Tower. Milar Maryon is the healer. Alenus Vendu is an enchanter. An Altmer, Andil, is the apothecary, and Mirvon Andrethi is a monk who provide services to Telvanni. If you're here to see Master Aryon or Turedus Talanian, Aryon's mercenary captain, look for a door facing south onto a fungus pad, way up the air on a central spire–vine, south of the Central Tower.

Telasero

A Dunmer stronghold between Suran and the Silt Strider port near Molag Mar.

Telekinesis

This effect allows the subject to pick up items, open containers, or open interior doors from a distance. The magnitude is the increased number of feet the subject can reach.

Telvanni

House Telvanni is one of the three Dunmer Great Houses with holdings on Vvardenfell. The Telvanni wizard–lords have traditionally isolated themselves, pursuing wisdom and mastery in solitude. But certain ambitious wizards–lords, their retainers, and clients have entered whole–heartedly into the competition to control and exploit Vvardenfell's land and resources, building towers and bases all along the eastern coast. The Telvanni think that wisdom confers power, and power confers right. The councilors of House Telvanni meet in Sadrith Mora, which means 'forest of the mushrooms'.


Telvanni Bug Musk

Telvanni bug musk is an expensive perfume made from the scent glands of Grazelands beetles. The substance is sold in sealed flasks, and appears as a dark red–brown paste. The subtle but compelling fragrance is attractive to all mortal races and all sexes. Even a barbarian can be persuasive wearing this perfume.

Telvanni Compound

See Vivec (City)

Telvanni Council Hall

The Council Hall is the big sphere down by the Sadrith Mora harbor. The Telvanni Mouths — the representative who speak for the councilors — are in residence there.
Telvanni Hospitality

As an outlander, you may not know that House Telvanni is rather casual in its commitment to the Tribunal Temple and its teachings — an unfortunate consequence of the wizard's pre-occupation with power for its own sake, and not as a means to better the physical and spiritual well-being of the people. In fact, we are lucky they were willing to grant us these cramped, dark chambers. For many years, we had neither shrine for blessings nor Temple staff here in Sadrith Mora.

Telvanni Mouths

The Telvanni mage-lords are far too busy and important to attend council meetings. So they have representatives called 'Mouths' who attend to council business for them. Each Telvanni Mouth represents his or her patron, who is one of the older and more respected members of the Council. Mouths are proteges of their wizards, and expected to step into their shoes when their masters die. The Mouths receive messengers from their patrons and cast their patron's votes in the Council. They have complete authority to speak for their lords, but they often defer the tough decisions to their masters.

Telvanni Tower Urban Styles

In Telvanni villages, the settlement is dominated by the wizard's residence called a 'Telvanni tower', a fantastic organic form grown and sculpted from stems, caps, and root-like holdfasts of the giant native mushrooms. The tower is often surrounded by a village of smaller mushroom pods hollowed out for craftsmen and commoners. Open-air markets often include the giant cages displaying the wares of the slavemasters.

→ Sadrith Mora is the only place to shop for goods and services in the Telvanni District. All the other Telvanni settlements are small, with very few services and very poor selections.

Temple

See Tribunal Temple.

Temple Compound

See Vivec (City).

Ten Pace Boots

The Museum of Artifacts offers 30,000 gold for them.

Tharys Ancestral Tomb

The Tharys burial tomb is just northeast of Seyda Neen.
Thieves

Thieves are pickpockets and pilferers. Unlike robbers, who kill and loot, thieves typically choose stealth and subterfuge over violence, and often entertain romantic notions of their charm and cleverness in their acquisitive activities. You want to talk shop with a thief, go talk to Fenas Madach. He has a business up in Gnisis, Madach's Tradehouse.

Always study your target, and take a good inventory of what he has before attempting to steal anything. If he has his eye on that shiny silver claymore, he won't notice you pocketing a few tarnished throwing stars. Alchemists are easy targets for inexperienced thieves. They have far too many ingredients for them to keep an eye on all of them all of the time. If possible, always take a single item at a time. It increases the risk, but it's excellent practice. Merchants know their own inventories far better than you do. Practice stealing and pickpocketing by taking cheap things from small merchants. You can't be a successful thief if you always steal from the same merchant, or even stay in the same town. After you've picked them clean, explore somewhere else to give them a chance to restock. Never attempt to trick them into buying something you stole from them. Don't go after the big stuff until you're experienced. The elite of Morrowind may not have all the armor and equipment you need as an adventurer. But don't overlook precious stones or fine jewelry and clothing: to the right merchant those items can be worth more and be more easy to carry than some heavy iron armor.

"I'm a thief. I was born to be a thief. I love to sneak around in rich people's houses, and liberate their possessions. I enjoy puzzling out the security provisions on doors and chests, thrilling to the challenge and suspense of picking locks and disarming traps. And I've always had an interest in Imperial Law −− property rights, criminal justice, bribes and graft. I can sell you the tools of the trade −− the lockpick and probe. I can train you to be a better thief yourself, but you must make a generous contribution to my retirement fund."

Thieves Guild

In the rest of the Empire, the Thieves Guild is a more−or−less organized group of local criminal syndicates governing illegal trade in their communities. They’re like any trade guild, an organization of professionals, except the professionals are thieves and robbers and pickpockets and smugglers and other enterprising operators. Here in Morrowind, the Thieves Guild is the newcomer. The established local crime lords are called the Camonna Tong. The Thieves Guild doesn't advertise, partly because to avoid the law, and partly to avoid the Camonna Tong, who have sworn to destroy the upstart Thieves Guild. The Thieves Guild doesn't have public guild halls, but they do tend to gather at a single location −− usually a cornerclub or tradehouse −− in larger towns. Look for guild operatives in Balmora, Ald'ruhn, Sadrith Mora, and the Foreign Quarter of Vivec. In Balmora, Sugar Lips Habasi at the South Wall is the local Guild Boss.

Lit.: Honor Among Thieves (TEST F: 431).

Thirsk

A mead hall to the east of Lake Fjalding, built by a group of Skaal who split from the
Skaal village over five hundred years ago. They were led by Hrothmund the Red, who became Thirsk's first chieftain. In Thirsk, you can sleep on any bedroll you like. Brynjolf the smith can supply you with weapons and armor. If you want to buy some mead, talk to Ulfrun.

Lit.: Thirsk, a History (TEST P: 1173).

Threads of the Webspinner

Many years ago, Black Hands Mephala made a deal with Sanguine for twenty seven tokens she could give to her devoted followers. Their names and effects (in alphabetical order):

1 – Amulet of Sanguine Enterprise – Fortify Mercantile
2 – Amulet of Sanguine Glib Speech – Fortify Speechcraft
3 – Amulet of Sanguine Nimble Armor – Fortify Light Armor
4 – Belt of Sanguine Balanced Armor – Fortify Medium Armor
5 – Belt of Sanguine Deep Biting – Fortify Axe
6 – Belt of Sanguine Denial – Fortify Block
7 – Belt of Sanguine Fleetness – Fortify Athletics
8 – Belt of Sanguine Hewing – Fortify Long Blade
9 – Belt of Sanguine Impaling Thrust – Fortify Spear
10 – Belt of Sanguine Martial Craft – Fortify Armorer
11 – Belt of Sanguine Smiting – Fortify Blunt Weapon
12 – Belt of Sanguine Stolid Armor – Fortify Heavy Armor
13 – Belt of Sanguine Sureflight – Fortify Marksman
14 – Glove of Sanguine Horny Fist – Fortify Hand-to-hand
15 – Glove of Sanguine Safekeeping – Fortify Security
16 – Glove of Sanguine Swiftblade – Fortify Short Blade
17 – Ring of Sanguine Fluid Evasion – Fortify Unarmored
18 – Ring of Sanguine Golden Wisdom – Fortify Alteration
19 – Ring of Sanguine Green Wisdom – Fortify Restoration
20 – Ring of Sanguine Red Wisdom – Fortify Destruction
21 – Ring of Sanguine Silver Wisdom – Fortify Illusion
22 – Ring of Sanguine Sublime Wisdom – Fortify Alchemy
23 – Ring of Sanguine Transcendence – Fortify Conjuration
24 – Ring of Sanguine Transfiguring – Fortify Enchant
25 – Ring of Sanguine Unseen Wisdom – Fortify Mysticism
26 – Shoes of Sanguine Leaping – Fortify Acrobatics
27 – Shoes of Sanguine Stalking – Fortify Sneak

Throwing Knife

Small thrown weapons are a Khajiit specialty. Throwing knives are useful in cultures like the Khajiit whose warrior classes disdain heavy weapons and heavy armors, relying on stealth and maneuver for success in personal and clan combats. Throwing knives are also popular
Throwing Star

in criminal subcultures.

Throwing Star

The throwing star is an exotic weapon associated with the martial arts traditions of Akavir.

Tiber Septim

Tiber Septim, Talos, the Dragonborn, Heir to the Seat of Sundered Kings, is the greatest hero–god of Mankind, and worshipped as the protector and patron of just rulership and civil society. In his aspect of Ysmir, 'Dragon of the North,' Tiber Septim is also invoked as the patron of questing heroes. He conquered all of Tamriel and ushered in the Third Era and the Third Empire.

Tin–Ahhe

A cave at the northern end of the large foyada west of Zainab camp.

Tombs of Skaalara

A burying place to the east and a bit south of the Skaal village.

Totem of Claw and Fang

A powerful artifact, very sacred to the Skaal people. It is used to call powerful beasts that are used in the Ristaag. It was stolen many years ago.

Toxic Potions

Toxic potions are potions with undesirable effects. They are not available commercially, and when found, usually represent clumsy or ill-informed attempts to make useful potions by unskilled alchemists. Toxic potions include: drain strength, drain intelligence, drain willpower, drain agility, drain speed, drain personality, drain luck, drain health, drain spell points, drain fatigue, drain endurance, and paralyze.

Trader

You want to know about traders and how they work in Morrowind, talk to Nalion at the Gateway Inn in Sadrith Mora. He knows what he's talking about.

"I am a trader, a general merchant. I buy and sell a little of everything — weapons, armor, clothes, books, miscellaneous items of all kinds. If you have things you'd like to sell, let me take a look at them, and I'll give you a price."

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Trama Root

A calming tea with modest magical properties is brewed from the thick, bitter−tasting root of the trama shrub. The Trama shrub grows in the bitter, ashy soils of the Ashlands, Molag Amur, and Red Mountain.

Transport Spells

Transport spells instantaneously transport the caster from one location to another. Four mysticism transport effects are common in Morrowind: mark, recall, divine intervention, and Almsivi Intervention.

Tribunal Temple

Also known as 'The Temple.' Most Dunmer worship the Tribunal, three mortals who became gods in the distant past before Tiber Septim. The Dunmer are a serious people, and very serious about their gods and the Temple. You won't find beggars in Morrowind; the Temple takes care of the poor. The Temple provides health and education for worshippers, and stresses family duty. The Tribunal are named Almalexia, Sotha Sil, and Vivec, collectively called Almsivi. The Temple believes that Almalexia, Vivec, and Sotha Sil were mortal guardians of Morrowind who walked the earth, defeated the Dunmer's greatest enemies, the Nords and the Dwarves, and achieved divine substance through superhuman discipline and virtue and supernatural wisdom and insight. Like loving ancestors, they guard and counsel their followers. Like stern parents, they punish sin and error. Like generous relatives, they share their bounty among the greatest and least, according to their needs. They accept outlanders as members, but few outlanders join except for the services. Talk to Feldrelo Sadri at the Balmora Temple if you're thinking about joining.

Lit.: Fellowship of the Temple (TEST F: 360).

Trueflame

The Blade of Nerevar. In the battle beneath Red Mountain, Trueflame was shattered, the flame extinguished, and in the confusion, the pieces lost. Trueflame and Hopesfire are referred to as the "twin blades".

Tureynulal

The ruin northeast of Dagoth Ur.
Turn Undead

**Turn Undead**

This effect temporarily increases an undead creature's flee rating (i.e., its inclination to flee from an attacker). The effect's magnitude is the value of the increase of the flee rating.

**Tusenend**

A → Daedric ruin southeast of → Erabenimsun camp.

**Tusked Bristleback**

The Tusked Bristleback is a type of boar native to → Solstheim. There are lots of them around, and they're sometimes hunted for their meat. The Bristlebacks can be vicious, too. That's why the → Rieklings use them as mounts.

**Twin Blades**

→ Hopesfire and → Trueflame, the blades of → Almalexia and → Nerevar. Each was a magnificent blade, the pinnacle of → Dwemer craftsmanship. The blades burned with an unearthly fire, and the sight of them struck fear into their enemies. Hopesfire has been kept safe, but not so Trueflame, the Blade of Nerevar. It was lost at the battle of → Red Mountain.

**Twin Lamps**

The Twin Lamps are an anti→ slavery organization. It helps runaway → slaves escape.
Turn Undead
Udyrfrykte

The Udyrfrykte is a remorseless monster with a taste for human flesh. According to legend, he has been sealed within his lair for centuries. The entrance is on the shore of Lake Fjalding, but it's covered with ice.

Ularradallaku

A Daedric ruin west of Dagoth Ur.

Ulummusa

A cave northwest of Pelagiad.

Umbra Sword

The Umbra Sword was enchanted by the ancient witch Naenra Waerr, and its sole purpose was the entrapment of souls. Used in conjunction with a soul gem, the Sword allows the wielder the opportunity to imprison an enemy's soul in the gem. Naenra was executed for her evil creation, but not before she was able to hide the Sword. The Umbra Sword is very choosy when it comes to owners and therefore remains hidden until a worthy one is found.

Lit.: Famed Artifacts of Tamriel (TEST P: 352).

Unarmored

Unarmored skill lets one avoid or reduce injury during combat while not wearing any armor by evading, deflecting, or absorbing blows. Those versed in this skill are better defended wearing no armor at all than they are when wearing armor.

Undead Creatures

Undead creatures encountered on Vvardenfell include ghosts like the ancestor ghost, guardian ancestor, wraith, dvarven ghost, dvarven guardian, and dvarven wraith. A fleshy revenant is called a bonewalker, and includes the bonewalker and the greater bonewalker. Fleshless revenants include skeletons, skeleton archers, skeleton warriors, skeleton champions, and bonelords. Vampires, profane undead creatures, have been hunted almost to extinction.

Lit.: Legions of the Dead (TEST P: 480).

Underworks

See Vivec (City).
Uriel Septim

The current emperor is Uriel Septim, Uriel VII, 24th of the Septim dynasty. Uriel VII has been, for the most part, a strong and effective ruler, but harsh and unyielding in personality, and private and secretive by nature, he has never been popular with the people. The Emperor is over eighty, and in poor health. He has two declared heirs, Enman and Ebel, but there are rumors of controversy over the succession in the Imperial City.

Urshilaku

The Urshilaku are the Ashlanders of the northern Ashlands and the West Gash, in the northwest of Vvardenfell. Ashkhan Sul-Matuul is their chief, a brave and respected war leader, and Warrior-Proctor of the Nerevarine cult.

Urshilaku Burial Caverns

The burial caverns lie to the south-southeast of the camp, a north-facing door in a little hill halfway between us and the slopes of Red Mountain. Go north from the camp to the water, then turn east. At a rock cairn on the beach, turn and head straight south until you find the door. The spirits of our ancestors guard the caverns. They will attack, and will kill you if they can. Force your way past them, or evade them, get the bow, and return to prove your worthiness.

Urshilaku Camp

The Ashlander Urshilaku tribe has a permanent settlement at Urshilaku camp on the northern coast of Vvardenfell, due north from Maar Gan, but high ridges lie in the way. Ald Redaynia is north of there. From Maar Gan head east past the Silt Strider, then take a trail north to the Foyada Bani-Dad. Follow the Foyada northwest to the sea. A shipwreck at the seashore of the ravine is a landmark. Swim east around the headland. Pass east through the ruins of Assurnabitashpi Shrine. Avoid Daedra here. They're powerful and aggressive. The camp lies east of the ruins, inland in a low hollow. The Urshilaku camp moves with the herds, but usually lies close to the Sea of Ghosts.

Uvirith's Grave

The alleged site of Uvirith's Grave is west of Tel Fyr and northwest of the Erabenisun camp.
Valenvaryon

One of the ten ancient Dunmer strongholds. Valenvaryon is east of the Urshilaku Camp.

Valenwood

Valenwood is a largely uninhabited forest wilderness. The coasts of Valenwood are dominated by mangrove swamps and tropical rain forests, while heavy rainfalls nurture the temperate inland rain forests. The Bosmer live in timber clanhouses at sites scattered along the coast and through the interior, connected only by undeveloped foot trails. The few Imperial roads traverse vast dense woodlands, studded with tiny, widely separated settlements, and carry little trade or traffic of any kind.

Valley of the Wind

There are two valleys, side by side, on the northeast slopes of Red Mountain. The westmost valley is called Dry Camp Valley; the camps have no water, but they are sheltered from the wind. Dun-Ahhe Caverns are also there. The Valley of the Wind is the eastmost valley; it runs long and straight south between Airan’s Teeth, and climbs towards Red Mountain. Dareleth Ancestral Tomb is in this valley. The mouths of these valleys are to the east along the coast. Pass Bthuand, a Dwemer ruin, and just past Zergonipal, a Daedric ruin, turn south.

Vampire Dust

Of interest only to necromancers and alchemists, vampire dust is collected solely from the withering corpses of slain vampires.

Vampire Hunter

"I am a vampire hunter. It is my life’s work as it was my father’s and his father before him. I seek out the dark ones wherever they may hide. With Light of Day in my hand and Darksun on my arm, I kill them, that they may no longer pray upon the innocent people of Tamriel. Fear these creatures, outlander. Destroy them if you can, run if you must, but never let their disease flow through your veins. Or I will find you."

Vampires

The Dunmer hate necromancy and the undead, and hate blood vampires in particular. Blood vampires are powerful undead creatures that feed on humanoid blood. Once they were human, but they get the blood disease from another vampire, and they become vampires themselves. The vampire curse is contracted from disease–contaminated blood; victims of vampire attacks sometimes become vampires. That’s why they still exist. There is no known cure for vampirism but the destruction of the vampire. Imperial culture regards blood vampires as destructive monsters to be hunted and destroyed. Everyone hates them, yet no one wants to come near one. However, romantic notions of noble, virtuous vampires persist in Imperial traditions, and vampires
Vampires of Vvardenfell

are thought to pass unrecognized in the → Mages Guild and the Imperial aristocracy. The kinsmen of Lord → Dagoth have been called ‘→ ash vampires' by the ignorant, but they are not vampire in any way. They are wise and powerful, long-lived and masterful in sorcery — but they are ageless, immortal wizards, like all of Lord Dagoth’s kin — and not vampires.


They say they don't have much of a problem here with vampires. That's the truth in the settled parts of → Vvardenfell. But in the backcountry, you hear rumors. Out near → Dagon Fel, → Maar Gan, → Molag Mar, you hear people talk of running into vampires in → Dwemer ruins, and in ancestral tombs. Best to be careful. You don't want to run into those babies. And if you do, you want a nice, crisp copy of Divine Intervention so you can get safe, fast, all in one piece.

Vampires of Vvardenfell


Vampiric Ring

One of the more deadly and rare → artifacts in Tamriel is the Vampiric Ring. It is said that the Ring has the power to steal its victim's → health and grant it to the wearer. The exact nature and origin of the Ring is wholly unknown, but many elders speak of its evil creation in → Morrowind long, long ago by a cult of → Vampire followers. The Vampiric Ring is an extremely rare → artifact and is only seen every few hundred cycles of the moons. The → Museum of Artifacts offers 16,000 gold for it.

Lit.: Famed Artifacts of Tamriel (TEST P: 352).

Vampirism

This effect confers upon a subject all the → abilities and weaknesses of the → disease called vampirism.

Vansunalit Egg Mine

An egg mine west of → Telasero.

Vas

A Velothi tower on a small island northwest of the → Sanctus Shrine.

Vassir Didanat Mine

Vassir Didanat Mine used to be a famous → ebony mine, but its location has been lost.

Vegetable Products

Vegetable products of commercial value on → Vvardenfell include the following: → ash yam, → bittergreen petals, → black anther, → black lichen, → bloat, → chokeweed, → comberry, →
Veloth

corkbulb root, fire fern, → gold kanet, → green lichen, → hackle-lo leaf, → heather, → kresh fiber, → marshmerrow, → moon sugar, → muck, red lichen, → resin, → roobrush, → saltrice, → scathecraw, → stoneflower petals, → trama root, → wickwheat, and → willow anther.
Lit.: Special Flora of Tamriel (TEST P: 868).

Veloth

See → Saints.

Veloth's Judgement

A mighty Daedric warhammer. The → Museum of Artifacts offers 15,000 gold for it.

Vemynal

The → Dwemer ruin northwest of → Dagoth Ur.

Violet Coprinus

Violet coprinus is a tall, slender-stemmed, light-green-capped mushroom of the → Bitter Coast region with modest magical properties. Coprinus comes from long-stemmed toadstools which glow blue at night.

Visiting an Ashlander Camp

See → Ashlanders.

Vivec

Lord Vivec the Poet is one of the three Immortal God-Kings of → Morrowind, a Pillar of the Tribunal, and the patron of Artists and → Rogues.

Vivec (City)

Vivec City, named for → Vivec, a → living god of → Morrowind, is south on the road from → Pelagiaid. Vivec is the largest settlement on → Vvardenfell, and one of the largest cities in the East. Built on Norvayn Bay, completely surrounded by water, the city itself is a group of nine giant town-sized buildings called 'cantons', each a little town in itself. Each → Great House has its own canton, and → outlanders have their own canton called the Foreign Quarter. Every canton has its own services. On a map, it looks like a cross, with the Foreign Quarter at the top, the Temple Compound, with Vivec's Palace, the → High Fane, the → Ministry of Truth, and the → Hall of Wisdom and the → Hall of Justice, at the bottom, the Hlaalu Compound to the west, the Telvanni Compound on the east, and four cantons grouped together at the center — Redoran Compound northwest, Arena northeast, St. Delyn Canton southwest, and St. Olms Canton southeast. → Imperial guildsmen are in the Foreign Quarter. → Redorans are in Redoran Compound and → Telvanni are in Telvanni Compound. → Hlaalu are in Hlaalu Compound, but also in St. Delyn and St. Olms Cantons. → Temple → priests, clerks, and → Ordinators are in the Hall of Wisdom and
the Hall of Justice. Some fighters live and train at the Arena. If you're with an Imperial → Guild, go to the Foreign Quarter. If you serve a Great House, go to the Hlaalu Compound, Redoran Compound, or Telvanni Compound. If you belong to the Temple, go to the High Fane. Beyond that, there are many independent smiths, → traders, → alchemists, → clothiers, → booksellers, craftsmen, tradesmen, and trainers of all sorts in all the cantons. You just have to look around. The Arena is for public entertainments like mock battles and comic plays. → Commoners and → paupers live in St. Delyn and St. Olms Cantons. The Ministry of Truth, the Temple prison, hangs above the great temple of the High Fane, the Halls of Wisdom and Justice, and Lord Vivec's Palace. The High Fane and the → Palace of Vivec are visited by hundreds of tourists and → pilgrims daily. Outlanders mostly confine themselves to the Foreign Canton, while natives live, work, and shop in the Great House compounds and residential cantons. → Silt Striders from North Landing, north of the Foreign Quarter, go to → Seyda Neen, → Suran, → Molag Mar, and → Balmora. → Guild guides at the Foreign Quarter → Mages Guild teleport you to the Balmora, → Ald'ruhn, → Caldera, and → Sadrith Mora Mages Guilds for a fee. → Gondoliers ferry passengers between the Telvanni Compound, the Hlaalu Compound, the Foreign Quarter, St. Delyn Canton, and the Arena. Roads lead from North Landing north towards Suran and the → Ascadian Isles and northwest towards Seyda Neen.

Cantons

Vivec's cantons are buildings with many levels. The upperworks are the rooftops with shops and rich folks' manors. The waistworks are the next tier down, usually shops and guilds, with some apartments. Canalside is the lowest level, where poor folks live. The corridors are like mazes, so watch how you go. The Temple built all the cantons, and leases them to shops, guilds, and residents.

If you need to earn some money to support yourself while you're in Vivec, try the Imperial Guilds in the Foreign Quarter. They often have odd jobs for willing adventurers. And ask tradesmen and craftsmen you meet. They often have simple errands that need doing. The pay is small, but the goodwill gained by serving local people and the experience traveling around the city may be worth more than the gold you earn.

From Balmora, take the silt strider to Vivec; it's fast, cheap, and safe. Or, if you're feeling adventurous, walk the road south from Balmora, past → Pelagiad, through the Ascadian Isles to Vivec. Be careful. It's easy to lose the road or blunder into beasts when traveling by night or in bad weather. Travel by day to avoid getting lost. Or killed.
Lit.: Guide to Vivec (TEST P: 408).

Cantons

Vivec is huge. It is easy to get lost. But if you observe the law, you can't get into much trouble. Wander freely. Learn your way around. See what the craftsmen and traders have to sell. See the sights the pilgrims come to see → the Ministry of Truth, the High Fane, the Palace of Vivec. And while you're there, go take a tour of → Ebonheart, the Imperial town across the lagoon to the west. A lot to see and do over there, too.

Arena

The Arena Compound lies between the Redoran compound on the west and the Telvanni compound on the east. The Arena is the site of public entertainments and combat sports. The comfortable domed Arena has seating for hundreds of spectators; beneath the Arena are dressing and storage rooms for entertainers and training rooms and animal pens for the combat competitors.
Some fighters live and train at the Arena.

Foreign Quarter

The Foreign Quarter is the large three-tiered canton to the north. Originally, foreigners were not allowed to enter Vivec any further than the Foreign Quarter, but now outlanders can travel throughout Vivec at will. The Imperial Guilds each have guildhalls and complete services here, and an Imperial cult shrine serves the spiritual needs of the Imperial faithful. Various independent tradesmen, craftsmen, and trainers also rent space here. The Black Shalk Cornerclub rents beds to non-guild visitors.

Hlaalu Compound

Hlaalu Compound is the westmost of Vivec's cantons. Councilor Crassius Curio has a splendid tier-top mansion here. The tiers below contain Hlaalu treasuries, records, holding cells, and various services. Baren Alen in the Hlaalu Vaults is the head Treasurer. There are two public houses: the Elven Nations and the No Name Club. A variety of craftsmen and tradesmen also have shops at Hlaalu Compound. Some House Hlaalu nobles maintain residences in the less-formal St. Delyn and St. Olms cantons. Councilor Velanda Omani's manor is east of the city on Elmas Island.

Redoran Compound

Redoran Compound is the canton south of the Foreign Quarter, west of and next to the Arena. The Redoran administrative center there includes the Redoran Treasury, Hall of Records, and Holding Cells. Faral Retheran, the treasurer, is in the Redoran Vaults. On the lowest tier is a Redoran shrine and ancestral vaults. Two noble families, the Sarens and the Dralors, have top-tier manors. There are many tradesmen, craftsmen, and trainers, and the Flowers of Gold cornerclub provides lodgings for Redoran kin and retainers.

St. Delyn Canton, St. Olms Canton

St. Delyn Canton and St. Olms Canton are residence cantons for commoners and paupers. The Temple charges very reasonable rents for comfortable workshops, shops, and apartments, and most of Vvardenfell's crafts and light industry is housed in these cantons. The Abbey of St. Delyn the Wise is on the top tier of St. Delyn, and Hlaalu Councilor Yngling Half-Troll has a top-tier manor on St. Olms.

Telvanni Compound

Telvanni Compound is the eastmost canton. The mage-lord Mavon Drenim is the ranking Telvanni noble. The Telvanni rent the compound from the Temple, and have to make do with a Velothi tower instead of their preferred mushroom towers. The administrative center includes a treasury and a hall of records. Slaves are housed in the lowest tiers. There are many tradesmen, craftsmen, and trainers, and the Lizard's Head cornerclub provides lodgings for Telvanni kin and mercenaries.
Temple Compound

The Temple Compound includes the High Fane, the largest Tribunal temple on Vvardenfell, and The Ministry of Truth, a moon suspended by Vivec's power above the Temple Compound, where the Temple Ordinators are quartered. The Hall of Wisdom and Hall of Justice house the executive, administrative, judicial, and martial operations of the Tribunal Temple. The Palace of Vivec is the abode of the god-hero Lord Vivec. Beneath the Palace of Vivec is the → Puzzle Canal, a place of testing for questing heroes.

Underworks

The underworks are the canton sewers below canalside; only grubbers and cleaners go down there.

Void Salts

Void salts are rare crystalline precipitates with modest magical properties collected from the evanescent remains of a slain → storm atronach.

Vos

The village of Vos is a small Velothi settlement in the middle of the grassy plains of the → Grazelands, inland from the coast and west of → Red Mountain. Thanks to Master Aryon, Vos now has a Tribunal → priest, Eldrilu Dalen, at the Vos Chapel, and a new tradehouse, the Varo Tradehouse. Maela Kaushad is the village hetwoman. The Vos chapel is in the center of the village, through the gate and courtyard. Eldrilu Dalen is the priest at the Vos Chapel. Burcanius Varo and his wife Ferise Varo run the Varo Tradehouse. It is that big tower down by the docks. Burcanius Varo can rent you beds there, and sell food and sundries. → Tel Mora, the tower of Mistress Dratha, has a larger settlement with many → merchants and tradesmen. Tel Mora lies across the bay on an island to the east. Ships go to → Sadrith Mora, → Tel Aruhn, and Tel Mora. You can travel by ship to Tel Mora, then water-walk to the mainland and head southwest to reach the village.

Vulnerability Spells

Vulnerability spells make natural and supernatural creatures more vulnerable to magics based on the elemental forces of fire, frost, magica, → poison, and shock, reducing the chance that a victim will avoid suffering the effects of all or part of a magical attack. The most common of these → destruction spells are: → weakness to fire, → weakness to frost, → weakness to shock, → weakness to magicka, and → weakness to poison.

Vvardenfell

Vvardenfell is one of the six → Imperial administrative districts of → Morrowind. Vvardenfell district encompasses Vvardenfell Island, a great land mass dominated by the giant volcano → Red Mountain and cut off from mainland Morrowind by the surrounding → Inner Sea. The portion of the → Padomaic Ocean lying north of Vvardenfell is known as the → Sea of Ghosts.

Wakizashi

Like other exotic blades of Akaviri design, the wakizashi is an elegant and refined single-edged version of the more common double-edged longswords of Western design. Because the weapons themselves are rare, and few smiths know how to make them, they are not common in Morrowind.

War Axe

A bewildering variety of one-hand axe styles are found in Morrowind. The spiked chitin war axe favored by Ashlander and Great House Dunmer is in some ways more like a mace than an axe. The steel war axe is double-bladed; the iron war axe is single-bladed; the glass, ebony, and daedric war axes are single-bladed with balancing spikes.

War of the First Council

The first government of all Morrowind was called the First Council, comprised of representatives from all the Dunmer Great Houses. This First Council mobilized to suppress a civil war. A rebel house, House Dwemer, joined with Nord and Orc clans to invade northern Morrowind. The rebels, invaders, and a traitor house, House Dagoth, were finally defeated and destroyed at the Battle of Red Mountain.

Lit.: Nerevar at Red Mountain (TEST P: 543). The War of the First Council (TEST P: 1131).

Ward of Akavir

It's an enchanted shield made from the skin of a dragon. The Legions hold this priceless artifact in high regard.

Warlock

"I'm a warlock. I have bound myself by oath and deed to the service of a Daedra lord, and in return have received gifts of knowledge and power. The Temple calls my patrons the bad Daedra, and perhaps they aren't very nice... but I guess I'm not very nice, either. If you are curious, and not afraid, I can tell you a little about the bad Daedra and Daedric summonings."

Warlock's Ring

The Warlock's Ring of the Archmage Syrabane is one of the most popular relics of myth and fable. In Tamriel's ancient history, Syrabane saved all of the continent by judicious use of his Ring, and ever since, it has helped adventurers with less lofty goals. It is best known for its ability to reflect spells cast at its wearer and to improve his or her speed and to restore health. No adventurer can wear the Warlock's Ring for long, for it is said that the Ring is Syrabane's alone to command. The Museum of Artifacts offers 11,000 gold for it.

Lit.: Famed Artifacts of Tamriel (TEST P: 352).
Warrior

Warriors are the professional men–at–arms, soldiers, mercenaries, and adventurers of the Empire, trained with various weapon and armor styles, conditioned by long marches, and hardened by ambush, skirmish, and battle. If you were to ask for the model of a warrior, one'd have to say Miles Gloriosus. He's at the Andus Tradehouse in Maar Gan right now, on a crusade to kill off all the monsters sneaking through the Ghostfence, but he always has time to talk with an admirer.

"I'm a warrior by trade. I know how to fight, when necessary, but I much rather look so tough that critters give up or run away when they see me. Personally, I favor long blades of all kinds — they use long blades of many different styles and craftsmanships here in Morrowind — and I wear medium armor, for a decent balance of protection and mobility. But I train with various weapon types and armor types. And like any good warrior, I'm my own armorer — don't want to fight with worn weapons in worn armor."

Water Breathing

This effect permits the subject to breathe underwater for the duration.

Water Creatures

Three creatures are commonly encountered in Vvardenfell's coastal and water environments. The mudcrab, and its larger cousins the king mudcrab and mudcrab titan, are large but unaggressive. Slaughterfish are small but very aggressive, and the larger varieties, the blind slaughterfish and the electric slaughterfish, are quite dangerous. But the most dangerous water creature is the large and powerful dreugh and the dreugh man o'war.

Water Walking

This effect permits the subject to walk on the surface of water for the duration.

Weakness

Weakness to Blight Disease

This effect decreases the target's resistance to blight disease.

Weakness to Common Disease

This effect decreases the target's resistance to Common Disease.

Weakness to Corprus Disease

This effect decreases the target's resistance to corprus disease.
Weakness to Fire

Weakness to Fire
This effect decreases the target's resistance to damage from elemental fire.

Weakness to Frost
This effect decreases the target's resistance to damage from elemental frost.

Weakness to Magicka
This effect decreases the target's resistance to damage from non–elemental magical effects.

Weakness to Normal Weapons
This effect decreases the target's resistance to damage from normal weapons (i.e., weapons not enchanted or silvered).

Weakness to Poison
This effect decreases the target's resistance to damage from poison.

Weakness to Shock
This effect decreases the target's resistance to damage from elemental shock.

Weapons
Weapons come in all shapes and sizes and can be made from a variety of materials. They can also be enchanted with special magical abilities to further increase their lethality.*

Weapon Types
→ Short blades include the → dagger, → tanto, → shortsword, and → wakizashi. → Long blades include the → broadsword, → saber, → longsword, → katana, → claymore, and → dai–katana. → Blunt weapons include the → club, → staff, → mace, morningstar, and warhammer. Axes include the → war axe and→ battle axe. → Spears include → spears and halberds. → Marksman weapons include → short bow, long bow, → crossbow, → throwing star, and → throwing knife. Bows shoot arrows; → crossbows shoot bolts. Use of each weapon type relies on a different skill.
→ Table 12.

Material and Craft
Weapons popular in → Morrowind can be categorized according to their material and craft. In approximate order of value and utility, the types are: → chitin, → iron, → steel, → silver, → dwarven, → nordic, → glass, → ebony, and → daedric.
Weapon Wear

Weapons become less effective with wear. Eventually they break, and are useless until you repair them, but a worn weapon does only a fraction of the damage it should do. You'll hack and stab and slash away, and suddenly realize you're doing almost nothing to your enemy. So learn the basics of weapon repair, and touch up your weapons before every big fight, or pay a smith to keep your weapons in top shape.

Werewolves

Fewer and fewer of these beasts have been seen on the island since the Morrag Glacier fell.

Wergild

Wergild is the traditional Nord rite of retribution. When a life is taken, that life must be accounted for.

West Gash

The western highlands of Vvardenfell are called the West Gash. The largest settlements are the trading village of Gnisis, north of Ald'ruhn, and Caldera and Balmora to the south. The fishing villages of Ald Velothi and Khuul lie on the north coast. Muckspunge grows there, and I have collected chokeweed and roobrush as well.

Wickwheat

Wickwheat is a wild Ashland grain with modest magical properties that grows in the Grazelands.

Widowmaker

A powerful axe.

Willow Anther

Willow anther is the powdery residue from pollen-bearing parts of the willow flower that grows in the Ascadian Isles and on Azura's Coast.

Willpower

A creature's willpower is its property of maintaining its purpose and identity in the face of hardship and malign natural and supernatural forces. A creature with strong willpower is better able to resist the effects of hostile spells cast upon it.
Winged Twilight

Winged Twilight

The winged twilight are the female-formed Daedric messengers of the Daedra Lord Azura.

Wise Woman

It's hard to find a wise woman who'll talk about her trade. If you're interested, you might try Maela Kaushad in Vos. She married a villager, left the tribes, and settled down in town.

"I am a wise woman. I am councilor to my Ashlander tribe, guardian of secret knowledge, spirit guide and seer into the world unseen. I can tell you about the ancestors, and about Ashlander customs."

Witbane

Witbane is an acute common disease affecting a victim's memory and thought processes. Symptoms include loss of memory and disorientation. It may be contracted from the rat.

Witch

"I'm a witch. I have bound myself by oath and deed to the service of a Daedra lord, and in return have received gifts of knowledge and power. The Temple calls my patrons the bad Daedra, and perhaps they aren't very nice... but I guess I'm not very nice, either. If you are curious, and not afraid, I can tell you a little about the bad Daedra and Daedric summonings."

Witchhunter

Witchhunters are dedicated to rooting out and destroying the perverted practices of dark cults and profane sorcery. They train for martial, magical, and stealthy war against vampires, witches, warlocks, and necromancers. If you're looking for someone to talk to about the witchhunter's trade in Morrowind, you should talk to Melvure Rindu at the Hall of Justice in Vivec.

"I am a witchhunter. I dedicate body and soul to the destruction of profane magics. Most foul are necromancers, who defile the bodies and spirits of the sacred dead. Equally abominable are the evil Daedra worshippers. The Daedra Lords delight in the torment and corruption of mortals, and they reward followers with terrible powers always used for evil purposes. In employing the tools of the Enemy -- the spells of the College of Conjuration -- I risk contamination, but fire must be fought with fire."

Wither

Wither is a mild common disease that affects a victim's strength and endurance. Symptoms include loss of energy and shortness of breath. It may be contracted from dreugh.
Wolves

Wolves are one of the most blessed of the All-Maker’s creations. They are fast and agile, and they are careful and clever hunters.

Wood Elves

See → Bosmer.

Worn Armor

As it wears out, → armor becomes less effective. Broken armor is completely useless until you repair it, but worn armor stops only a fraction of the damage that new or well-maintained armor does. Learn the basics of armor repair, and go over your armor, piece by piece, before every big battle. Or visit a → smith regularly to keep your armor in good shape.

Worn Weapons

→ Weapons become less effective with wear. Eventually they break, and are useless until you repair them, but a worn weapon does only a fraction of the damage it should do. You'll hack and stab and slash away, and suddenly realize you're doing almost nothing to your enemy. So learn the basics of weapon repair, and touch up your weapons before every big fight, or pay a → smith to keep your weapons in top shape.

Wraith

Wraiths are revenant spirits that commonly defend the tombs of clan and kin, but may also be summoned and controlled by → sorcerers. Wraiths are aggressive and very dangerous. → Ectoplasm is a filmy residue with modest magical properties that remains after a revenant spirit has been banished from the mortal plane.

Wraithguard's Powers

Wraithguard's primary function is to protect the wearer from the fatal energies of the → artifacts → Sunder and → Keening. It also has minor protective → enchantments against physical and magical damage that you may find useful.
Yakanalit

A cave on the larger island northeast of → Bal Fell.

Yakin

It is a cavern on the mainland just northwest of → Tel Aruhn. From Tel Aruhn, swim or fly northwest, cross one island, and you should see the cave entrance ahead on the mainland.

Yanemus Mine

An ebony mine in the → Red Mountain region, somewhere east of the citadel → Odrosal.

Yansirramus

A → Daedric ruin southeast of → Falensarano.

Yasammidan

A Deadric ruin west of → Ald Velothi, past the → Dwemer ruins.

Yasamsi

A cave south along the road from → Hla Oad, before the bridge across the → Odai River.

Yassu Mine

A glass mine in the → Foyada Esannudan.

Yellow Tick

Yellow tick is a mild → common disease affecting a victim's → strength and mobility. Symptoms include dark, bruise−like swelling, sensitive to touch. It may be contracted from the least → kagouti.

Yesamsi

A cave southwest of → Bthungthumz.
Y.
Zabirbael

See → Foyada Zabirbael.

Zainab

The Zainab are the → Ashlanders of the green → Grazelands, halfway between → Red Mountain and the eastern coast.

Zainab Camp

Zainab Camp is in northeast → Vvardenfell, southwest of → Vos village, in the rolling plains of the → Grazelands. You can get a ship from → Sadrith Mora to → Tel Mora. In Tel Mora, ask a local for directions to Vos or to Zainab camp. From Vos, head southwest across the Grazelands until you strike the foothills, then head south, keeping the foothills on your right. When you pass the → Dwemer ruins of → Nchuleft on the western edge of the Grazelands, you'll cross an east–west road; Zainab Camp is eight or ten yurts east of the hills and south of that road.

Zainab Thong

An enchanted heirloom of the → Zainab, which is a sign to all → Dunmer that the tribe has named the bearer → Nerevarine.

Zainsipilu

A cave near → Odai Plateau, across the → Odai River and south over the hills.

Zaintirari

A cave. Head to the → Erabenimsun Camp and then go northwest until you reach a steampit surrounded by dead trees. Zaintirari is north of the steampit, but hidden from view.

Zaintirarisis

A → Daedric ruin southwest of → Kaushtababi camp.

Zalkin–Sul Egg Mine

An egg mine west of → Mzanchend.

Zanabi

A cave south of → Hlormaren.
Zebabi

Zebabi

A cave on the mainland south of → Tel Fyr.

Zenarbael

A cave in the → foyada northeast of → Uvirith's Grave.

Zenithar

Zenithar, Trader God, and Patron of Work and Commerce, is the deity of wealth, labor, commerce, and communication. His → priests have shown that the way to peace and prosperity is through earnest work and honest profit, not through war and bloodshed.

Zergonipal

A → Daedric ruin east of → Bthuand.
Appendix
Appendix
I: List of loaded master files and plugins

I: List of loaded master files and plugins

1. The Elder Scrolls III: Morrowind
2. The Elder Scrolls III: Tribunal
3. The Elder Scrolls III: Bloodmoon
4. Siege at Firemoth Plugin
5. Adamantium Armor Plugin
6. LeFemm Armor Plugin v1.1
7. Master Index Plugin
8. Helm of Tohan Plugin
9. Area Effect Arrows Plugin
10. Bitter Coast Sounds Plugin
11. Entertainers Plugin
## II. Tables

### Table 1. Caves

#### Table 1.1. Caves on Vvardenfell

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II. Tables

| → Assarnud   |
| → Koal Cave  |
| → Kudanat    |
| → Mamaea Caverns |
| → Mat        |
| → Milk       |
| → Palansour  |
| → Shushishi  |
| → Subdun     |
Table 1.2. Solstheim Caves

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<td>→ Kwama</td>
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<td>→ Kwama queen</td>
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<td>→ Scrib</td>
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<td>Predators</td>
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<td>→ Small predators</td>
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<td>→ Rat</td>
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### Table 3. Daedric Classification

#### Daedric Classification

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<td>Good Daedra (Anticipations)</td>
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<td>Boethiah → Hunger</td>
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<td>Azura → Winged Twilight</td>
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<td>Bad Daedra (Dark Daedra, Rebel Daedra)</td>
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<td>Molag Bal → Daedroth</td>
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<td>Malacath → Ogrim</td>
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<td>Sheogorath → Golden Saint</td>
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## Table 4. Daedric Ruins

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Table 5. Dunmer Strongholds

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Table 6. Dwemer Ruins

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<th>Druscashti</th>
<th>Azura’s Coast</th>
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<td>→ Aleft</td>
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<td>→ Nchuleft</td>
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</tbody>
</table>

Unknown ruin north of → Dagon Fel, occupied by Andre Maul
Unknown ruin east of → Dagon Fel, occupied by Sorkvild the Raven
Unknown vacant ruin northeast of → Dagon Fel

West Gash

→ Arkngthunch−Sturdumz
Table 7. Guild Disciplines

<table>
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<tr>
<th>Guild Disciplines</th>
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<tbody>
<tr>
<td>→ Fighter disciplines</td>
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<tr>
<td>→ Armorer</td>
</tr>
<tr>
<td>→ Athletics</td>
</tr>
<tr>
<td>→ Axe Weapon</td>
</tr>
<tr>
<td>→ Block</td>
</tr>
<tr>
<td>→ Blunt Weapon</td>
</tr>
<tr>
<td>→ Heavy Armor</td>
</tr>
<tr>
<td>→ Long Blade</td>
</tr>
<tr>
<td>→ Medium Armor</td>
</tr>
<tr>
<td>→ Spear</td>
</tr>
<tr>
<td>→ Mage disciplines</td>
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<tr>
<td>→ Alchemy</td>
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<tr>
<td>→ Alteration</td>
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<tr>
<td>→ Conjuration</td>
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<td>→ Destruction</td>
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<td>→ Enchant</td>
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<tr>
<td>→ Illusion</td>
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<td>→ Mysticism</td>
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<tr>
<td>→ Restoration</td>
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<tr>
<td>→ Unarmored</td>
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<tr>
<td>→ Stealth disciplines</td>
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<tr>
<td>→ Acrobatics</td>
</tr>
<tr>
<td>→ Hand–to–hand</td>
</tr>
<tr>
<td>→ Light Armor</td>
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<td>→ Marksman Weapon</td>
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<td>→ Mercantile</td>
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<td>→ Security</td>
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<td>→ Short Blade Weapon</td>
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<td>→ Sneak</td>
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<td>→ Speechcraft</td>
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### Table 8. Illness

<table>
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<tr>
<td>→ Blight disease</td>
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<tr>
<td>→ Ash woe</td>
</tr>
<tr>
<td>→ Ash–chancre</td>
</tr>
<tr>
<td>→ Black–heart</td>
</tr>
<tr>
<td>→ Chanthrax</td>
</tr>
<tr>
<td>→ Common disease</td>
</tr>
<tr>
<td>→ Ataxia</td>
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<tr>
<td>→ Brown rot</td>
</tr>
<tr>
<td>→ Chills</td>
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<tr>
<td>→ Collywobbles</td>
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<tr>
<td>→ Dampworm</td>
</tr>
<tr>
<td>→ Droops</td>
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<tr>
<td>→ Greenspore</td>
</tr>
<tr>
<td>→ Helljoint</td>
</tr>
<tr>
<td>→ Rattles</td>
</tr>
<tr>
<td>→ Rockjoint</td>
</tr>
<tr>
<td>→ Rust chancre</td>
</tr>
<tr>
<td>→ Serpiginous dementia</td>
</tr>
<tr>
<td>→ Swamp fever</td>
</tr>
<tr>
<td>→ Witbane</td>
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<tr>
<td>→ Wither</td>
</tr>
<tr>
<td>→ Yellow Tick</td>
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<tr>
<td>→ Corprus disease</td>
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<tr>
<td>→ Soul sickness</td>
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Table 9. Ingredients

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<td>→ Crab Meat</td>
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<td>→ Dreugh Wax</td>
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<tr>
<td>→ Guar Hide</td>
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<tr>
<td>→ Hound Meat</td>
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<tr>
<td>→ Kagouti Hide</td>
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<tr>
<td>→ Kwama Cuttle</td>
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<td>→ Kwama Egg</td>
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<td>→ Netch Leather</td>
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<td>→ Racer Plumes</td>
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<td>→ Rat Meat</td>
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<tr>
<td>→ Scales</td>
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<tr>
<td>→ Scrib Jelly</td>
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<td>→ Scrib Jerky</td>
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<td>→ Scuttle</td>
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<tr>
<td>→ Shalk Resin</td>
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<tr>
<td>→ Sload Soap</td>
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<tr>
<td>Exotic Products</td>
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<tr>
<td>→ Bonemeal</td>
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<tr>
<td>→ Corprus Weepings</td>
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<td>→ Corprusmeat</td>
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<tr>
<td>→ Daedra Skin</td>
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<td>→ Daedra’s Heart</td>
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<tr>
<td>→ Ectoplasm</td>
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<tr>
<td>→ Fire Salts</td>
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<tr>
<td>→ Frost Salts</td>
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<tr>
<td>→ Ghoul Heart</td>
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<td>→ Gravedust</td>
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<td>→ Raw Ebony</td>
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<td>→ Raw Glass</td>
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<td>→ Scamp Skin</td>
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<td>→ Vampire Dust</td>
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<td>→ Void Salts</td>
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<td>Mineral Products</td>
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<td>→ Ash Salts</td>
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<td>→ Diamond</td>
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<td>→ Pearl</td>
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<td>→ Ruby</td>
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<td>→ Scrap Metal</td>
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<td>Vegetable Products</td>
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<td>→ Ampoule Pod</td>
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<td>→ Ash Yam</td>
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<tr>
<td>→ Bittergreen Petals</td>
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<td>→ Black Anther</td>
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Table 9. Ingredients
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<tr>
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<td>→ Chokeweed</td>
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<td>→ Coda Flower</td>
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<td>→ Comberry</td>
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<td>→ Corkbulb Root</td>
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<td>→ Gold Kanet</td>
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<td>→ Hackle−lo Leaf</td>
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<td>→ Heather</td>
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<td>→ Kresh Fiber</td>
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<td>→ Luminous Russula</td>
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<td>→ Muck</td>
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Table 10. Mining in Morrowind

<table>
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<th>Diamond Mines</th>
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<tbody>
<tr>
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<tr>
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<tr>
<td>→ Ashlands</td>
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<tr>
<td>→ Elith–Pal Mine</td>
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<tr>
<td>→ Sudanit Mine</td>
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<tr>
<td>→ Firemoth</td>
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<td>→ Firemoth Mine</td>
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<tr>
<td>→ Red Mountain</td>
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<tr>
<td>→ Yanemus Mine</td>
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<td>→ West Gash</td>
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<tr>
<td>→ Caldera Ebony Mines</td>
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<td>→ Shulk Egg Mine</td>
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<td>→ Shurdan–Raplay Egg Mine</td>
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<td>→ Ahanibi–Malmus Egg Mine</td>
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<td>→ Akimaes–Ilanipu Egg Mine</td>
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<td>→ Hairat–Vassamisi Egg Mine</td>
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<td>→ Maelu Egg Mine</td>
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<td>→ Panabanit–Nimawia Egg Mine</td>
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<td>→ Sur Egg Mine</td>
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<td>→ Azura’s Coast”</td>
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<td>→ Abebaal Egg Mine</td>
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<td>→ Ahallaraddon Egg Mine</td>
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<td>→ Eretammus–Sennammu Egg Mine</td>
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<td>→ Molag Amur</td>
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Table 10. Mining in Morrowind

<table>
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<td>Asha–Ahhe Egg Mine</td>
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<td>Ashimanu Egg Mine</td>
<td>Dissapla Mine</td>
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<td>Eluba–Addon Egg Mine</td>
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<tr>
<td>Gnisis Egg Mine</td>
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<tr>
<td>Panud Egg Mine</td>
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<tr>
<td>Sarimisun–Assa Egg Mine</td>
<td>Yassu Mine</td>
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### Table 11. Soul gems

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<th>Gem</th>
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<th>Max. amount</th>
<th>Value if filled</th>
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<tr>
<td>Pretty Soul Gem</td>
<td>10</td>
<td>30</td>
<td>Value x Charge</td>
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<tr>
<td>Lesser Soul Gem</td>
<td>20</td>
<td>60</td>
<td>Value x Charge</td>
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<tr>
<td>Common Soul Gem</td>
<td>40</td>
<td>120</td>
<td>Value x Charge</td>
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<tr>
<td>Greater Soul Gem</td>
<td>60</td>
<td>180</td>
<td>Value x Charge</td>
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<tr>
<td>Grand Soul Gem</td>
<td>200</td>
<td>600</td>
<td>Value x Charge</td>
</tr>
<tr>
<td>Azura's Star</td>
<td>5000</td>
<td>15,000</td>
<td>Value x Charge</td>
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Table 12. Spells

<table>
<thead>
<tr>
<th>Spells</th>
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<tbody>
<tr>
<td>→ Alteration Spells</td>
</tr>
<tr>
<td>→ Water Breathing</td>
</tr>
<tr>
<td>Buoyancy</td>
</tr>
<tr>
<td>→ Water Walking</td>
</tr>
<tr>
<td>→ Shield</td>
</tr>
<tr>
<td>→ Fire Shield</td>
</tr>
<tr>
<td>→ Shock Shield</td>
</tr>
<tr>
<td>→ Frost Shield</td>
</tr>
<tr>
<td>→ Burden</td>
</tr>
<tr>
<td>→ Feather</td>
</tr>
<tr>
<td>→ Jump</td>
</tr>
<tr>
<td>→ Slow Fall</td>
</tr>
<tr>
<td>→ Levitate</td>
</tr>
<tr>
<td>→ Lock</td>
</tr>
<tr>
<td>→ Open</td>
</tr>
<tr>
<td>→ Swift Swim</td>
</tr>
<tr>
<td>→ Conjuration Spells</td>
</tr>
<tr>
<td>→Bound Armor Spells</td>
</tr>
<tr>
<td>→ Bound Boots</td>
</tr>
<tr>
<td>→ Bound Cuirass</td>
</tr>
<tr>
<td>→ Bound Gauntlets</td>
</tr>
<tr>
<td>→ Bound Helm</td>
</tr>
<tr>
<td>→ Bound Shield</td>
</tr>
<tr>
<td>→ Bound Weapons Spells</td>
</tr>
<tr>
<td>→ Bound battle-axe</td>
</tr>
<tr>
<td>→ Bound Dagger</td>
</tr>
<tr>
<td>→ Bound Longbow</td>
</tr>
<tr>
<td>→ Bound Longsword</td>
</tr>
<tr>
<td>→ Bound Mace</td>
</tr>
<tr>
<td>→ Bound Spear</td>
</tr>
<tr>
<td>→ Domination Spells</td>
</tr>
<tr>
<td>→ Command Creatures</td>
</tr>
<tr>
<td>→ Command Humanoids</td>
</tr>
<tr>
<td>→ Turn Undead</td>
</tr>
<tr>
<td>→ Summoning Spells</td>
</tr>
<tr>
<td>→ Summon Ancestral Ghost</td>
</tr>
<tr>
<td>→ Summon Bonelord</td>
</tr>
<tr>
<td>→ Summon Centurion Sphere</td>
</tr>
<tr>
<td>→ Summon Clannfear</td>
</tr>
<tr>
<td>→ Summon Daedroth</td>
</tr>
<tr>
<td>→ Summon Dremora</td>
</tr>
<tr>
<td>→ Summon Fabricant</td>
</tr>
<tr>
<td>→ Summon Flame Atronach</td>
</tr>
<tr>
<td>→ Summon Frost Atronach</td>
</tr>
<tr>
<td>→ Summon Golden Saint</td>
</tr>
<tr>
<td>→ Summon Greater Bonewalker</td>
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Table 12. Spells

<table>
<thead>
<tr>
<th>Spell Category</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summon</td>
<td>Hunger, least bonewalker, Scamp, Skeletal Minion, Storm Atronach, Winged Twilight</td>
</tr>
<tr>
<td>Destruction Spells</td>
<td>Flame, Flamebolt, Poison, Poisonbolt, Shard, Shardbolt, Spark, Sparkbolt</td>
</tr>
<tr>
<td>Elemental Damage Spells</td>
<td>Flame, Flamebolt, Poison, Poisonbolt, Shard, Shardbolt, Spark, Sparkbolt</td>
</tr>
<tr>
<td>Attribute-Damaging Spells</td>
<td>Curse agility, endurance, fatigue, health, intelligence, luck, personality, speed, spell points, strength, willpower</td>
</tr>
<tr>
<td>Attribute-Draining Spells</td>
<td>Clumsiness, Distraction, Exhaustion, Gash spirit, Misfortune, Spite, Strain, Temptation, Torpor, Weakness</td>
</tr>
<tr>
<td>Disintegration Spells</td>
<td>Armor eater, Weapon eater</td>
</tr>
<tr>
<td>Vulnerability Spells</td>
<td>Weakness to Blight Disease, Common Disease, Corprus Disease, Fire, Frost</td>
</tr>
</tbody>
</table>
Table 12. Spells

- Weakness to Magicka
- Weakness to Normal Weapons
- Weakness to Poison
- Weakness to Shock

- Illusion Spells
  - Blind
  - Calm Creature
  - Calm Humanoid
  - Chameleon
  - Charm
  - Demoralize Creature
  - Demoralize Humanoid

- Earwig
  - Frenzy Creature
  - Frenzy Humanoid

- Hide
  - Invisibility
  - Light
  - Night Eye
  - Paralysis
  - Rally Creature
  - Rally Humanoid
  - Sanctuary
  - Silence
  - Sound

- Mysticism Spells
  - Absorption Spells
    - Absorb agility
    - Absorb endurance
    - Absorb Fatigue
    - Absorb Health
    - Absorb intelligence
    - Absorb luck
    - Absorb magicka
    - Absorb personality
    - Absorb speed
    - Absorb strength
    - Absorb willpower
  - Transport Spells
    - Almsivi Intervention
    - Divine Intervention
    - Mark
    - Recall
  - Other Mysticism Spells
    - Almalexia's grace
    - Detect Creature
    - Detect Enchantment
    - Detect Key
    - Purge magicka
Table 12. Spells

→ Reflect
→ Soultrap
→ Spell Absorption
→ Telekinesis
   Touch dispel
→ Restoration Spells
   → Cure Spells
   → Cure Blight Disease
   → Cure Common Disease
   → Cure Paralysis
   → Cure Poison
   → Remove Curse
   Fortify Spells
      Charisma
      Feet of notorgo
      Fortitude
      Iron will
      Jack of trades
      Nimbleness
      Orc strength
      Powerwell
      Vigor
      Vitality
      Wisdom
   → Resist Spells
   → Resist Blight Disease
   → Resist Common Disease
   → Resist Corprus Disease
   → Resist Fire
   → Resist Frost
   → Resist Magicka
   → Resist Normal Weapons
   → Resist Paralysis
   → Resist Poison
   → Resist Shock
   → Restore Spells
      Restore agility
      Restore endurance
   → Restore Fatigue
   → Restore Health
      Restore intelligence
      Restore luck
   → Restore Magicka
      Restore personality
      Restore speed
      Restore spell points
      Restore strength
      Restore willpower
Table 12. Weapon Types

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<th>Weapon Types</th>
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<tbody>
<tr>
<td>Axes</td>
<td></td>
</tr>
<tr>
<td>One-handed</td>
<td>War Axe</td>
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<tr>
<td>Two-handed</td>
<td>Battle Axe</td>
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<tr>
<td>Blunt Weapons</td>
<td></td>
</tr>
<tr>
<td>One-handed</td>
<td>Club</td>
</tr>
<tr>
<td></td>
<td>Mace</td>
</tr>
<tr>
<td></td>
<td>Warhammer</td>
</tr>
<tr>
<td>Two-handed</td>
<td>Staff</td>
</tr>
<tr>
<td></td>
<td>Morningstar</td>
</tr>
<tr>
<td>Long Blades</td>
<td></td>
</tr>
<tr>
<td>One-handed</td>
<td>Broadsword</td>
</tr>
<tr>
<td></td>
<td>Saber</td>
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<tr>
<td></td>
<td>Longsword</td>
</tr>
<tr>
<td></td>
<td>Katana</td>
</tr>
<tr>
<td>Two-handed</td>
<td>Claymore</td>
</tr>
<tr>
<td></td>
<td>Dai–katana</td>
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<tr>
<td>Marksman Weapons</td>
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<tr>
<td>One-handed</td>
<td>Throwing Star</td>
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<tr>
<td></td>
<td>Throwing Knife</td>
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<tr>
<td>Two-handed</td>
<td>Short Bow</td>
</tr>
<tr>
<td></td>
<td>Long Bow</td>
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<td></td>
<td>Crossbow</td>
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<tr>
<td>Short Blades</td>
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<tr>
<td>Thrusting weapons</td>
<td>Dagger</td>
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<tr>
<td></td>
<td>Tanto</td>
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<td></td>
<td>Shortsword</td>
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<tr>
<td>Chopping and slashing weapons</td>
<td>Katana</td>
</tr>
<tr>
<td>Spears</td>
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<tr>
<td>Spears</td>
<td>Wakizashi</td>
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<td>Spears</td>
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<td>Halberds</td>
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### III. Syllables

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<thead>
<tr>
<th>Mer</th>
<th>Meaning</th>
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<tbody>
<tr>
<td>alt</td>
<td>high, tall, proud, 'culturally snobbish'</td>
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<tr>
<td>at</td>
<td>elder/old</td>
</tr>
<tr>
<td>bal</td>
<td>stone</td>
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<td>bet</td>
<td>beast</td>
</tr>
<tr>
<td>bos</td>
<td>forest</td>
</tr>
<tr>
<td>card</td>
<td>ancestor, 'undeparted kin−wardens'</td>
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<tr>
<td>chi</td>
<td>changed</td>
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<tr>
<td>dun</td>
<td>dark</td>
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<td>dwe</td>
<td>deep</td>
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<td>fal</td>
<td>Snow</td>
</tr>
<tr>
<td>fel[l]</td>
<td>city</td>
</tr>
<tr>
<td>foyada (fo−ouada?)</td>
<td>fire−river</td>
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<tr>
<td>isra</td>
<td>rows</td>
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<tr>
<td>mer</td>
<td>people</td>
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<td>molag</td>
<td>fire</td>
</tr>
<tr>
<td>mora</td>
<td>wood</td>
</tr>
<tr>
<td>n’wah</td>
<td>foreigner, slave</td>
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<tr>
<td>nammu (na−ammu?)</td>
<td>no−name</td>
</tr>
<tr>
<td>orsi</td>
<td>pariah</td>
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<tr>
<td>ouada</td>
<td>river</td>
</tr>
<tr>
<td>riel</td>
<td>beauty</td>
</tr>
<tr>
<td>ruhn</td>
<td>home, hearth−hall</td>
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<td>sadrith</td>
<td>mushroom</td>
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<tr>
<td>tam</td>
<td>dawn</td>
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<tr>
<td>tel</td>
<td>tower (?)</td>
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</table>
IV. Sources

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