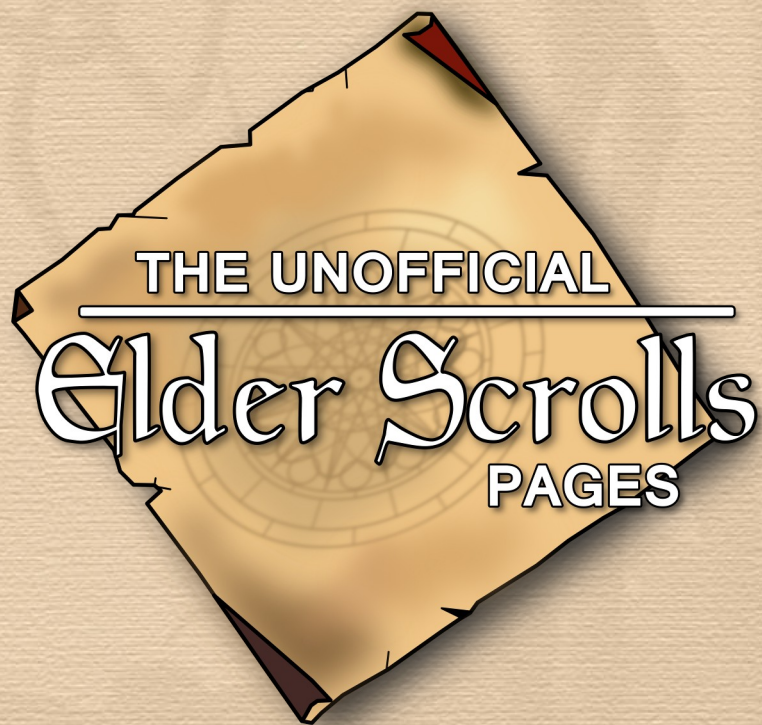


The UESP's Guide to Morrowind

Print Edition



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Sea of Ghosts



Morrowind

Morrowind, previously named Dwemereth, Veloth, Resdayn, and Dunmereth, is the nation in the northeast corner of Tamriel, and the home of the Dunmer. It is dominated by the large island of Vvardenfell and its centerpiece, the ash-spewing Red Mountain, but also includes territory on the continental mainland. The Inner Sea separates Vvardenfell from the mainland, and the Sea of Ghosts lies to the region's north. Solstheim, an island in this sea near northwestern Morrowind, has not traditionally been associated with any particular province, though Morrowind had long maintained a theoretical claim to it. The Nords of Skyrim conceded the island to Morrowind in 4E 16 following the Red Year, allowing the Dunmer to settle it without contest.

Geography

The Velothi Mountains separate Morrowind from Skyrim, and the Valus Mountains separate it from Cyrodiil. As a result of this isolation, Morrowind has developed a unique ecosystem. Mountain passes such as the Dunmeth Pass to Skyrim or the Shadowgate Pass to Cyrodiil are important trade routes. The southern Deshaan plain slopes downwards to the border with Black Marsh. On a clear day, denizens of Mournhold can see the peak of Red Mountain about 250 miles away. The eastern lands have been subject to great volcanic activity, and Morrowind shows the signs of this clearly. Cloud movement shows that Morrowind predominantly has upper-level southerly winds, resulting in a mild, though often hot, climate. Morrowind is mostly free from snow and ice (excluding Solstheim), unlike other parts of Tamriel at the same latitude.

Morrowind is the northeasternmost nation of Tamriel, bounded on the north by the Sea of Ghosts, on the east by the Padomaic Ocean, on the northwest by Skyrim, on the southwest by Cyrodiil, and on the south by Black Marsh. It comprises the great stretch of northeastern Tamriel between the Velothi and Valus Mountains, the sea, and between the southern edge of the Deshaan plain and the northern coast.

In ancient times, the majority of Morrowind (then named Resdayn)'s population was concentrated in Vvardenfell. After the Sun's Death eruption in 1E 668 made Vvardenfell into an island and created the Inner Sea, there was a permanent population shift to the mainland. Most of the modern population is gathered in the high hilly uplands and rich fertile river valleys of central Morrowind, especially around the Inner Sea. Deshaan is the broad southern plain which gradually slopes down into the dismal swamps of Black Marsh. House Dres rules the southern sweep of Morrowind, where the fertile Deshaan plain merges with the swamps of Black Marsh.

The southeast is a warm coastal plain with broad cultivated areas and marshes and swamps similar to those found in Black Marsh. Southeast Morrowind is flat, wet, and warm. The area around Tear is much hotter than the Grazelands and is "practically Argonia". Many tales are told of Sotha Sil's Clockwork City of brass, with some sources claiming it was hidden in the steaming swamps of southern Morrowind, serving as the lair of the most mysterious member of the Tribunal. There are some desert wastes outside of Vvardenfell, the DejasYTE is a desert area somewhere in Morrowind filled with monochrome grey and tan dunes and boulders, and little vegetation. Most of the population of Vvardenfell is confined to the relatively hospitable west and southwest coasts.

The west and south-central region is mountainous and sparsely populated with few settlements. House Indoril occupies the heartland of Morrowind, comprising the lands south of the Inner Sea and the eastern coast. House Redoran guards the western flank of Morrowind. The Nords of Skyrim are still resentful of the land lost in 1E 416, and enviously covet the House Redoran-ruled coast and highlands of Morrowind's northwest borders, at times assaulting them. The Nords have never been comfortable with the fact that the Dark Elves hold the west coast of the Inner Sea all the way up to Blacklight; and in some cases their maps elide that fact entirely.

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The rocky, rugged archipelago of the northeast is also sparsely populated. The rocky coasts and islands of northeast Morrowind's Telvanni Peninsula has a few small settlements. The Telvanni prefer to tend their herds of giant insects amid the rocky hills and islands of the extreme northeast. The east coast of Morrowind is a treacherous cliff coastline, especially in the region around Necrom. The island of Gorne is found somewhere off the east coast of Morrowind.

Mainland Morrowind

Mainland Morrowind consists of the Morrowind half of the Velothi Mountains, the fertile Deshaan plain (which includes swamps), and the mountains comprising the northeastern peninsula of the land which partially wraps around Vvardenfell and the Inner Sea. The rocky, rugged archipelago of the northeast is sparsely populated, and the islands of Gorne and Vounoura are found near the Peninsula. The city of Blacklight, a Redoran stronghold, is located in the northwest, near the Dunmeth Pass. Mournhold and Narsis lie near the middle of the southern mainland, Tear is in the southeast corner near the border with Black Marsh, Kragenmoor lies in the southwest corner near Cyrodiil, and Necrom is found on the eastern coastline. The Clockwork City of Sotha Sil was secretly located deep beneath Mournhold in 2E 582; contradicting rumors placed it in Morrowind's hot southern swamps, and beneath Ebonheart, though given the city's diminutive size, it is possible it was moved to various locations over time to ensure its safety.

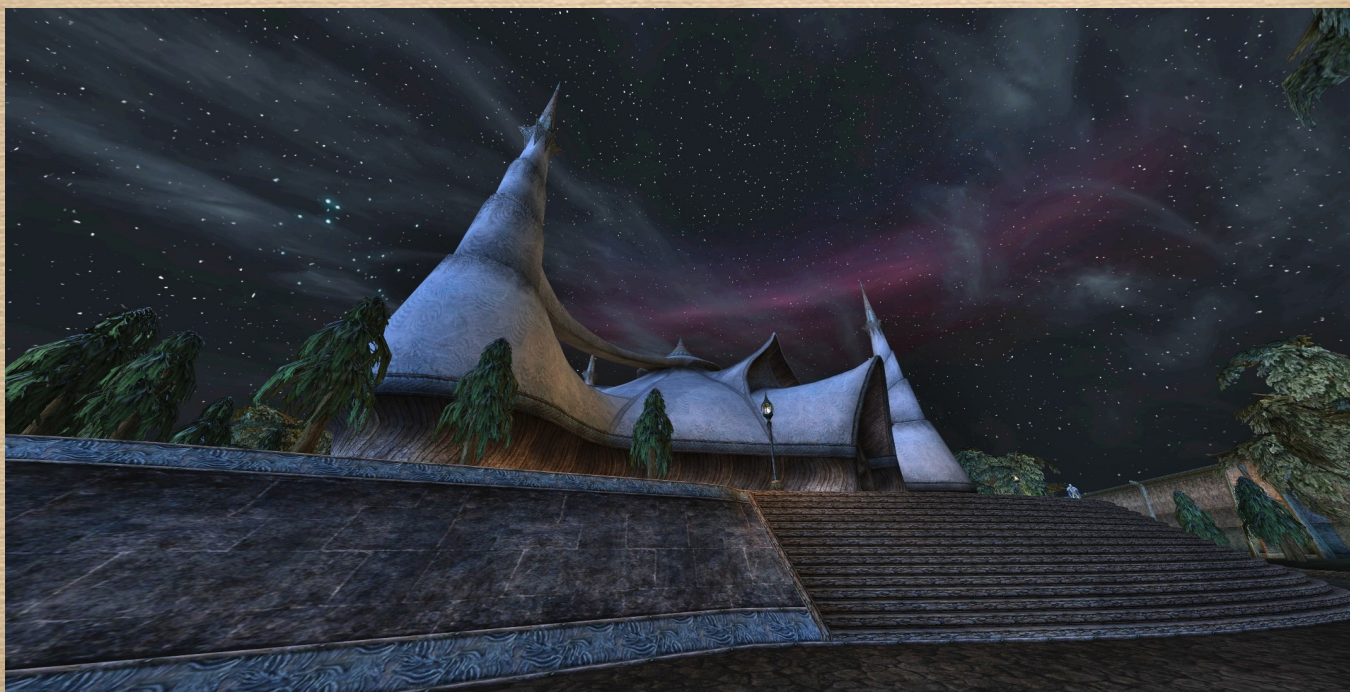
Mainland Morrowind is divided into several regions, among them Bal Foyen, Stonefalls, and Deshaan.

Almalexia (Mournhold)

"Mournhold! City of Light! City of Magic!"

— Popular Saying

Mournhold, the City of Light and Magic, also known as the City of Gems, the City of Love and Charity and as Mourning hold was the capital city of Morrowind and the largest and oldest city in the province. Mournhold is located in the heart of the Deshaan region of Morrowind's southern mainland, and is the district seat of House Indoril. It was a temple-city of the Tribunal Temple, and during the Third Era the greater city area was named Almalexia after its patron deity, one of the living gods of the Tribunal, with only the central temple compound retaining the name Mournhold.



Almalexia disappeared from the city in 3E 427, amid rumors that she had been slain by the Nerevarine. In 4E 6, the city was sacked during the Argonian invasion, and the capital of Morrowind was moved to Blacklight. By 4E 201, the last traces of Almalexia were being removed from the Temple, and the city was once again solely referred to as Mournhold.



Mournhold was a truly ancient city, possibly predating the Dunmer themselves, and was rumored to be built over the ruins of a vast Dwarven city. However, there were no ruins visible on the surface. The rumor proved true in 3E 427 following the discovery of Bamz-Amschend beneath the city, with its vast domes and unique machines.

The rivalry between Ebonheart and Mournhold dates back nearly to the dawn of history. At one time, the two city-states had been one, ruled over by Clan R'Aathim, whose royal house held the High Kingship of Morrowind. Ebonheart later split into two separate city-states, Ebonheart and Mournhold.

The royal city of Old Mournhold was destroyed at the end of the First Era in 1E 2920 by the Daedric Prince Mehrunes Dagon. Almalexia and Sotha Sil came too late to prevent this destruction, but they managed to banish Mehrunes Dagon back to Oblivion. Upon his defeat, Dagon sought to have a final laugh, and flung a piece of Mournhold into his realm with the inhabitants intact.

During the Three Banners War, Mournhold served as the capital of the Ebonheart Pact, an alliance of the three races of eastern Tamriel: Nords, Dunmer, and Argonians. Following their joint victory in expelling the Second Akaviri Invasion. The Great Moot of the Pact convened in the city, and was presided over by Jorunn the Skald-King, High King of Eastern Skyrim.

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In 2Æ 582, the city was infiltrated by the Maulborn, a secretive Daedric cult posing as a charity organization. Because of this, the city was on high alert and no one could enter without being registered. Part of the Maulborn force managed to enter the Tribunal Temple through the sewers and opened portals to Oblivion inside. They were eventually defeated by the Vestige, who worked with Almalexia to eradicate the Maulborn threat. However, the cult was able to steal the artifact The Judgment of Saint Veloth from the temple.

During the Tiber Wars, the city was sacked by the Imperial legions, and was subsequently placed under military rule for a dozen years. Following its conquest by Tiber Septim and General Symmachus, it was gradually returned to civilian government and Queen Barenziah later ruled the Imperial Province of Morrowind from here.

In response to Tiber Septim's rising greatness, Almalexia commissioned an expansion and rebuilding effort in Mournhold. As a whole, the city then became known as Almalexia in her honor. The historic center of the city, containing the Tribunal Temple compound, retained the name of Mournhold.

During the Imperial Simulacrum in the late Third Era, the city-state of Mournhold was an active settlement. It was ruled by King Zirik, and it had a rivalry with various cities, including Narsis, Necrom, and Tear. It was neighbored by several settlements, including Amber Forest in the east, Darnim Watch in the north, Eagle Moor in the west, Ebonheart in the northwest, Old Keep in the southwest, and Silnim Dale in the south.

During the Arnesian War, the city came under attack in the ensuing revolt and General Symmachus was slain. Barenziah fled and abdicated her throne to her uncle, King Llethan. Llethan eventually died (amid rumors of being poisoned), and Helseth took the throne.

The Royal Palace of King Helseth formed the center of the inner city and was home to the king, his mother Barenziah and a Royal Guard garrison, as well as Imperial Cult services. The Temple to the north housed the High Chapel, home to Almalexia. The chapel also included the offices of the Archcanon, an infirmary, and the personal guard of the goddess, the hands of Almalexia.

The city had five primary sections: Godsreach, the Great Bazaar, Plaza Brindisi Dorom, Royal Palace, and the Temple Courtyard. The ruins of Old Mournhold, upon which the city of Almalexia was built, were accessible through the city's sewer system.

In the late Third Era, Mournhold suffered a series of cataclysms. Fabricants, creatures created by the reclusive god Sotha Sil, suddenly appeared in the city in 3Æ 427 and began attacking all who lived there. The Dwemer ruin Bamz-Amschend was suddenly revealed in the attack, and subsequently became accessible though Plaza Brindisi Dorom. The creatures were defeated, but then the living god Almalexia disappeared amid rumors that she had gone mad, murdered Sotha Sil, and unleashed his creatures on the city, finally being slain by the Nerevarine.

Following the aftermath of the Red Year in 4Æ 5, Mournhold was the center of relief efforts to Vvardenfell led by House Redoran. Around a year later, the city was sacked by the invading Argonians of Black Marsh and Morrowind's capital was moved to Blacklight. Mournhold was still being rebuilt in 4Æ 201, a

shadow of its former self. Mournhold Temple was renovated and the last traces of Almalexia were removed. Plaza Brindisi Dorom now houses a large building used by House Indoril to accommodate the new priests and pilgrims who come to pay their respects at the New Temple.



Queen Barenziah



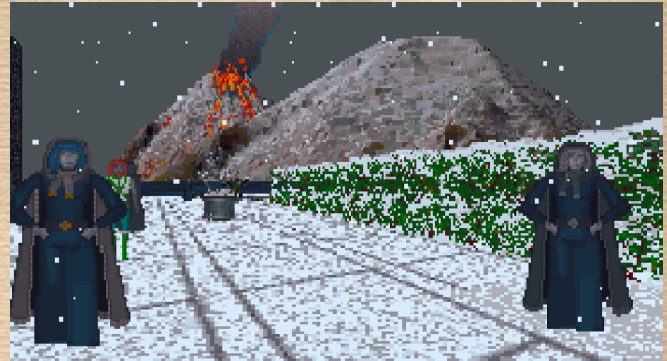
A Royal Guard

Blacklight

Blacklight is situated on the northwest point of the province, near the Velothi Mountains, and is one of the eight major cities on the mainland of Morrowind. Blacklight is most well-known as the capital of the Great House Redoran, whose values revolve around the virtues of maintaining honor and persevering through hard-work as a valiant warrior. Since the provincial capital, Mournhold was sacked by the Argonians in the Accession War of 4E 6, Blacklight has become the new capital and the Council of Great Houses have been held in the city's Rootspire.



Blacklight is the capital of the Great house Redoran, and by extension their district, which spanned all of northwest Morrowind, from Silgrad Tower to the far south, the town of Ald'ruhn from across the Inner Sea in the east, or even Raven Rock in the frontier to the north. The town has hedge mazes in its parks and the city harbors are marked by wharfs and piers. The city's region and its neighboring borderlands has been riddled with bandits and thieves since the early First Era and as far as the late Third Era. They are typically held up in caves throughout the mountains and would raid villages and farms on both sides of the border. One of the most well-known examples was the



Blacklight

Blacklight Raiders of the First Era, a band of Breton adventurers that attacked other bandit clans and raided tombs across the land. But as time went on, they robbed villagers in the Blacklight region for their family heirlooms and sacred relics. By the Fourth Era, Blacklight's size and scope rivaled that of Mournhold. Blacklight is neighbored by several settlements, one of them being Cormar View to the west.

According to the historical-fiction novel, *King Edward*, King Cruethys of Ebonheart visited the King of Blacklight and brought his younger brother, Prince Moraelyn along so that he would not cause trouble. He sent the prince into town to have his knife mended and had the local stableboy, Mith serve him as his guide to the city. Seeing no need for an escort, Moraelyn left the stableboy behind, but Mith relentlessly followed suit through four blocks and the city wharves before the prince was able to evade him. Once Moraelyn reached the smith however, he realized that his coin pouch was stolen by Mith and the guards were called him, even though he was able to dispatch them with ease, he retreated to the hedge maze of a local park where Mith found him later. The two shared a laugh and quickly became friends. The stableboy became one of Moraelyn's first companions before he became a well-known champion of Tamriel.

Since roughly 2E 530, House Redoran has continuously improved on Blacklight as a whole. By 2E 582, the Great House Dunmer of Blacklight would finance operations on the then sparsely-populated Vvardenfell, specifically in the upper northwest region for exploitable resources. By that time, House Redoran held vast control over Vvardenfell's western region, from Gnisis to Suran, and even in Balmora, but made much of their business with House Hlaalu, much to their dismay.

By the late Second Era, Tiber Septim and his Imperial Army stationed themselves west of Blacklight and nearby Cormar View for their invasion of Morrowind. House Redoran assembled a motley defense of Redoran mercenaries, and an elite unit of house nobles, Buoyant Armigers, and Ordinator, however, the other Great Houses refused to bolster the western flank for their own reasons. The situation was changed when Vivec announced a peace agreement would be arranged with Tiber Septim, called the Treaty of the Armistice. House Redoran agreed to the treaty, grateful enough to not face an army of such a scope alone. At some point after Vvardenfell was opened to the public in 3E 414, the Redoran Council moved to their newly-occupied territory, Ald'ruhn by the decree of the Archmaster, Bolvyn Venim.

During the Imperial Simulacrum in the late Third Era, the city-state of Blacklight was an active settlement. It was ruled by Queen Vermith and had a rivalry with Ebonheart. After the Red Year left Morrowind in a state of ruin and

grief, the Argonians of Black Marsh took swift advantage and invaded the province in a conflict known as the Accession War. The capital city, Mournhold was sacked by the Argonians, but with their army, House Redoran was able to withstand the invasion and force them out of the province, but the damage had already been done. Their own capital, Blacklight was proclaimed the capital of Morrowind and the Council of the Great Houses would convene in the Rootspire. Since the last thousand years, Blacklight had improved substantially and its grandeur rivals that of Mournhold.

Clockwork City

The Clockwork City, also known as Sotha Sil, is a metaphysical clockwork realm created by Sotha Sil, one of the living gods of Morrowind, to replicate the mythic structures of Nirn in metallic miniature. It supposedly exists "outside space and time", and in the physical world, it is represented in the form of a Clockwork Globe that is no larger than a good-sized netch, and requires an individual to be magically shrunk to enter. Although represented in miniature, the realm is expansive on the inside and encompasses an entire world.



The Clockwork City's exact location is shrouded in mystery, with the city itself being described as a "metaphor made manifest". Statements about where the city is located more accurately describe ways to get to the city, rather than the physical location of the city itself. Sources from various eras had many theories of how to get to the city, many of which led nowhere. As a result, the city attained a mystical status, leading some to doubt its existence. Some theorized that it was accessible somewhere in the southern swamps of Morrowind, in close proximity to Tear, or beneath the city of Ebonheart. Among all the rumors and speculation on the Clockwork City's entrances, only two were confirmed to have actually existed: One was a rift that opened up in Abanabi Cave beneath Tel Fyr in 2E 582, which was sealed by Divayth Fyr. The other was the Clockwork Globe, a Tamrielic representation of the city itself. It is said that the city is constantly moving, changing locations throughout different times, but during the Planemeld, the globe was located in Seht's Vault, within the Dwemer ruins of Bamz-Amschend, deep beneath the Mournhold Temple, in the region Deshaan. It is theorized that Sotha Sil chose the location out of his admiration for Dwarven industry.

Skilled mages were able to create devices that allowed them to teleport into the city. The mage Barilzar created the Mazed Band, which enabled its wearer to teleport directly to the city. Telenger the Artificer created the Hyperagonal Locational Determinator, a device that could pinpoint any desired location in the entire Gray Maybe, even those protected by magical defenses including both Artaeum and the Clockwork City. Other skilled mages were occasionally able to teleport to the city when conditions were right. A number of the city's inhabitants arrived in the realm unintentionally and spontaneously.

After the rise of the Tribunal at the Battle of Red Mountain, to achieve a balance between the material and spiritual world, Sotha Sil focused on mastering both magic and technology. The Clockwork City is a magical and mechanical wonder created by Sotha Sil to serve the noble goal of perfecting what he saw as a flawed Aedric creation. The goals consisted of ensuring the redemption of Tamriel, unifying competing forces, and destroying the Daedra. From his city, Sotha Sil had hoped to "forge the future" and "reshape the world". His followers, the Clockwork Apostles, interpreted his goal as the creation of a Second Nirn the Nirn-Ensuing and a new Tamriel Final. This future world would be free of individual et'Ada, and the Clockwork City would serve as the "center of the wheel". The Apostles deny the existence of Padomay, asserting that there is only the unity of Anu, rendered imperfect in Nirn Extant by its division into "multitudes". The Daedra, they claim, are "of the Nothing", a mere "lie creation tells itself". The Clockwork City would free Anu of these multitudes by forging unity through convergence, synthesizing mer and machine, nature and engineering, and the past and the future. To the Apostles, the greatest threat to this project is the legacy of the Dwemer, whose "ghosts ... cry out, 'Multitudes!'", and above all their "walking horror", the brass god Numidium. In the Second Era, the City's supervising Factotum Aios would name Numidium first among the existential threats to the City.



The Clockwork City, seen from outside

"But is Sotha Sil's sacred city not a replication?" you ask, "A Nirn in miniature?" Hear this, ash-child: the Clockwork City is no mere simulacrum. The copper leaves and sculpted hills are not Nirn's resemblance, but Nirn's refinement—worldly forms made whole by the steady hand of the Mainspring Ever-Wound. The glorious unity of Tamriel Final demands convergence. Anuvanna'si. Mer and machine made whole. Nature and engineering made whole. The past and the future made whole. In time, all of Nirn shall be pressed and fired in this forge of Seht's blessed imaginings—weighed and measured upon the Nameless Scales! Is this not the Real? Is this not the redemption of the et'Ada's sins? Do you see now the impoverished forms of the Nirn-Prior? The cheap and hollow falsehoods that masquerade as nature's splendor?

Seek out the dry, hard places, child of Seht. Anoint your tongue with His oil. Fill your stomach with His nourishing grain. Cast out what was and fix your eyes upon the Nirn-to-come—upon Tamriel Final. Anuvanna'si.

— *The Truth in Sequence*

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During the genesis of the city, Sotha Sil developed highly advanced methods to see it through his ambitious vision of a self-contained world made of brass and machinery. He worked on perfecting diminution magic for the purpose of creating his realm in miniature, which enhanced his precision and made the entrance to the city convenient to hide away and store. The glass dome that surrounds the entire realm is known as the Celestiodrome, which functions as



The Clockwork City, seen from inside

the realm's sky and is capable of mimicking the day night cycle. It contains rotating girders that allow for proper topography to be formed within the realm. Sotha Sil achieved the proper humidity needed for a breathable atmosphere for his realm with the creation of the Halls of Regulation, which maintain the City's water cycle, breathable air, humidity, temperature, wind currents, as well as creating drinkable water. The building known as the Mnemonic Planisphere was created to serve as an extension of Lord Seht's consciousness where his memories were stored in the form of stars. It was maintained for millennia by its caretaker, the Astronomer.

The realm consists of three major areas. The wilderness is known as the Radius, and was created to emulate the various biomes found across Tamriel, overlaid upon a harsh metallic desert. The Brass

Fortress is the principal settlement within the Clockwork City, providing shelter from the dangers of the Radius. Underneath it lie the maintenance tunnels of the Mechanical Fundament, which contain the Cogitum Centralis, said to lie in the center of everything and described as the "axle that spins the wheel". It contains Sotha Sil's seat of power, the control center of the city known as the Throne Aligned. Sotha Sil would often vanish into the Cogitum Centralis to work in solitude, sometimes passing decades and even centuries at a time without leaving. It is thought that he reshaped the world from the Throne Aligned.

Despite the Apostles' reprobation of the Dwemer, Sotha Sil drew inspiration from the Dwemer for his creations, and their influence in his work is rumored to be traceable to the time before their disappearance. The Clockwork City's first Factotum, the Precursor, incorporated Dwemer machine parts and significant Dwarven aesthetic influences. Among the other Dwemer influences on Sotha Sil's research was the practice of tonal architecture, which he uses to perform his divine workings. He refined it further and created items based on their research, such as tonal forks that could function as a divining rod, and the Resonant Sphere, one of Sotha Sil's minor marvels. The sphere produces an aural response upon the application of magic, and chimes with a sound similar to those that ring in the Brass Fortress. The enormous processing facility known as the Halls of Fabrication, which refactors the materials and iterates the designs for the City's machines, at one point broke down Dwemer machinery so that their materials could be repurposed into Sotha Sil's own creations. He later halted this practice, however, leaving the Assembly General to continue improving the designs without Dwemer parts according to his own "Glorious Design". It is said that the City may actually just be one big living machine. Ultimately his style became his own and the city's structures, vegetation, and wildlife are all mechanical constructs of his own design.

Sotha Sil was also interested in dark magic and experimenting with his own divine energy. As such, he built the Divinity Ateliera workshop and reservoir where he used the artifact Sunna'rah to drain away minute pieces of his essence to store and study.

In 1E 2712, a battlemage of Reman Cyrodil's army, Luciana Pullo, was transported to the city after an explosion of magical energy. Sotha Sil found her gravely wounded on the outskirts of The Radius and used his advanced technology to save her life and deliver her premature son. Luciana decided to join the ranks of the Clockwork Apostles, rising through their ranks to become a proctor as she raised her son Marius. Sotha Sil prophesied to her that he had saved them because she would one day shine a light. Luciana later discovered that her son had a terminal heart defect, a

result of circumstances of his birth. Sotha Sil entered the Cogitum Centralis in 1E 2721, and when Marius' condition worsened, Proctor Luciana forcefully entered the Centralis in 1E 2730 to ask the living god to save his life. Sotha Sil refused, stating that while he had the power to heal Marius, circumstances made it impossible. He then teleported Luciana back to the city and continued his seclusion in the Centralis until at least 1E 2750. Luciana would remain a proctor within the clockwork apostles but would lose her love for Sotha Sil.

As part of The Triad's goals in 2E 582, Clavicus Vile and Barbas carried out an elaborate plot to gain access to the Clockwork City. They used a powerful staff created by Sotha Sil, Sunna'rah, to steal Vivec's divine energy and use it to discover the city's location. They succeeded, and Barbas entered the City to arrange Clavicus Vile's arrival, but was stopped by the Vestige and the mage Barilzar, who pursued him into the City.

Around the same time, a portal to the Clockwork City inexplicably opened up inside Abanabi Cave when Divayth Fyr undertook to extend his tower there, spilling out Refabricants and Fabricants from the halls of Fabrication. The Fabricant threat was neutralized when a large group of Undaunted accompanied Divayth Fyr into the cave and entered the Clockwork City portal, defeated the Assembly General, and disabled the Fabricants' production. Divayth then studied the portal.

Nocturnal subsequently tried to take control of the Clockwork City. She summoned Sotha Sil's Shadow, who replaced him as ruler of the Clockwork City. Nocturnal's Skeleton Key was accidentally found by a Factotum beneath the Brass Fortress. The Clockwork Apostle Chancellor Gascone Dusan sought to deliver it to Clavicus Vile, only for the Key to be stolen by the Blackfeather Court. The Vestige, assisted by Divayth Fyr and the Clockwork Apostles, unveiled the plot, but was unable to reclaim the Skeleton Key before it was taken by Sotha Sil's Shadow.



Luciana Pullo



Divayth Fyr and Proctor Luciana Pullo defend Sotha Sil

Nocturnal and the Shadow then attempted to seize control of the Clockwork City by using the key to try unseat the real Sotha Sil from his Throne Aligned and replace him with his Shadow. The Vestige and Luciana intervened and defeated the Shadow in combat, but Nocturnal had her shadows envelop the area as a countermeasure in an attempt to consume the heroes. Proctor Luciana Pullo would not yield, and at the last second used her shadow-banishing light to keep Nocturnal's forces at bay. Divayth Fyr also arrived at the last second and used his magic to keep Sotha Sil alive and constrain the shadow. These actions bought the Vestige enough time to remove the Skeleton Key from the Throne Aligned and awaken Sotha Sil. Sotha Sil would then reunite with his shadow and banish Nocturnal from his realm.

Luciana collapsed from exhaustion as a result of the fight but fulfilled Sotha Sil's prophecy that she would someday shine a light. Sotha Sil offered the Vestige a Boon for their aid, but it is unknown if they chose to acquire immediate power or to save Luciana's life and delay her death to a later time. Sotha Sil gave the Skeleton Key to Divayth Fyr for safekeeping and returned to the Cogitum Centralis to make preparations against the Daedric Triad.



Saint Olms the Just

replacement heart. His solution was the Mechanical heart, a mechanical replication of the Heart of Lorkhan, which would act as a new source of divinity and power for his Clockwork City. Its development would not go smoothly, however, as the heart became unstable in its early development. To prevent the heart from destroying the City, he created his own variant of Kagrenac's Tools to control, shape, or even dismantle the heart if necessary. Sotha Sil went to great lengths to keep the heart from those who would misuse it. It was stored and would continue to be developed under heavy security in the Chamber of Lorkhan, located deep in the Clockwork City's Cogitum Centralis. The Cogitum Centralis contained an automated defense system controlled by a master Factotum. Sotha Sil also hid his tools across Nirn as a precaution to prevent others from stealing the heart's power.

After the loss of Kagrenac's Tools to Dagoth Ur's minions at Red Mountain in 3E 417, Sotha Sil retired to the city and slowly became almost completely detached from the real world. Scholars still attempted to gain permission to study in the city during this time.

Sotha Sil continued developing the Mechanical heart, but its progress would be threatened as the day arrived, just as he predicted, on which his friend Almalexia would come to kill him. In 3E 427, the goddess Almalexia, having been driven mad by her loss of immortality, manipulated the Nerevarine to retrieve Barilzar's Mazed Band, which she used to travel to the Clockwork City to murder Sotha Sil in cold blood. When Almalexia came face to face with Sotha Sil, he said not one word, making her think that even in death, Sotha Sil mocked her with silence. In reality, he was likely in another state of mind and was unable to respond, a result of being plugged into the control center within the Dome of Sotha Sil.

In his final moments, Sotha Sil attempted to use his control center to seal the Chamber of Lorkhan to prevent the heart from falling into the wrong hands and to ensure the City would live on after his death. He was successful in sealing the Chamber and his machines began finishing the construction of the Mechanical heart within it. After murdering Sotha Sil, Almalexia transported his fabricants into Mournhold to wreak havoc. She then tricked the Nerevarine into going to the Clockwork City to kill the late Sotha Sil, whom she blamed for the attacks. Once there, she attempted to murder the Nerevarine as well, but the waning of her divinity had diminished her powers, and the Nerevarine struck her down.

In an attempt to unlock the secrets to everlasting life, Sotha Sil created mechanical vessels for the souls of three revered Tribunal Temple Saints: Saint Felms, Saint Llothís, and Saint Olms. The mechanical transformation turned the saints mad and they were sealed away in the Asylum Sanctorium. The Asylum would become a place where people would come make offerings to the saints but over time the minds of the saints eroded even further.

In 2E 882, Dagoth Ur awakened and then ambushed and nearly killed the Tribunal during their annual pilgrimage to Red Mountain to renew their divine powers. The event resulted in the Tribunal being cut off from access to the Heart of Lorkhan, and caused Sotha Sil to respond by beginning development of a



The Brass Fortress

The heart continued to be constructed by Sotha Sil's Machines within the Chamber of Lorkhan, and 207 years after Sotha Sil's death, in 4E 200, it was completed. Sotha Sil's creations had previously required his presence, with the City's functions going into a slumbering mode in his absence. With the heart now powering the City and sustaining its inhabitants even after his demise, his presence was no longer needed.

In 4E 201, Mecinar, a former Clockwork Apostle who was banished from the city for his perverse research into the creation of the perfect lifeform, employed treasure hunters from across Tamriel to retrieve Barilzar's Mazed Band in order to return to the City and see his vision through. Hoping to claim the riches within the city for themselves, the Forgotten Hero and their adventuring party tracked the Band to Forelhost in the Rift. Unbeknownst to the heroes, the treasure hunters in the employ of Mecinar were following them, and easily stole the Band from them after they were weakened. The Forgotten Hero's friend, an Argonian named Swims-at-Night, would not give up his prize, however, and was teleported into the city along with them after he took hold of the hunters while they were using the ring. The Forgotten Hero would not forsake their friend, and would pursue another way into the city. They would eventually find their solution in Alfe Fyr, one of the daughters of Divayth Fyr, who lived near Mount Anthor. After sending them upon an errand that was actually meant to kill them, Alfe Fyr teleported them into the Clockwork City.

Once inside, the heroes ventured to the Brass Fortress and discovered the last of Clockwork City's people, who initially attacked them out of fear that they were associated with the hunters who had recently raided them. The heroes discovered that the City's inhabitants at that time were lead by the Clockwork Apostle known as Galyn the Shelterer, who was compassionate about his people and intended to keep them alive at any cost. He sent the heroes to follow the treasure hunters, and they were able to rescue their friend and recover a memory star of Sotha Sil. What was meant as a rescue mission would now turn into a race against time, as the star revealed the existence of the Mechanical heart. The heroes decided to traverse the dangers of the Cognitum Centralis, located in the depths of the city, to prevent the heart from falling into the wrong hands.

Their good intentions would have disastrous results. Mecinar had spent centuries devising his plot, and had modified his body into a tool that could absorb the heart's power. He waited from the shadows until the heroes unsealed the Chamber of Lorkhan. With the heart unveiled, he seized the opportunity to realize his plans and basked in the artifact's power. The heroes barely survived the encounter. Among the rubble, they came across another memory star that revealed that Sotha Sil had created his own replica of Kagrenac's Tools, which could control, shape, and even dismantle the heart. Acting on this revelation, the heroes journeyed to find the tools, and discovered that Mecinar was now carrying out his plan to remake the City in his own image, turning its people into abominations. After being put to flight by a Fabricant attack, a brave sacrifice was made and the hero lost one of their friends.

The heroes ventured onward to the Throne Aligned, where it was revealed that Sotha Sil's tools had been hidden across Tamriel. The Forgotten Hero was able to collect the tools using the Doors of Egress, the Clockwork Apostles' teleportation device, and entered the Chamber of Lorkhan to challenge Mecinar. Mecinar was defeated, but the consequences of the confrontation are unclear. One rumor states that the Forgotten Hero destroyed the heart, and the Clockwork City's inhabitants were forced to abandon it as it ceased to function. Another account holds that the hero used the heart to harness its power and fought Mecinar on equal ground, allowing the heart to live on along with the city. The heart's power overwhelmed the hero and they disintegrated, it is claimed, but their consciousness lived on within the City.



Davon's Watch

Davon's Watch (also known as Darnim Watch) is a settlement on the mainland of Morrowind, along the southern coastline of the Inner Sea. It was once a major port city in the Stonefalls region, controlled by house Indoril.



Davon's Watch

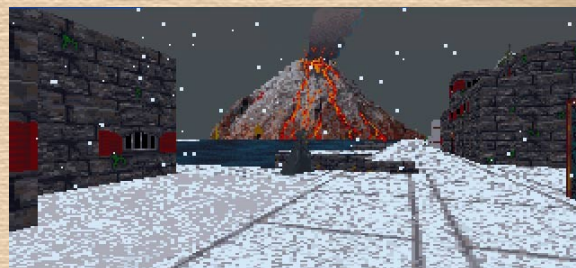
Davon's Watch was sacked by a Nord raiding party led by Unnvald Ironhand in the mid-Second Era, before the signing of the Ebonheart Pact. In 2E 582, the city was put under siege by the invading Daggerfall Covenant. Despite the advice of his ancestors, Grandmaster Tanval Indoril released the ancient Daedra Balreth, originally a Chimer general, who had been imprisoned in Ash Mountain for centuries. Balreth destroyed the Covenant forces utterly, freeing Davon's Watch, and was subsequently rebound by the Pact. The Worm Cult also had a brief presence in the city.

By the time of the Imperial Simulacrum in the late Third Era, the village of Darnim Watch was no longer a significant settlement. It was ruled by Lord Ulfar and it had a rivalry with Helnim Wall and Old Run. It was neighbored by several settlements, including Dragon Glade to the northeast, Eagle Moor to the southwest, Ebonheart to the west, Helnim Wall to the north, Mournhold to the south, and Old Keep to the southwest.

Firewatch



Firewatch is one of the eight major cities on the mainland of Morrowind, found on the northern tip of the Telvanni Peninsula, on the shores of the Sea of Ghosts. The city acquires its name because of its proximity to Red Mountain from the mainland. It safely provides a grand vista of the volcano from within its walls, but not without its own inner dangers.



Firewatch

Firewatch is a coastal city found along the eastern Inner Sea strait, across from Vvardenfell and where it meets the Sea of Ghosts. The settlement called Tel Aedrin is located somewhere south of it. Firewatch is located deep in the Telvanni District, which spans across the province's northeast areas and is characterized by a rocky terrain and a sparse population. Firewatch is neighbored by several settlements, including Glen Haven to the east, Helnim Wall to the southeast, and Old Run to the south.

Kragenmoor

Kragenmoor is another one of the eight major cities on the mainland of Morrowind, located in the ash wastes of Stonefalls. The city is the great nexus of the region's farming industry and it has historically been occupied by the Great House Dres.



Kragenmoor

While some accounts described Kragenmoor as wretched and downtrodden, others such as the one from Flaccus Terentius noted the miles of saltrice plantations that stretched across the fertile valley. For a time in the mid-Second Era, Kragenmoor was the capital of House Dres and was the home of the Dres Grandmaster.



Kragenmoor is located in the territory of House Dres, who occupied portions of central Morrowind many years ago in history. The city itself is nestled in a fertile valley that is part of the Valus Mountains and is surrounded by miles of saltrice plantations. The region around it is very rural and far removed from the larger cities on the coast. The main road runs through the greater expanse and passes Kragenmoor to the north. But on the east end of that road is the path to the

southern grazelands and also the Tormented Spire, a cursed mountain that is sealed in a mystic veil by the Lorddom of Kragenmoor. In fact, the city is also called the "gateway to the Tormented Spire."

The city is built on a mountain in the middle of a valley and it has a large stone foundation around it to level it out. The city is split between an upper district and a lower district. The upper portion is on the stone foundation and it connects to other parts of the valley through bridges. Here lies the grandiose Kragenmoor Manor is located and it overlooks the main road from the high precipice. Meanwhile, the lower portion is located underneath these bridges and around the base of the stone foundation. This area is where slaves and the lower class generally live and it is not as nice as the above ground level. Kragenmoor is neighbored by several settlements, including Karththor Dale to the north, Stonefalls to the northeast, Oaktown to the southeast, and the Imperial Province to the southwest, toward the Imperial City.

Kragenmoor is an ancient city that dates back to at least the early First Era. Even though House Dres have been historically associated with southeast Morrowind, around their ancestral capital, Tear, they have been known to expand their reach into central Morrowind where Kragenmoor is located. But when exactly the city was founded is currently unknown. In the years after the Conquest of Morrowind and after the Nords were vanquished from ancient Resdayn, the city was under the rule of Queen Yoriss of Clan Ra'athim. In ancient times, the royal cadet branch of House Dres, the venerable Dreloth Clan came to Kragenmoor after they relocated from Vvardenfell in the northeast. But despite this, their ancestral tomb is still located there, on the coast south-southwest of Sadrið Mora. In the mid-First Era, the vast crypt of the royal Dres families was re-discovered in the mountains just west of the city and was promptly excavated beneath Kragenmoor by their Argonian and Khajiit slaves. It was reportedly built during the time of the Chimer to honor the Daedra.



Kragenmoor Manor

During the Interregnum in 2E 582, Kragenmoor was the capital city of House Dres and by this time, they were led by Grandmaster Omin Dres and in an alliance called the Ebonheart Pact. After a decisive battle in Fort Virak to the north, the Indoril Vanguard led by Tanval Indoril traveled south to Kragenmoor with the Coral Heart, on their way to the summit of the Tormented Spire. When the Grandmaster refused Tanval access to the mountain, the vanguard took Omin's son hostage deep in the House Dres Crypts. Not long after, an Agent of the Pact followed them to Kragenmoor and offered to rescue Sen Dres. After delving into the crypt, they were able to secure Sen Dres and acquire access to the Tormented Spire for a final confrontation.

In the late-Second Era, Tiber Septim and his Imperial Legion massed in great numbers west of both Kragenmoor and Silgrad Tower, as well as in the northernmost borderlands. However, while the Great House Redoran was willing to face the grand army right on the front, the other Great Houses of Dres and Indoril preferred to bolster the interior for guerrilla warfare instead of placing garrisons across the western front, where they were invading from. Whereas the Great House of Hlaalu would rather make peace with the burgeoning Third Empire. In the end, the Dark Elves had fallen and their country was incorporated into the Third Empire as the Imperial Province of Morrowind.

During the Imperial Simulacrum, the city-state of Kragenmoor was an active settlement. It was ruled by King Shalpar and it had a rivalry with Ebonheart. On the 2nd of Rain's hand, Frathen Drothan and his militia gathered in Kragenmoor before they advanced onto Cyrodiil and the abandoned waystation, Sundercliff in the Nibenay Basin. The city saw little disturbance with the Oblivion Crisis later in the year compared to Cyrodiil, but the events that transpired in the Imperial City and Akatosh's intervention had increased interest for the local shrine ten-fold and many people, ranging from skeptics to old Tribunal worshippers.

Narsís



Narsís is one of the eight major cities on the mainland of Morrowind, built in the verdant river basin of Deshaan. Laying on the rolling hills of the Redolent Loam, Narsís is the ancient capital of the former Great House of Hlaalu, whose sphere of influence revolves around the world of mercantilism and adaptation. Through Narsís, they were able to acquire control throughout central Morrowind. The city was one of the first settlements built by the followers of Veloth back in the Merethic Era, in which it was originally named, Narsís-Where-All-Fervently-Praise-the-Prophet-Veloth.

Narsís is situated on the southeast shores of Lake Hlaalu, with the Velothi Mountains rising dramatically to the west. Despite its status as a great house capital, Narsís is one of



Narsís

Morrowind's smaller cities. It is built on a hillock that overlooks the lakefront to the north, and at the top of it lies the local kinhouse. However, the hill has a stone foundation built around it, providing ample space around it and elevation above the rest of the settlement. The city is surrounded by low-barring walls and much of the landscape is uneven ground; as a countermeasure, these hills are surrounded by stone platforms like with the kinhouse. Even though Narsís is the capital of House Hlaalu, it does not feature their typical style of architecture, but rather the ornate stone style that is prevalent throughout central Morrowind.

The center of town is quaint parkland with tall stalks of Emperor Parasols, sprawled out chanterelle mushrooms, vibrant red barberry bushes, and large sharp rocks. The city is known for its vibrant crimson peonies, which are made into vivid wreaths and fashioned into garden hats.

The west side of the city contains the local marketplace consisting of trader tents, and a lone watchtower can be found south of the town. In the town outskirts to the west lies the ruins of ancient Narsís, which runs underneath the modern city and includes the foundation of the original settlement. Narsís is neighbored by several settlements, including Heimlyn Keep to the northwest, Old Keep to the northeast, and Black Marsh to the south towards Stormhold.

Narsís was built in the Late-Middle Merethic Era in the wake of the great exodus of Veloth and the Chimer of Summerset. It was one of the original settlements created in the region and it was originally called Narsís-Where-All-Fervently-Praised-the-Prophet-Veloth. When the alliance between the Chimer and the Dwemer, Indoril Nerevar amassed an army to assault the Dwemerí citadel at the pinnacle of Red Mountain. The armies were stationed in Narsís, until they moved north toward Vvardenfell to engage in battle. On their path, they came across the Nordic armies under Ash-King Wulfharth. While the outcome is unknown, the Chimer forces managed to advance onto Vvardenfell and overwhelm the Dwarves on Red Mountain. At some point in time, House Hlaalu established control over Narsís and it soon became their capital throughout their district in central Morrowind. They have ruled over the town since at least far back to the 121st year of the Golden Peace.

The land south of Narsís was disputed greatly by House Hlaalu and the neighboring House Dres, which grew into full-scale house warfare in 2E 559. The former attempted to build an outpost in the region, but the latter went out of their way to prevent it. The Hlaalu Guard led by one, Purilla Falen protected the workers while Dres skirmishers attacked the outpost relentlessly. Falen defended the area through many waves of enemies, eventually waning out their

ranks. She ordered a wizard to conjure a portal to Narsis while she fended off the invaders. Eventually, it was just Ealen and a couple of guards. The workers even took arms from their fallen comrades in a vain attempt to defend their station. Finally, Hlaalu battle-merchants stormed the area from the portal and quickly driven out the Dres warriors. As they were retreating, Ealen's throat was slit and died before a healer could help her. She has since been remembered for bravery and loyalty to House Hlaalu.

During the Interregnum in 2E 582, the Lodos Plague had started spreading throughout Deshaan and was en route to Narsis after an outbreak in Serkamora. It was originally developed by the alchemist, Merdyndril, but one of the Maulborn had managed to create a more potent strain of the disease, which was later dumped into the city's water supply and Lake Hlaalu. Panic and paranoia had swept through Narsis as several people started to disappear in the middle of the night. Councilor Ralden was having trouble deciding on a proper course of action, to which his advisor, Giron Sadri offered to investigate in the situation and suggested to close the city off from the outside, even if it may harm Narsis' economy. The Councilor enlisted the help of an agent of the Ebonheart Pact to undergo their own investigation, which later involved the Morag Tong.

Their search brought them to the Maulborn camps on the lake, where the Tong agent, Naryu Virian revealed Sadri's true intentions and his involvement with the Maulborn. At some point, the remaining citizens attempted to rally up and search the missing people, but it is unknown whether that amounted to anything. The agent defeated Councilor Sadri in the city ruins and was able to rescue the captured villagers along with Councilor Ralden. The situation in Narsis had subsided and the Agent was tasked with helping the Hlaalu raid at the Obsidian Gorge.

In the latter years of the Second Era, all able-bodies were called throughout Morrowind to fight against the vast armies of Tiber Septim and his burgeoning Third Empire, but out of all the Great Houses, the Dunmer of House Hlaalu proposed accommodations to the invading forces. In any case, the Armistice was willingly signed by Morrowind, making it a province of the Third Empire. An Imperial Proconsul was instilled into the city of Narsis and set to govern Morrowind, however, the common-folk felt that they were out of touch with Morrowind's inner workings and that they have no real power over the province. In 3E 80, the daughter of Emperor Uriel Septim II, Galana was set to marry the Duke of Narsis, despite being arranged for the King of Solitude, Mantiarco. In her stead was the then thirteen year old, Potema Septim. During the Imperial Simulacrum to the late-Third Era, the city-state of Narsis was an active settlement. It was ruled by Queen Vermothah and had a rivalry with Mournhold.

House Hlaalu was stripped of its position as a Great House and removed from the Grand Council of Morrowind early in the Fourth Era, with its position filled by House Sadras. It is unknown what happened to their capital of Narsis as a result.

Necrom



Necrom

Necrom is one of the eight major cities on the mainland of Morrowind, situated along the eastern coast of the Central Highlands region overlooking the Padomaic Ocean. Necrom is known as the City of the Dead, because in Dunmeri tradition, the various families and clans of Morrowind would travel to Necrom and bring their deceased family members in urns and coffins for solemn processions that last for months. The city is composed of lofty walls and white towers, and is known for a "dark heat". Necrom's Great House affiliation is



unknown, but the city itself perpetuates a religious tradition that predates the Tribunal cult and has a strong Temple presence.

The city-state of Necrom is built on a peninsula that overlooks the Padomaic Ocean, near the island of Gorne. The region itself is known for rocky escarpments and islands with a minimal population, and the coastline is known for being treacherous. It is where the supposed "Bat-Lizards" are located. It is implied that these Bat-Lizards are, in fact, ancestors of the modern-day Cliff Racers, as they no longer exist. These were discovered by Topal the Pilot, an Aldmeri explorer that sailed across the continent of Tamriel. Necrom is a bustling city, ironic since it is the City of the Dead. It is governed by a complex hierarchy of priests and attendants who operate the well-known necropolis in Necrom. Underneath the city is an extensive catacomb, arranged like a honeycomb. This is where the deceased are brought and prepared for burial. Necrom has lofty walls and gleaming white towers. Necrom is neighbored by several settlements, among them the town of Sailen Vulgate to the west, with a large fortress and graveyard nearby. A cemetery and Temple monastery are found to the west, and some countryside is found between it and the city.

Necrom's earliest history is largely unknown, however, it was built in a time before the Tribunal had been established. But as the Tribunal Temple had come forth, Necrom had become a focal point in its traditions. The bones and remains of the dead in Necrom can be interred to the Ghostfence, situated in the district of Vvardenfell, but this is reserved for the great heroes and leaders of Morrowind. Remains of the people's clans can be used for a ghost fence for their clan's ancestral tomb.

In Tribunal mythology, Necrom was created from the remains of GULGA MOR JIL, the eighth and most powerful monster that Vivec faced in his journey. Alongside Lord Nerevar, Vivec traveled to the east to confront the monster, where he was discovered by Almalexia and Sotha Sil. The monster asked Vivec why he needed to die, and the Warrior-Poet said that it would be a betrayal to his nature otherwise. But when that answer did not satisfy the monster's question, Vivec recited a poem, "The fire is mine: let it consume thee, And make a secret door, At the altar of Padhome, In the House of Boet-hi-Ah, Where we become safe, And looked after." The monster accepted his fate, and his bones had become the foundation of Necrom.

As time went on, Necrom was a fully-established city. Sometime in the Second Era, the young and ambitious, Ayrenn had traveled all across the continent of Tamriel, making a stop in Necrom. Disguising herself as a rather large Dunmer, Ayrenn was successfully able to steal the Indigo Scrolls from the vaults of Necrom. This was one of the many stories she had during this time. Circa 2E 582, L'arel Telvanni contracted the Ember-Eye Slavers to capture slaves from Stormhaven and bring them back to Necrom for events that the house had planned in the coming months. During the Imperial Simulacrum in the late Third Era, the city of Necrom was ruled by Queen Hekothah, when the kingdom had a rivalry with Mournhold. At some point in the Third Era, the cemetery west of the city had been haunted by malevolent beings for many years, resulting in people burying their dead in the daylight before the "evil devils" within preyed on unfortunate outsiders during nighttime. The Temple planned to re-open a new monastery near the cemetery and offered a large fee to have the land cleansed of evil. The mercenaries Nitrah, Massitha, and Phlaxith accepted the job and vanquished the Quarra bloodline that was squatting in the cemetery.

In the Fourth Era, the famed Khajiit assassin, Zhanar Tabav, took residence in his fortress near Necrom. The Daedric Prince Shegorath had made a bargain with the Dunmer Talym Rend. Talym was to drive three souls into madness, in exchange for making his son sane again, and Zhanar was one of the targets. Talym was provided with a soul gem amulet by Shegorath's Vestige, haskill, and broke into Necrom's graveyard, where he trapped souls of the City's dead. He would then release them at Zhanar, who was convinced that the spirits of his long-dead victims had come to get him. He fled and would live out his days in fear of long-dead victims.

Ebonheart

Ebonheart, also known as the Black City or Old Ebonheart, is one of the eight major cities on the mainland of Morrowind, specifically in the region of Stonefalls. Ebonheart has been described as the eldest city-state of Morrowind, but it is more known as the ancestral holding of the Ra'athim Clan, an ancient family of miners that have become some of the province and even the continent's greatest leaders. Their most well-known members are Moraelyn and



Katariah. For an undisclosed time, Ebonheart was the capital of Morrowind, until Moraelyn's twin grandsons were left joint-heirs, resulting in the creation of modern-day Ebonheart and Mournhold.

Ebonheart is found on the north-central coast of Stonefalls, in a strategic location on the Inner Sea. The city was the seat of power of a mighty country led by the Ra'athim Clan, one that spanned many mining fiefdoms and encompassed what would become modern-day Mournhold. Considering that the Ra'athim Clan's parent faction, House Mora was absorbed into the Great House Hlaalu, it would put Ebonheart inside the occupied district of the Great House. Beyond the walls lies the ash wastes of the region and the ridged hills of the mountains, where only the local Ashlanders and mining prospects can seem to withstand. The majority of Ebonheart proper is built on an island, nestled in the large river basin next to the inactive volcanic spire, Ash Mountain and the aforementioned river, which comes from the south. While some maps show the river going as far south as south-central Morrowind, near Narsis, others indicate that it starts in the mountain valley called the Brothers of Strife and it descends downward into the Ebonheart basin.



The city is surrounded by a large stone walls and on the outside is open land where people tend to set up encampments. At the center of Ebonheart city is the seat of power, Castle Ebonheart, which sits on a stone foundation that overlooks the waterfront and the local Argonian Quarter. The south side of the castle contains the local city plaza and parkland, right in the middle of the main street that is anchored by the local Temple to the west and the local cornerclub to the east. Around the castle is two steep staircases that lead into the Argonian Quarters, lowland with wooden planks and ashreeds on the side of the road. At the center of it all lies their Hist Tree, which has been here since the Interregnum. According to the historical-fiction, 2920, The Last Year of the First Era, the Tribune of Sorcery, Sotha Sil has a hidden laboratory in the smoky catacombs underneath the city, where he "forged the future with his arcane clockwork apparatus." Ebonheart has several neighboring settlements, such as Darnim Watch to the east, Eagle Moor and Mournhold to the southeast, Old Keep to the far southeast, Riverbridge to the southwest, and Stonefalls to the northwest.

Æbonheart has been called the eldest city-state of Morrowind, a title that its Kings have held the utmost pride for, often using the phrase, "first among equals." Since the province's earliest history, Æbonheart and Mournhold were bitter rivals, but were originally part of one nation ruled over by the Ra'athim Clan. The clan claimed mining fiefdoms across the region and even the High Kingship of Morrowind. The Ra'athim Clan were members of House Mora, a minor political house that has human ancestry. At an unknown time, House Mora was absorbed into the Great House Hlaalu, in turn bringing both the Ra'athim Clan and Æbonheart with them.

When the First Empire of the Nords invaded Morrowind in the early First Era, the Kingdom of Æbonheart was ruled by King Kronin, who had three sons, Cruethys, Stephen, and Moraelyn. After the Nords conquered the entire region, the King and his sons turned to a life of banditry and raided across eastern Skyrim and the Velothi Mountains. They were known to use guerrilla warfare, which caused great havoc across the Nordic countryside. Eventually, the four partook in retaking Morrowind in 1Æ 416, returning to Æbonheart after a century and a half of Nordic occupation. Sometime afterward, Cruethys was named the King of Æbonheart and eventually passed the position onto Moraelyn. Stephen was not recognized as a part of the pure family, because of his heritage. So instead, King Moraelyn offered him a temple-cult in his birthplace, Mournhold, and the role of protecting the Horn of Summoning.

As time went on, King Moraelyn passed his role to his daughter, Lian, who in turn, had twin sons, both heirs-apparent to the Kingdom of Æbonheart. These two were given joint-heirs, which split the greater region into modern-day Æbonheart and Mournhold. It was at this time however, the seat of the high King was vacant, in favor of a war leader in a time of provincial emergency. At some point later, both of these kingdoms disputed over ownership of the Staff of Chaos, an ancient staff of immense power. But ultimately, Mournhold was able to claim the staff, citing that not only was it Stephen's life goal to protect the Staff, but that the city was also the god's birthplace. Eventually, Æbonheart lost its role as the capital to its rivals in Mournhold. Though the exact circumstances are unknown.

Many years later in 2Æ 572, the Second Akaviri Invasion took place across the northeast of Tamriel. After the destruction of Windhelm in Skyrim's northeast coast, the Kamali of Akavir, under the command of Ada'Soom Dir-Kamal, advanced southeast into Morrowind, and the volcanic ashlands of Stonefalls. Dir-Kamal's forces were surrounded by the triad of armies, the Nords of Eastern Skyrim, the Dunmer of Morrowind, and the Argonians of Black Marsh. At the coral fields of Vivec's Antlers, the Akaviri were defeated and these three races gathered in Æbonheart, to create an alliance of survival and necessity, known as the Æbonheart Pact.

By the Interregnum in 2Æ 582, the town of Æbonheart was nominally ruled by House Dres through Councilman Drathus Othral. Despite Dres rule, the city's security forces were of House Redoran and House Hlaalu held significant influence in the city as well. At this time, the Daggerfall Covenant had invaded the Pact's waters, already taking Bleakrock Isle and sacking Bal Foyen. The Covenant armada landed on the shores of Vivec's Antlers, and the Councilor felt that the invasion could destroy Æbonheart. He believed that if the several races in Æbonheart had united against the armada, they will be able to survive. And so, he enlisted the help of a wandering traveler to unite the races in Æbonheart. Through sleuthing, the warrior revealed that the traitor, Rhavil Urano had sent intel to the Covenant. Urano was defeated and Æbonheart's people came together to prepare their defense.

Even as far as a hundred years after Tiber Septim's conquest and the establishment of the Third Empire, the Kingdom of Æbonheart was still ruled by the Ra'athim Clan. The royalty of Æbonheart were allies of Potema Septim and Uriel III, even joining their battle against the Empire, known as the War of the Red Diamond. It was no secret that Æbonheart supported the Wolf-Queen. To cement relations between the Kingdom and the Empire, Emperor Magnus Septim arranged the marriage between his son, Pelagius III and the Duchess of Vvardenfell, Katariah Ra'athim. Part of the reason was because of Katariah's talent as a diplomat, perfect for hiding the true demented nature of Pelagius. Katariah ruled over the Third Empire as the Regent-Empress, following Pelagius' death. She later passed away in 3Æ 200 after a skirmish in Black Marsh.

During the Imperial Simulacrum in the late Third Era, the city-state of Ebonheart was an active settlement. It was ruled by King Casik, who had a reputation of extreme ruthlessness. It had a rivalry with several cities (namely Blacklight, Firewatch, Kragenmoor, and Mournhold). After acquiring the seventh piece of the Staff of Chaos, the Eternal Champion made their way to the province of Morrowind, to find the final piece. From rumors, the warrior arrived into Ebonheart and gained an audience with King Casik, on the location of Dagoth-Ur's entrance. The King had the means to open it, but they need to find the Hammer of Gharen and strike it on the Anvil of Mithas. The Dwemer artifact was hidden in Black Gate. Sometime later, the Eternal Champion returned with the hammer. The King struck the anvil, releasing a tone that paved the way for the Dagoth-Ur mines. Since the champion's victory over Jagar Tharn, Imperial-loyalists made pilgrimages across the continent to re-trace the steps of the Eternal Champion, which included Ebonheart.

Tear



Tear

Tear (also known as Dres) is last of the eight major cities on mainland Morrowind. Tear is the capital of the Great House Dres, whose sphere of influence revolves around an agrarian agricultural society, building its vast fortune from the export of saltrice and its grip on the slavery industry. Tear is also known as the Jewel of the East and it is the most open to trade and commerce compared to other cities on the mainland. But even so, strange happenings occur in the night and few people ever complain about it.



The Tear region is notably hot and humid, given its proximity to Black Marsh and the greater Dres District, which mainly sweeps across the province's southern borderlands, is a blend of the central plains in Deshaan and the swampy interior of Black Marsh. Tear is the epicenter of a series of plantations that harvest everything from saltrice to lichen. These plantations are walled-off and heavily guarded by Dres spearmen, sometimes riding on large wasp-like insects called Parrapton. Tear is neighbored by several settlements, including Corkarth Run to the north-northwest, Silnín Dale to the far west-northwest, and Black Marsh to the south, toward Thorn.

It is currently unknown when Tear was founded, but House Dres was given its status of a Great House sometime before the 84th Year of the Golden Peace after a slave-raid on Tear's neighbor, Thorn orchestrated by Grandmaster Thalthil Dres. This event was what also established House Dres' role as a predominant supplier in the slave industry. Scholars from the Antiquarian Circle have stated that House Dres had been at the forefront of the Dunmeri slave trade since the mid-First Era.

Ten years after his initial battle near Gnisis, the Warrior-Poet, Vivec re-encountered the Ruddy Man near Tear, who already ransacked three villages. The monster's carapace was now worn by a wayward shaman of the House of Troubles. The Dreugh had imbued the armor with mythic inflexibility, making it molt onto the shaman and have their bones stretched. Vivec defeated the monster with the Symbolic Collage and entrusted the carapace to the loyal mystics of the Number Room.

At some point in the First Era, Tear was caught amid a conflict called the War for Silvanor, between the First Empire and Morrowind. The Imperial Navy defeated House Indoril's fleet at the Battle of Tear Harbor and even took one of their ships and gave it to the legion, the Dominus Fatum. It later perished during the chase for Red Bramman in 1E 1033.

Sometime in the late Second Era, the Khajiiti crime boss, S'rathra sends his band of brigands to a plantation outside of Tear to free his kinsmen from the Dres slavers. The Redguard, Cyrus was able to free some of the slaves and it

caused a giant revolt across the plantation. In the end, the Dres slavers were freed and the slaves were liberated but Cyrus went down his own route alone after that and it soon brought him to Stros M'Kai.

During the Imperial Simulacrum in the late Third Era, the city-state of Tear was an active settlement. It was ruled by King Niasth and had a rivalry with Mournhold. When Red Mountain erupted in 4E 5, cities on the mainland like Mournhold were mostly unaffected, however, Tear suffered greatly from the cataclysm. An account from the farmer, Drallin Vess, claims that the ground turned into mush and the swamp essentially swallowed up half the city. Earthquakes tore through the ground and caused water to spill in until people were knee-deep in muck water. People tried to save their families and livestock from the flooding water and when the quakes stopped, the city's southern wall crumbled. Other farmers tried to help everyone they could in Tear's destruction, poor and wealthy alike. It is unknown how Tear fared during the Accession War, which saw the Argonians cut a bloody swathe across southern Morrowind until they were put down by House Redoran.

Vvardenfell

Ald'ruhn

Ald'ruhn (translated as *"Old home"* in the Dunmer language and also spelled Ald-ruhn) was one of the four cities on the district of Vvardenfell. In modern history, Ald'ruhn served as the district seat of power for the Great House Redoran, but before it was occupied by the House Dunmer, it was neutral meeting ground for the four tribes of the Vvardenfell Ashlanders. The settlement was built around the carcass of Skar, an ancient Emperor Crab that was slain by the united tribes and a long-forgotten hero of legend.



Ald'ruhn is situated on the western-side of the Ashlands, between the main road that runs through the West Gash and the Ghostfence that surrounds the caldera of Red Mountain. The land is inhospitable for the common-folk, its riddled with steep hillscares, dead wood, and jagged rocks, and not much can be found beyond the city limits, other than the banks of the Foyada Drura to the west. Even so, the community of Ald'ruhn had always lived through the harsh environment, from the ash storms to the sparse grazing. The main road that runs through the West Gash forks toward Ald'ruhn and another thoroughfare that scales north through the Ashlands until it comes toward Bal Isra and Maar Gan. The land has its fair share of ancestor worship, from the ancestral tombs of Clans Hleran and Fadathram, to the cairns of the First Ashkhans, and even the mythos of the city's most iconic landmark, the carcass of Skar.

The settlement was built just south of Skar's carcass, and its maw was used as the entrance. The front of the carcass was typical the settlement's central square and the carapace itself was used as a place of great importance. Back when the town was an Ashlander meeting ground, there was a large campfire and circle in front of Skar and several yurts assembled around the circle. As the hill descended downward to the west, yurts became less prevalent and the local wayshrine sat solemnly on the road. When the proper Redoran city was founded, Ald'ruhn became walled-off and it had large, perched watchtowers. Much like other Redoran townships, the city was built in the typical Redoran village style, with organic curves and undecorated exteriors reminiscent of the environment. There were three principal districts in Ald'ruhn. There was Ald'ruhn Town, the outer-half of the city. The southern-half of the area consisted of business and guildhalls, as well as the city's entrance and Silt Strider port. The other side of the area was the local temple. The northern-half of Ald'ruhn Town was various homes and local businesses. The second district was the Ald'ruhn-Under-Skar, which was built inside the Emperor Crab's shell. The Manor District was connected together with wooden bridges over the ground floor and wooden boardwalks that went around the wall of the carapace. Manors dedicated to each member of the Redoran Council and the Council hall were located on this upper level, while more upscale businesses were found on the bottom.



Before there was Ald'ruhn, there was the Emperor Crab known as Skar. Back when the Chimer were nomadic-folk and lived in tribes that later became the Great Houses, Skar was an unstoppable force of nature that wreaked havoc across the land. The First Ashkhans of the Ahemmusa, Erabenimsun, Urshilaku, and Zainab tribes banded together to fight the beast. Dranoth of house Hleran wielded his spear, Calderas and slew the Emperor Crab. Skar's carcass provided a vast wealth of sustenance, and ancestors of house Hleran decided to settle next to the Foyada Drura, to live a quiet but well-equipped life. The Hleran provided to the Velothi wanderers with Skar's resources but after the First Ashkhans passed away, their successors took up their arms and slaughtered the Hleran until they were forced out of the Ashlands.

Since Skar's defeat, the Ashlander tribes used the site as a neutral meeting ground, where they would silently pray around the campfire in the center. Dranoth's legend and name were forgotten by the people ever since, and only the faintest memory remained with them. To the wise women and loremasters of the Ashlanders, he was known as "The Unsung". The Nordic scholar, Anrunn Frozen-Cove made her best attempts to uncover the history, but fell short with just a mention of a hero and a spear. She believed that Skar now served as a sign of hope for strength. The Ashlanders make an annual pilgrimage to Ald'ruhn, where they would gather to celebrate their victory over Skar and bring offerings to the cairns of their first Ashkhans.

Details on Morrowind during the Oblivion Crisis of 3E 433 vary depending on account, one contemporary source claiming that the Imperial Legion could not assist Cyrodiil's counties because they could not be pulled from the other provinces, while more recent sources claim that the Imperial Legion was indeed pulled from other provinces such as Morrowind and left the locals defenseless. Regardless, the Redoran of Ald'ruhn suffered severe casualties when the Daedric horde was unleashed from the Deadlands. In a futile attempt to defend themselves, the mages of House Redoran performed ancient rituals and re-awoke Skar. Alas, even with the ancient Emperor Crab's assistance, the Dark Elven defenders were defeated. A year later, the Great Houses sent out small groups to seek out new places to settle. House Redoran's group was led by the Lady of Maar Gan, Councilman Brara Morvayn, who quickly set forth for Solstheim and its mining colony, Raven Rock.

It is unknown how Ald'ruhn fared after its destruction in the Oblivion Crisis, but the town saw further devastation a mere five years later with the eruption of Red Mountain in 4E 5. Remembered as the Red Year in modern history, the Ministry of Truth crash-landed onto Vivec City and caused a chain reaction that led to the volcanic eruption that

wiped the island clean. Many people on the mainland mourned the loss of loved ones in Ald'ruhn and other cities, but almost a month after the event, the Redoran councilors in Mournhold created a relief effort for the settlements hit the hardest. It is unknown how Ald'ruhn fared in these events or if it received any relief, but its close proximity to Red Mountain may have sealed the city's fate.

Balmora

Balmora (translated as "Stonewood" or Stoneforest in the Dunmer language) was one of the four cities of the district of Vvardenfell, known primarily as the district seat of power for the Great House Hlaalu. The city is built in the river valley of the West Gash and was the largest settlement on Vvardenfell, only behind the temple-metropolis, Vivec City. It was initially a stronghold of House Redoran, but through some business and architectural maneuvers, it was assimilated into a town of House Hlaalu. The city was devastated during the eruption of Red Mountain in 4E 5, but was subsequently rebuilt and re-inhabited.



Balmora is a vast city built on the banks of the Odai River, in the midst of a great valley that marks the southernmost edge of the West Gash. It was essentially the gateway between the West Gash and the pristine grazelands that laden the south-central coast. Much of the land that surrounds the city is rocky scrubland, natural stone menhirs, and green hills. It provides little flatland for other people to settle on but despite this, the roads are generally toward ground-level, making them easily identifiable. In the Third Era, the Imperial Fort



Moonmoth was built southeast from Balmora, right on the Foyada Mamaca. The main road ran through Balmora, going further north toward the Imperial-charter town, Caldera and the rest of the region, or going down south near Lake Amaya and Delagiad. The city itself is split into three districts. The Commercial District is found on the western side of the river, where it is the home of several businesses and the town plaza. Each city gate is found in this area and the Silt Strider port is located by the south gate. The Cammona Tong had their own council club in the commercial district. The main square and the road that contains the local guilds is called the Trade Street. Labor Town, on the east side of the river is the general residential district, housing the common-folk and several corner clubs. Finally, the high Town is on the northwestern hill that looms over the city. It is accessible from the commercial district, which lies at the base of the hill. It houses Balmora's nobility and even the Tribunal Temple of Balmora.

Stoneforest is neighbored by several settlements, including Markgran Forest to the north and Old Run to the southeast.

In the midst of the Interregnum, the Great House Redoran expanded their reach into the island of Vvardenfell and sought to build various settlements across the region. In light of this, House Redoran struck a deal with the Hlaalu Construction Syndic, in which they used their labor and resources to build these new towns for what was deemed a suspiciously low cost. Bustling trade towns like Balmora and Suran were built (or expanded upon, according to some sources). Though the contract stated that the towns were to be built in the Redoran style of architecture, the Syndic built them in the Hlaalu-style of architecture. At that point, House Hlaalu's only foothold was the fishing-village of Seyda Neen but their involvement in these places gave them the leeway to create business opportunities and have a near-monopoly on the region's trade. Even then, Balmora and Suran were still governed by House Redoran, with the former administrated by Councilor Eris Releth.



Balmora, Second Era

In 2E 582, the son of the councilor, Ulran Releth was a Redoran officer and unlike most House Dunmer, did not have hatred toward the Ashlanders. When one of his soldiers killed an Ashlander trader despite Ulran's demand to stand down and targeted another, the captain was forced to put him down, which promptly had him exiled by the Redoran council. He left to the wilderness and took refuge with the Zainab Tribe near Kudanat. However, the then newly-promoted Captain Brivan Malrom gathered his Khajiiti mercenaries and set siege to the camp, slaughtering tribesfolk in droves despite orders to avoid violence. Ulran was killed deep in the mines. Releth's banishment brought ire to the Councilor's daughter, Veya Releth and so she ran away in haste to find her brother, completely unaware of his fate. A town-wide search was conducted by the city guard, to the point where outlanders were asked to help.

The councilor enlisted the help of an outlander and after chasing Veya's close friends, came into contact with the Morag Tong and started to look for Veya's mentor, the assassin, Naryu Virian. The outlander had become involved in what had turned into a conspiracy, stealing a register in a manor in Labor Town to uncover details about Ulran's exile. Veya was hiding out in an old fungal cave in the Bitter Coast until the Redoran mercenaries had tracked her down. Veya, Naryu, and the outlander attempted to escape through the Mallapi tunnels until they were cornered by Captain Brivan and Councilor Eris. They were able to pass through on the condition that they meet again on Veya's own terms and so the trio went to the ruined Kudanat Camp, where they learned about Ulran's fate.

The truth came out when Veya interrogated a Redoran soldier imprisoned in Hlormaren. The incident with Ulran was meant to be a test of loyalty to House Redoran conducted by then lieutenant Brivan. Even the initial instigation was a ploy to test the officer. In her unbridled rage, Veya left to kill the captain, her father, and the Redoran Council at the garrison outside of town. Her revenge was delivered ruthlessly on Brivan and Eris, but the outlander subdued her before she could cause any harm. High Councilor Meriath intervened and promised to sweep the incident under the rug as long as her story was corroborated. Since the Redoran acted in poor faith and Morag Tong rules were violated by Veya's actions it was appropriate and beneficial to all involved to cover up the whole situation. In the end, Naryu and the outlander were left to decide Veya's fate.

During the Imperial Simulacrum in the late-Third Era, the village of Stoneforest was an active settlement. It was ruled by Count Cascan and had a rivalry with Karththor Dale. In 3E 414, the formerly protected Temple-territory, Vvardenfell had been reopened to the local populous of the Empire and waves of people built communities in the previously uninhabited region. The island was split into four territories and House Hlaalu claimed the southwest portion of Vvardenfell that had once belonged to House Redoran, extending between the Bitter Coast and Balmora, to

the Ascadian Isles and Suran. The city of Balmora had grown exponentially in the years that followed, becoming the second-most populated settlement behind Vivec City. In 3E 426, there was a minor tax revolt in Balmora which was suppressed. The Hlaalu claimed there was no harm done in any manner, while the Redoran claimed that there was significant damage in property and life. It did concern the Hlaalu Council, who sent deputations to Duke Vedam Dren about the high tax rates and the effects of the high tariff of trade.

During the Blight Outbreak in 3E 427, the Hlaalu Council were not stationed in their regional-capital, instead, they were in their various estates and manors in the Ascadian Isles. The highest-ranking member of House Hlaalu that stayed in the council hall was Kinsmen Níleno Dorvayn, who governed the city while the council was away. It was at this time that a certain outlander was present on Vvardenfell. They frequented Balmora's labor town where their Blades contact, Caius Cosades would relay them the information and missions in regards to the Nerevarine Prophecy. Eventually, Cosades was recalled back to the Imperial City and that individual was soon recognized as the Nerevarine.

In 4E 5, the Ministry of Truth crashed into Vivec City and caused a great chain reaction that led to the eruption of Red Mountain. The event became known as the Red Year, in which severe ashstorms and lava floods pillaged the entire island of Vvardenfell. While mainland cities like Mournhold were largely left unscathed, the entirety of Vvardenfell was flooded by seas of lava and great cities from Balmora to Sadriith Mora were completely destroyed. A Redoran-led relief effort was sent into the island roughly a month later. The commoner, Deros Dran was sent to Balmora and found the city in shambles, with nothing left standing. There, Deros Dran spent two months rebuilding, which could imply that Balmora took roughly two months to rebuild. By the late Fourth Era, Balmora was still an inhabited settlement. The Nord Tyra Blood-Fire, founder of the infamous Crimson Dirks bandit gang, grew up an orphan in the streets of the city and was still alive in 4E 201. Given her human lifespan, this would indicate that Balmora was an active settlement only a few decades prior, well over a century and a half after the city's devastation during the Red Year.

Castle Ebonheart

Castle Ebonheart (or Ebonheart, after the mainland city of the same name) was the seat of Imperial authority in Vvardenfell. From this city, the Duke of Ebonheart, Vedam Dren, and his Grand Council determined law and policy for the Vvardenfell administrative district. The Imperial Chapels served the Duke, his retainers and the castle's garrisons, and were also an administrative center for Imperial Cult presence.



An Imperial Guard unit protected the Duke, and the Hawkmoth Legion was also garrisoned within the walls of the castle. Much of the business in Vvardenfell, which concerned either the Empire or House Hlaalu, was conducted in Castle Ebonheart, as the Hlaalu Grandmaster was the Duke himself.

Because the East Empire Company was chartered directly by the Emperor, its offices, warehouses and docks were adjacent to the castle, and its security was assured by the Imperial garrisons. The provinces of Skyrim and Black Marsh maintained diplomatic missions in Ebonheart, the latter mainly in concern for its citizens, due to the fact that the Morrowind province was exempt from the abolition of slavery.

After visiting the mainland Ebonheart in 2E 582, Vivec was so enthralled by the city that he decreed that either the city be moved to Vvardenfell, or a new Ebonheart be built on



Castle Ebonheart

the island in emulation of the original. The Tribunal canons and house hlaalu engineers, who were already overseeing the ongoing construction of Vivec City, were immediately directed to draw up plans to fulfill Vivec's wishes.

Centuries passed before those plans bore fruit, however. It was only after Vvardenfell was opened for settlement in 3E 414 that Castle Ebonheart was finally built to serve as the new Imperial capital of the island.

Due to the proximity of the fortress to Vivec City, it can be assumed that it was obliterated by the fall of Baar Dau in 4E 5, the Red Year.

Gnisis

Gnisis (also spelled G'nisis) is a large kvama-mining town found in the northwest sea bluffs of Vvardenfell. Built over the River Samsi in the northern edge of the West Gash, it is a historical town under the jurisdiction of the Great House Redoran. It is noted for its cave dwellings and Redoran-style architecture. Gnisis is centered around the local Tribunal Temple and the Shrine of Justice, one of the Shrines of the Seven Graces that are visited by pilgrims of the temple. It was here that the Warrior-Poet, Vivec and his refugees were buried in gray ash, and he had to feverishly save them from death. The Velothi tower of Arvs-Drelen is found



on the cliffside, directly on top of the western gate.

In the late Merethic Era, the Chimer settled around the abandoned Velothi towers during the decline of High Velothi Culture. The people that would create Gnisis settled around the tower of Arvs-Drelen. The tower was later taken over by Baladas Demnevanni, a Telvanni sorcerer who claims to have occupied Arvs-Drelen since before the founding of Gnisis.

According to Tribunal mythology, the village of Gnisis technically predates the West Gash's inception. In light of Sun's Death in 1E 700, Vivec guided refugees to escape the ashstorms and the Blight from Red Mountain, and later



Gnisis

decided to rest. The next morning, Vivec woke up to find him and his followers frozen and buried in ash piles, unable to help them. In despair and tears, he was able to break out of his cast and tore the ash from his dying people, breathing air back into their lungs and curing their blight. Sometime later, the Temple built the Shrine of Justice at this very site and the Gnisis Temple was built over it. The story is meant to show Vivec's heroism, in that his heart gave him the strength when his might had failed him.

By 2E 582, Gnisis was one of the very few settlements owned by House Redoran to be built in their signature style, mostly at least. All of their other territories (i.e., Balmora and Suran) were built in the hlaalu-style by the hlaalu Construction Syndic. The highest official in town at the time was deputy-prefect, Manore Mobaner. At around this time, the Gnisis Eggmine was closed down and strange noises came from deep within, giving the miner's trauma and turning the kvama mad, to the point where they killed their queen. Deep in the caverns, the researcher, Revus Demnevanni was tinkering with a newly-discovered dwarven resonator, and inadvertently caused serious damage. The kvama mine was restored when a new royal egg was left in place of the previous queen.

In 3E 414, the formerly protected Temple-territory of Vvardenfell had been re-opened to the rest of the Third Empire and brought a great influx of people to colonize the entire island. The island was split into four territories and House Redoran re-claimed the northwestern portion of Vvardenfell, between the Sea of Ghosts to the wastes of Ald'ruhn, although they have the least amount of influence and may have been marginalized by the other houses. The Imperial

Legion built their stronghold, Fort Darius, right on the town's eastern entrance, and the Deathshroud Legion stationed themselves as protectors of the mining-town. The general area of Gnisis was under the administration of Councilor, Hlaren Ramoran, who lived in Ald'ruhn, but the town was governed by the local hetmen, Abelmawia Eribael of the Velothi Dunmer. In 3E 427, the Kwama Queen in the mines had contracted the Blight and was promptly cured by a recruit of the Imperial Legion. At the same time, the Talos Cult in Fort Darius planned an assassination attempt on Emperor Uriel Septim VII, who was rumored to appear on Vvardenfell. They were taken down by a member of the Legion.

In 4E 5, the Ministry of Truth over in Vivec City crash-landed onto Norvayn Bay and caused a great chain reaction that led to the eruption from Red Mountain. The land was flooded by lava and the foliage was completely destroyed. Gnisis was no different. The only known person to survive the town's destruction was Neria Relethyl, who was quickly placed in care by the temple priests in Blacklight. In her account of the event, the lava tore down their homes and towers like they were nothing until a great wave of fire crashed down onto the settlement and demolished everything, burning people alive. She managed to escape by crossing the River Samsi, as the lava turned into steam upon contact. The town of Gnisis was completely wiped from the face of Tamriel and Neria laid there for two days before she was recovered by healers. It took her quite a long while to recover from the event.



Sadrith Mora

Sadrith Mora (translated as *"Forest of the Mushrooms"* in the Dunmer language) was one of the four cities on the district of Vvardenfell, for which it served as the district seat of power for the Great House Telvanni. The city also serves as the home of the Telvanni Council, but only one of them lived in the city, that being the councilor in Tel Naga, the central tower in Sadrith Mora. Most ways into the city for common-folk is through the sea or teleportation, and if anyone wanted to enter the city, they must acquire a certification of hospitality.



Sadrith Mora is built on the largest island in the middle of the Zafirbel Bay, between Azura's Coast and the Inner Sea. It shares the island with a large daedric ruin called Anudnabia, and an ancestral tomb of Clan Sadryon, one of the thirty revered families of Vvardenfell. Typically, the island is inaccessible by foot, always either by boat or through

some method of teleportation. But in the mid-Second Era, there was a waterlogged, mostly unmarked path that ran through Tel Fyr and across the Zafirbel Bay to Sadrith Mora's docks. The region is marked with tall and arched rocks and riddled with the district's largest species of mushroom. Outside of the city are operations overseen by Telvanni slavers, such as mines and Muck Sponge farms.

Tel Naga was the epicenter of Sadrith Mora and it was the largest building in the city, surrounded by the stone bricked street, tall samples of milkcap mushrooms, and other Telvanni towers. The docks were located on the west side of the city. It was divided from the rest of the city by the Gateway Inn, a two-story inn, and the only service in Sadrith Mora accessible to foreigners without hospitality papers. The city's north side is Sadrith Mora's great market, home to the city's greatest artisans and traders, and further north is the Telvanni Council House, a large orb held together by mushroom stalks. The path that extends from the south leads to Wolverine Hall, the Empire's bastion in Telvanni jurisdiction. In the center of town is the seat of power, Tel Naga, the largest tower in the city and residence of the Telvanni councilor in Sadrith Mora.



Sadrith Mora (Second Era)

In the mid-Second Era, Tel Naga was occupied by the Archmagister of Vvardenfell's House Telvanni, Nelos Otheri and the Gateway Inn was placed on the other side of the city, away from the docks. In 2E 582, a magically talented Argonian slave, Sun-in-Shadow met with the council of Telvanni mouths and was freed from her bonds, then proceeded to the rank of a hireling, in service of Nelos Otheri. With help from an Outlander, she attained the role of oathman and along the way, clashed with Magisters such as Gothren of Tel Aruhn. As time passed, Sun-in-Shadow continued her work to become a magister.

By the late Third Era, Tel Naga was occupied by Councilor Neloth, which in turn made him Master of Sadrith Mora and its surrounding environs. A year later in 3E 427, the Nerevarine appeared on Vvardenfell to fulfill the prophecy and become acknowledged as the hortator of house Telvanni. They traveled to Sadrith Mora to meet with Master Neloth, who nonchalantly gave them his blessing and dismissed them just as quickly. After the events that transpired in Red Mountain, the Arch-Mage of Vvardenfell's Mages Guild, Trebonius Artorius gave the order for death to the Telvanni Councilors. And while it is unknown how the other councilors fared, Neloth had survived the ordeal and at some point moved northwest into Solstheim, where he constructed a new tower called Tel Mithryn.

In that same year, there were rumors that the Gateway Inn was haunted and it displeased the Prefect of Hospitality, Angaredhel. Neloth's mouth, Arara Uvelas tried to kill the ghost multiple times, but it came back every time. Eventually, the Prefect enlisted the help of a traveler who exposed the perpetrator as Uleni Heleran, a conjuration expert of the local Mages Guild, who did it as revenge against Angaredhel when he brought her to the magistrate for entering the city without hospitality papers.

When the Ministry of Truth crash-landed on top of Vivec City in 4E 5, it caused a great chain reaction to Red Mountain and resulted in an eruption that laid waste to Vvardenfell. Sadrith Mora was one of the great casualties in the entire district and many reports were sent out to the province at large. Many people on the mainland mourned the loss of their loved ones on the island. The event has since been remembered as the Red Year, but in time, a Redoran councilor in Mournhold started a relief effort to rebuild and support the settlements hit the hardest on the island. It is unknown how badly Sadrith Mora was hit in the event.

Anyone that wants to enter Sadrith Mora proper must first obtain a certification of hospitality from the Prefect of Hospitality in the Gateway Inn, as dictated by the Collective Articles of the Council of the Great House Telvanni.

Seyda Neen



The port of Seyda Neen, known as the "Gateway to Vvardenfell" (as well as the less flattering epithet "Swamp Fever Capital of the World"), was a small village in the southern Bitter Coast region, bordering the Ascadian Isles.

The *Seyda Neen* was originally the flagship of a fleet that house hlaalu had sent to sea at the behest of a Saint, "to see the face of Veloth". The mariners on this voyage intended on sending back for the rest of their house, when they found whatever this "face" was." But an unnatural storm destroyed the fleet, with the jetsam and flotsam coming back to shore; the hlaalu then used these materials to construct the Grand Pharos Lighthouse, so that any of their countrymer that may have survived the storm could find their way back. It became a tradition of house hlaalu nobles to embed glass gems from their ancient flagships in their foreheads, in memory.



Over time, a village sprouted around the lighthouse. With the Imperial-style structures there being built by the Gold Coast Trading Company in the years prior to the Three Banners War in the mid-Second Era, though it was administered and protected by house hlaalu.

By 3E 427, House Hlaalu still governed Seyda Neen, but the Imperial Legion guarded the seaport. Its native population was small, though it was a common stop for Imperial travelers going to and from Vvardenfell. The Grand Pharos was a unique lighthouse at the harbor mouth renowned for guiding mariners throughout the Inner Sea. Most visitors were processed through the Census and Excise Office, part of the Empire's Coastguard station at the harbor. Imperial cutters used the dock as a restocking point to control smugglers and pirates running the waters off the Bitter Coast. Silt striders provided convenient travel to Gnisis, Balmora, Vivec, and Suran. Wildlife in the surrounding area included cliff racers, Scribes, Rats, Netch and Slaughterfish. There were also Dreugh not far off shore.



Seyda Neen (Second Era)

Following the Red Year of 4E 5 that devastated Vvardenfell and much of mainland Morrowind, nothing is known of Seyda Neen's fate. As it was located near Vivec City, which received the full brunt of Baar Dau's impact, and settlements across the island were destroyed by the resulting eruption of Red Mountain, it is unlikely Seyda Neen survived the calamity intact.



The Seyda Neen Silt Strider





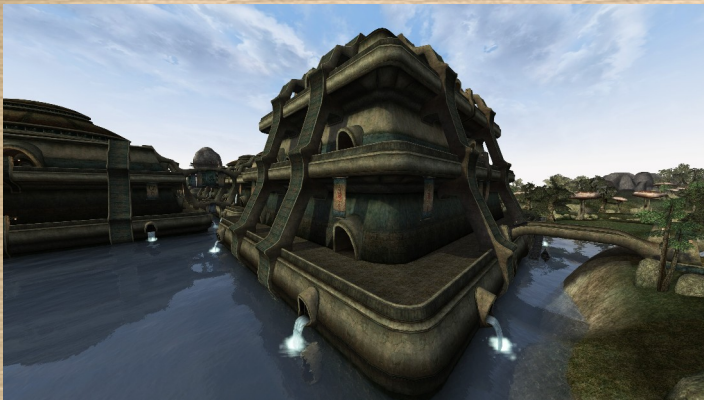
Vivec

“Finally the bones of Horde Mountain landed and became the foundation stones for the City of Swords, which Vivec named after his own sigil, and the net fell across it all and between, or became as bridges between bones, and since its segments had been touched by his holy wisdom they became the most perfect of all city streets in the known worlds.”

— *The Thirty-Six Lessons of Vivec, Sermon Twenty-Four*



Vivec City (often shortened to simply Vivec), named after the god of the same name, was the largest city in Vvardenfell before its destruction. It was situated on the island's southern coast in Norvayn Bay, with the moonlet Baar Dau floating above. The city was a collection of nine artificial islands; each island was a separate district or canton and was made up of a large multi-tiered building the size of a small town. The many bridges and walkways between these cantons created a maze that could be intimidating for new arrivals. Water was the dominant element in the architecture, present even inside. The entire city of Vivec was considered a holy place, as it was home to the Living God Vivec himself. The city was policed by special guards drawn from the militant order of the Temple, the Ordinators.



The Foreign Quarter

Most cantons were generally built of four tiers. The lowest, only accessible from drainage grates or trapdoors, was the Underworks, or the canton's sewer. The Underworks were located on the water-line, and were a nest for criminals, rats, and other undesirables, as Ordinators never ventured into them. Above the Underworks, at the level of the main walkways and canals, were the Canalworks, where tombs, homeless paupers, storage rooms, and a few small shops could occasionally be found. The Canalworks of a canton were generally only accessible from the upper levels, or via trapdoor from the Underworks. Above the Canalworks were the Waistworks, filled with shops, clubs, temples,

and residences. The top of a canton contained a large domed courtyard known as the Plaza, with standalone buildings rather than doors built into corridor walls. Canton plazas were filled with manor-houses and fine shops, and could usually only be accessed through large doors from the exterior. All of the space within a canton had to be leased from the Temple, and the only Guards allowed to police the area were Ordinators.

The first of these cantons from the Vivec landing on Vvardenfell's mainland was the Foreign Quarter, the entrance to Vivec. For many years, this was as far as outlanders were allowed into Vivec, although this law was repealed long before Vivec's destruction. The Foreign Quarter housed the Mages and Fighters Guilds, a cornerclub containing the Thieves Guild, a small Imperial Cult shrine, a tomb, and many shops. It was also the largest canton in the whole of Vivec, having two Waistworks levels, once known as the Lower and Upper Waistworks.

Three of the next four cantons were under the control of the three Great Houses that had land on Vvardenfell: Hlaalu, Redoran, and Telvanni. Each of these cantons represented the wealth of each Great House, and, as one might expect, housed shops, services, and lodging for House members. The cantons also each had a small individual temple, and a large treasury, which contained numerous rare items, gems, and a significant stash of gold, all under heavy guard.

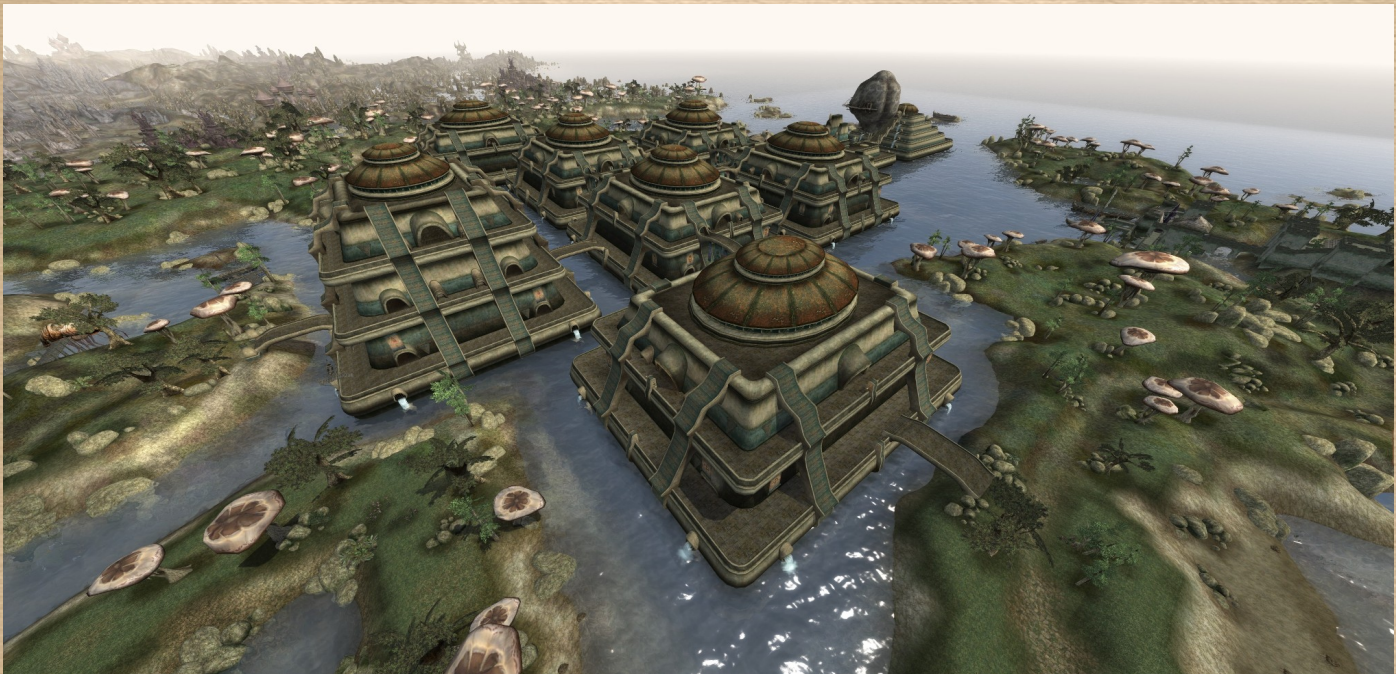
The fourth of this group of cantons was the Arena, where public entertainments such as comic plays or mock battles were held, along with any duels to honorably settle conflicts of interest or advancement. All fights there were special events; there were no routinely arranged fights or tournaments in the Arena. The Arena's plaza was taken over by the

vast Arena Pit itself, and below the plaza were facilities for training, equipping, and lodging arena fighters, as well as a good sized storage complex.

The next two cantons were residential ones named in honor of two of the saints of the Tribunal Temple, Saint Delyn and Saint Olms. The St. Delyn Canton and St. Olms Canton provided low-cost housing to the commoners and paupers of the city, and also had nicer homes for the more affluent in their Plaza areas. Both cantons had several shops in the Waistworks, and small temples.

South of these two cantons was the Temple Canton, which was unique in its construction. The Temple canton was flat atop its canalworks, which were devoted to the Halls of Wisdom and of Justice. The Hall of Wisdom contained a large library of religious books, and many low- and mid-ranking members of the Temple bureaucracy worked there. The Hall of Justice housed all of the Ordinators in the city, as well as the various offices related to Ordinator activity throughout the district. Atop these halls was the cathedral of High Fane, once home of the Archcanon of the Temple, Tholer Saryoni as well as many other high-ranking Temple members. Above it hovered the Ministry of Truth, a hollowed-out moon housing prison cells for dissidents of the Temple. According to lore, Vivec himself stopped the moon from falling onto the city, and it was thought that it would remain hovering as long as people believe in the Tribunal.

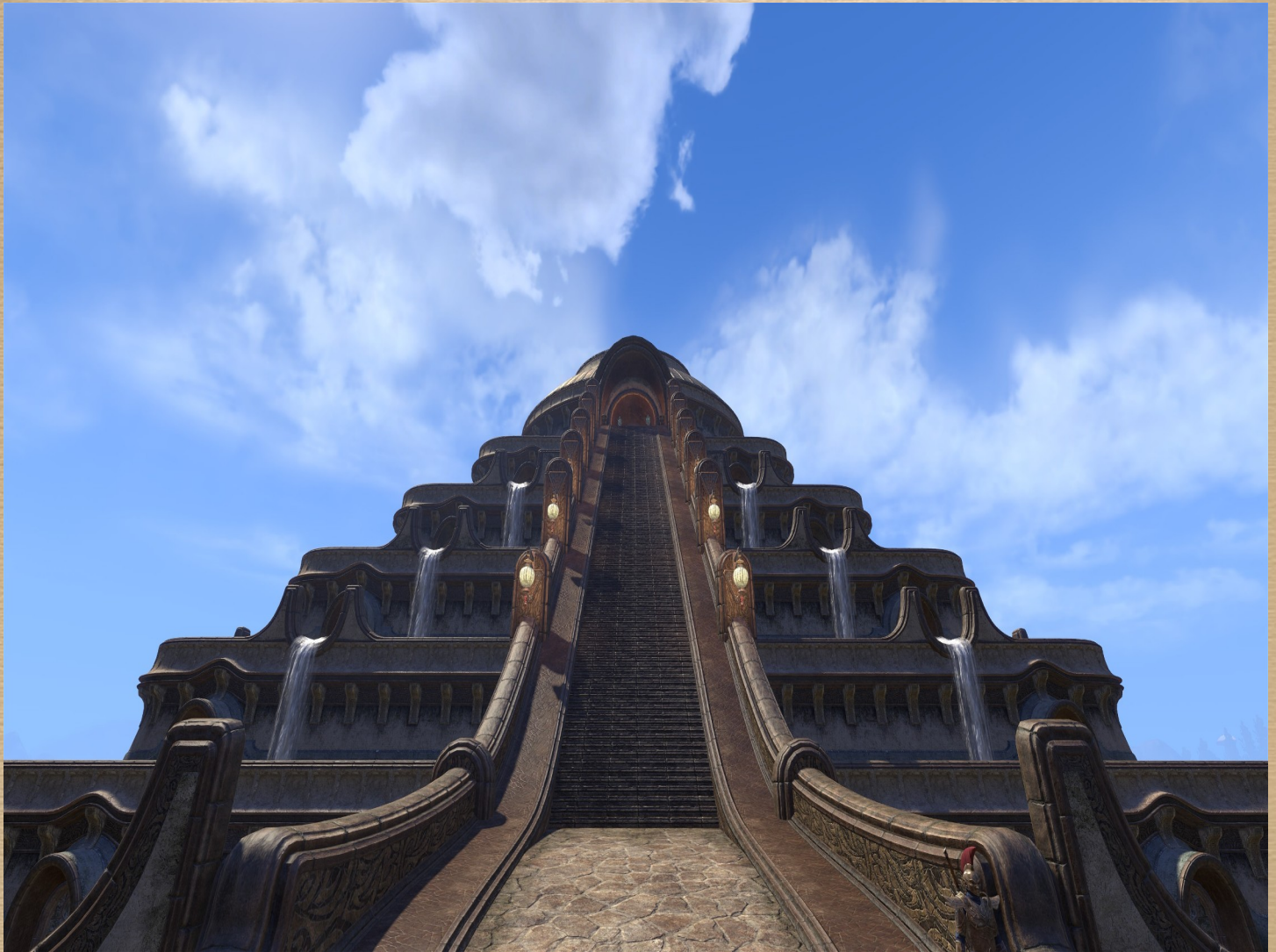
Behind the Temple canton was the Palace of Vivec, the residence of the Living God Vivec. The Palace itself was a small if grand-looking one-room affair, but it was mounted on its own canton, which is built from five levels of sewers hiding a shrine somewhere in their midst, known as the Puzzle Canal. The door to the Palace was kept locked at all times, as access is by special invitation only, and no one but the Archcanon is normally allowed to speak to Vivec himself.



Vivec City was founded with the construction of the Palace canton at some point following the rise of the Tribunal. As the Palace drew more and more pilgrims who sought to pay homage to Vivec, the Temple canton was eventually built to accommodate them. The expansion of the Palace and Temple complex into a proper city began later, in the years following the Second Akaviri Invasion of 2E 572. During the Three Banners War, the city was half-complete, with the St. Delyn and St. Olms cantons finished and inhabited, and the Redoran, Hlaalu, Telvanni, and Arena cantons in various stages of construction. The Foreign Quarter canton had not yet been conceived, as Morrowind maintained open borders with Skyrim and Black Marsh due to its membership in the Ebonheart Pact and outlanders were consequently tolerated in Vvardenfell. Baar Dau had also not yet been converted into the Ministry of Truth, and in fact threatened the nascent city as Vivec's power was being drained at the time by Clavicus Vile.

At some point following the dissolution of the Ebonheart Pact, access to Vvardenfell and Vivec City was restricted considerably. The Foreign Quarter was built to accommodate foreign visitors to the city, who were forbidden from crossing into any of the other cantons. These restrictions had loosened by 3E 427, however, and outlanders could once again walk the streets of the entire city.

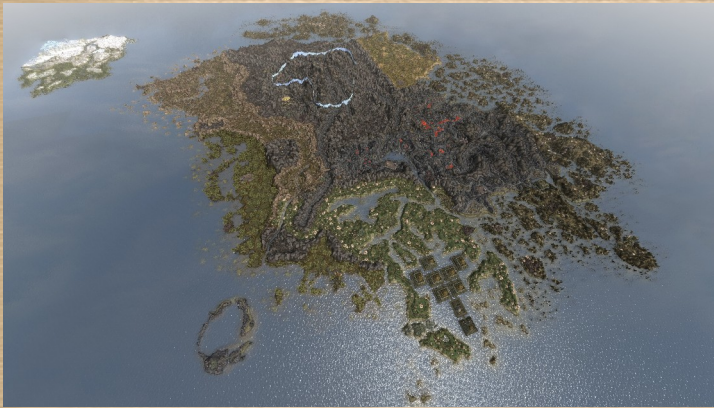
In the years after Vivec's disappearance, with the Warrior-Poet no longer supporting Baar Dau, the wayward rock began resuming its previous velocity and trajectory. A soul-powered device called the Ingenium was crafted by the Dunmer with the aid of Clavicus Vile to hold Baar Dau in place, but was later destroyed. In 4E 5, recorded by the Dunmer as the Red Year, Baar Dau finished its long-delayed journey. It collided with and destroyed Vivec City, and the force of the impact triggered the eruption of Red Mountain. The area where Vivec's awe-inspiring cantons stood has since become known as Scathing Bay, because the rock opened up a fissure into an active underwater volcano.



“All cities are born of solid light. Such is my city, his city.”

— The Thirty-Six Lessons of Vivec, Sermon Twenty-Five

A history



Vvardenfell and nearby islands

"When we UNDERSTAND the events that occur to us, the events become history. History is understanding. Otherwise we're all just dumb animals trying to get in out of the cold."

— *Hasphat Antabolis*

The Dawn Era

If the first moment of history was Lorkhan's heart being shot out into its new world, the second moment would be it landing in Morrowind. As the architects of the world convened at the beginning, it was decided that Lorkhan was to be punished for his involvement in the creation of the mortal plane. Trinimac ripped out his heart, and he and Auri-El tried to destroy it, only to be met by the heart's laughter. It spoke, "This heart is the heart of the world, for one was made to satisfy the other." Auri-El then fastened the heart of Lorkhan to an arrow and sent the heart into the young world and into the sea, with the hope that it would never be found again.

Yet from the sea, a volcano emerged.

The Merethic Era

If there was a native human population of Morrowind, it vanished without a trace before anyone could record its existence. It would not be until the Middle Merethic Era that the history of Morrowind continues, with the beginning of Aldmeri exploratory expeditions. Aldmeri explorers charted the coast of Vvardenfell as early as these initial expeditions. These explorers were also responsible for leaving the first marks on this land with the construction of towers at Ald Redaynia, Bal Fell, Tel Aruhn, and Tel Mora. The early settlers of these towers became the Dwemer and were the sole masters of Morrowind. The next group to arrive were the Chimer.



Ald Redaynia

The Chimer were a fractious faction of Aldmer formed by their support of the Velothi dissident movement. Formed by the eponymous Veloth, the future Saint took fault with what he perceived as an increasingly morally bankrupt and corrupt society, obsessed with maintaining its own power by keeping others in poverty, ignorance, and slavery. His rejection of the traditional Aldmer society he was born into earned him numerous supporters, who supported his move away from pure ancestor worship (as the Aldmer viewed themselves as the descendants of the Aedra), to also venerating the Good Daedra, and handling interactions with the Bad Daedra. The Good Daedra were Azura, Boethiah, and Mephala, with written accounts crediting Boethiah for Veloth's enlightenment. The Bad Daedra were Malacath, Mehrunes Dagon, Molag Bal, and Sheogorath, who could be appeased even if they were a constant danger otherwise.



A Shrine of Boethiah

however, this is just one of several competing presentations of the early history of the Velothi. Other accounts, such as from *The Changed Ones* instead present the movement as being born from Boethiah tricking, and subsequently defeating and humiliating, Trinimac after posing as him. From the defeat of Trinimac came a cultural and religious schism that split the Aldmer into three: the Altmer, the Chimer, and Orsimer. The Altmer were the conservative faction who continued with their worship of Trinimac as before, the Chimer were the ones who embraced Boethiah's teachings, and the Orsimer accepted the transformation of Trinimac following this fateful encounter. Even more variations on this event exist, revealing disputes on who exactly was involved, their motivations, and who emerged victorious from it, but what is clear is that the Velothi departed from Summerset for a new homeland.

While the arrival of the Chimer into the lands of Morrowind is certain, the exact timing of it is not. *Veloth the Pilgrim* and *Before the Ages of Man* puts it during the Late-Middle Merethic. *The Fall of Trinimac* simply states it was during the Merethic Era. Complicating matters further, *The True Nature of Orcs* and Thugbo gro-Thutts *Map of Clans* place Orcs in Tamriel during the Dawn Era. This is corroborated by *Father Of The Niben*, which features an encounter between the first Aldmer explorers of Tamriel and Orcs already present on the mainland. As the Chimer and Orcs are believed to share an origin, this leaves the correct timeframe for the dissident movements exodus to the realm of opinions. The most clear of the available historical records picks up during the Late-Middle Merethic with the high Velothi Culture.

Velothi Culture, Its Heights and Decline

This period of history is marked by unceasing conflict between the Chimer and Dwemer. The Dwemer had formed a secular society, which proved to be intolerable to the Chimer, who rejected Aldmer society for their new fundamentalist and dogmatic philosophy. Of course, the Chimer were also interested in the acquisition of Dwemer holdings and resources, who had the time between their initial settlement and the arrival of the Chimer to develop the land in comparative peace. That said, many specifics of Dwemer development are unclear. One of the few clear mentions of any of their activity during this period comes *Before the Ages of Man*, which mentions their expansion through the modern Velothi Mountains while the Chimer struggled with them for power. This, along with the history of military dominance the Dwemer became known for, suggests that the Chimer fared poorly against their secular neighbors.

It is not surprising then that the Late Merethic Era was marked by the decline of Velothi Culture. Towers were abandoned for villages, and the Dwemer became the clear supreme power of Vvardenfell as the Chimer fell into tribal groupings. At the same time, the Dwemer continued to expand with their freehold colonies.

Chimer society reformed over time, developing the earliest precursors of the modern houses of Morrowind. Those that did not adapt into houses either perished or became the Ashlanders.

The First Era

The year 1E 0 coincides with the founding of the Camoran Dynasty by King Eplear in Valenwood. This event, which has no major bearing on Morrowind's affairs would become a pattern for the early years of the First Era, with major happenings across Tamriel, while Morrowind remained comparatively quiet. Unfortunately, as very few Dwemer records are available, and the century long gaps we have from the Chimer records during this troubled early history, we have an incomplete picture of Morrowind during these first few numbered years. It is quite likely that the fallout from the decline of Velothi Culture continued as before, with no major positive changes for the Chimer until 1E 416.

One example of these harsh conditions early in the First Era comes from the destruction of Ald Sotha, the ancestral home of House Sotha. Originally, Ald Sotha was a minor house of the settled Chimer in the early First Era. It was the birthplace of Sotha Sil, who was also the sole survivor of the destruction thanks to the intervention of Vivec.

A shrine to Mehrunes Dagon was later built at the location, likely in remembrance of the Prince's destruction of the original city. The shrine ultimately fell into ruin, although Daedra haunted its halls.

The Skyrim Conquests & Resdayn

King Vrage the Gifted began the aggressive expansion now known as the Skyrim Conquests, which would culminate in the First Empire of the Nords. This would result in the descendants of Ysgramor ruling all of northern Tamriel, including most of present-day High Rock, the Nibenay Valley of Cyrodiil, and the whole of Morrowind (with the exception of the Dwemer Kingdom of Vvardenfell). The Nordic forces would make quick work in Morrowind by allying with Chimer against their rivals. Although there is a considerable number of sources on the conquests, they are almost all contradictory with each other on specific details. For example, this period of conquest may have run from 1E 222 to 1E 272 or 1E 240 to 1E 415. Likewise, the Empire of the Nords reportedly fell apart in 1E 369, 1E 401, and 1E 416. Regardless of the truth among these contradictions, it seems to be clear that the fatal crack in the Empire of the Nords was formed by the War of Succession. Following the death of King Borgas, the last of Ysgramor's dynasty and the line of Harald, a moot was held to determine who would succeed the childless King. The moot failed at this task. The ensuing civil war provided an opportunity during which all of Skyrim's territories outside of its traditional borders revolted. The liberation of Morrowind from Skyrim's rule was led by the First Council.

The First Council was an alliance between the Chimer and Dwemer, led by General Indoril Nerevar and General Dumac. The alliance proved victorious against the embattled Nords, ending nearly two centuries of foreign occupation. The First Council managed to not just survive the war, but the peace that followed. Dumac and Nerevar went on to also lead the newly formed Resdayn (present-day Morrowind), balancing the conflicting beliefs, ideals, and goals of their people thanks to the strength of their unique friendship and considerable compromises. According to the Colovian tale *Rislav the Righteous*, their diplomatic drive even saw them act as representatives of Resdayn during state events in the Alessian Empire.

However, this arrangement did not enjoy universal support. From the Chimeri camp, Nerevar's Queen Almalexia, Nerevar's advisor and teacher Sotha Sil, and junior counselor and teacher Vivec, did not see peace as a lasting possibility, or were outright opposed to the notion of it. According to Tribunal Apographa, the hidden writings of the Tribunal Temple, they encouraged Nerevar to go to war with the Dwemer and become the sole ruler of all Resdayn.



The Heart of Lorkhan

The Dwemer also experienced fervent opposition to the peace. Clan Rourken chose to go into self-exile instead of accepting the notion of an alliance with the Chimer, settling in what would eventually become Hammerfell. Clan Kagren would follow in their footsteps by leaving Resdayn for Skyrim, and even more clans would follow Kagren.

As Nerevar's advisors believed, this peace was not to last, and Resdayn found itself at the precipice of war circa 1E 668. The First Council would be doomed to fall apart when Lord High Councilor



*Blackreach, a Dwemer City
Underneath Skyrim*

Voryn Dagoth, one of King Nerevar's most highly trusted servants, reported that Lord Kagrenac, the Dwemer Chief Tonal Architect, had discovered the heart of Lorkhan, the heart of the World launched into newly constructed world during the first moment of history, and was using it to create a new god. This was seen as a clear act of blasphemy against Chimeri beliefs as well as a dangerous weapon, causing renewed calls for war from all of Nerevar's personal

council. Still dedicated to peace, Nerevar instead set out on a diplomatic mission and directly confronted Dumac with these claims.

The Apographas recording of Ashlander accounts claim that Dumac was entirely unaware of Kagrenac's machinations and as such, claimed that Dagoths assertion was false, while Vivec's personal recollection instead states that Dumac rejected the notion that Nerevar had any right to judge Dwemer affairs at all. Regardless of which was accurately Dumacs response, Nerevar then sought an audience with Azura, who confirmed Dagoths accusation was accurate and war was necessary. Nerevar then confronted Dumac again, this time bringing his hosts with him, threatening war if his demands to give up the heart of Lorkhan were not met. Dumac again refused, and the War of the First Council began.

The War of the First Council

This conflict was also known as the War of the Red Mountain. The secular Dwemer waged war against the Chimer Great Houses, as well as the nomadic Ashlanders of Vvardenfell, who had united under General Indoril Nerevar. The Nords of Skyrim under high King Wulfharth also entered the fray, seeking to reclaim Morrowind amidst the chaos and restore the First Empire of the Nords. In the aftermath of the final clash, known as the Battle of Red Mountain, the Dwemer had mysteriously disappeared, Nerevar was dead, house Dagoth was dissolved and assimilated into the other houses, and a new religion was born revering the living gods of the Tribunal and later cursing Voryn Dagoth, the former high Councilor of house Dagoth, as the devil incarnate.

The war is said to have coincided with the Sun's Death of 1E 668, a cataclysmic eruption of Red Mountain that devastated Morrowind, tainted the skies with ash, and blotted out the sun for a year. Other sources claim the war occurred in or around 1E 700.

Battle of Red Mountain

The Battle of Red Mountain was the climactic confrontation of the War of the First Council, and resulted in the sudden disappearance of the entire Dwemer race from Nirn. The battle was fought at Red Mountain in Resdayn around 1E 700 (or possibly earlier), between the Chimer (led by General Nerevar, the hortator) and the Dwemer (led by Dumac Dwarfking), along with armies of Nords and Orcs. The exact truth of what happened cannot be determined due to conflicting accounts, but all agree that by the time the dust settled, much of that dust was all that remained of the Dwemer. Though Nerevar died, his people claimed victory, and four Chimer were positioned to become living gods.

Vivec's Account and the Heirographa

Vivec's account in *The Battle of Red Mountain* is the only one which is both firsthand and substantial, though it conspicuously fails to recount certain key elements, such as the death of Nerevar (other sources are used here to supplement Vivec's narrative). According to Vivec, many of the Dwemer forces were lured out of their secured stronghold at the start of the battle and pinned down by the Chimer thanks to Nerevar's contrivances (other sources mention the aid of Ashlander scouts and the efforts of Almalexia, Nerevar's queen). This is almost the only information available on the events outside of the mountain during the battle, even though it was where the bulk of the fighting took place.



Vivec in His Temple

Nerevar left others to command the assault outside while he took a small party, including Lord Dagoth, to the heart Chamber, the center of Dumac's citadel. While Vivec would only attribute their entry to "secret" means, at least one source claimed an act of treason permitted them to enter. Inside the heart Chamber, they met and fought with Dumac and his guard. According to Vivec, Nerevar and Dumac fought each other directly, and both fell from terrible wounds.

Here, the stories diverge. Vivec's private remembrances were part of the Apographa, or hidden writings, of the Tribunal Temple, and they bear some discrepancies with the Heirographa (priestly writings; the public, orthodox doctrine of the Temple). The Heirographa and some other sources claimed that Nerevar, with the aid of Azura, destroyed the Dwemer, while Vivec claimed it was Kagrenac's own folly which brought about their demise (though he was evidently not present at the time). The Heirographa also did not recognize Kagrenac's Tools or the heart at all, instead claiming that the Tribunal "achieved divine substance through superhuman discipline and virtue and supernatural wisdom and insight".



Kagrenac's Tools

According to Vivec, Kagrenac used his Tools on the heart out of desperation in the heat of battle soon after Dumac fell, causing all known Dwemer then on Nirn to disappear. However, the Tools remained. Lord Dagoth recommended their immediate destruction, but Nerevar wished to consult with his other counselors, so he entrusted the tools to Lord Dagoth and had himself carried out to the Tribunal on the slopes of the mountain. According to Vivec, they recommended to Nerevar that the Tools be preserved in case the Dwemer returned, but upon their return, Dagoth Ur refused to relinquish the Tools. He seemed to be behaving irrationally (Temple intelligence would later conclude that Dagoth Ur inexplicably adopted the views

and motivations of Kagrenac). Nerevar and his guard resorted to force, and when the battle was over, Dagoth Ur was gone, presumed dead, Nerevar was dying, and the Tribunal had the Tools.

One source of disagreement in the accounts of the battle is the role of Dagoth Ur. Vivec's account does not suggest Lord Dagoth was anything but loyal to Nerevar up until the former's treasonous refusal to relinquish Kagrenac's Tools in the heart Chamber. And, as discussed below, at least one version claims Lord Dagoth was Nerevar's *most* loyal companion. However, other sources treat House Dagoth as having openly aligned with the Dwemer at the time, asserting that House Dagoth was a more "secular" organization which apparently did not want to go to war with the Dwemer over Numidium, which is difficult to reconcile with any of the more detailed records of what transpired.

"Though many Dunmer, Tribesman and Houseman, died at Red Mountain, the Dwemer were defeated and their evil magicks destroyed, and the outlanders driven from the land. But after this great victory, the power-hungry khans of the Great Houses slew Nerevar in secret, and, setting themselves up as gods, neglected Nerevar's promises to the Tribes."

— *Nerevar Moon-and-Star*

The Ashlander Accounts

The stories of the Ashlanders, which were handed down within the tribes and mostly recorded in the Apographa, paint a very different picture of the battle. First of all, Ashlander tradition "does not place the Tribunal at Red Mountain", which may be meant to refute false claims in the Heirographa that the Tribunal were present in the heart Chamber at the height of the battle (writings in the Apographa based on Ashlander accounts specifically mention the Tribunal being outside the mountain when the Dwemer disappeared). Most Ashlander stories hold, as Vivec's does, that the Dwemer destroyed themselves and that Nerevar left Dagoth Ur to guard the mountain while he went to confer with the Tribunal (at least one Ashlander myth asserts Dagoth Ur killed Kagrenac and a dying Nerevar summoned Azura to

help him destroy the Dwemer). However, the Ashlander stories go on to accuse the Tribunal of poisoning Nerevar at the conference before confronting a defiant Dagoth Ur within Red Mountain, and when he would not yield, they drove him beneath the mountain and stole their divinity. Ashlanders attribute this story to Alandro Sul, the shield-companion to Nerevar, remembered as the immortal son of Azura, who went to live with the Ashlanders following the battle.

"The Devil of Dagoth had tricked the Nords... As soon as Shor's army had got to Red Mountain, all the Devils and Dwarves fell upon them. Their sorcerers lifted the mountain and threw it onto Shor, trapping him underneath Red Mountain until the end of time."

— *Five Songs of King Wulfharth*

The Outlander Accounts

Nordic Songs

Nords, Orcs, and even Khajiit have their own legends of what happened at the battle. While they raise as many questions as answers, they offer greater understanding of the events outside the mountain during the battle and the tactics that may have been employed. Many sources speak to the presence of the Dwemer's "Western allies" during the battle, though in practice it seems the outlander hordes battled Dwemer and Chimer alike. Nordic legend recounts their ancestors' desire to intervene in the war and reclaim Morrowind from the "devils" (Chimer), but they were reticent to intervene without a strong leader- that is, until the "Devil of Dagoth" (Dagoth Ur) came to them under a flag of peace. He told them of the heart of Lorkhan (or Shor) and its role in the ongoing war. They trusted that his betrayal of his countrymen was genuine, as treachery was common among the Chimer. Naturally, the Nords wanted to reclaim Shor's heart, but lacked a strong leader which could rally them for such a campaign. Incredibly, High King Wulfharth, remade as the Ash King, returned from Sovngarde to lead the Nordic armies, and he forged an alliance with the Orcs to further bolster their ranks. According to legend, his return is attributed to Shor, whose spirit was summoned into the world by the Tongues. Together, they marched on Vvardenfell so that Shor could reclaim his heart and his power.

Wulfharth, along with Dagoth Ur, led the Nordic and Orc forces into Morrowind, although in accordance with the great Nordic oral tradition, accounts differ on what transpired. The "orthodox" tale declares that the whole thing was a ruse, that the heart was a lie, and that the united Chimer-Dwemer forces lifted up the mountain, crushed Shor underneath it, and slaughtered the Nords. Wulfharth managed to kill Dumac and curse his people, but was "blasted into hell" by Vivec.

The other version of the story (dubbed the "Secret Song of Wulfharth Ash-King" by the Nords) confirms the presence of the heart of Lorkhan (or Shor) and goes into greater detail regarding military maneuvers leading up to the battle: the Nordic forces traversed mainland Morrowind and began crossing the Inner Sea to reach Vvardenfell while the Chimer forces were still leaving Narsis, in the middle of the southern mainland of the province. Dagoth Ur purportedly confessed that he had been sent by the Tribunal, who were betraying Nerevar's trust so that they might ensure the peace with the Dwemer would be broken, evidently believing that the peaceful coexistence with the Dwemer and pursuing the Velothi way of life were mutually exclusive proposals. Dagoth Ur proffered the Tribunal's subversive efforts as the reason for the Chimeri force's sluggish advance to Red Mountain.

The apocryphal song of Wulfharth further claims Nerevar, his shield companion Alandro Sul, and Dumac, each armed with a Tool of Kagrenac, fought together against Wulfharth and Shor, with Sul and Dumac acting as Nerevar's champions. While Wulfharth and Sul fought to a standstill, Dagoth Ur attacked and killed Dumac. Nerevar then slew Dagoth Ur for this betrayal, and Shor used the opportunity to briefly reclaim his heart and deliver a mortal wound to the hortator. Nerevar managed to finish off Shor by striking his heart with Sunder, making it solid, and cutting it out once again with Keening before dying.

It is also said that Jurgen Windcaller, after his Voice failed him at Red Mountain, was so affected by this loss he went into 7 years of seclusion in an attempt to understand how he lost, culminating in him disbanding the Tongues and establishing the monastic order known as the Greybeards.

Khajiit Stories

"We'll give you credit: you broke Alkosh something fierce, and that's not easy. Just don't think you solved what you accomplished by it, or can ever solve it. You did it again with Big Walker, not once, but twice! Once at Rimmen, which we'll never learn to live with. The second time it was in Daggerfall, or was it Sentinel, or was it Wayrest, or was it in all three places at once? Get me, Cyrodiil? When will you wake up and realize what really happened to the Dwarves?"

— R'leyt-harhr, Khajiit, Tender to the Mane, *Where Were You When the Dragon Broke?*

According to an oral tradition told by a Khajiit to his cub after ingesting Moon Sugar, a group of Khajiit warriors answered the roar of Alkosh, and a jealous Lorkhaj instead gave his roar to "Ra'Wulfharth". Ra'Wulfharth used that roar to move the moons, transforming the warriors into Senche and robbing them of their reason, save one Dro'Zira. When Ra'Wulfharth put out the call for warriors to fight at Red Mountain, Dro'Zira not only answered the call, but served as Ra'Wulfharth's ally and mount during his battle against "Dumalacath the Dwarf-Orc".

Dagoth Ur's Account

Dagoth Ur himself recalled, in a short letter addressed to Nerevar, that "beneath Red Mountain, you struck me down as I guarded the treasure you bound me by oath to defend. It was a cruel blow, a bitter betrayal, to be felled by your hand". If taken to be true, it would contradict the Ashlander chain of events (if not the events themselves), but could partially corroborate both Vivec's story as well as one version of the Nordic narrative.

Trueflame's Fragment

Almalexia claims Nerevar's sword "Trueflame" broke during the Battle of Red Mountain, specifically during the fighting under the mountain. The Nerevarine recovered the pieces of the sword, with one discovered as having broken off into a Dwemer Battle-Shield. This evidence suggests that Nerevar was indeed fighting against the Dwemer, and not allied with them. Adding more credence to Vivec's and the Ashlander's accounts, while contradicting the Nordic ones.



Trueflame

Vivec's Sermons and the Red Moment

Vivec also penned a controversial version of events in *The Thirty-Six Lessons of Vivec, Sermon Thirty-Six*. In keeping with the rest of the *Thirty-Six Lessons* the Tribunal already ruled Resdayn when the Dwemer revolted and attacked with their clockwork machines, assisted by the Nords (led by Ysmir "again"). Nerevar, wielding the "Ethos Knife", killed King Dumac at Red Mountain, and discovered the "heart bone". Meanwhile, the Mourning Hold was attacked by Dwarven Centurions and Dwemer tonal architects, before being repelled by Almalexia and Sotha Sil. Nerevar ventured deeper into Red Mountain in search of the Sharmat, but "went too far inside" and the mountain erupted. It was then that Dwemer high priest Kagrenac "the Blighter" unveiled the ultimate Dwemer weapon: a "walking star", which immolated the Chimer armies and blasted the land with such force that the Inner Sea was created. It took the combined might of the Almsivi, but they eventually destroyed the construct, as it died the Dwemer vanished.

While the account of the battle ends there, Sermon 37 contains the following: *"And the red moment became a great howling unchecked And Vivec became as glass, a lamp, for the dragon's mane had broke, and the red moon bade him come."*

It has been hypothesized that the many differing accounts of the Battle of Red Mountain, and indeed the ultimate disappearance of the Dwemer, were the result of a Dragon Break, the aforementioned "Red Moment". *Five Songs of King Wulfharth* tells of Wulfharth addressing the reticent Nordic troops before the battle: *"Then said: 'Don't you see where you really are? Don't you know who Shor really is? Don't you know what this war is?' And they looked from the King to the God to the Devils and Orcs, and some knew, really knew, and they are the ones that stayed."* Reportedly, what they knew was that they were inside the Red Moment.



A Tribunal Temple

The implication that a Dragon Break occurred was made in *Where Were You When the Dragon Broke?*, posited by Rleyt-harhr. After an account of the Middle Dawn, the Khajiit goes on to speak of a Dragon Break that occurred at the end of Tiber Septim's conquest of Tamriel and the Warp in the West (both related to the activation of the Numidium), then suggesting something similar was responsible for the disappearance of the Dwemer. Aside from the allegorical Sermons, no accounts of the Battle of Red Mountain mention the Brass God being activated. However, many accounts do mention the Dwemer constructing Numidium with Kagrenac's tools beneath Red Mountain, and some believe that the misuse of those tools was directly responsible for the Dwemer's disappearance.

Aftermath

"What you have done here today is foul beyond measure and you will grow to regret it, for the lives of gods are not what mortals think and matters that weigh only years to mortals weigh on gods forever. Let this mark remind you of your true selves who, like ghouls, fed on the nobility, heroism, and trust of their king."

— Azura

Dagoth Ur was presumed to have died (except in Ashlander stories) until nearly the beginning of the Third Era. Nerevar's lieutenants Vivec, Almalexia, and Sotha Sil rose to power among the Chimer. Within a few years, they would successfully use Kagrenac's Tools to become living gods, leading the Chimer to transform into the Dunmer. They manipulated preexisting ancestral and Daedra worship into the Tribunal Temple dedicated to their worship, and concealed the truth of how they gained their divinity. House Dagoth was branded as a nest of traitors, and its members were killed or incorporated into other houses. With the Dwemer gone, the Dunmer laid claim to all of modern-day Morrowind, and their divine protectors kept them autonomous and relatively happy for millennia. The heart of Lorkhan remained in the mountain, and the Tribunal would return to it annually to refresh their energy. The Ashlanders, who refused to accept the Tribunal, returned to the ash wastes, where they passed down very different accounts of the battle and its villains. Red Mountain erupted around this time (the Year of Sun's Death, the first eruption of the mountain, occurred in 1E 668), though it is unclear if this was just before, during, or soon after the battle.

Tribunal Morrowind

"The old gods are cruel and arbitrary, and distant from the hopes and fears of mer. Your age is past. We are the new gods, born of the flesh, and wise and caring of the needs of our people. Spare us your threats and chiding, inconstant spirit. We are bold and fresh, and will not fear you."

— Sotha Sil

The period of Morrowind control under the Tribunal also marks the beginning of Dunmeri history. The Tribunal consolidated their power and succeeded in incorporating themselves into the Chimeri belief system of ancestor and Daedra worship, at the expense of the worship of the House of Troubles, who the Dunmer know as the "Bad Daedra". Massive shrines to those four Daedric Princes still dot Morrowind, though at the close of the Third Era, they were abandoned ruins typically inhabited by monsters and criminals. The Tribunal replaced the First Council with the Grand Council of Morrowind, and performed many amazing deeds as the Dunmer's immortal protectors and leaders.

Under the control and stability of the Tribunal, Morrowind's historical records once again largely fall silent after 1E 700. The next significant event in Morrowind's history would not come until 1E 2200 with the continent-wide threat from the Thrassian Plague. Half of Tamriel's population would be claimed by the disease, although the impact was worse in the west than the east. Morrowind joined the naval effort of the All Flags Navy, the instrument of Tamriel's vengeance against the Sloads for what they unleashed. Although Tamriel was briefly united by an external threat, it was not to last past the defeat of their foe. And with the external threat neutralized, Morrowind's record would lull once again until the next threat arose in the form of the Four-Score War in 1E 2840. Following his conquest of Black Marsh, Reman II set his eyes on one final prize, Morrowind. This would prove to be a fatal mistake, for the Emperor fell in combat against his Dark Elven enemies just three years later. As for the war, it would last another 77. Cyrodiil still sought to incorporate Morrowind into the Empire and would not relent until the end of the First Era.

By 1E 2920, the last year of the First Era, Morrowind was on the verge of final defeat after decades of godly-aided resistance. The successes of Prince Juilek's campaign forced Morrowind to the negotiating table, who met with the Reman heir to broker a peace, which was to last for the remainder of Reman III's reign and then over Prince Juilek's, due to an injury temporarily empowering the Prince with the Imperial Seal. To the surprise of the Tribunal, Juilek offered Morrowind fair concessions for the Empire's demands. In return for Morrowind's coastline and key forts, the Empire offered lasting peace, protection from foreign powers, and territory in Black Marsh as compensation.

This peace never came to be due to the untimely assassination of Prince Juilek while traveling with the Empire's copy of the treaty. Another treaty was negotiated with Emperor Reman III directly, but his own assassination prevented him from signing it. Peace was ultimately ratified by Potentate Versidue-Shaie and Vivec with the Cervant Truce, a few weeks before the beginning of the Second Era.

Coldharbour Compact

The Coldharbour Compact was an agreement between the Tribunal god Sotha Sil and eight powerful Daedric Princes: Azura, Boethiah, Hermaeus Mora, Hircine, Malacath, Mehrunes Dagon, Molag Bal, and Sheogorath. The Compact was created in response to the destruction of Gilverdale by Molag Bal. It was made between the 3rd and 5th of Rain's Hand, 1E 2920 when Sotha Sil entered Coldharbour from Artacum's Dreaming Cave.

Little is known about the Compact but it is theorized that it prevents the Princes from directly manifesting on Nirn. It is also speculated that, in order to secure the agreement of the Princes, Sotha Sil either made a credible threat to them or presented a significant offer in exchange. According to Hermaeus Mora's Seekers, the prince made a pact with

every mortal on Nîrn to cease all direct interposition in Mundial affairs, and for his agreement it seemed he was paid a great price, something he dearly desired. The compact appeared to bind in both directions, resulting in mortals no longer coming to Apocrypha.

Mehrunes Dagon himself lends credence to the idea that Sotha Sil spoke of a consequence to violating the pact. Despite agreeing to it, Mehrunes Dagon arrived in Tamriel and destroyed the city of Mournhold just a few months later in Sun's Dusk of 1Æ 2920, before being banished by Almalexia and Sotha Sil. For breaking the truce, Dagon himself was broken on the soil of Mournhold. After banishing him alongside Almalexia, Sotha Sil also slammed the planar doors between Nîrn and the Deadlands shut, blocking off all access for Dagon as further punishment for breaking the Compact, and thus showing at least one punishment Sotha Sil could dish out for the Princes not holding up their end of the bargain.

The Compact did not bind Daedric Princes that were not present during the Compact, as the Daedric Triad composed of Clavicus Vile, Mephala, and Nocturnal attempted to remake Nîrn in their image during the Daedric War of the Second Era. Mephala and Clavicus Vile would join a Compact with Sotha Sil circa 2Æ 582 after Nocturnal took control of the triad's plot and aided the Psijic Order in stopping her from achieving infinite power. Much like the Coldharbour Compact itself, the specifics of the agreement are unknown. Furthermore, it is not even certain if they are considered to be the same Compact.

The Compact did not prevent Molag Bal's attempted Planemeld in the Second Era, nor did it stop Mehrunes Dagon from manifesting directly on Nîrn in his true form during the Oblivion Crisis in 3Æ 433. It is possible that Sotha Sil's demise left nobody to enforce the Compact. It's also possible that the Compact was circumvented in these cases due to them being brought about by mortals (namely Mannimarco and Mankar Camoran).



*A Statue of Almalexia and Mehrunes Dagon
Fighting*

The Second Era

As before, Morrowinds return to stability included a near total absence of information on its internal affairs for the centuries that followed. A small interruption to these years of silence came in 2Æ 373, with a Dragonguard record indicating the Dragon Abbiilok to be lairing somewhere in Morrowind. Morrowind and Red Mountain in particular earned something of a reputation for its dragon population. Although they may have eluded the Dragonguard for sometime by sheltering in Morrowind, the native wildlife would prove to be too much of a hassle for these legendary beasts. The rising and ever more bothersome Cliff Racer population would drive the dragons out of Morrowind.

The year 2Æ 560 saw a major threat to Morrowinds peace emerge from Morrowinds southern neighbor, Black Marsh. A disease swept through the population of Black Marsh that would spread to the rest of Tamriel, gripping the entire continent in plague. Victims first experienced general malaise, a loss of appetite, and fatigue. As the sickness progressed The Knahaten Flus symptoms progressed to aching muscles, sharp pains, watering eyes, and chills. The later stages consisted of a heavy cough, high fever, and blood from the eyes, ears, nose, and mouth. The most visible symptom was a red rash that spread across the bodies of the infected. Finally, death would take the victims of the flu three days to a week after infection in most cases.

The Argonians of Black Marsh proved to be entirely immune to the Knahaten Flu, leading to a belief that they were responsible for creating the disease, or were carriers of the illness. This led to the large scale abandonment of Black Marsh by the other peoples of Tamriel for centuries to follow. Entire cities, cultures, and religions were destroyed in the wake of the plagues 43 years of dominance. The Dunmer were the exception to Black Marsh's new isolation, as slavers still ventured into the swamps in spite of the risk.

The next interlude to Morrowind's peace was during 2E 565 with the Flay Blight, an outbreak of itchy, irritated, and blotchy skin among hundreds of Dunmer due to a popular skin cream changing recipes. This minor issue would pale in comparison to the crises of the following decades and the Knahaten Flu.

In 2E 572, the Akaviri army of Ada'Soom Dir-Kamal invaded northern Tamriel. After an initial landing and sack of Windhelm, the Akaviri forces mysteriously traveled east to Morrowind after avoiding landing in the province. An Indoril General named Tanval organized a fighting retreat against this unexpected invasion as Almalexia herself prepared to face this force just west of the city of Ebonheart.

Miraculously, age old enemies found common ground facing this Akaviri threat. As the Dunmer prepared their defenses and fought Dir-Kamal from the front, an allied force of Nords from Eastern Skyrim led by King Jorunn and Wulfharth the Ash-King charged into the rear.

Ada'Soom Dir-Kamal attempted to retreat by recalling his ships as his forces fought an unexpected defensive battle, using the Inner Sea as a barrier to avoid being surrounded and as an avenue of escape. Their line looked likely to hold against the Dunmer-Nord forces until two completely unanticipated legions of Argonians arrived and joined with their Tamrielic neighbors. These fresh forces made the critical difference and the Second Akaviri Invasion was slaughtered to a man almost as soon as it.

This event led to the formation of the Ebonheart Pact, an uneasy alliance between the Nords, the Dunmer and the Argonians. As part of this agreement slavery was abolished within Pact territory, although the Great Houses simply ended the enslavement of Pact members, and House Telvanni refused to join the Ebonheart Pact. The Pact later participated in the Alliance War on the urging of the Dunmeri Tribunal to respond to a perceived threat growing in Cyrodiil.

2E 582 saw Vvardenfell face the machinations of Clavicus Vile and Barbas. Seeking to gain entry to Sotha Sil's Clockwork City, the Daedric Prince and his minion stole the staff Sunna'rah, a tool Sotha Sil had created for experimenting on his power. The staff ended up in the hands of the Ashlander Conoon Chodala, who aspired to the title of Nerevarine. Chodala's use of the staff drained away the power of Vivec, which weakened the Warrior-Poet's hold over the moonlet Baar Dau, and endangered all of Vvardenfell. Fortunately, the Champion of Azura, a clockwork mage, and an Outlander came to Vivec's aid. Chodala was discredited and defeated, Clavicus Vile's plot was thwarted, and Vivec's power was restored. The threat to the Clockwork City would not end there, though.

Sotha Sil's Shadow, serving Nocturnal, was summoned and replaced him as ruler of the Clockwork City during the same year. At the same time, the Blackfeather Court entered the city and stole the Skeleton Key, which had been in the Clockwork God's possession. The Vestige, assisted by Divayth Fyr and the Clockwork Apostles, unveiled the plot; but were unable to retake the Skeleton Key before Sotha Sil's Shadow obtained control of it. Using the key, Nocturnal and the Shadow attempted to take over the Clockwork City; but are stopped by the Vestige, Divayth Fyr and a Clockwork Apostle, who saved Sotha Sil by defeating his Shadow. Sotha Sil gave the Skeleton Key to Divayth Fyr for safekeeping.



Ebonheart Pact Emblem

Following the chaos of the sixth century, the years that followed saw another return to uneventfulness in Morrowind, only to be interrupted by the onset of the Tiber Wars in the final years of the Second Era.

Tiber Wars

After the pacification of Hammerfell following the First Treaty of Stros M'Kai, Tiber Septim found himself left with opponents that were far stronger and more unified than the petty human statelets. It was said that he considered whether further expansion was even an option, seeking peace with the royal court of Alinor. Nevertheless, military expeditions and skirmishes in both Elsweyr and Black Marsh were recorded circa 2E 861 and with the Aldmeri Dominion even earlier.

By the time a viable invasion of Morrowind was put into motion (sometime after 2E 882), the Betmeri territories were already conquered. Black Marsh, however, was never successfully invaded, with its strategically unimportant inner swamps carefully avoided by Septim's troops. Even though his generals feared the Dunmer as dreadful and fanatical foes, Septim realized Morrowind's weakness: the in-fighting of its most prominent factions, the Great Houses. Despite expecting a more prolonged conflict, Septim was offered peace by the Dunmer after only a few brief skirmishes. Still, no agreement was reached before several battles had already been fought and numerous cities were sacked, including the capital city of Mournhold. One of the terms was rumored to have been allowing Septim to use Numidium to crush the forces of the Aldmeri Dominion, whose navy was regarded to be superior to the Imperial Navy. Without the heart of Lorkhan, Tiber was forced to find another source for the Numidium, which he found in the Mantella. After the brief conquest of Summerset Isle, the official integration of Morrowind as an Imperial province, and the destruction of Numidium at the hands of a rotting undead wizard, the whole of Tamriel was finally united, putting an end to the Tiber Wars, which had raged unabated for 44 years.

Armistice

The Armistice, also known as The Treaty of the Armistice, was signed sometime in the final years of the Second Era. It created a lasting peace between Morrowind and the Cyrodiilic Empire, furthering Emperor Tiber Septim's dream of a unified Tamriel in the final years of the Second Era. It was signed as the result of a personal meeting between Tiber Septim and the Dunmer god Vivec, which took place after several Empire-won battles, one of which laid waste to Mournhold. Many Dunmer were shocked and angered by what they viewed as the Tribunal's betrayal, particularly the members of house Indoril. The xenophobic Camonna Tong criminal syndicate also opposed the peace, and eventually found common cause with the cast down house Dagoth in their opposition to the Empire. The terms of the Armistice were intended to make Morrowind a part of the Empire, while also allowing it a large degree of autonomy. To succeed in this, Tiber Septim knew that he would have to severely limit Morrowind's military power. Accordingly, he successfully demanded Morrowind's surrender of Numidium to the Empire and its acceptance of a substantial Imperial presence in terms of Legion soldiers. In exchange, Morrowind was permitted to keep its autonomy, maintaining the power of the Tribunal Temple and the Great Houses, while being supervised by Imperial representatives in the capital, Almalexia City, and in each of the six newly-created administrative districts. Additionally, and perhaps most importantly in the minds of Dunmer elites, the practice of slavery in Morrowind was protected by the Empire. Dunmer religious practices were similarly protected.

The Armistice was supported most enthusiastically by house Hlaalu, with house Redoran grudgingly following Vivec's lead, while house Dres did so only with the strong provisions protecting slavery. House Telvanni remained neutral and isolationist throughout the proceedings, until the support of Hlaalu and Redoran was officially established, when they joined in on the support of the treaty. House Indoril ultimately complied with the wishes of the Tribunal, but remained hostile to the Empire. The Lord High Councilor of the Grand Council, a member of house Indoril, refused to accept the treaty or step down, leading to his assassination and replacement by a member of house Hlaalu. Many house Indoril members would choose suicide over submission, and even more Indoril councilors would die in local struggles caused by Hlaalu opportunism. Mournhold remained under military occupation until Princess Barenziah, who survived the battle for the city and was left under the care of a loyal Imperial vassal, came of age. Upon her

return, she became the Queen of Mournhold and the Imperial Province of Morrowind, acting as a popular figurehead for the civilian government for almost the entirety of the Third Era.

Following the Armistice, the island of Vvardenfell became a Temple preserve with some small settlements maintained by the Great Houses as well as scattered Ashlander tribes. However, the island was not opened to large-scale settlement by civilians or exploitation by the East Empire Company until 3E 414.

Morrowind's Terms

These were generally of cultural and religious nature, and are as follows:

- Allowing the Dunmer to define and preserve their own laws and customs:
 - Slavery and persecution of abolitionists
 - Local house guards and the Great House Law
 - House Wars and Morag Tong
 - Dunmeri religious practices are recognized as a faith by the Empire
- Outlawing of necromancy (punishable by death)
- Great Houses are given control over most local government functions
- Vvardenfell is kept a Temple preserve
- The Temple is given impunity to persecute religious dissidents and worshippers of the Bad Daedra
- A general policy of noninterference with the Tribunal is applied

Empire's Terms

These were generally of economic and military nature, and are as follows:

- Morrowind is ruled by a figurehead King, chosen directly by the Emperor
- Numidium is dismantled and secretly taken out of Morrowind piece by piece to be given over to the Empire
- The Empire is allowed to have a constant military presence in Morrowind (including manned forts)
- Mages Guild is given monopoly on all public magical services
- An Imperial charter is needed to deal with ore and Dwarven artifacts
- With the exception of Great House Law, Morrowind is governed under Imperial Law

Much to the surprise of almost everyone, the years of war that marked relations between the Second Empire and Morrowind was not repeated by the Third Empire, and Tiber Septim's ambitions of conquest were fulfilled through diplomacy. Vivec and Tiber Septim reached an agreement in the Armistice around 2E 896. The Dunmer became Imperial citizens and submitted to Imperial occupation and the incursion of Cyrodilic institutions and business interests, but retained self-rule, house traditions, and religious practices. Vivec secretly supplied the Emperor's agents with the golem Numidium as part of this deal.

Unbeknownst to the Council, the Tribunal had a secret reason for seeking peace. In 2E 882, a shadow that had been sleeping beneath Red Mountain awoke; Dagoth Ur had returned. Performing a ritual of his own design, Dagoth Ur bound himself and his Ash Vampires to the heart of Lorkhan. Though it was not known to the population at large, the Tribunal had grown weaker and more isolated ever since the awakening of Dagoth Ur and the loss of access to the heart of Lorkhan circa 2E 882. Thus, Vivec was practically compelled to negotiate with Septim, whom he expressed

respect for in his writings. On the Empire's side, Tiber Septim felt similarly compelled to reach a truce instead of dealing with the three living gods and the rising threat of the returning Dagoth Ur.

The Third Era

When earth is sundered, and skies choked black,

And sleepers serve the seven curses,

To the hearth there comes a stranger,

Journeyed far 'neath moon and star.

— The Stranger Prophecy

The Dunmer, and the Chimer before them, divided Morrowind into political districts based on their Great Houses. An unknown number of Great Houses rose and fell over the years, but in the late Third Era, House Redoran controlled the western mainland bordering Cyrodiil and Skyrim. House Hlaalu controlled the central-western part of the mainland. House Indoril controlled the central-eastern part of the mainland. House Dres controlled the area forming the border with Black Marsh. House Telvanni controlled the eastern region of the nation. For ages, Vvardenfell was a Temple preserve predominantly inhabited by a few Great House settlements and Ashlanders, but it was opened to greater settlement in 3E 414. House Telvanni snatched up the east, House Hlaalu took some of the center and the marshy southwest, and House Redoran held dominion over the remaining areas, though it largely refused to expand settlement.

Morrowind under the Tribunal was distinct from most of Tamriel in many ways. For one, their legalization of assassination set them apart. Also, the Dunmer banned Necromancy in their land long before the Mages Guild saw fit to do so. However, necromancers could continue to operate secretly thanks to another peculiar Morrowind institution: slavery. For ages, the Dunmer had enslaved humans and elves, but mainly concentrated on Beastfolk, namely Khajiit, Argonians, and Goblins. The right to retain this tradition was guaranteed by the Armistice, and it continued for virtually all of the Third Era, mainly due to the lobbying of Houses Dres and Telvanni, and despite the general abhorrence of the institution by the rest of Tamriel. In the final years of the era, the new King Helseth, looking for a way to exert his authority, banned the controversial practice, eliciting an initially bloody reaction. As the Dunmer would find out, though, their transgressions were not forgotten.

Dagoth Ur awoke beneath Red Mountain in 2E 882, heralding enormous changes in Morrowind. The Tribunal led campaigns against him and his monsters for over four hundred years. Around 3E 417, the Great Ghostfence was erected to contain the threat, though some sources suggest the Ghostfence existed for centuries before this. The enormous shimmering-blue barrier encircled the entire Red Mountain region of Vvardenfell, but still, Dagoth Ur's monsters and The Blight managed to seep through. With the advent of the Nerevarine in 3E 427, Almalexia, Sotha Sil, and Dagoth Ur were killed, and Vivec went missing. The Dunmer were still struggling to come to terms with this at the close of the Third Era.



Red Mountain During a Blight Storm

The power vacuum left in place by the defeat of Dagoth Ur, the disappearance of the Tribunal, and the departure of the Nerevarine left Morrowind

The Fourth Era

After the Oblivion Crisis, the Nords and Orcs launched attacks against the province. In Vivec's absence, the Ministry of Truth became a threat to the province's future. The Ingenium, a device powered by souls, was designed by the sorcerer Vuhon and a Dunmer named Sul with a pact by Clavicus Vile to keep Baar Dau from completing its descent in the absence of Vivec. This process started by using the souls of prisoners and undesirables, which resulted in their immediate deaths. Eventually, a method was found that let souls power the Ingenium without causing immediate death. When Sul's lover, Ilzheven, was taken to power the Ingenium, he destroyed it in an attempt to save her. This caused Baar Dau to crash into Vivec City, resulting in the eruption of Red Mountain on the Third of Suns Dawn and the destruction of Vvardenfell and part of mainland Morrowind. This event became known as the Red Year. The disaster of the Red Year effectively ended the ascendancy of the Tribunal Temple and the mainstream worship of the Tribunal as gods.

Since the Red Year of 4E 5, Red Mountain has been spewing ash continuously, and Vvardenfell remains largely uninhabitable.

Vivec City was annihilated; in its place nothing remained but scorched earth and the boiling waters now known as Scathing Bay. Ald'ruhn, Balmora, Gnisis, and Sadrith Mora, likewise, are no longer standing. Even Fort Frostmoth in southeastern Solstheim was wiped away. Places farther out in the mainland like Tear were similarly devastated by earthquakes and major flooding, and roads far to the south in Black Marsh were destroyed. In the immediate aftermath, many "outlander" Dunmer returned home to help their people, despite the fact that it was almost impossible to breathe the air. Major relief efforts poured out of Mournhold, which survived the blast almost unscathed. The efforts were led by House Redoran and many settlements were rebuilt, including Balmora, in the following years.



Red Mountain Spewing Smoke

The Argonians of Black Marsh, meanwhile, were stronger than ever and soon invaded Morrowind, seizing large tracts of land that had long ago belonged to them. They also sacked many cities, including Mournhold, in southern Morrowind. Though a Redoran army halted their advance, countless Dunmer were killed or displaced. Argonian patrols are still a common threat in Morrowind nearly 200 years after the Accession War, and there are still a few clans that make their home within the borders of the province.

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For years afterward, Dunmer fled across Tamriel seeking refuge, with many relocating to Skyrim and the small island of Solstheim northwest of Vvardenfell. When Solstheim formally came under Dunmer rule, the Redoran took over its administration, though the Telvanni also established the settlement of Tel Mithryn. Apart from organized colonies, many Dunmer refugees have settled in Skyrim, especially in the so-called Grey Quarter of Windhelm. Though Mournhold was rebuilt once again, the capital of Morrowind was moved to the Rootspire in the Redoran city of Blacklight, as the leadership House Redoran had exhibited had greatly increased their power and influence.

The Empire's ineffectual protection and seeming indifference to Morrowind's plights made them reviled by the Dunmer. After the Empire "released its grasp" on Morrowind, House Hlaalu's Imperial ties resulted in it being replaced by House Sadras on the Council of Great Houses.

With hostilities with their Argonian neighbors to their southern border and within them still standing, two great powers with revanchist or religious reasons to pursue conflict, House Hlaalu seeking to retake their lost position, and a potentially independent Skyrim under a more xenophobic authority, the future of Morrowind is uncertain and likely grim.

Factions

Bal Molagmer



Gentleman Jim Stacey

The Bal Molagmer, meaning "Stone Fire Men" in Dunmeris, were a group of righteous thieves from Vvardenfell who died out early in the Third Era. Although the Bal Molagmer were thieves, they stole only from the unjust and gave to those in need. The Bal Molagmer carried burning stones from the Red Mountain, and their special protective gloves became the symbol of the group.

In 3E 427, Gentleman Jim Stacey, the master thief of the Thieves Guild in Vvardenfell, attempted to rekindle the now-legendary Bal Molagmer. This move was likely an attempt to appeal to the local Dunmer, who preferred the Camonna Tong to the Imperial Thieves Guild. Stacey made the new Bal Molagmer a subfaction of the Guild, and enlisted his best thieves to continue the tradition of aiding the poor, using the group's distinctive gloves to give the impression that the Bal Molagmer had returned. The ultimate fate of this subfaction is unknown.

Camonna Tong

The Camonna Tong was a large Dunmer criminal syndicate hailing from the land of Morrowind. The Tong was characterized by their fierce opposition to any foreign incursions into Morrowind. Many of the syndicate's schemes were designed to get rid of outlanders or put them into fearful and subordinate positions, with most Tong members believing they should be tolerated only as slaves. However, on a handful of occasions, the business potential of working with foreigners has outweighed their strong distaste for those of other races. The Tong engaged in a wide variety of criminal activity, including using slaves as drug mules, and kidnapping and torturing outlanders who they perceived as a "threat" to Dunmeri business owners.



Orvas Dren

Before the Empire

The Camonna Tong has existed in some form since at least the mid-Second Era and has been described as "old and powerful." In 2E 582 the Dunmer of Morrowind (with the exception of the Telvanni) were members of the Ebonheart Pact. They maintained open borders with the Nords of Eastern Skyrim and Argonians of northern Black Marsh. The Camonna Tong was active at this time, and sought a foothold on the West Gash region of Vvardenfell. During this time, the syndicate was known to promise stability, a steady stream of income, structure, glory, and the possibility of climbing the ranks. These promises were enough to convince many Dunmer down on their luck to enlist. Illegal activities included robbery, break-ins, extortion, kidnapping, beatings, murder, and slave trafficking. In addition to their illicit activities, the Camonna Tong "talked big" about driving away the outlanders and taking Vvardenfell "back for the Dark Elves." Among slaves, the Camonna Tong was even more feared than House Telvanni. Additionally, at

least one Second Era Dunmer referred to the Camonna Tong as a "crime family", though which family, and how exactly this affected the syndicate's structure and operations is unknown.

That year, the Tong came into conflict with the Orcish 'Ropfish' abolitionist gang and the Tribunal Temple. Ex-Daggerfall Covenant member and Ropfish founder Khartag was presented an ultimatum by Avus of the Camonna Tong, demanding the syndicate be included in the slave smuggling efforts. The terms included increasing the price for slaves to escape, chaining slaves en route, and compacting them into small ferries. This rubbed Khartag the wrong way, and he reportedly told the Camonna Tong to "tusk off." Insulted, the Camonna Tong sent a force led by Avrusa Duleri to storm the Ropfish operation in Khartag Point and kill Khartag. Though Duleri slew the Orc personally with a poisoned blade, the Ropfish gang survived, and she was killed shortly thereafter. Some of the slaves managed to escape, but many fell prey to the Dreugh living in the caverns. Not long afterwards, the Ordinators of Vivec City had the caverns investigated for slave smuggling. The Temple intended on preventing the Camonna Tong from gaining a foothold in the region, but needed confirmation before being able to act. With a tip from a former member and assistance from contracted mercenaries, the Temple acquired the proof they needed.

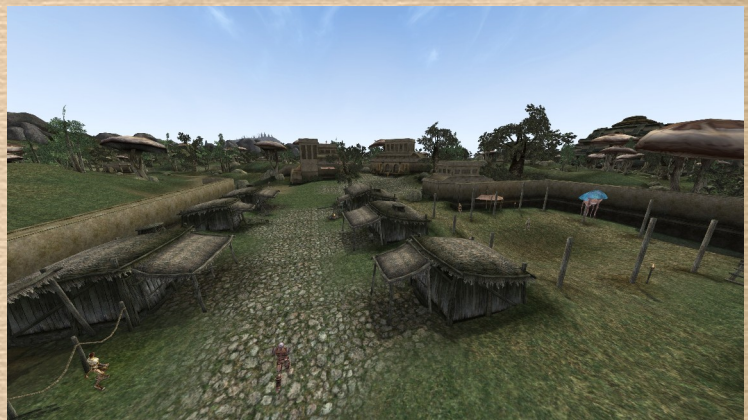
The Camonna Tong was known to give out wooden tokens as a form of currency, issued by the syndicate to its most observant snitches. They were said to be valuable to the right people.

The Dark Side of house hlaalu

"You want peace? Like the peace of the grave we've had since the Tribunal betrayed us and signed the Armistice? Dagoth Ur has made me a better offer. The Sixth House will rise again and crush the Empire and those smug hypocrites in the Tribunal."

— Orvas Dren

By the late Third Era, the Camonna Tong had become closely entwined with the affairs of Great House hlaalu. They had grown more powerful and ruthless than ever since the Imperial occupation, and wielded great influence in the higher ranks of house hlaalu. The Camonna Tong became entwined in direct competition with the Imperial Thieves Guild for control of illegal trade, and swore to exterminate the upstart outlander newcomers. In 3E 427 they had come under the leadership of Kingpin Orvas Dren, brother of Vedam Dren, the Grandmaster of house hlaalu and Duke of Vvardenfell District. True to their ancient beliefs, the syndicate continued to oppose outlander influence such as the Third Empire.



Dren Plantation

Members claimed the Tong was "just a society of businessmen" who were "tired of seeing Morrowind run by outsiders who understand nothing about Morrowind." They had bases in the hlaalu-ruled settlements of Balmora, Gnaar Mok, hla Oad, the Vivec City hlaalu Canton, and plantations in the Ascadian Isles region. The Tong maintained an additional hideout in Telvanni-ruled Sadriith Mora. Furthermore, the Camonna Tong allied with Sjoring hard-heart, the Fighters Guild Master in Vvardenfell, and his lieutenants Lorbamol gro-Aglakh and Eydis Fire-Eye. The alliance used the Fighters Guild as an extension of the Camonna Tong's influence, hunting down and eliminating the struggling Imperial Thieves Guild to prevent them gaining a foothold in Vvardenfell. hard-heart and his lieutenant's corruption was eventually discovered, and the Fighters Guild Master was slain - though it is unknown if this was the work of the Thieves Guild or an internal cleansing by the Fighters Guild. It is similarly unknown if hard-heart's

lieutenants were likewise eliminated. However, some rumors claimed Hard-Heart succeeded in eliminating the heads of the Vvardenfell Thieves Guild for the Camonna Tong before he was slain. Additionally, the Tong was viewed negatively by House Redoran and the Tribunal Temple during this time.

Through Orvas Dren, the Camonna Tong controlled Hlaalu Councilors Velandā Omani and Nevena Ules. Though on the outside House Hlaalu seemed the most Imperial minded of the Great Houses, major decisions could not be made unless the Camonna Tong explicitly agreed. The syndicate went so far as to make secret deals with House Dagoth, as their Kingpin had considerable sympathy towards the Sixth House's ideologies. During the fulfillment of the Nerevarine prophecies, the Tong conducted a crackdown on the escaped slaves, even hiring bounty hunters to track down any who would help them. After losing over half the Tong's shipments in rapid succession, Orvas toyed with the idea of having his brother assassinated, so that he might consolidate his power and succeed Vedam as Duke of Vvardenfell and Grandmaster of House Hlaalu. When the Nerevarine needed the backing of House Hlaalu as Hortator, history does not record whether Dren was bribed, persuaded or intimidated into giving him the Camonna Tong's backing, or simply killed in order to break the Camonna hold on House Hlaalu. However, Dren's two chief enforcers, the brothers Ranes and Navil Ienith, were certainly both killed, with both the Thieves Guild and Morag Tong claiming credit for the assassination.

Whatever the outcome, the Camonna Tong remained active for at least six more years, as syndicate thugs were spotted in Cyrodiil collaborating with the Orum gang of Cheydinhal to participate in the Skooma trade in 3E 433.

It is unknown if the Camonna Tong survived the combined calamities of the Oblivion Crisis, Red Year, and Argonian Invasion. House Hlaalu losing its power after the Empire's withdrawal from Morrowind and subsequent loss of Great House status would have been doubtlessly crippling events for whatever remained of the ancient crime syndicate.

House Dagoth



"Pity Dagoth Ur and the Sixth House. All they do, all they are is foul and evil, but they began in brightness and honor, and the cause of their fall was their loyal service to you, Lord Nerevar."

— Peakstar

House Dagoth (also called the Sixth House, Shadow House, Sleeping House, Lost House, the Tribe Unmourned or "unmourned house") is the defunct sixth Great House of the Chimer led by Voryn Dagoth, later known as Dagoth Ur. All records of the house's existence were destroyed following the Battle of Red Mountain and its members were either killed or absorbed into the remaining houses. Unbeknownst to all, Lord Dagoth had survived and spent centuries slowly building his strength and influence from within Red Mountain. This culminated with Dagoth's attempt to re-create the Dwemer god-construct Numidium in order to overthrow the Tribunal and conquer Morrowind. In 3E 427, Dagoth Ur was slain and his plans halted with the destruction of the Heart of Lorkhan by the Nerevarine.

The War of the First Council

The first mentions of House Dagoth are recorded in connection to the War of the First Council between the Chimer and the Dwemer. Imperial sources claim that House Dagoth stood with the Dwemer (and identifies both as Chimer clans). However, others with more direct knowledge of the actual events, such as the Ashlander tradition and that of the Tribunal Temple depicts the war as first being prosecuted against the Dwemer by an alliance of all the Great Houses, including Dagoth. By this account, Voryn Dagoth had discovered that the Dwemer, whose king Dumac had been a close

friend and ally of the Chimer hortator Indoril Nerevar, were secretly using the heart of Lorkhan to build a mechanical god, which was an affront to the Chimer faith. After counseling with Azura, who confirmed Dagoth's story, Nerevar came before Dumac to force the issue. Dumac, however, had no knowledge of this project undertaken by Kagrenac and his tonal architects, and responded with hostility to Nerevar's accusations, which resulted in war.

The specifics of what happened after the climactic Battle of Red Mountain are lost to history. By the Ashlander account, Voryn Dagoth wished for the destruction of Kagrenac's Tools, while Nerevar sought counsel with his advisers Almalexia, Sotha Sil, and Vivec. The three coveted the power of the heart and so conspired to obtain the tools by any means, even going so far as to murder Nerevar because he would not go along with their plan. When the three came to Lord Dagoth without Nerevar he refused to hand over the tools, citing his oath to Nerevar to guard them, but was defeated and driven underneath Red Mountain, beneath even the heart Chamber, and the Tribunal took the tools. The version of the story told by Vivec privately to his priests is somewhat different. Nerevar returned to the mountain with his advisers after deciding that Kagrenac's Tools could be used for good, but Dagoth had already experimented with them and the heart. He fought against the Tribunal, believing only he could be trusted with the tools. Though this version does not mention how Nerevar died, it is somewhat supported by Dagoth Ur himself who, in a message to the Nerevarine states that it was Nerevar himself who "struck me down."

Since Dagoth Ur had disappeared, and the rest of his house had been soundly crushed in battle, Great House Dagoth sank into obscurity until the late Second Era. Efforts to resurrect the house were made around 2E 582, but were seemingly unsuccessful.

The Reawakening



A Sixth House Altar

In the year 2E 882, at the close of the Second Era, Dagoth Ur and his remaining subjects became active again within Red Mountain. Having somehow been kept alive by the power of the heart, he had spent centuries dreaming and planning. When he arose, he took possession of the heart Chamber and with unknown rituals, bound himself to the heart, becoming a heartwright. He also made his nobles into the first of the Ash Vampires, powerful beings



who were also bound to the heart, though not as strongly, who would serve as generals in his coming conquest. In his long sleep, he had adopted the goals of Kagrenac and set about finishing the Dwemer's ill-fated project, hoping to create a new god called Akulakhan for whom his House would serve as the priesthood. In the long term, House Dagoth and its new, immortal masters would conquer all of Tamriel and worship of Akulakhan would become its sole religion.

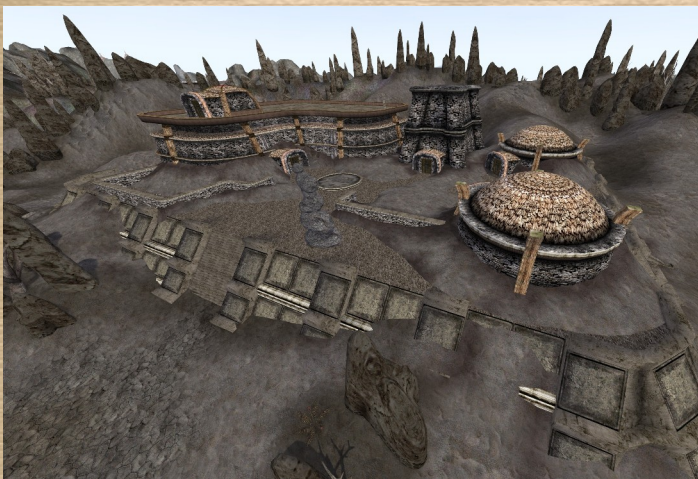
The first blow was struck that same year when the Almsivi came to Red Mountain for the annual ritual to tap the heart and renew their powers. Dagoth Ur and his minions ambushed them and drove them from the heart Chamber. This would prove to be a pivotal event in the history of Morrowind, as the forces of the Temple would never again control the region around Red Mountain, nor would the Tribunal ever regain their full powers. With the initiative in his hands, Dagoth Ur set about expanding the number and influence of his house. To

this end, he spread The Blight, terrible ash storms spawned at the center of Red Mountain that carried with them the dreaded Corprus disease, which twisted its victims into monsters. Called the "Divine Disease" by the some of the Temple faithful, Corprus is in fact the effect of Dagoth Ur's power on mortal flesh. Those deemed unworthy to serve would turn into mindless husks, but those with the potential for use were made into Ash Creatures: beings whose bodies and minds are progressively warped by the alien designs of Dagoth Ur. These creatures would go on to promote the interests of the House throughout Vvardenfell, notably by influencing the dreams of some susceptible Dunmer. These "Sleepers" would go into a trance-like state and act as conduits for the thoughts and message of Dagoth Ur, and even act as assassins.

The Sixth House demonstrated a tremendous amount of foresight, and constantly looked towards its long-term goals. While House Dagoth was ideologically expansionist, it was also very slow and methodical in its movements. In more than 400 years of conflict with the Tribunal, House Dagoth hardly expanded from Red Mountain only to some ancient Dunmer strongholds and smuggler's caves. This was largely due to Dagoth Ur's apprehension of the Empire. He knew that a premature conflict would result in the inevitable defeat of his House, and so shunned open conflict, at least until Akulakhan could be completed.

House Dagoth and the Tribunal

For the following four hundred years (roughly the first four hundred years of the Third Era), Almsivi sent raiding parties in an attempt to capture the Heart Chamber, but they were always unsuccessful. Blight storms became progressively stronger and affected more and more of Vvardenfell, posing a dire threat to its people. In a failed attempt to contain the Blight, the Almsivi constructed the Great Ghostfence. Maintaining it required a significant amount of power which was increasingly in short supply, as the Tribunal had not had access to the Heart for centuries.



Kogoruhn

Rather than breach the Ghostfence directly, House Dagoth made use of smuggler bases and ships along the Bitter Coast to spread its influence among the populace. With these, they exported idols called Ash Statues, which agents of the house sold and spread around populated areas. These statues seemingly contained some modicum of Dagoth Ur's power, and would corrupt those who were exposed to them consistently.

In 3E 400, Dagoth Uthol took control of the old Dunmer fortress of Kogoruhn and created an underground tunnel leading under the Ghostfence, into Red Mountain, creating an additional avenue for forces and supplies to pass into Vvardenfell.

Several years later in 3E 417, disaster struck the Tribunal when the artifacts Sunder and Keening were lost in an ill-fated expedition to Red Mountain by Almalexia and Sotha Sil. Only the intervention of Vivec saved his two companions, but the tools were lost. Dagoth Odros and Vemyn would hold Sunder and Keening in their respective Dwemer fortresses in the Ashlands for safekeeping. After this defeat, the Tribunal retired to their capitals and there were no more serious offensives against Dagoth's holdings until the coming of the Nerevarine.

Dagoth Ur, though he now held Sunder and Keening, lacked Wraithguard to bind them all together. The best he could have done would be to study Sunder and Keening's enchantments and attempt to duplicate them himself. In 3E 426-7, there was a sudden spike in Sixth House cult activity, including the assassinations of several high-profile Imperial sympathizers as well as foreign Imperial citizens living in Vvardenfell. This may have been intended as a challenge to the authority of the Tribunal, or an attempt to further sour relations between the Dunmer and their Imperial

suzerain. It's not known whether this had any bearing on Uriel Septim VII's decision to send the would-be Nerevarine to Vvardenfell that same year.

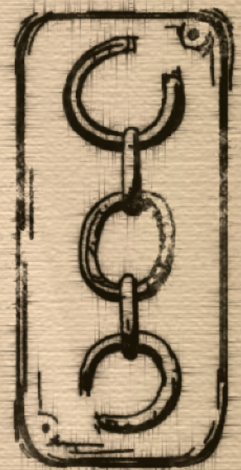
Culture

Due to the purge of records associated with House Dagoth, very little is known about its culture and character. One of the few extant documents describes them as "subtle" and having a penchant for diplomacy and subterfuge. This may go some way to explain Dagoth Ur's willingness to take up the failed project of his race's ancient enemy, as well as his seemingly conciliatory attitude towards the Nerevarine.

The risen House Dagoth displays a pronounced affinity for sound and music, though it's difficult to know if this was part of its makeup before its fall. Nearly every shrine encountered in Vvardenfell features a set of large bells or chimes, which seemingly play an important role in its rituals. This could be a reference to the source of Dagoth Ur's power, which utilized Dwemer tonal architecture to exploit the heart of Lorkhan. Some of the more advanced forms of Ash Creature have long, perforated, trunk-like snouts which may be used as musical instruments. The fictional epic *Poison Song* depicts the house having a strong connection to music to the point that its descendants can somehow "hear" its songs still, though it's unclear what basis, if any, this has in reality.

House Dres

House Dres is one of the Great Houses of Morrowind, with presence only on the mainland. It governs the Dres District of southeastern Morrowind from its ancestral capital city of Tear, also called 'Dres' and noted for its proximity to Black Marsh. The district included parts of the fertile Deshaan plain, and bordered the Indoril District, Hlaalu District, and the swamps and marshes of the Black Marsh regions of Shadowfen and Thornmarsh. In the mid-Second Era, House Dres also controlled the cities of Ebonheart and Kragenmoor in central Morrowind. House Dres has never claimed land on the island of Vvardenfell, though ancestral tombs for Dres families may still be found on the isle. Among them is the ancient Dreloth clan, a cadet branch of the Great House, as well as the Maren, Othrelas, Serano, and Velas clans. It was formally established as a Great House before the middle of the First Era by Grandmaster Thalthil Dres after a slave-raid over Thorn.



The Dres have a mainly rural but still very wealthy agrarian agricultural society, maintaining vast saltrice plantations on the plains and marshes surrounding Tear. The Dres were also the Dunmer who shipped the majority of slaves to the other Great Houses, keeping thousands of captives, mostly Argonians and Khajiit, in their infamous slave-pens of Tear and the surrounding plantations. The Dres are also known among the Great Houses for maintaining a persistent tradition of Daedra worship and ancestor reverence, their staunch support of unity between the Great Houses, and their emphasis on inter-house relations and the improvement of Dunmeri society as a whole.

Saint Llothís the Pious is the patron saint of House Dres.

First Era

House Dres was founded in ancient times, formally established after a successful slave-raid on Thorn by Grandmaster Thalthil Dres before the middle of the First Era. The house has existed since the time of the Chimer and the First Council. By the 84th year of the Golden Peace, the Dres had already built their fortune on saltrice plantations and slave labor. They prided themselves on maintaining a persistent tradition of Daedra worship and ancestor reverence. According to Grand Historian Solamar Dres, the isolationist stance of House Dres was instilled in its customs and world outlook from the very beginning. It is said in Vivec's Sermons that the Chimeri hero, Dres Khízumet-c, fought

against the Nords in the Conquest of Morrowind during the Skyrím Conquests in the early-First Era. he was devoured by the demon chieftain, ChEMUA and his spirit was sent to assassinate the hortator, but failed.

Prior to the War of the First Council, thirty of the most influential and revered Chimer Clans worked together to build the fabled Library of Andule, a grand repository containing the genealogical records related to the earliest Velothi settlers and other assorted knowledge about the earliest history of the Great Houses. Four of the thirty Revered Families hailed from House Dres; the Maren, Othrelas, Serano, and Velas Clans. The locations of the tombs were presumed lost in the aftermath of the War of the First Council, along with the Library of Andule and the records contained within. The four tombs were rediscovered in 2E 582, alongside the other twenty-six families and the Library of Andule itself.

Like the rest of the Great Houses, house Dres participated in the Battle of Red Mountain during the War of the First Council under the leadership of hortator Indoril Nerevar around 1E 700.

Over time, house Dres solidified their position as Morrowind's agrarian powerhouse, claiming that their agricultural might fed Morrowind and providing the majority of the foodstuffs necessary for the existence and continuation of Dunmer society. The house's vast wealth was drawn from this agricultural dominance, supplemented "nicely" by their control of the slave trade. They believed that the Dunmer should concentrate on inter-house relations and improving the position of Morrowind, in an effort "to make our society stronger and eternal". They have been at the forefront of the Dunmeri slave trade since the middle of the First Era.

House Dres adopted the linked chains of a slave's manacles as their heraldry, referencing the source of their power and their dominance of the slave trade. They likewise adopted the color grey as a designation.

At some point during or prior to the eleventh century of the First Era, the Dunmer of house Indoril and house Dres came into a little-known conflict with the First Empire known as the War for Silyanornthe Ayleid site that would one day become the city of Stormhold. The war included the naval Battle of Tear harbor, wherein the Indoril fleet was defeated by the Imperial fleet offshore of the house Dres capital city. The victorious Imperials claimed the former Indoril flagship, and christened it the Dominus Fatum. In 1E 1033 during the reign of Empress hestra, the vessel's crew would go on to capture the infamous Argonian pirate Red Bramman in Blackrose by braving the uncharted rivers of Shadowfen, though the Dominus Fatum was lost to the bogs of Murkmire in the process. The ship's wreck remained mostly intact for over two thousand years and was re-discovered in 2E 582, suspended by a large tree in Murkmire. The outcome of the war is unknown, but Stormhold built upon the ruins of Silyanorn was under Dunmer control as late as 2E 572.

Second Era

During the Second Era, house Dres controlled the city of Kragenmoor in Stonefalls, where Grandmaster Omin Dres, leader of the house in the mid-Second Era, resided as of 2E 582. Dres Councilman Drathus Othral ruled Ebonheart on the Dres' behalf, though Redoran, Hlaalu, and Indoril also held significant influence in the city. The house also maintained plantations around the capital of Mournhold. In northern Black Marsh, the cities of Stormhold and Thorn were both under Dres rule. Stormhold served as the Dres' primary foothold in Black Marsh, while Thorn was home to Councilman Glathis Dres, and was surrounded by slave-operated saltrice plantations. Despite the opulence and wealth of Dres nobles, thieves around this time feared the Great House, encapsulated by the popular mantra of *"Don't cross the Dres"*. Dres justice was rumored to not bother with Ordinators or local guardsmen. In Black Marsh, house Dres employed the Argonians of the Archein tribe in the capture and selling of other Argonians.

In 2E 559, a dispute over a house Hlaalu trading post in contested territory erupted into an armed conflict known as the War of Two houses. The so-called "war" consisted of only one battle, fought by house Dres mercenaries and house Hlaalu guards at the trading post. Despite outnumbering the Hlaalu five-to-one, the conflict ended with a decisive house Hlaalu victory when the leader of the Hlaalu guards, Purilla Falen, defended a portal that allowed a full cohort of Hlaalu battle-merchants to swarm the Dres mercenaries.

Some years before the battle of Vivec's Antlers, the Argonian hero-to-be Keshu the Black Fin travelled to the Dres-controlled city of Stormhold in Black Marsh. After two of her companions were abducted by House Dres slavers, Keshu with the assistance of a younger Jorunn the Skald-King - stormed the House Dres slaver's enclave on the edge of the city and rescued their companions. The experience prompted Keshu to cobble together a small band of militant Argonians informally known as the Black Fin's Legion, who proceeded to wage "war" against House Dres by raiding Dres slave caravans headed for Morrowind for a number of seasons. The conflict abruptly ended in 2E 572 when the Black Fin's Legion answered a call for aid from Jorunn the Skald-King, and participated in the battle of Vivec's Antlers, and subsequent alliance.

Shortly before the Second Akaviri Invasion in 2E 572, Councilman Glathis Dres was murdered in Thorn by his Argonian slave, Heita-Meen, who would go on to lead the force of Argonian Shellbacks at the Battle of Vivec's Antlers. After the defeat of Ada'Soom Dir-Kamal's Akaviri forces, the Ebonheart Pact was signed. In recognition for their assistance, the Great Houses of Morrowind (with the exception of House Telvanni) liberated their slaves. However, House Dres continued to unofficially maintain their slave-holding ways. The Dres were noted for their "persistent slander and calumny" towards the Ebonheart Pact in the years that followed. Nevertheless, they nominally remained loyal to the alliance and all it stood for, not 'officially' condoning the perpetuation of slavery within the areas they administrated. After the eruption of the War of the Three Banners in 2E 580, House Dres' warriors would be among those that fought for control of Cyrodiil and the White-Gold Tower. As a result of the Ebonheart Pact's creation, the formerly Dres-ruled Black Marsh cities of Stormhold and Thorn were returned to Argonian control, with local tribes benefitting from cessation of the raids of the Dunmeri slavers to the north..

During the Daggerfall Covenant's invasion of Stonefalls in 2E 582, House Dres struggled to maintain order in Ebonheart. In Kragenmoor, a grief-stricken Tanval Indoril's Vanguard marched on Kragenmoor and took Grandmaster Omin's son Sen hostage, in exchange for access to the peak of Tormented Spire and the Brother of Strife, Sadal. The Vestige's arrival in the city shortly afterwards saw Sen Dres released. At the behest of Grandmaster Omin, the Vestige proceeded to slaughter the remaining Indoril Vanguard in retaliation for their transgressions. In Deshaan, Houses Dres and Hlaalu clashed around the ruins of Mzithumz, while Dres members unwittingly furthered the agenda of the Maulborn Cult in Mournhold. Bounty Hunters in the employ of House Dres during this time were presented with writs of arrest that authorized them as an agent of the Dres commissioned by the Hortator of the Great House to re-acquire "live property". Said agents were fully authorized to distribute appropriate compensation to any guard command willing to allow the agent to go about the business of the re-acquisition of missing "property" without hindrance.

Despite their xenophobic outlook, the Dunmer of House Dres were known to trade with organizations from outside Morrowind during the mid-Second Era. In 2E 582, Grandmaster Omin Dres sent the Darkvale Coster, a large Dominion-affiliated merchant group operating out of Auridon, a missive indicating his interest in commerce. The Darkvale Coster, in turn, sent a representative bearing trade goods, such as potions, to Kragenmoor.

At some point after 2E 850 and before 2E 864, the Khajiit Strathra funded a raid on a slave camp near Tear with his own wealth, with the objective to liberate Khajiiti slaves from the camp. Among the participants of the raid was the famed Redguard hero, Cyrus.

In the late Second Era, Tiber Septim's legions turned their eyes towards Morrowind. Following House Indoril's lead, House Dres and House Redoran swore to resist the western invaders to the death. However, the Dres and Indoril advocated allowing the western invaders to enter the interior of Morrowind, where they would battle them via a guerrilla war. With the Redoran manning the western borders alone, the Telvanni remaining neutral, and the Hlaalu advocating accommodation, Morrowind was disunited. When Vivec signed the Armistice after only a handful of skirmishes, House Dres grudgingly bowed to the will of the Tribunal, but only with strong provisions protecting slavery.

Third Era



The House Dres Crypt in Kragenmoor

House Dres lost most of their support from their traditional allies when the members of House Indoril began to commit suicide after the Armistice was signed. They remained hostile to Imperial culture throughout the Third Era, and in particular refuted any attempts to limit the institution of slavery. Further complicating matters was the loss of both Ebonheart and Kragenmoor to House Hlaalu rule during the Third Era.

In 3E 396, during the Imperial Simulacrum of Jagar Tharn, a slave revolt was instigated by Argonian rebels in the Dres District after a Dunmeri merchant named Roris was brutally tortured to death for refusing to renounce his faith in the Tribunal. This escalated until the swampy plains erupted in blood and fire, with a full-scale conflict between Morrowind and Black Marsh brewing. The Arnesian War

formally began when news of Roris' death reached the rest of Morrowind. The Dunmer's armies ultimately defeated the Argonians and expanded Morrowind's territory to the south.

Prior to the coronation of Prince Hlaalu Helseth in 3E 427, a House Dres agent infiltrated the Prince's inner circle of advisors on behalf of the Altmer vampire Dhaunayne Hundaec. A few months later, a letter began circulating around the ashlands of Vvardenfell, and later the mainland of Morrowind. The letter, recounting one of Helseth's schemes to root out spies in his midst, was addressed to Dhaunayne and purportedly written by the unidentified Dres agent. Though House Dres publicly denounced the work and no record existed of an association between Dhaunayne Hundaec and the house, Prince Helseth and Queen Barenziah had it privately printed into bound copies and sent to libraries and booksellers throughout Morrowind.

Due to a lack of holdings in Vvardenfell, House Dres was entirely removed from the events that saw the rise of the Nerevarine, the destruction of Dagoth Ur and the heart of Lorkhan, the end of the Blight, and the downfall of the Tribunal Temple in 3E 427.

By the year 3E 432, it was said that House Dres had changed their approach to the changing times, and begun to embrace the arrival of new traditions alongside the return of the old. As a result, the Great House appeared to be on the rise.

In 3E 433, rumors circulating in the province of Cyrodiil suggested that House Dres had finally accepted Imperial rule and renounced the slave trade. The house sought new allies in King Hlaalu Helseth and Great House Hlaalu, who were now the dominant power in the land. Further rumors suggested the alliance between House Dres and House Hlaalu went on to pick apart "the carcass of ruined Indoril" together. The truth of these rumors, or the outcome of the alliance, is unknown.

Shortly afterwards that same year, the Empire withdrew from Morrowind during and in the aftermath of the Oblivion Crisis. It is unknown how House Dres weathered the events of the Crisis, or what became of their newly-forged alliance with House Hlaalu after the latter's loss of influence and Great house status.

Fourth Era

"They cut a bloody swath across most of the southern region of Morrowind. Nobody seems certain why it happened... an attempt at expansion, revenge for the enslavement of their people or perhaps both. Whatever the case may be, thousands of Dunmer needlessly lost their lives and many more were exiled from their homeland."

— Adril Arano

In 4E 5, the eruption of Red Mountain sent tremors throughout Morrowind. The Dres lands near the marshy border regions suddenly became submerged, having been engulfed by the swamps. The southern wall of Tear collapsed as a result. Following the Red Year, the Argonians of Black Marsh invaded Morrowind and ravaged the southern and eastern reaches of the land before being stopped and expelled. While it is not clear whether the invasion was an attempt at expansion or revenge for the enslavement of their people, the Dres District was the most southerly region, and the home of their former slave-masters. It would have been the first area they laid siege to, and where the most personal prejudice would have played a role. While House Dres still sits on the Grand Council of Morrowind and is thus known to have survived the calamities in some form, the modern-day condition of the house and its holdings is unknown.

Dwemer

"Even Gods dislike the absolute, for it stinks of something larger than themselves."

— Sotha Sil

The Dwemer (/ˈdwɛ.mɜːr/ *DWEE-mer*, /ˈdweɪ.mɜːr/ *DWAY-mer*, or /ˈdwi.mɜːr/ *DWEE-mer*), the "people of the deep", are a fabled "Lost Race" of Mer from Dwemereth, which mostly consisted of modern-day Morrowind, where they are believed to have been the most prolific, though they also had a strong presence in Hammerfell, High Rock, and Skyrim. The races of Mer use the term "Dwemer", which translates to "Deep-Elves" or "Deep Folk". Men commonly refer to them as Dwarves. The early history of the Dwemer is still clouded in mystery. There is no known story of their dissociation from the Aldmer, which must have occurred very early in Tamrielic history, as their society bore few correlations with that of the Altmer besides some similar legal principles. According to legend, the Dwemer originated from the same group as the Dunmer, and were treated as another tribe, and later, as a secular Great House.



The Dwemer built elaborate underground cities near and beneath mountain ranges, including the Velothi Mountains and Red Mountain, and in the mountains of the isle Stros M'Kai. Many misconceptions about them have abounded for centuries: scholars long thought that most Dwemer ruins which dotted Tamriel outside Morrowind were mere outposts and that there were few significant Dwemer settlements elsewhere until 1E 420. The presentation of the Dwemer in fictitious but popular novels like the *Ancient Tales of the Dwemer* has also lodged an inaccurate impression of them in the popular consciousness, painting them as familiar, comfortable characters who were very similar to humans. In reality, they are better described as having been fearsome, unfathomable, and even cruel, though also careful, intelligent, and industrious. Their society consisted of free-thinking yet reclusive clans devoted to the secrets of science, engineering, and the arcane until they mysteriously disappeared around 1E 700.

History

"It was unfashionable among the Dwemer to view their spirits as synthetic constructs three, four, or forty creational gradients below the divine. During the Dawn Era they researched the death of the Earth Bones, what we call now the laws of nature, dissecting the process of the sacred willing itself into the profane. I believe their mechanists and tonal architects discovered systematic regression techniques to perform the reverse -- that is, to create the sacred from the deaths of the profane. As the Dwemer left no corpses or traces of conflict behind, I believe that generations of ritualistic 'anti-creations' resulted in their immediate, but foreseen removal from the Mundus. They retreated behind math, behind color, behind the active principle itself. That the Dwemer vanished during a conflict with Nerevar and the Tribunal is merely coincidence."

— Baladas Demnevanni

Dwemereth and Resdayn

The history of the Dwemer is mostly a record of their conflicts with other races and each other, and the timeline is imprecise for many of these events. They purportedly settled along the coasts of Morrowind and founded Dwemereth. During the Dawn Era they researched the death of the Earth Bones, or what is now known as the laws of nature, dissecting the process of the sacred willing itself into the profane. They became involved in clashes with the newly-arrived Chimer in the Late Middle Merethic Era over land, resources, and religion. Dwemer culture was agnostic and preferred reason to faith, while the Chimer were staunch Daedra-worshippers. However, the Nordic invasion of present-day Morrowind around 1E 240 led by High King Vrage the Gifted brought a common enemy the Chimer and Dwemer could unite against. Although the Nords conquered all of mainland Morrowind and absorbed it into their First Empire, they never succeeded in subduing the Dwemer kingdom of Vvardenfell, which remained independent and strong. Amidst the Nords' occupation, Dumac Dwarfkling and Indoril Nerevar forged an alliance which ultimately succeeded in repelling the invaders in 1E 416, leading to the establishment of the First Council and the joint Dwemer-Chimer state of Resdayn.

Westward Migrations

In 1E 420, the Rourken clan opposed the accord with the Chimer and chose self-exile. Their chieftain is said to have thrown the Volendrung Hammer across Tamriel and led his clan to wherever the hammer fell, an image which has been depicted in a number of ruins in Hammerfell. The Rourken named the land "Volensfell," which later was somewhat mistranslated to "Hammerfell".

In the following decades, Clan Kragen decided to follow in Clan Rourken's footsteps and migrated west into Skyrim to establish new holdings of their own. Arlngthamz became the first Dwemer city-state in Skyrim, and its reputation for flourishing despite constant attacks from the Nords encouraged other Dwemer clans to expand westward. A number of these clans soon formed a loose alliance of four city-states that was regarded as unassailable. Clan Kragen later established a sister-city, Arlngthamz-Phng, in the Dragon's Teeth Mountains, which replaced Arlngthamz as the clan's seat of power. Numerous Dwemer holdings and city-states soon dotted Skyrim from the Velothi Mountains to Markarth in what is now The Reach. The city-states burrowed deep underground, masking their true size, and several of them were linked by the gargantuan cavern known as Fal'Zhardum Din. The Dwemer in Skyrim prospered for a time, but this prosperity proved to be short-lived. The city-states discovered deposits of Aetherium in their deepest delvings, and Arlngthamz led the research program to develop technology to harness Aetherium's power. The resulting Aetherium Forge produced Aetherium artifacts of such immense power that the Dwemer alliance immediately shattered, and the four city-states and their rivals went to war over control of the Forge. After decades of conflict, the Dwemer

were weakened to such an extent that Nordic armies commanded by High King Gellir finally succeeded in conquering them in three short years; a century would pass before the Dwemer mustered the strength to reclaim their lost lands.

Later conflicts

Sometime after the Alessian Slave Rebellion, various Ayleid kingdoms launched a desperate search for the fabled Wrathstone, which they believed would lead them to a weapon that would be their salvation against the encroaching forces of the Alessian Empire. An expedition marched to the Dwemer city of Mzulft, in the hold of Eastmarch in Skyrim, where it was rumored the Wrathstone was held. The Ayleids besieged Mzulft, but failed to breach it or retrieve the artifact. At the time, the Ayleids were unaware that the Dwemer only possessed the left half of the Wrathstone, and that half was stored not at Mzulft, but at the nearby Kagrenzel. The famed Dwemer architect Mhuvnak left Mzulft for Kagrenzel immediately after the attack to retrieve the artifact, realizing that it may need to be better guarded. It is thought that he found the defenses of Kagrenzel inadequate, and built the Vault of Mhuvnak to house it instead. Long after the time of Mhuvnak, following Mzulft's temporary fall to the Nords and subsequent reclamation by the Dwemer, the Vault of Mhuvnak was buried in a mountain of ice and lost. The Dwemer of Mzulft attempted to use their Oculory to locate the "Frostvault", but no record of the results of their search was found, and the left half of the Wrathstone was not reclaimed.

Meanwhile, the Dwemer in Skyrim had also planted the seeds of another crisis by taking in the Snow Elves. While King Harald was credited with driving the last of the "elves" out of Skyrim before the end of his reign in 1E 221, pockets of them survived in the wilderness and eventually sought sanctuary with the Dwemer. Although they agreed to provide the Snow Elves safe haven in their underground realm, the distrustful Dwemer rendered them blind by forcing them to consume toxic fungi once found growing deep underground. The Snow Elves became servants of the Dwemer, and then, after several generations, degenerated into their corrupted slaves, the Falmer. After generations of subjugation, the Falmer rebelled, leading to the War of the Crag, a bloody conflict that was waged far below the surface while the Nords above remained oblivious. The war lasted decades and only ended when the Dwemer vanished.

Disappearance of the Dwemer

"Lord Kagrenac, the foremost arcane philosopher and magecrafter of my era, devised tools to shape mythopoeic forces, intending to transcend the limits of Dwemer mortality. However, in reviewing his formulae, some logicians argued that side effects were unpredictable, and errors might be catastrophic. I think Kagrenac might have succeeded in granting our race eternal life, with unforeseen consequences -- such as wholesale displacement to an Outer Realm. Or he may have erred, and utterly destroyed our race.

"By refreshing my memory with "Divine Metaphysics," I believe I can explain. 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. Although this book argues that nothing disastrous could result, the disappearance of my race argues otherwise."

— Yagrum Bagarn

The Dwemer inexplicably disappeared during the Battle of Red Mountain, the biggest and final battle of the War of the First Council. This purportedly came about due to the efforts of Lord Kagrenac, who was the Chief Tonal Architect of the Dwemer responsible for designing the great freeholds of their Second Empire. Kagrenac constructed Kagrenac's Tools to harness the powers of the heart of Lorkhan, which the Dwemer had discovered beneath Red Mountain. When the Chimer found out, they considered this aim blasphemous and sought to stop it. Kagrenac's exact goal remains

unclear, but it is believed he sought to heighten his race to Anumidium. The disappearance of a whole race in an instant sparked many theories, but is generally thought to have followed this attempt to use the tools on the heart, and simply coincided with the war. It appears that the Dwemer were conflicted on their use of the heart. Some opposed its use, warning that massive side effects were likely, while the majority of the Tonal Architects, including Kagrenac, and Bthuand Mzahnch (who wrote *The Egg of Time* which downplayed the risks of tampering with the heart of Lorkhan) wished to proceed.

It appears that all members of the Dwemer race were simply removed from the world. When the previously untouched Dwemer ruins of Bamz-Amschend in Mournhold were rediscovered, numerous piles of ashes were present next to weapons and armor, on chairs, and in beds, suggesting the Dwemer's bodies were suddenly reduced to ash in some way. Dwarven ghosts, often encountered in the ancient abandoned Dwemer ruins, aggressive revenant spirits of Dwemer that are present the mortal plane. The dwarf Yagrum Bagarn, however, is the last known living being of his kind. He returned to Tamriel from his journey in the Outer Realm, and came to discover his people missing. In 4E 201, Arniel Gane, a researcher at the College of Winterhold in Skyrim, attempted to recreate the circumstances of the Dwemer's disappearance after obtaining Keening, one of Kagrenac's Tools, but vanished suddenly in the process, strengthening the theory that Kagrenac's use of the tools was the cause of the disappearance. Some scholars still resist the notion that the Dwemer disappeared all at once.

A theory also exists that their sudden extinction was caused by their reversal of the usual processes involved in the creation of the Earth Bones, the laws of nature. Rather than creating the profane by commanding the sacred, such as in Conjuration magic or Daedra worship, they sought to create Anumidium, their own sacred, from the "deaths of the profane". Vivec, the warrior-poet god of the Dunmer, similarly believed that the disappearance of the Dwemer is in some way owed to their "divine sin" attempting to create a god for their own purposes from the remains of the god Lorkhan. Whether their use of Kagrenac's Tools in this process or simply their intentions resulted in their extinction remains unclear in this theory.

It is implied by the Khajiit the events that led to the Dwemer's disappearance have had something do with time being shattered, and those who have used Numidium have not woken up to the reality of what really happened to the Dwarves. The 36th Sermon of Vivec states Kagrenac had managed to activate Numidium and used it against the Chimer armies, and in this account Ayem, Seht and Vehk managed to come together to defeat the Walking Star, causing the Dwemer to be removed from the world. Each time the device has been activated a Dragon Break has occurred and this could explain many of the conflicting events and accounts of what had happened during the Battle of Red Mountain. The Nordic account of the events have Lorkhan wreaking vengeance upon the Dwemer for their hubris, and that they would die by his hand.

A few theories about the Dwemers' disappearance emerged from the popular *Ancient Tales of the Dwemer* books, such as the idea that the Aedra and Daedra, offended by the Dwemers' religious skepticism, played a part in the disappearance, or that the Dwemer, frightened by Azura, whose nature they couldn't understand nor control, hid from her sight by adopting Altmeri or Chimeri cultures and would still be alive in modern days. However, these books are in fact fiction adapted from various non-Dwemer tales with little historical accuracy, written by Gor Felim under his pseudonym Marobar Sul.

Culture

Technology

"In their denial of both phenomena and noumena, the Dwemer found comfort in the creation of Animunculi, which in their operation, combined two incompatible principles, thus denying both. In the first Dwemer ruin I studied, quite by chance in my wandering youth, someone had activated the Animunculi guardians and I was unable to make a proper study of them. Since then, I have, on occasion, found ruins, especially here in Vvardenfell, where the Animunculi are still active."

— Baladas Demnevanni

The Dwemer appear to have been a highly technologically advanced and particularly dogmatic race. Other races have still not cracked the secret behind their metal. Their weapons were simple but effective; weaponsmiths relied on creating quality materials first and merely allowed the form of those materials to flow from the method of the weapon's use. Their mastery of steam and geothermal power through tapping into the natural lava sources under Morrowind allowed them to create airships, sentient machines, mechanical observatories, and lighting systems that continued to work for centuries without any maintenance. Most of their settlements are still inhabited by *Animunculi*, enchanted mechanical guardians, commonly known as "Centurions" or "Spheres". They appear somehow linked to their place of origin and will lose power if removed from the vicinity. This may explain why many *Animunculi* remain active even after so long and supports the theory that they are strongly influenced by magic. Additionally, it appears that some *Animunculi* are capable of

interpreting the actions of people around them in a sense, 'perceiving' their intent - and responding accordingly. The Dwemer were somewhat comforted by their ability to empower lifeless fabrics into active beings through systematic regression techniques, denying the organic power of the gods while at the same time transcending the mortal systems of life. This culture, often seen as sheer arrogance by others, allowed their technological capabilities to accelerate well ahead of any other race. In addition, the Dwemer also appear to have dabbled extensively and somewhat successfully in some of the more divine (or arcane) arts and sought to harness the supernatural powers of the Divines within their mechanical technology, even keeping an Elder Scroll within the massive underground complex of Blackreach in Skyrim. The Dwemer had headgear known as Dwarven Mithers, which gave them the ability that was known as "The Calling", which seems to have been similar to telepathy. It allowed the Dwemer to communicate with each other over great distances. Three known varieties of mithers exist, with the master miter being worn by the "Tuathumz" or "central pylon" of their Thought Calling system. It contains three finials thought to be broadcast-foci. The spiked miter has spikes believed they actually functioned as "etheric antenna," helping with long-distance Thought Calls. The common visor miter lacks these features. It has been suggested that, in the last moments before they disappeared, Lord Kagrenac used The Calling to summon all of the Dwemer people and rally them to carry out his plans to transcend the Mortal Plane. Whether this was related to their demise or not is uncertain.

Language

Very little is known about Dwemeris, the Dwemer language, but there have been many attempts to translate it using Aldmeris for reference and comparison. Some Dwemer books, especially records dating from after the founding of



Yagrum Bagarn, the Last Living Dwarf

Resdayn, were written in Aldmeris, making them accessible to modern scholars. However, even in Aldmeris, many Dwemer terms remain uncertain. As the books and other artifacts in Dwemer ruins rarely show signs of wear or age, leading some to believe that the Dwemer knew of a preservative effect, perhaps a device still active which denies or controls the Earth Bones governing time and decay. Several different, incomplete styles of written Dwemeris appear throughout Tamriel. The glyphs found in the ruins on Stros M'Kai differ significantly from those found in Cyrodiil and Morrowind, which suggests there may have been dialects or variations across the Dwemer clans. Some of spoken Dwemeris remains in prefixes and suffixes in historical names, such as "Volen-", meaning "hammer", and "-fell" meaning "city", giving Volenfell; "City of the Hammer".

Architecture

“With notable exceptions, the vast majority of dwarven architecture is found underground or carved out of mountains. It is possible, although only theoretically, that the dwarves first mastered masonry as a race quite early, and later examples of metalwork were added on to much earlier stone designs as the dwarves began to master more complex tools. Regardless, the foundation of all known dwarven ruins is built on stonework, and the structure of dwarven stonework is sharp, angular, and intensely mathematical in nature.”

— Calcelmo

The Dwemer lived in strongholds, often called Freehold colonies or city-states, which are typically laden with ancient steam-powered contraptions, many of which are still running. They are thought to have delved down to a certain threshold in the ground, known as a "Geocline", before they began building the vital structures of a colony. There are hundreds if not thousands of Dwarven buildings made of precise square shapes, but far fewer examples of rounded or curved stonework, suggesting the Dwemer favored well-calculated designs based on angled lines rather than riskier, more imprecise calculations using arcs and curves. Numerous pipes can be found in and around Dwemer ruins, and many devices and constructs appear to emit steam from their inner workings. There may be "boilers" or similar components housed inside the Dwemer Centurions. It has been speculated that the constructs are powered by some kind of checkpoint in each ruin, or possibly by the combined signal of every ruin's mechanics, but this is not certain. There seem to have been regional differences in architectural and engineering styles; for instance, the prevalent style among northern clans is now known as "Deep Venue", wherein several structures are built within natural caverns. Arcanex are smaller, largely above-ground structures that are believed to have been research centers of some kind, though little is known about them thanks to looters. Animoculotories are Dwemer factories found within many strongholds.

Dwemer constructs taken from Vvardenfell, where many Dwemer ruins are present, appear to shut down when a certain distance between them and Red Mountain is reached. It also seems that many objects which may be found in ruins were once covered in mesh or cloth, which has decayed over the years. This would explain why the "home comforts" of the Dwemer may seem very spartan to a visitor. There are also few large halls in most ruins. This could be due to the fact that most if not all Dwemer ruins are underground, where large interior spaces are difficult to fashion at best. Many Dwemer colonies were named after their rulers. The largest concentration of strongholds is in Vvardenfell (which translates as "City of the Strong Shield" in Dwemeris). Many Redguards in Hammerfell have shown a particular interest in the Dwemer ruins there for unknown reasons.

Appearance

Contrary to many legends, archaeological evidence of known Dwemer ruins leads one to believe that they were about the same size as the typical human or elf, evidenced by the fact that all existing Dwarven armor is average sized (although some claim that "Dwarven armor" is either the outer shells of machines or mismatched pieces from various devices). According to fable, the moniker "dwarf" may have been given long ago by the giants to their "little" friends. Imperial excavation of Dwemer ruins supports the Dlyxexic theory that the translation of Dwemer as Deep Elves might also be read as Smart Elves. Indeed, perhaps the brilliant students of the Ehlnofey mentioned in The Anuad are

the Dwarves themselves. Purported descriptions of the last living Dwemer cannot be relied upon, as he was admittedly bloated and deformed by Corprus, and the only other visual examples come from sculptures and Dwarven Spectres found in their ruined dwellings. It can be deduced, however, that long beards were popular among the lost elves, and they preferred heavy metal armors and robes. Their remaining features could be described similarly to that of the other elven races, as no specific information exists.

Philosophy

It is unknown whether the Dwemer worshipped any gods. However, it is known that they despised and scorned the Daedra, and mocked the "foolish" rituals of their followers, "prefer instead their gods of Reason and Logic". These may be metaphorical or literal terms; Vivec, the author of the previous quote, capitalized them in his writings which could be interpreted as an emphasized admonishment of their idolatry by means of substituting spiritual worship with absolute faith in those ideas. It could also be meant to suggest some sort of deified representation of those ideas or aspects of Dwemer thought. Since the Heart of Lorkhan offered some form of shared spiritual link among the Dwemer attuned to it this could also refer to the collective reason and logic of the Dwemer people given voice through the powers of Tonal Architecture and the heart of a dead god. The Dwemer religion, if it can even be called that, is said to be one of the most complex and difficult puzzles of Dwemer culture. Dwarven temples are known to exist, such as the one located deep in the mines of Fang Lair.

Artifacts

Dwemer artifacts are highly prized throughout the Empire for trade and collecting, although since they are technically the property of the Emperor under various Imperial charters, their sale is often illegal. Everything from armor to housewares is greatly sought after, and smugglers will risk execution if caught for such a profitable trade. Dwemer weapons and armor are especially valued, renowned for their excellent craftsmanship and sturdy design. However, acquisition of these artifacts is extremely dangerous, chiefly due to the remote locations of the ruins, and the multitude of aged and unreliable Dwemer machinery within, including the Centurions and other Animunculi, as well as sophisticated traps of which the Dwemer were particularly fond. Scavenging of Dwemer artifacts is not limited to the more civilized races. The Coldsnap Rickling tribe is notable in that they have appropriated many of the Dwemer's artifacts.

Dwarves are known to have kept pets and outfitted and augmented them with Dwarven armor and mechanisms, as evidenced by the still-extant animals such as Dwarven Armored Mudcrabs and Dwarven War Dogs that are fitted with Dwemer mechanical armor.

House Hlaalu

House Hlaalu (formerly Great House Hlaalu) was one of the five traditional Great Houses of the settled Dunmer. It governed the Hlaalu District of western-central Morrowind from its ancient capital of Narsis. During the Second Era, House Hlaalu's presence on the island of Vvardenfell was limited to the port town of Seyda Neen; but by the late Third Era the house had a council seat located in Balmora, with other Hlaalu-run towns at Suran, Hla Oad and Gnaar Mok. House Hlaalu could be characterized as adaptable and



Dwemer Armor



opportunistic, and any morals they might have had came second to *business*. It is said that much of the Hlaalu's success as a Great House in the late Third Era is attributed to the earnings of one, Hlaalu Pasoroth, the great-grandfather of Hlaalu Helseth. Early in the Fourth Era, soon after the Empire released Morrowind, anti-Imperial sentiment and House Hlaalu's association with them among the Dunmer led to the stripping of its position as a Great House, and House Hlaalu was removed from the Grand Council of Morrowind. Their position on the council was filled by House Sadras.

The house was largely concerned with business and diplomacy, seeking to strengthen ties with at times unconventional allies such as the Empire, and although profit was often a primary objective, traditional Hlaalu practice recognized the value of a good reputation over money. This was their great strength—they were fast talkers and intelligent traders—and their great liability: most Hlaalu were bribable, either with gold or with other favors, with their leaders as no exception. House Hlaalu retainers were also masters of thievery, sneaking, lock-picking, blackmailing and backstabbing, both literal and metaphorical. While some councilors were honest and fair, others were more underhanded and corrupt. However, House Hlaalu's most distinguishing characteristic was its willingness to live in harmony with the other races, setting it apart from the other, occasionally xenophobic, Dunmer Great Houses.

Hlaalu public buildings—tradehouses and craft guilds, manors and council halls—were designed as simple multi-storied buildings roughly rectangular in plan, featuring arched entrance-ways and modest decorated exteriors. More modest one-story private dwellings followed the same plan, except with less decoration. Hlaalu plantation estates resembled Temple compounds, with walled precincts enclosing outbuildings for craftsmen and servants, dominated by a grand manor residence in place of a Temple shrine.

Hlaalu's Age of Gilded Glory

In the early years of the Second Era, during the period of history directly after the end of the Four-Score War, House Hlaalu was led by Delmene Hlaalu. During his leadership, the house amassed great wealth and prestige, exploiting northeastern Tamriel after the Four-Score War. This period was known as Hlaalu's age of gilded glory.

Friends of the Empire

“As a result of its close relationship with the Imperial administration, House Hlaalu has emerged as politically and economically dominant among the Great Houses of Vvardenfell and Morrowind. Hlaalu welcomes Imperial culture and law, Imperial Legions and bureaucracy, and Imperial freedom of trade and religion. Hlaalu still honors the old Dunmer ways -- the ancestors, the Temple, and the noble houses -- but has readily adapted to the rapid pace of change and progress in the Imperial provinces.”

— Great Houses of Morrowind

Although it considered itself to be one of the original Great Houses of the Dunmer, House Hlaalu was historically rather insignificant in the set ways of Tribunal-ruled, pre-Imperial Morrowind. Its holdings were centered around the ancient capital of Narsis in the southern-central region of Morrowind, on the fertile Deshaan plain. House Hlaalu's influence and wealth changed rather dramatically after the Treaty of the Armistice was signed at the end of the Second Era.

During the Tiber Wars, which led to the foundation of the Third Empire, House Hlaalu was alone among the Dunmer Great Houses in proposing accommodation to the massing Imperial legions rather than resistance. After the Armistice was signed, the ruling Lord High Councilor of Morrowind, a member of House Indoril who refused to accept the treaty, was assassinated, and replaced by a Hlaalu noble. Furthermore, the role of the figurehead Sovereign of Morrowind was also filled by a Hlaalu; first Queen Barenziah, and followed, after her abdication during the Imperial Simulacrum, by her uncle King Athyn Lethan. After Lethan's death, the ambitious and ruthless Prince Hlaalu Helseth of Wayrest took the throne.

When previously Temple-owned land on Vvardenfell was opened for exploration and settlement in 3E 414, Hlaalu managed to grab the lion's share of the best lands in the fertile Ascadian Isles, and also got awarded the charter to the rich ebony mines in Caldera. Vedam Dren, another well-known Hlaalu noble, was the Duke of the Imperial District of Vvardenfell at the end of the Third Era. House Hlaalu was, on the surface, the most in favor of the Empire of all Great Houses, with allies in all the Imperial trade guilds.

These titles and close connections to the Empire and the East Empire Company did not stop members of House Hlaalu from being involved in the smuggling and slavery business. Several key figures within the House held close ties to local criminal organization the Camonna Tong; the Camonna Tong's kingpin Orvas Dren was the brother of Duke Vedam Dren, and Orvas directly controlled two Councilors. While Vedam disapproved of his brother's activities, he was largely powerless or unmotivated to stop them. Of course, the majority of Hlaalu members were unaware of the connection between their house and the Camonna Tong, and indeed hated and feared the syndicate for the majority believed they were doing quite well from their trade with the Empire.

Externally, House Hlaalu was strongly opposed to slavery, a stance likely encouraged by its relation with the Empire. Despite this, because Morrowind was exempt from anti-slavery laws dating back to the Armistice with Tiber Septim, House Hlaalu used slaves on their plantations; the Camonna Tong also dealt in slaves via connections to House Dres. The Telvanni, however, had a generally low opinion of House Hlaalu, preferring Redoran's spirit and courage over Hlaalu's profit hunger and, at times, morally questionable dealings. However, despite Hlaalu's utilization of slavery, Ilmeni Dren, the daughter of Duke Vedam Dren, was not just an abolitionist, but a leader within the Twin Lamps movement. During the rise to power of the Grandmaster of the Vvardenfell House Hlaalu, the Camonna Tong were absorbed and eventually diminished by the new Grandmaster due to efforts aided by Duke Vedam Dren. Within the following four years, King Helseth formed an alliance with House Dres and renounced the slave trade entirely.



A Hlaalu Guard

Among the Great Houses, the hlaalu were also the friendliest towards foreigners, outlanders and non-Dunmer in general. In fact, during the late Third Era, they were the only Great House to have non-Dunmer on their council, with senior positions occupied by Imperial Crassius Curio and the Nord Yngling half-Troll.

Crisis for the hlaalu

“Their collaboration with the Empire may have given them unrivaled political and economic strength, but their hearts weren't with the Dunmer people.”

— Adril Arano

House hlaalu seemed to be on the rise, however the advent of the Oblivion Crisis in 3E 433 set events in motion that would see the downfall of the Great House. The Empire pulled a vast majority of the Legions out of Morrowind to deal with the gates opening in their homeland of Cyrodiil. The Dunmer had no standing army at the time, and were left defenseless as the armies of daedra swept across the province. While House Telvanni were able to close some of the Oblivion Gates, and House Redoran succeeded in creating an army, House hlaalu was left powerless without the backing of the Empire. 4E 5, the Red Year, brought further destruction to Morrowind as all of the settlements on Vvardenfell were obliterated. Shortly after the eruption of Red Mountain, Morrowind came under siege from the Argonians of Black Marsh, again being saved by the army led by House Redoran. House hlaalu, due to their close ties with the Imperial administration, became the scapegoat for all of the Dunmer people's suffering. As a result, hlaalu was unceremoniously stripped of its Great House status and dismissed from the Morrowind Grand Council. House Redoran became the eminent power in Morrowind, taking the position that hlaalu had held throughout the Third Era. hlaalu believes that Redoran were instrumental in the reorganization of the council, and have held a grudge ever since.

In 4E 95, the Redoran Guard uncovered a hlaalu plot to assassinate the Redoran councilor of Raven Rock. This town, and the island of Solstheim, were given to the Dunmer by the high King of Skyrim in 4E 16 as a refuge following the events of the Red Year. The coup was an attempt by hlaalu to claim Solstheim from House Redoran, and to send a message to the Council that their new leaders were not as mighty as they purported to be. However, the conspirators were executed, and the coup was quelled.

House Indoril



House Indoril is one of the five Great Houses of the Dunmer. It governs the Indoril District in the heartland of Morrowind from their historic ancestral capital city of Mournhold, also the capital of Morrowind until the Fourth Era. The Indoril District comprises the east-central lands south of the Inner Sea, including large swaths of eastern Stonefalls and Deshaan, as well as the eastern coast and isle of Gorne. Aside from Mournhold, House Indoril also controlled the holy city of Necrom and its City of the Dead. Another Indoril settlement of note was the port city of Davon's Watch. House Indoril has never claimed land on the island of

Vvardenfell, though ancestral tombs for Indoril families may still be found on the isle, such as those of the Aran, Ienith, Ravíro, Salothran, and Verehním families.



An Ordinator

The Indoril were orthodox and conservative supporters of the Tribunal Temple during its millennia-long reign over Morrowind. Claiming kinship with the Tribunal themselves, and boasting such ancient heroes as the hortator, Indoril Nerevar, house Indoril has dominated Temple authority since time immemorial. They have always held prominent positions within the Temple hierarchy, and throughout history the fates of house Indoril and the Temple have been closely linked. Through the Temple, house Indoril's influence was felt across Morrowind, even beyond their traditional borders.

Saint Olms the Just is the patron saint of house Indoril.

First Era

House Indoril was founded in ancient times, when Morrowind was still Resdayn and the First Council ruled over the Chimer and Dwemer. By the 57th year of the Golden Peace, house Indoril was already considered a political powerhouse, with religion standing as their most cherished institution. They believed that Dunmeri culture had to be preserved at all costs, and that change was the enemy of tradition that would weaken their strong foundation if allowed to take root.

Prior to the War of the First Council, thirty of the most influential and revered Chimer Clans worked together to build the fabled Library of Andule, a grand repository containing the genealogical records related to the earliest Velothi settlers, and other assorted knowledge about the earliest history of the Great Houses. Five of the thirty Revered Families hailed from house Indoril; the Aran, Ienith, Raviro, Salothran, and Verelnim Clans. The locations of the tombs were presumed lost in the aftermath of the War of the First Council, along with the Library of Andule and the records contained within. The five tombs were rediscovered in 2E 582, alongside the other twenty-five families and the Library of Andule itself.

Like the rest of the Great Houses, house Indoril participated in the Battle of Red Mountain during the War of the First Council around 1E 700. The house played a more prolific role in the conflict than its counterparts, with hortator Indoril Nerevar being of the house himself.



House Indoril adopted a set of wings as their heraldry, allegedly to "let them fly far above" the other Dunmer, whom they viewed as "far beneath them." The house likewise adopted the color blue as a designation.

According to Bristin Xel's novel *the Poison Song*, whose historical accuracy is highly contested, house Indoril adopted the heir of house Dagoth, Tython, in the aftermath of the War of the First Council. The boy realized his true heritage, and murdered some of his kinsmen before casting himself into the fires of Red Mountain.

Since the First Era, members of house Indoril had formed the majority of warriors among Temple Ordinator. The influence of the Indoril majority within the ranks of the Ordinator, gave their sacred armor the common name "Indoril" armor, despite warriors of all the Great Houses serving in the four Orders of the Ordination.

During or prior to the eleventh century of the First Era, the Dunmer of house Indoril and house Dres came into a little-known conflict with the First Empire known as the War for Silyanorn the Ayleid site that would one day become the city of Stormhold. The war included the naval Battle of Tear

harbor, wherein the Indoril fleet was defeated by the Imperial fleet offshore of the house Dres capital city. The victorious Imperials claimed the former Indoril flagship and christened it the *Dominus Fatum*. In 1E 1033 during the reign of Empress Hestra, the vessel's crew would go on to capture the infamous Argonian pirate Red Bramman in Blackrose by braving the uncharted rivers of Shadowfen, though the *Dominus Fatum* was lost to the bogs of Murkmire.

in the process. The ship's wreck remained mostly intact for over two thousand years and was re-discovered in 2Æ 582, suspended by a large tree in Murkmire.

During the closing days of the First Era, Indoril Brindisi Dorom ruled as Duke-Prince of Mournhold. He played an active role in the Four-Score War as one of Morrowind's chief generals and political figures, before being killed during Mehrunes Dagon's sacking of Mournhold on the 12th of Sun's Dusk, 1Æ 2920. According to Carlovac Townway's dubiously accurate account of the events, the Duke's death was brought about after a former mistress named Turala was tricked into believing that assassins in Dorom's employ had killed her child. She had been expelled from Morrowind on account of being impregnated by the Duke, and summoned Dagon from High Rock. A plaza bearing the Duke's name would be erected in a rebuilt Mournhold. A portion of Mournhold was flung into the Deadlands themselves by Mehrunes Dagon, and went on to become the Wretched Spire, a settlement still inhabited by the survivors and Daedra alike in the mid-Second Era.

Second Era

The Second Era saw House Indoril retain its First Era status as the most influential of the Great Houses. They controlled vast swaths of the Morrowind mainland, but did not stake claims on the isle of Vvardenfell as Houses Redoran and Telvanni did. Their largest cities remained the capital of Mournhold, the holy city of Necrom, and the port-city of Davon's Watch, which itself contained the crypts of the noble Indoril family.

At some point prior to the Second Akaviri Invasion, Davon's Watch was sacked by marauding Nords under the leadership of Thane Unnvald Ironhand. In 2Æ 572, the Akaviri of Kamal under the leadership of Ada'Soom Dir-Kamal breached Morrowind via the Fort Virak pass into the Rift, and laid waste to all in their path. Under the leadership of Grandmaster Tanval Indoril, the House's forces fought at the battle of Vivec's Antlers and drove the invaders into the sea with the assistance of Jorunn the Skald-King's army, and a contingent of Argonian shellback warriors under Heita-Meen. The victorious trio went on to sign the Ebonheart Pact. House Indoril was among the four Great Houses that joined the newly-formed Pact. After the eruption of the War of the Three Banners in 2Æ 580, House Indoril's warriors including the renowned Indoril Vanguard would be among those that fought for control of Cyrodiil and the White-Gold Tower.



The Brothers of Strife

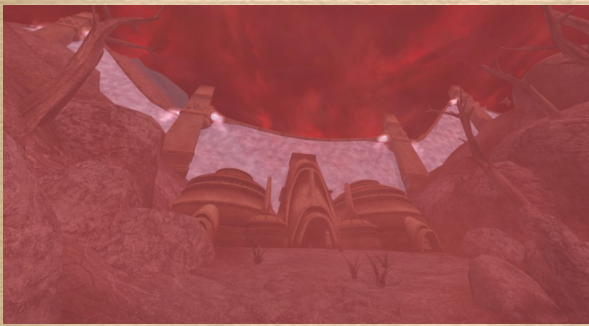
In 2Æ 582, the Daggerfall Covenant launched an ill-fated military invasion of Stonefalls. Grandmaster Tanval Indoril once more took to the field alongside his Indoril Vanguard, combating the western invaders throughout the region. In an effort to stop the siege of Davon's Watch, Tanval summoned the Brother of Strife, Balreth, to lay waste to the Covenant forces. While Balreth succeeded in this, Tanval would lose control of the Brother in the aftermath of the Covenant's defeat, and was forced to seal it away in Ash Mountain once more with the aid of the Vestige. After his son Garyn's death during the retaking of Fort Virak from the Covenant, Tanval was consumed with grief and became obsessed with the total annihilation of the Covenant. He and his Vanguard invaded Kragenmoor and took Grandmaster Omin Dres' son, Sen, hostage in exchange for access to Tormented Spire and the second Brother of Strife, Sadal. Eventually, the Vestige liberated the House Dres city from Indoril occupation and confronted Tanval on the slopes of the Tormented Spire. The Indoril Grandmaster repented, and gave his life to seal away Sadal for good.

Later that same year, Magistrix Urili Vox's Maulborn Cult infiltrated Mournhold, plotting to infect its water supply with the Llodas Plague in a bid to undermine the rule of the Tribunal, and turn the city against Almalexia. They were foiled by the efforts of the Vestige and the Morag Tong.

The House "took slight" at Dram's affairs, and a Tong assassin secretly executed him in 2Æ 800. Though "incarnated" for the third time afterwards, his exile was taken as an insult by the Morag Tong, and they had yet to forgive Indoril for this decision for many decades afterwards.

In the late Second Era, Tiber Septim's legions turned their eyes towards Morrowind. House Indoril swore to resist the invaders to the death, with House Dres and House Redoran following their lead. However, the Indoril and Dres advocated allowing the western invaders to enter the interior of Morrowind, where they would engage in guerrilla warfare. With the Redoran manning the western borders alone, the Telvanni remaining neutral, and the Hlaalu advocating accommodation, Morrowind was disunited. When Vivec signed the Armistice in 2E 896 after only a handful of skirmishes, House Indoril was shocked and angered by what many viewed as the Tribunal's betrayal. The Lord High Councilor of the Grand Council, an Indoril, refused to accept the treaty, and refused to step down. He was assassinated and replaced by a Hlaalu. Considered a dwarf in comparison to the might of Indoril for millennia, House Hlaalu took the opportunity of their newfound strength to settle some old scores with House Indoril, and a number of local councils changed hands in bloody coups. More blood was shed in these inter-house struggles than against the Imperial Legions during Morrowind's transition from an independent nation to a province of the Empire. Many Indoril nobles chose to commit suicide rather than submit to the Third Empire. This left the former ruling power of Morrowind weakened and in disarray; their influence and strength permanently crippled. Only by retreating into the ranks of the Tribunal Temple was Indoril able to save some face at the close of the Second Era and retain some influence in the centuries that followed.

Third Era



The Ghost Gate

At the dawn of the Third Era, House Indoril was the weakest it had ever been. Their dominant influence over Morrowind, present since the days of the Chimer, had come to a close. In their place, House Hlaalu became the dominant power in Morrowind, a result of their newfound alliance with the Third Empire. The remaining members of House Indoril retreated into positions in the Tribunal Temple hierarchy. Upon the erection of the Great Ghostfence after 2E 882, the deceased of House Indoril donated their bones towards sustaining the barrier and keeping the Blight at bay. These donors had dedicated their spirits to the Temple and Clan as their surrogate families. The practice of slavery was said to be common in Indoril lands as late as 3E 427.

Members of House Indoril, through their influence in the Temple Ordination, indirectly protected Vivec, Mournhold, and other Temple holdings. Outside of the indirect participation of some members through the Tribunal Temple and its Ordinators, House Indoril's lack of lands on Vvardenfell meant that the house was entirely removed from the events of 3E 427 that saw the rise of the Nerevarine, the destruction of Dagoth Ur and the heart of Lorkhan, the end of the Blight and the downfall of the Tribunal Temple.

That same year, Mournhold was troubled by several strange occurrences; including ash-storms and the appearance of Clockwork City fabricant creatures on the streets of the ancestral Indoril capital. The Nerevarine traveled to the city, and discovered the source of these disturbances to be none other than Almalexia, maddened by the recent loss of her divinity and having murdered fellow tribune Sotha Sil. Shortly afterwards, the former Living Goddess was slain in the depths of Clockwork City at the hands of the Nerevarine.

With the Temple—and by extension, House Indoril's—main resources being tied up in guard duty and the maintenance of defenses against Dagoth Ur, as well as the erosion of Temple authority for the majority of the Third Era, the Indoril, although not without influence, was far from its former glory. Following the disappearance of the Tribunes at the end of the Third Era, the Tribunal Temple collapsed. House Indoril, whose power and influence was entwined with the Temple from the beginning, suffered greatly as a result. Unable to change with the times, House Indoril was said to be waning by 3E 432.

A year later in 3E 433, citizens of Cyrodiil spoke of the new King of Morrowind, Hlaalu Helseth, overseeing the establishment of an alliance between House Hlaalu and House Dres. Allegedly, the two newly-allied Great Houses went

on to "pick apart the carcass" of Indoril together. These Cyrodiilic rumors claimed that, as a result of the machinations of the new king, House Indoril had been left in ruins. The truth or validity of these rumors is unknown.

It is unknown how House Indoril fared during the Oblivion Crisis that saw Morrowind freed from Imperial rule.

Fourth Era

House Indoril was spared the brunt of the damage caused by the Red Year in 4E 5, due to its holdings being far from Red Mountain and Vvardenfell. Mournhold was the center of relief efforts to Vvardenfell led by House Redoran in the aftermath of the disaster. However, the house was adversely affected around a year later in 4E 6 when the Argonians invaders from Black Marsh devastated the south and east of the province much of the land having been part of Indoril District. Despite being saved from total destruction by the army of House Redoran, the heaviest blow came with the sacking of Mournhold, which ended the city's role as capital of Morrowind and removed the final vestiges of House Indoril's long-passed glory days. Subsequently, Morrowind's capital became the ancestral Redoran seat of Blacklight.

In 4E 48, there existed a minor house Sathil on the Redoran-ruled island of Solstheim, which ruled a castle and village by the same name. The patron of the family, Hleryn Sathil, had been allied with Great House Indoril until 4E 16, at which point he declared himself independent. The house played a role in the Umbriel Crisis of 4E 48, though no trace of it remained by 4E 201.

Mournhold would eventually be liberated from the Argonians and rebuilt, though it remained a shadow of its former grandeur during the height of Tribunal and Indoril rule. By 4E 201, the last traces of Almalexia were removed from the city's Temple. Plaza Brindisi Dorom now houses a large building used by House Indoril to accommodate the new priests and pilgrims who come to pay their respects at the New Temple.

Though House Indoril still technically exists and remains one of the five ruling Great Houses of Morrowind, the priesthood of the New Temple are now considered one and the same with House Indoril, and those who become priests are now considered to have "joined Indoril." The political power of the Indoril has thus passed entirely into the hands of the Temple (although members of the old House Indoril are still over-represented in the priesthood).

Great House Indoril's modern holdings beyond the New Temple are unknown.

House Redoran



House Redoran is one of the five remaining Great Houses of the Dunmer. It governs the Redoran District of northwestern Morrowind from the city of Blacklight, close to the border with Skyrim. In the District of Vvardenfell, the house's council seat was located in Balmora as of 2E 582, and Ald'ruhn as of 3E 427. In the latter, all councilors lived in the hollowed shell of a colossal prehistoric Emperor Crab, in the district known as Ald'ruhn-under-Skar. Other Redoran-dominated towns on the mainland included Cormaris View and Silgrad Tower, as well as Khuul, Maar Gan and Ald Velothi in Vvardenfell.

In the mid-Second Era, House Redoran also controlled the settlements of Balmora, Suran, and Gnisis. The Redoran also maintained a garrison in Molag Mar and, in 2E 582, maintained a strong military presence in the nascent Vivec City. In later years, prior to its destruction in 4E 5, House Redoran would instead hold an eponymous canton in Vivec City. House Redoran holdings on the mainland included Tal'Deic Fortress, the village of Serkamora, and the Darkshade Caverns kvama mines. Despite

House Dres rule, House Redoran Sentinels patrolled the streets of Old Ebonheart during the Daggerfall Covenant's invasion of Stonefalls.

The main focus of house Redoran is maintaining the traditions of the settled Dunmer and, more specifically, the way of the warrior. As a result, house Redoran has long served as Morrowind's de-facto military. Members of house Redoran often believe themselves to be naturally superior to the other Great Houses. Due to the house's emphasis on tradition and piety, the Tribunal Temple was a natural ally, with the majority of Vivec's Buoyant Armigers hailing from the house. House Redoran maintained strained relationships with the Ashlander tribes of Vvardenfell, the Morag Tong, house Hlaalu, and house Telvanni. During the Third Empire's reign over Morrowind, the Redoran also held mutual respect for the Fighters Guild and Imperial Legion. They did not hold other Imperial institutions (such as the Mages Guild, the Thieves Guild, and the Imperial Cult) in such high esteem. Like the other Great Houses, house Redoran loathed the cultists of the Sixth House and the vampires of Vvardenfell, and disapproved of the Camonna Tong's illegal activities.

Saint Nerevar the Captain is the patron saint of house Redoran.

First Era

House Redoran was founded in ancient times on the 3rd of Last Seed, a date still celebrated by members of the Great House. The house has existed since the time of the Chimer and the First Council. By the 107th year of the Golden Peace, they were already considered the most militarily powerful of the Great Houses.

Prior to the War of the First Council, thirty of the most influential and revered Chimer Clans worked together to build the fabled Library of Andule, a grand repository containing the genealogical records related to the earliest Velothi settlers and other assorted knowledge about the earliest history of the Great Houses. Five of the thirty Revered Families hailed from house Redoran; the Heran, Redas, Sarano, Seran, and Venim Clans. The locations of the tombs were presumed lost in the aftermath of the War of the First Council, along with the Library of Andule and the records contained within. The five tombs were rediscovered in 2E 582, alongside the other twenty-five families and the Library of Andule itself.

According to both Athyn Sarethi and Agrippa Fundilius, warriors of house Redoran fought and died at the Battle of Red Mountain under the leadership of hortator Indoril Nerevar during the War of the First Council. During the decades in the aftermath of the war, at least one Redoran General Redoran-Vorilkhad a role in discussing the nascent Tribunal Temple's plans to reorganize the house lands of Morrowind. In the centuries that followed, the Redoran watched the northwestern border of Morrowind along the Velothi Mountains from their ancestral seat in Blacklight, defending against the Nordic raiders from Skyrim who would pillage the land since time immemorial. The constant warring with the Nords likely contributed to the warrior-house's hardened militaristic leanings and their position as the 'hereditary defenders of Morrowind.' The house adopted the color red as a designation. The house symbol is a scarab, and is considered sacred by members of the Great House. House Redoran did not become heavily involved in the practice of slavery. Indeed, in 3E 427 it was said that slavery was uncommon in Redoran lands, and no Redoran-owned slaves were observed on Vvardenfell in the Second or Third eras.

As house Redoran evolved, the standard members were expected to follow suit. Eventually, a set of rules were created and recited to all members of the Great House. The rules stated that a Redoran cannot steal from their kin, strike their kin unprovoked, or break their word. Honoring one's superiors, doing one's duty to the house, and respecting the teachings of the Tribunal was expected of members. Finally, a Redoran must always defend their house, their people, and their honor. If a Redoran failed in any of these things, they were cast out with an opportunity for redemption. If cast out again, the Redoran would lose any hope of regaining their honor or membership within the Great House.



A Redoran Guard

Dranoth Hleran, whose bloodline would one day be of house Redoran, is credited as the one who struck the killing blow on Skar, the ancient Emperor Crab around which Ald'ruhn was built.

The crypts beneath Tal'Deic Fortress in the eastern Siltreen region of the Deshaan plains were originally excavated to serve as burial vaults for the noble Redoran family. They were abandoned after Grandmaster Llerlu inspected them and found the space "small, constricted, and insufficiently imposing for the honored dead of House Redoran."

In 1E 2920, at the close of the First Era and the Four-Score War, the dubiously-real Dunmeri woman Turala was said to have been exiled from Morrowind by her Redoran family after she was impregnated by Brindisi Dorom, the Duke of Mournhold. Allegedly, she would go on to summon Mehrunes Dagon in a bid to kill Dorom and sack Mournhold.

Second Era

At some point prior to 2E 582, house Redoran staked claim to the western half of Vvardenfell, including the Bitter Coast, Ascadian Isles, West Gash, and a portion of the inner Ashlands. The Redoran employed the house Hlaalu Construction Syndic to create the modern incarnations of Balmora and Suran for what was deemed a suspiciously low cost. Against the Redoran's wishes, hlaalu built the settlements in their own style, rather than the more organic Redoran style. Some Redoran worried that the hlaalu intended to conquer the settlements through underhanded mercantile means. These concerns, in time, would prove valid. By the late Third Era, both settlements flew the golden banner of house hlaalu. Sometime prior to 2E 582, house Redoran also established the mining village of Gnisis in the northwest of Vvardenfell, and secured a presence in the settlement of Molag Mar. In Vivec City, the house secured a strong military presence after answering Vivec's call for warriors to protect the pilgrims who journeyed to the city. By 2E 582, house Redoran controlled Vivec City in tandem with the Tribunal Temple, and an entire garrison of the Redoran military under the command of General Vayne Redoran resided within the developing city. Other Redoran holdings erected around this time included a garrison northeast of Balmora, and Arenim Manor in the northern Bitter Coast.

After the coronation of high King Svartr of Western Skyrim in 2E 431, a delegation from Lord Vivec presented the instrument 'Jarlsbane' to the high King. After being declared "grossly untunable and overly complicated" by the court musicians, it sat in Solitude's Blue Palace as a curiosity for many years. It was rediscovered over a century later by Master Bard Endroni Selvilo of house Redoran shortly before 2E 582. Nevertheless, the instrument remained in the city, relocated to the Bards College.

Some time after the outbreak of the Knahaten Flu in 2E 560, house Redoran sent a military expedition to the Ruins of Mazzatun in the Black Marsh region of Shadowfen, intending to wipe out the Xit-Xaht tribe, who they suspected to be responsible for the disease. In Vvardenfell, the house regularly sent exploratory forces out to tame the Ashlands from their stronghold in Balmora, where they came into increasingly violent conflicts with the local ashlanders as more and more of Vvardenfell was settled. The lands around Ald'ruhn were particularly coveted by the house. Despite this, official Redoran policy maintained violence against ashlanders to be a last resort, and preferred peaceful transaction of territory over taking land with force.



Mazzatun

During the mid-Second Era, house Redoran's leader was high Councilor Meriath. After the defeat of Ada'Soom Dir-Kamal's Akaviri forces at Vivec's Antlers in 2E 572, house Redoran was among the four Great Houses that joined the

newly-formed Ebonheart Pact. Following the eruption of the War of the Three Banners in 2E 580, house Redoran's warriors would be among those that fought for control of Cyrodiil and the White-Gold Tower, with the house's powerful military playing an active role in the conflict. Rumors persisted that Redoran nobles were upset the Pact was formed in the first place, due to having to share command with Nordic and Argonian allies. During this time, house Redoran also maintained a "Narcotics Oath Bureau" purportedly charged with the regulation of illegal substances, such as Skooma. House Hlaalu, whom was officially considered an ally of house Redoran in 2E 582, complained of Redoran bailiffs and constables treating Hlaalu house Guests poorly. The Hlaalu urged house Redoran to defer to them on matters of commerce and diplomacy, as the Hlaalu themselves deferred to house Redoran on matters of defense. Redoran-Hlaalu relations were further shaken by Hlaalu practices that undermined Redoran trade routes and business ventures, and their apparent desire to seize Balmora and Suran for themselves.

In 2E 582, the Redoran-ruled village of Serkamora in Deshaan was infiltrated by the Maulborn Cult, who posed as healers aiding with the rampant Llodas Plague. In truth, the Maulborn had created the plague in a bid to undermine the Tribunal's rule and turn their citizens against them. It is unknown whether Dethisam Berendas, Serkamora's local Redoran representative, survived the events. In Tal'Deic Fortress, General Gavryn Redoran was killed by the Maulborn Cult and replaced with a Daedric simulacrum. With the aid of the Vestige, the Redoran Captain Valec Doronil exposed the General's death and impersonation, and defeated the Maulborn in the crypts beneath the fortress.

Simultaneously, house Redoran faced issues with its holdings in the western half of Vvardenfell. With much of House Redoran's soldiers committed to the Ebonheart Pact abroad, the house's resources became dangerously limited when it came to dealing with daedric cultists, Ashlanders, and other threats to Redoran prosperity. At the recommendation of Councilor Dolvara, Balmora's Captain Brivan Malrom enlisted the aid of the Khajiiti mercenaries known as Ferhara's Warclawsex-Aldmeri Dominion soldiers initially hired by house Hlaalu to supplement the depleted Redoran military in contested territory. This was done despite protests from the house Council, who believed that Redoran soldiers were more than capable of protecting house interests. Tensions ran high with the nomadic Ashlanders of Vvardenfell when Redoran land claims clashed with Ashlander holdings. In Balmora, Captain Ullan Releth, son of Councilor Eris Releth, was exiled from house Redoran after an incident orchestrated by his father went awry. Ullan was later killed during a raid on an ashlander encampment by Ferhara's Warclaws on orders from Captain Brivan Malrom. Soon afterwards,



Calderas

Redoran Councilor Dolvara was executed by the Morag Tong. In retaliation for her brother's exile and death, Veya Releth, Councilor Releth's daughter, attempted to assassinate the Redoran Council during a meeting. The wayward Councilor's daughter was stopped by the Morag Tong, but not before claiming the lives of her father and Captain Brivan. In Suran, the local head of security, Marshal Hleran, was exposed by a vigilante known as the Scarlet Judge for corruption and slave peddling, and promptly executed. The Marshal had been using her station to order the arrests of visitors on minor offenses and then selling them as slaves. In Gnisis, requests for aid from house Redoran went unanswered while the local kvama mine faced troubles with a Dwemer device and a slain kvama queen, with the troubles eventually resolved locally. In Ald'ruhn, Dranoth Hleran's descendant Drelyth rediscovered his

family's history with Skar and recovered his ancestor's spear, Calderas, the very weapon used to kill Skar millennia before. Hleran's affiliation with house Redoran marked the first known time the Great House's influence extended to Ald'ruhn.

Flags bearing the symbol of house Redoran commemorating the many victories the house claims credit for achieving were in circulation during the sixth century of the Second Era. Elynea Omayn, daughter of a Redoran Councilor, was

noted as an exemplary member of Vivec's Buoyant Armigers during the mid-Second Era by Archcanon Tarvus. Despite having had the opportunity to be a high-ranking officer in the Redoran military or a Redoran representative to another Ebonheart Pact nation, Omayn chose the life of an Armiger and became one of the god's favorite servants. It was said that the noble ideals and sense of adventure carried by the Buoyant Armigers matched closely with Redoran virtues, drawing many from Redoran to Vivec's service.

In 2E 864, the Imperial Geographical Society reported House Redoran as being "the best warriors among the Dark Elves", noting that the House guarded the western flank of Morrowind.

In the late Second Era, Tiber Septim's legions turned their eyes towards Morrowind. Following house Indoril's lead, house Redoran swore to resist the western invaders to the death, and provided its forces to the Dunmeri defense amassing in settlements such as Silgrad Tower and Cormaris View. However, house Redoran soon found itself manning the western borders of Morrowind alone, house Indoril and house Dres preferring to retreat inwards to wage a guerrilla war, house Telvanni remaining neutral, and house Hlaalu advocating accommodation. When Vivec signed the Armistice, house Redoran breathed a sigh of relief, now permitted an honorable way to avoid waging war against the Third Empire's vast legions alone.

Third Era

During the Third Era house Redoran's traditionalist stances would see them decline in strength. The Redoran suffered territorial and economic losses at the hands of house Hlaalu and Telvanni during the Third Empire's reign, particularly in Vvardenfell. After losing Balmora to Hlaalu rule, house Redoran claimed the former Ashlander gathering site of Ald'ruhn as the site of their new district seat, and built a grand city around the shell of Skar at the foot of Red Mountain. At some point before 3E 427, house Redoran erected the settlement of Maar Gan in the Ashlands, and the villages of Khuul and Ald Velothi in the northwest coast of the West Gash. Following the erection of the Great Ghostfence after 2E 882, the bones of many deceased Redoran were incorporated into the barrier to sustain it and hold back the Blight. Such donors had dedicated their spirits to the Temple and Clan as their surrogate families.



Skar

As of the late Third Era, Bolvyn Venim ruled as Archmaster of the Great House. Bolvyn was somewhat unscrupulous for a Redoran. Few among the rest of the hierarchy actually liked him, but the Redoran respect for strong leadership, (which few Redoran leaders had displayed in recent years at the time) and prowess in arms, ensured that he nevertheless retained his position. He was influential in securing Redoran's share of the frontier lands when Vvardenfell was opened for settlement in 3E 414, and moved the council to Ald'ruhn as a result.

In 3E 426, the Redoran council protested the continuing burdensome tariffs on the native beverages sujamma, greef, and shein. After a costly and bloody tax revolt in Balmora, the council warned that such disturbances might spread to Ald'ruhn if the heavy burden of Imperial taxes was not alleviated. Smuggling and organized crime also became increasingly aggressive and violent in the Redoran House Districts. The councilors blamed local corruption, weakened enforcement, and aggressive competition between the Thieves Guild and the Camonna Tong.

Conflicts often arose with the other Great Houses at this time as well. By 3E 427 house Redoran struggled to compete with house Hlaalu's dominance of the ebony trade in Vvardenfell, with the most obvious conflict centered on the town of Caldera that was founded by the Imperial Caldera Mining Company with the support of house Hlaalu. House Redoran actively worked to find evidence of corruption in Caldera in an effort to shut the mines down and to

prevent the hlaalu from building Rethan Manor on the Odaí Plateau. There was also bickering with House Telvanni concerning the seizing of large tracts of land, the founding of certain new settlements in the Ashlands such as Tel Uvirith, and the occupation of old Velothi Towers, such as Shishí. Nartise Arobar, daughter of Redoran councilor Miner Arobar, was kidnapped and used as a political hostage by the Telvanni wizard, Ncloth. Delyna Mandas, daughter of Redoran noble Arethan Mandas, was held captive in Tel Fyr. This caused Arethan Mandas to go mad, and begin demanding tribute from passing travelers much as any common bandit. Both houses hlaalu and Telvanni took issue with house Redoran's attempt to create the settlement of Indarys Manor upon the Bal Isra ridge.



Under Skar

House Redoran was further shamed by rumors that claimed that Archmaster Bolvyn Venim was having an extramarital affair with Fathasa Llethri, wife of fellow council member Garisa Llethri. Infighting further weakened House Redoran, with Councilman Athyn Sarethi narrowly surviving an assassination attempt by the Morag Tong. In a ploy by the Archmaster, his son Varvur Sarethi was framed for murder and arrested, to be used as a political hostage.

During the fulfillment of the Nerevarine prophecies in 3E 427, Archmaster Bolvyn Venim was killed in an honorable duel with the Nerevarine after the latter gained the support of the other five Redoran Councilors. It is unknown whether the duel

occurred over the matter of the title of Hortator or Archmaster. Regardless of whether or not the Nerevarine succeeded Venim as Archmaster, or whether the vanquished Venim was instead succeeded by another of the Great House, the Redoran subsequently offered the Nerevarine the title of Redoran Hortator. As a whole, House Redoran suffered from attacks at the hands of blighted creatures and Corpus monsters, with the majority of its holdings closer to the Ghostfence and Red Mountain than that of the other Houses. Some Redoran settlements, such as Maar Gan, relied on volunteer warriors to drive back the Sixth House. The most notable casualty of these attacks was Councilman Remas Morvayn, who perished after his home was invaded by Corpus monsters. As a result, he left his position on the council to his wife, Brara Morvayn. The attacks ended along with the Blight when the Nerevarine slew Dagoth Ur and destroyed the heart of Lorkhan inside of Red Mountain.

By 3E 432, House Redoran was said to be waning due to its inability to change with the times.

After the coronation of King hlaalu helseth, rumors spread throughout Tamriel that Nords, aided by Orc mercenaries, had besieged the Redoran of Morrowind.

According to the Redoran Second Councilor Adril Arano, the Empire pulled a vast majority of the Legions out of Morrowind to deal with the gates opening in their homeland of Cyrodiil during the Oblivion Crisis of 3E 433. He further claimed that the Dunmer had no standing army at the time due to the Imperial demilitarization, leaving Morrowind virtually defenseless save for a few pockets of resistance. During the course of the crisis, the armies of daedra destroyed the Redoran city of Ald'ruhn. The destruction of their ancestral city, coupled with their historic status as "the hereditary defenders of the Morrowind", led to House Redoran taking charge. The Redoran were slowly able to raise an army for the first time since the Armistice, and used it to spare Morrowind from Mehrunes Dagon's full wrath.

Fourth Era

After the Oblivion Crisis, the house started to rebuild. A group of House Redoran settlers led by Councilor Brara Morvayn immediately struck out for the island of Solstheim. After some quick negotiations with the East Empire Company, Morvayn's group was allowed to settle in the town of Raven Rock where they quickly became a part of the mining colony's way of life. According to Lyrin Telleno, the new Dunmer inhabitants quickly formed bonds with the other Raven Rock residents thanks to their hard work and reliability.

In 4E 5 the Red Year brought further destruction to Morrowind. The eruption of Red Mountain wiped the settlements in Vvardenfell off the map. A Redoran councilor living in Mournhold coordinated the relief effort, issuing a directive to send soldiers, supplies and able-bodied men to the settlements which were hit the hardest about a month after the initial disaster, such as Balmora. Shortly after the eruption of Red Mountain, Morrowind came under siege from the Argonians of Black Marsh. While the Argonians were able to decimate the south and east of mainland Morrowind, the army of House Redoran prevented them from progressing further into the north and west. While the Argonians were able to quickly advance through the south and east of mainland Morrowind, the army of House Redoran prevented them from sweeping through the whole province.

The political affairs surrounding the Oblivion Crisis and the Red Year culminated in a power vacuum, as House Hlaalu was unceremoniously dismissed from the Grand Council. Animosity between Hlaalu and Redoran increased, as House Redoran seized the opportunity and became the leading power in what remained of Morrowind, taking the position that Hlaalu had held for centuries due to their close ties with the Empire, and House Indoril for millennia before them due to their ties to the Tribunal. House Hlaalu was even removed from the Grand Council altogether, replaced by House Sadras. Hlaalu believed that Redoran were directly involved in the reorganization of the council, and have held a grudge against them ever since. Subsequently, Redoran relocated the capital of Morrowind to Blacklight, as Mournhold had been sacked by the Argonians. With Blacklight as the capital of Morrowind and their army dominant, Redoran's rise was complete.

In the aftermath of the Red Year, Solstheim saw the destruction of the only Imperial fort on the island. Councilor Brara Morvayn, with the permission of the East Empire trading company, brought in some of House Redoran's elite "Redoran Guard" to fill the void left behind by the deceased Imperial legionnaires. The Redoran Guard have maintained control of Raven Rock ever since. After a few years, the relentless ash storms from the ever-erupting Red Mountain transformed Solstheim's southern reaches into pure ash wastes reminiscent of those present on Vvardenfell itself. The storms would leave behind deep dunes of ash that made life exceedingly difficult in Raven Rock. In order to protect the town from these drifts, Brara Morvayn proposed that the East Empire Company construct a large wall of her own design to protect the east end of town. The company quickly agreed and provided the necessary funds. After almost a year, the construction was complete and the huge edifice was named "The Bulwark." The wall proved to be extremely effective.

In 4E 16, the High King of Skyrim gave the island of Solstheim to Morrowind as a refuge, and it passed into the control of House Redoran fully (though the Telvanni established their own settlement, Tel Mithryn, on the southeast coast). This changing of the guard prompted the majority of the remaining Imperial population to depart the settlement. Though a House Sathil settled in Solstheim around or before 4E 48, their relationship with the Redoran rulers of the island is unknown and no trace of the house remained by 4E 201. Raven Rock continued to prosper under the rule of Brara Morvayn until her passing in 4E 65. Her son Lleril promptly took on his mother's mantle as Councilor and ruler of Solstheim.

Lleril would find his rule challenged on two occasions. In 4E 95, an assassination attempt was carried out against the Councilor by agents of House Hlaalu, commanded by Vilur Ulen, but was stopped by House Redoran guards. Decades later, a band of Argonian raiders would land on Solstheim in 4E 150 with the intention of wreaking havoc. The raiders were defeated by the Redoran guard stationed in Raven Rock under the command of Councilor Morvayn.



Lleril Morvayn

House Redoran continued to benefit from the mining of Ebony in Raven Rock until 4E 181, when the mine at Raven Rock was closed. The house's neglect of Solstheim increased, as without the mine, the island not only held little economic or strategic importance compared with the other seventy-three outlying settlements of Morrowind, but was a significant source of casualties for the Redoran Guard.

In 4E 201, the Last Dragonborn traveled to Solstheim and assisted Councilor Morvayn in uncovering and foiling a second attempt on his life, this time by House Hlaalu remnants and the Morag Tong. The Last Dragonborn similarly saved the citizens of Raven Rock from the nocturnal control of Miraak. That same year, new ebony deposits were discovered and the mine reopened. The resumed flow of ebony from Raven Rock prompted House Redoran to take a renewed interest in Raven Rock and Solstheim.

House Redoran remains the dominant power in modern Morrowind. The Redoran Guard continue to serve as Morrowind's protective and peacekeeping force, and are found assigned as far away as Mournhold, though by 4E 201 the local garrison was reassigned to other parts of Morrowind. As "the mightiest" of the Great Houses, it sits at the head of the Grand Council "by virtue of our preeminence in battle, wisdom, and ancestral glory" and keeps the "rabble" of the other Great Houses "organized." The Redoran rule from their capital of Blacklight, now the capital of all Morrowind. It is said that House Redoran has improved Blacklight substantially over the last thousand years, and it now rivals the splendor of Mournhold in its prime. In particular, the Rootspire where the modern Council of Great Houses meets is said to be "something to behold."



Redoran Guard, Fourth Era

Architecture

Redoran settlements are designed in the Dunmer village style, built of local materials, with organic curves and undecorated exteriors inspired by the landscape and by the shells of giant native insects the Redoran claim to have killed in the distant past. Redoran villages are typically centered on Temple compounds and their courtyards, with huts and tradehouses gathered around a central plaza, as in the West Gash village of Gnisis, which was, for a time, rented to the Imperial Legions in the Third Era prior to being destroyed during the Red Year.



House Telvanni

House Telvanni is one of the Great Houses of Morrowind. It governed the Telvanni District of eastern Morrowind, and administered the eastern portion of the Vvardenfell District from its council seat in Sadrith Mora. The house is comprised primarily of highly egocentric and ambitious mages, and is known to many as the house of the master wizard. It was common for members of the house to rise through the ranks by eliminating or otherwise 'indisposing' other members. Most Telvanni lords want little more than to be left alone to their research and ambitions. The Telvanni lords had an isolationist outlook, and did not intend to be presided over by any other institutions, particularly the Imperial Mages Guild of the Third Era.

In general, the Telvanni did not interact with other houses or Guilds, nor did they have many enemies, save for Abolitionists and the Imperial Mages Guild. However, the Telvanni themselves were universally disliked or disapproved of by all other factions found in Vvardenfell as late as 3E 427. On the other hand, the Telvanni did not have the usual hatred of vampires that most other factions held. Their lords and Mouths were willing to speak to vampires; wizards did not fear vampires nearly as much as other folk did.

Saint Vorys the Immolant was the patron saint of house Telvanni as late as 2E 582, but fell out of reverence by 3E 427.

First Era

House Telvanni was founded in ancient times, predating the War of the First Council. Prior to the War, thirty of the most influential and revered Chimer Clans worked together to build the fabled Library of Andule, a grand repository containing the genealogical records related to the earliest Velothi settlers and other assorted knowledge about the earliest history of the Great Houses. Six of the thirty Revered Families hailed from house Telvanni; the Andas, Hlervu, Lleran, Releth, Sadryon, and Telvayn Clans. The locations of the tombs were presumed lost in the aftermath of the War of the First Council, along with the Library of Andule and the records contained within. The six tombs were rediscovered in 2E 582, alongside the other twenty-four families and the Library of Andule itself.

In ancient times, the Telvanni built Heimlyn Keep, the site of a relic vault which the House was charged with protecting. The relic vault was used to seal away objects of mystical potency that were considered too dangerous to circulate in the world.

House Telvanni was already an active Chimer House by the time the War of the First Council broke out in earnest, and fought alongside house Indoril, Dres, Redoran and Hlaalu against the secular house Dagoth and the Dwemer. Early in the conflict, they and the other Great Houses were considered dispersed and poorly organized, suffering multiple defeats until Indoril Nerevar was made hortator. Nerevar eventually gathered the Houses and Ashlander Clans to attack the fortress of Red Mountain, which led to a victory at the Battle of Red Mountain. When the nascent Tribunal Temple moved forward to re-create the First Council, which they renamed as the Grand Council of Morrowind, house Telvanni was admitted as one of the ruling Great Houses. The house would at some point adopt brown as its official identifying color.

Later, a Telvanni wizard created a series of portals to various realms. However, this wizard went missing and was presumed dead, but his portals were later relied on and exploited by Divayth Fyr, who would go on to become one of the most powerful members of the house, alongside an ally. Fyr himself had trafficked with the Daedra before by choice, although he only interacted with Azura and Mehrunes Dagon.



A Vvardvark

Second Era

In the Second Era, a member of house Telvanni created the Vvardvark during an experiment. The creatures spread throughout the island of Vvardenfell, and were wiped out by the Ash Blight centuries later.

During the year 2E 572, Morrowind was invaded by the Kamal of Akavir, in what became known as the Second Akaviri Invasion. The invasion force completely bypassed the Telvanni Peninsula and Vvardenfell, both which had considerable holdings of house Telvanni, leaving the house unaffected by the conflict. After the conflict, the Redoran, Indoril, Dres, and Hlaalu signed an alliance with the Nords of Eastern Skyrim and the Argonians of northern Black Marsh, creating the Ebonheart Pact. Much to the chagrin of the other houses, the Telvanni refused to join the alliance. Around the same time, they were also pushing the Ahemmusa Tribe of Ashlanders out of their former grounds in the isle of Vvardenfell during a period of expansion.

Ten years later in 2E 582, the Telvanni (now the main bastion of slavery in Tamriel) looked to provinces outside the Ebonheart Pact for slave labor. They employed slavers who sailed as far as High Rock and Hammerfell to acquire goods. Members of the house occasionally requested that their slavers acquire individuals of specific race, age, gender, build or personal background for a variety of reasons. A house member could be looking for healthy young men to perform physical labor, older men to serve as chaperones, or someone with specific knowledge to perform a specialized task, such as pigkeeping. On Vvardenfell, the Camonna Tong was employed to recapture escaped slaves. The Tong was even more feared among slaves than the Telvanni. At this time, house Telvanni was ruled by Archmagister Nelos Otheri.

Slavers employed by house Telvanni often used tactics such as extinguishing lighthouse beacons to bait incoming ships into wrecking, allowing the slavers to capture the disoriented survivors. One such raid was conducted on Kogelin Village in the Illiac Bay in 2E 582.

During the Three Banners War, Heimlyn Keep was attacked by a contingent of soldiers from the Daggerfall Covenant, who mistakenly believed Heimlyn Keep was a military training ground for mages. Despite their refusal to join the Pact, house Telvanni still upheld their responsibilities in central Morrowind, which included tending to the relic vault. A wanderer aided house Telvanni after the raid, eliminating the source of the plague. The vault was re-sealed and the people of Heimlyn Keep were saved from catastrophe.

As part of the war, an agent of house Telvanni was sent to steal Covenant warship designs from the shipyard at Tava's Blessing in the Alik'r Desert. The agent was attacked by necromancers that had invaded the port, although she managed to get the designs. It is unknown if the agent was able to bring the documents back to Morrowind.

Concurrently, Magister Therana hoped to study the finger bone of Saint Felms. A traveler extracted the relic from Zaintiraris, a Daedric ruin in Redoran territory, on behalf of an Argonian slave named Sun-in-Shadow. The Magister agreed to endorse Sun-in-Shadow's bid for freedom in exchange for the relic.

That same year, Mistress Dratha was poisoned by a Telvanni wizard named Savarak who bargained with house hlaalu to depose the Magister. House hlaalu coveted Dratha's territory, and Savarak desired Dratha's position as Magister. They infected Dratha's mushroom tower with infectious spores in an attempt to kill her, but their plot was stopped by Dratha's Mouth with the assistance of a traveler. After her brush with death, Mistress Dratha sought to prolong her life. She had the traveler retrieve the seven Stones of Cold Fire so she could bargain with the Daedra to achieve immortality.



A Telvanni Guard

Near the close of the Second Era, the land-hungry Third Empire turned its attention to the unconquered nation of Morrowind. When war seemed inevitable, house Telvanni remained neutral, rejecting the Redoran approach of holding the invaders at the borders, the Indoril and Dres approach of fighting a guerilla war within Morrowind itself, and the hlaalu approach of accommodation. When Vivec revealed his intent to willingly join the Empire with the Treaty of the Armistice, house Telvanni was the third Great house to accept the terms, following house hlaalu and house Redoran.

Third Era

During the Third Era, the city of Sadrith Mora was the district seat of the Telvanni on Vvardenfell, even though the Archmagister, Gothren, did not live there, but resided in nearby Tel Aruhn. Sadrith Mora was home to the Council hall, in which each Telvanni lord was represented by a lieutenant with the title of "Mouth". In general, the actual lords themselves lived in their own towers and did not attend the Council. Even Master Neloth of Tel Naga, who resided nearby in Sadrith Mora, did not attend the Council. Some great Telvanni opted out of the rat race for

power within the Council entirely due to their isolationism. But, among those who actually cared about who the leader was, the ever-procrastinating Archmagister Gothren of Tel Aruhn, few ever voiced their opinions.

In 3E 426, the House Telvanni Council formally ignored the repeated protests by Vedam Dren, Duke of Vvardenfell and Grandmaster of House Hlaalu, along with other Great House representatives, on the subject of the ambitions and enterprise of its individual members, and Telvanni exploration and colonization of the wastes and wildernesses of Vvardenfell. The Telvanni Council refused to place restraint on both matters, citing "ancient law and custom." At the same time, the council renewed its objection to proposals placed before Duke Dren and the Grand Council concerning slavery and slave trading in Vvardenfell District. Their arguments cited the right to own and trade slaves being guaranteed by the terms of the Treaty of the Armistice, and would not entertain any discussion of abridgements of those rights.

By 3E 427, all of the Telvanni Councilors on Vvardenfell lived in great towers which required levitation to ascend, with one leader in each of their main towns: Sadrith Mora, Tel Aruhn, Tel Vos, Tel Mora, and Tel Branora. None of the Telvanni towns were on the Silt Strider routes; the only transport available to them was by boat, except for Sadrith Mora itself. Being the only Telvanni town with a significant Imperial presence, it could be reached by Guild Guide from another Mages Guild to the nearby Imperial-controlled Wolverine Hall. On the mainland, House Telvanni lands included the city of Firewatch, east of Tel Mora, and the islands to the northeast of the mainland which extend out into the Padomaic Ocean.



Little is known of the fates of the Telvanni lords of mainland Morrowind. However, of those on Vvardenfell, it is known that Archmagister Gothren of Tel Aruhn refused to recognize the Nerevarine as Hortator for House Telvanni choosing instead a fight to the death, which he lost. Master Aryon of Tel Vos, by contrast, was the Nerevarine's greatest supporter in House Telvanni: and the others Neloth of Sadrith Mora, Therana of Tel Branora and Dratha of Tel Mora all were persuaded to back the Hortator. Before or after the fall of Dagoth Ur, Arch-Mage Trebonius Artorius of the Mages Guild demanded that the remaining Telvanni councilors be assassinated, as the price for his retirement and replacement by the Nerevarine as head of the Mages Guild. However, the Nerevarine appears not to have complied with the request, for at least one Neloth is known to have survived, although shortly afterwards he left Morrowind and moved to Solstheim. The Morag Tong had an outstanding writ on Therana's life, which the Nerevarine may have been the only one brave enough to attempt to carry out it being generally accepted that she would be little loss to the house, with her advanced age and senility.

Throughout 3E 427, House Telvanni clashed with Houses Redoran and Hlaalu in the wilderness of Vvardenfell, as all three Great Houses attempted to secure land and resources on the frontier island. Conflicts arose over the occupation of old Velothi Towers, such as Shishí, and the founding of settlements such as Rethan Manor by House Hlaalu or Indarys Manor by House Redoran, with the Telvanni attempting to kill the owners of both settlements with disputed success. At the same time, House Telvanni attempted to expand into the Molag Amur region by constructing a stronghold called Tel Uvirith, something that both Houses Redoran and Hlaalu took exception to. Both Houses sent agents to kill the owner or the Tower, with unknown results. The clashes in Shishí ended inconclusively, with the Redoran reporting the extermination of all Telvanni within, and the Telvanni claiming victory against the Redoran siege. The Telvanni hoped that the other house would not attack the location again, reasoning that Vvardenfell had enough land for all three Great Houses active on the island. Further souring relations with House Redoran, Nartise Arobar, daughter of Redoran councilor Miner Arobar, was kidnapped and used as a political hostage by the Telvanni wizard, Neloth. Delyna Mandas, daughter of Redoran noble Arethan Mandas, was held captive in Tel Fyr, causing Arethan Mandas to go mad and begin demanding tribute from passing travelers much as any common bandit.



A Telvanni Slave Market

Despite the conflicts with Hlaalu and Redoran, House Telvanni still managed to make agreements with the Hlaalu and convince the councilors of House Redoran to end the monopoly of the Mages Guild, as one interpretation of the Armistice only allowed the Guild to offer spells and train non-members. With the support of three Redoran councilors, the Telvanni acquired enough support in the Grand Council to remove the monopoly.



Telvanni Councilor Aryon

House Telvanni was also able to defend its own lands several times, as they managed to heal the blighted Kwama queen of the Mudun-Mul egg mine located near Tel Vos and defended one of their members against a Hlaalu attack in the Velothi tower of Odimiran. Rebellious conflicts also happened, with one slave rebellion near the Telvanni tower of Tel Branora being stopped, although the slaves might have escaped.

Aryon himself was scheming at the time to fill the vacancy created by Gothren's death (and was backed by Baladas Demnevanni of Gnisis, whom he had persuaded to join the Council), and planned to introduce many reforms to Telvanni ethics and practices: although he would not stand against the Nerevarine if the latter were interested in the job, however the Nerevarine left Morrowind not long afterwards and Baladas himself might have been killed by the hero. The subsequent documented existence of a Telvanni ship named *The Pride of Tel Vos* indicates that Tel Vos, Aryon's tower and town, originally a comparatively small and unimportant settlement, had risen to become a place to be proud of: and therefore that Aryon must have been held in considerable respect by the Telvanni, as Tel Vos was nothing without him.

During the Oblivion Crisis in 3E 433, the Telvanni did their best to close the Oblivion Gates on Vvardenfell, but it was to no avail and the Daedra swarmed the land. The Dunmer would instead be saved by the recently revived army of Great House Redoran. During the same year, a Telvanni Arch-Mage Frathen Drothan turned rogue and gathered a band of mercenaries called the Drothmeri army in an attempt to topple Imperial rule. He led an expedition to Sundercliff Watch in the Valus Mountains of Cyrodiil to search for Mehrunes' Razor, but he was slain by the Champion of Cyrodiil before he could retrieve the artifact.

Fourth Era

The Telvanni suffered greatly during the Red Year in the early Fourth Era. Every settlement on Vvardenfell were obliterated, but the Telvanni survived and attempted to rebuild. However, Morrowind was then invaded by the Argonians of Black Marsh, and in an act of revenge for centuries of slavery, the Argonians focused on wiping out the weakened House Telvanni. Circa 4E 6, the last remaining stronghold of the house was sacked by the Argonian invasion force, and Great House Telvanni fell. It is documented that some survivors attempted to flee aboard *The Pride of Tel Vos*, a ship which was later found wrecked along the coast of Skyrim, east of Winterhold. By this account, a single heir of the house survived: Brandyl Tenvanni, son of Lyndrenn Tenvanni, who was found as an infant by Argonians. He grew up in Black Marsh under the name Brand-Shei. Brelyna Maryon is also a descendant of House Telvanni. As of the Fourth Era, the holdings of House Telvanni are all on Vvardenfell, although it is unknown what or where they are. Despite these setbacks, House Telvanni remains a ruling Great House of Morrowind.

In 4E 16, the high King of Skýrim ceded control of Solstheim to Morrowind. Ostensibly a sign of compassion for the suffering Dunmer people, the act served a pragmatic political purpose: Skýrim could not deny Dunmer refugees access to Solstheim without sparking an unwanted conflict with Morrowind, which had long maintained a theoretical claim to the island, nor could it stand by and allow the Dunmer to settle its territory without losing face. Though the island passed to the control of House Redoran and was ruled from Raven Rock by Councilor Brara Morvay and later her son, Lleril, Neloth had also traveled there to research the ash deposits from Red Mountain, bringing much of Morrowind's exotic flora and fungi to the now partially ash-damaged island. During his time there, he has been studying Heart Stones, fallout originating from the center of Red Mountain, and has learned how to use magic to weave living things from the ash.

By 4E 201, Neloth had finished growing the settlement of Tel Mithryn on Solstheim. Though the people of Solstheim view him as possibly mad, he was still well respected by the other Telvanni wizards. He often took apprentices, but used them in painful experiments more often than actually teaching them. Neloth planned on returning to Vvardenfell after finishing research on the Ash Spawn, which started to appear on the island after the Red Year. Tel Mithryn remained cordial with the Redoran rulers of Solstheim, with the local Redoran city of Raven Rock and Tel Mithryn content to ignore each other.



Tel Mithryn

Society

The Telvanni are said to have adapted the Dwemer style of the Four Tests convention as an aesthetic element in their defenses and the approach to their towers. Those tests include the analyzation of patterns, a need to proceed systematically if no pattern is found by ordering actions to be done, requiring the observer to examine obstacles to see if a path around the difficulty is needed, and confronting the obstacle directly if no path is found. Those Telvanni towers were notable enough to be mentioned among other wonders in a recommendation of travel to Vvardenfell.

At the time of the Ebonheart Pact, thieves and outlaws were said to think House Telvanni was useful as they did not care about it and only cared about their sanctuary on the Telvanni Coast. The formation of the Pact also meant that the troopers they had from other houses were fired. At the time, they were also described as being friend with neither the Argonians nor the Nords, both races being members of the Pact.

A hope of the Tribunal Temple in the Second Era, or at least one of their canons, was that House Telvanni would be wise, forbearing and that they would share their insights and enchantments, remembering that although they were not part of the Ebonheart Pact, they were still part of the Dunmer people. The sermon where this hope was published was in response to the growing concern over the trembling of Baar Dau, the appearance of unknown daedra in the land, and the rise of a false incarnate of the Nerevarine.

Telvanni did not shy away from dark powers, and one of their members even reported that he was able to sense the energies of the Icecrag Coven and the Gray Host during a visit to Skýrim when those factions became more active there. This Telvanni Mouth also wrote that others had studied such kinds of powers but did not think that anyone had been so close to it as he was.

Their slaves were often used for experimentation and without any choice on the matter, with one Telvanni "invitation" to their slaves including the practices that they would have to go through, including a test involving corrosive spores to the skin and possible combustion of the lungs. Rewards included reduced lashings and extra portions of food for their meals. Other poor treatment of slaves included exposing them to the sun for long hours and even preparing chestplates to dry the Argonians and others, but making sure they would not die even if they wished for it.

House Telvanni was among the staunchest defenders of slavery, which they saw as an ancient Dunmer right. However, both Khajiit and Argonians, the two most common slave races, could join House Telvanni and advance to the same level of respect as other races. Many Telvanni towns, notably Sadrith Mora and Tel Aruhn, housed slave markets.

Telvanni holdings were also worked by slaves, whereas the other Great Houses preferred to use generic workers. Unsurprisingly, Telvanni were strong enemies of abolitionists. Fear or worry of Telvanni slavery in the Second Era reached as far as Summerset, with their mages being known for buying people.

Telvanni art can be three-dimensional via the creation of magical paintings. Another curious item that they often use are the elegant pristine netch-hide handkerchiefs, which are used by the upper echelon of the House.

Telvanni wizards prize red star shells, which are exceedingly rare. Slaves are trained to comb the shallows for them, and it is considered a marvel to be able to find three of these shells in a month. Red star shells are considerably valuable due to their rarity. Nix-hounds can be trained to find these shells quite effectively.

Morag Tong

The Morag Tong is an ancient guild of assassins headquartered in Morrowind, celebrating murder in the name of Mephala. They have been active since at least the First Era, and their targets have included multiple rulers of Tamriel, high-ranking Dunmer nobility, and countless others. The Morag Tong is unique in its sanctioned status under the Morrowind government to perform legal executions, bound under contracts called 'writs', although extralegal 'gray writs' are rumored to exist.



Prominent Years

The origins of the Morag Tong are shrouded in myth. The orthodoxy of the Tribunal hold that the Daedra Mephala founded the guild to teach the early Chimer how to defend themselves and destroy their adversaries. Others state it began as a cult which, while also following Mephala, ultimately revered the 'Dread Father' Sithis above all. However it began, the guild quickly rose to prominence in the environment of early Morrowind's bloody house conflicts, quickly establishing the writ system and a reputation as peerless killers. At the end of the First Era, the Tong received its highest-profile contract to date, on Emperor Reman III. Their success paved the way for the Akaviri Potentate to rule over Tamriel in the early parts of the Second Era, as the Tong slowly expanded its presence across Tamriel. It came full circle when, in 2E 324, Versidue-Shaie was assassinated by the Tong. By this point, however, the guild was over-confident and prideful, and 'MORAG TONG' was scrawled on the palace walls in the Potentate's own blood.

This high-profile assassination started a frenzy among the nobles of Tamriel, who realized that they too were at risk from the Tong. *"Every sovereign gave the cult's elimination his highest priority"*, and it was viciously suppressed in every province of the Empire, only retaining the barest presence in its homeland of Morrowind. After this, the Morag Tong sunk out of public sight for almost a century. It is during this time that most agree the Dark Brotherhood arose as a splinter group, establishing itself mostly outside of Morrowind as a more business-oriented guild operating entirely beyond the law.

Fall from Prominence

While the Dark Brotherhood rose to greater prominence elsewhere, the Morag Tong maintained a formidable presence in Morrowind. Accounts suggest they gave up the worship of Mephala in exchange for revering the god-king Vivec, though they maintained their worship of Sithis. Despite the common service to Sithis, they were mortal enemies of their old splinter group, the Dark Brotherhood, who revered the Night Mother. The Tong maintained its traditional original position of the First Era: that of an impartial middle-man in the conflicts between the Great Houses in the bloody business of Dunmeri politics. Some within the faction, however, felt that their services were undervalued, as rich nobles with petty grievances used the Tong too freely, not respecting the ancient institution; however, they did not act outside of Morrowind, nor did they interfere in politics higher than that of inter-house rivalry. Nor did they act on

their own account, except against the Dark Brotherhood or worshippers of Mehrunes Dagon. Indeed, sometimes they were hired to track down and kill outlaws, as an alternative to the more traditional Fighters Guild bounty.

The Seven Secretives and the Simulacrum Rubric

The Dunmer Rytte Verano was one of the last of the Morag Tong members who were around before the Potentate assassinations that sent their guild into decline. He worked for centuries at restoring the reputation of the Morag Tong with the Great Houses, getting them to once again accept the Tong as a legitimate organization. By 2E 582, the Tong had started to gain great footing and Verano had become the Grandmaster. He was not satisfied with these accomplishments, and would be one of the people who would plot a coup of the current Tong. The group created a list of goals, which if achieved, would transform the Tong into more than a mere league of assassins: it would make them powerful enough to allow them to replace the heads of state that were once able to force them to go into hiding. The plot was known as the Simulacrum Rubric, named after one of the items they sought to obtain, Sotha Sil's Simulacrum Rubric. It was orchestrated by Verano and seven other influential members of the Tong who called themselves the Seven Secretives.



Naryu Virian

The Morag Tong assassin Naryu Virian sought an audience with the Tribunal god Vivec, to be granted a Tribunal sanction for extrajudicial execution for her superior, Rytte Verano. She had discovered that Verano was involved with the Secretives' plot, and had ordered writs of execution for the remaining members of the group to throw her off his trail. Vivec granted her request and provided with her an ally, a warden by the name of Boldekh, who wanted to bring Verano to justice for his involvement in the death of his partner. They tracked him to Sadrith Mora, where they spotted a Telvanni mage teleporting him to the Clockwork City through a portal which vanished along with Verano. They convinced the mage to give them passage to the Clockwork City, and once there, they tracked Verano into a mechanist's workshop where he obtained one of the items needed: Sotha Sil's Simulacrum Rubric. He spotted them, panicked, and summoned a portal back to Vvardenfell. Naryu and Boldekh followed him through it and emerged in Mudan Ruins. Argonian guards were waiting for him there but fled when an army of Dwemer Animunculi appeared out of

the ruin. A Dwarven colossus appeared out of the ruin, blasting it apart and immolating Verano along with the satchel that held the Simulacrum Rubric. The combined efforts of Naryu and Boldekh destroyed the colossus. Naryu severed the grandmaster's head and took his skull as a trophy to take with her as she sought to carry out the writs of execution on the remaining traitors.

The journey led Naryu all across Tamriel, where she would successfully carry out her executions. Various fates occurred to the contributions each target brought to the plot. The first required the hiring of a smuggler that was able to enter the Clockwork City to steal a second Clockwork artifact. Its importance led Clockwork Apostles to chase the smuggler back to Nirn when it was taken from them. The Clockwork artifact was destroyed when the target got into a brawl with the smuggler.

The second was an alchemical secret that was sought in Craglorn. It consisted of combining forbidden reagents with stolen Celestial power. The result would be the creation of monsters said to be able to revert Tamriel back to the chaos of the Dawn Era. The potion that held the alchemical secret was destroyed. The third contribution was sought in the Imperial City, where the target sought to learn secrets of daedric summoning in the daedra-occupied city. The various secrets of daedric summoning were lost with the death of the third target.

The fourth contribution brought Naryu to Wrothgar, where it was revealed that the contribution was eight scrolls for summoning pariah scamps, which when consumed, make mortals unnoticeable. The scrolls were recovered by her and were used to make convenient getaways.

The fifth contribution was the helm of Oreyn Bearclaw, located in Orsinium, which grants the wearer divine dexterity and enhanced endurance. It was returned to Gadnuth Oreyn, a descendant of the original owner of the helmet.

The sixth contribution brought Naryu to Hew's Bane, where the contribution was revealed to be the Yokudan artifact known as the Aurbícal Abacus. It could not only predict the weather but actually influence it on a continental scale. Naryu destroyed the Abacus after the sixth target was eliminated.

The seventh contribution was to negotiate the formation of an alliance with the rival assassins guild the Dark Brotherhood, via a hostile takeover if necessary, in order to spread the Tong's influence across the entire continent. The Brotherhood rejected the offer, and an alliance with the Order of the Hour was made instead. It was severed when Naryu completed her last writ of execution, destroying the dream of the Simulacrum Rubric, and bringing honor back to the Morag Tong with the deaths of the Seven Secretives.

Post-Red Year

After the Argonian invasion and devastation of Vvardenfell, the Tong dispersed, though the remaining members hoped to reunite some day. Even though the devastated factions within Vvardenfell were gone, the Morag Tong still had a presence on the mainland of Morrowind and even took contracts on Solstheim. They were hired by Vendil Ulen for use in his plot to assassinate Councilor Lleril Morvayn, as an act of revenge for the execution Morvayn ordered on a member of the Ulen family years before. They also had run-ins with their rivals, the Dark Brotherhood, sanctioning writs of execution in an effort to terminate their members.



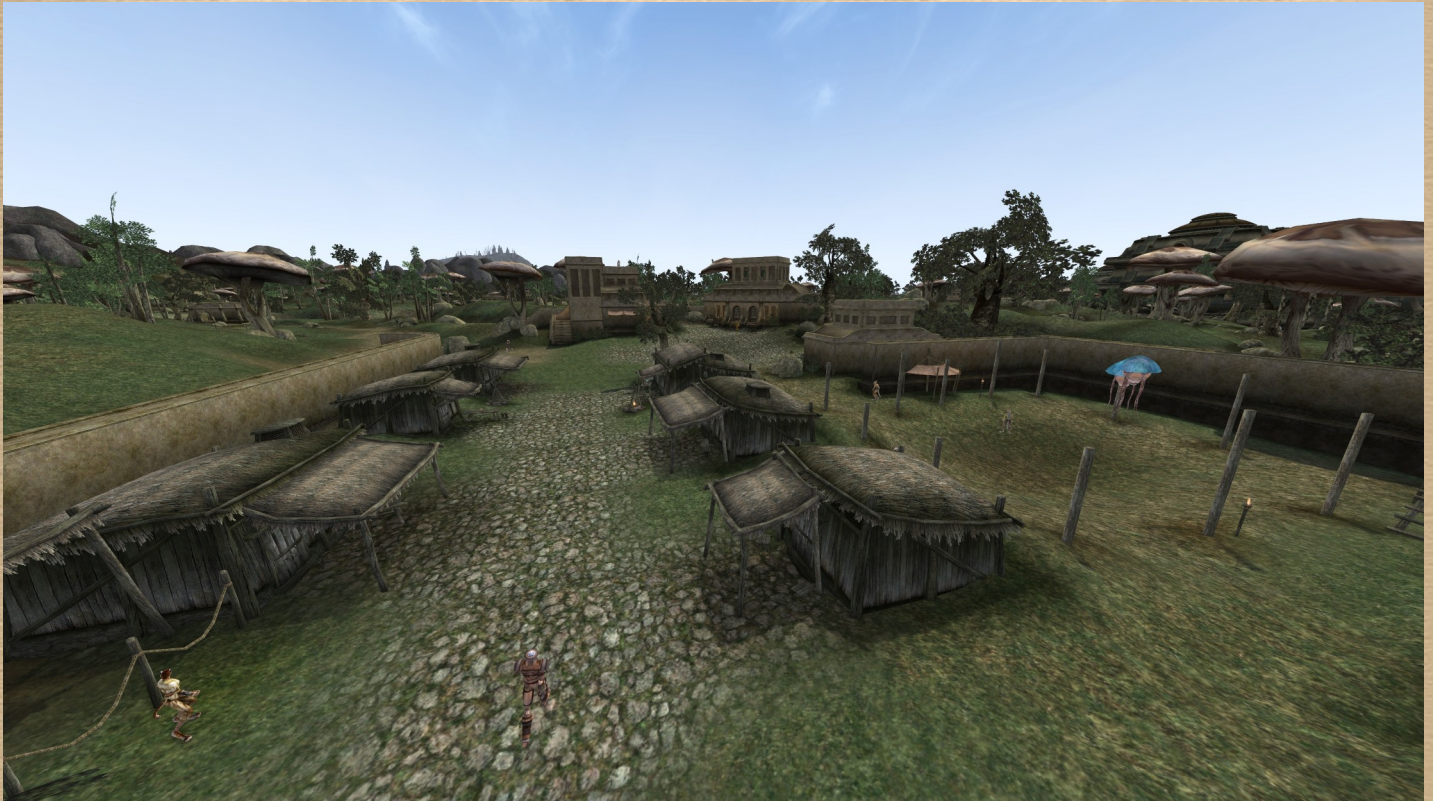
A Morag Tong Assassin, Fourth Era

Organization

Ultimately, the Morag Tong pledges itself to the service of Mephala, Daedric Prince of lies, deception, and murder. In Morrowind, the guild is led by a Grandmaster, who traditionally serves for life until killed in the line of duty. Each guild hall is run by a Master, who has a high level of autonomy with regards to accepting writs and issuing assignments. Individual members, however, cannot accept writs without the approval of the Tong, or else they face punishment.

The Morag Tong fills a vital role in Dunmeri politics by preventing all-out war between the Great Houses. Rather, they follow Mephala's advice to *"kill them with secret murder"* by employing Tong assassins in targeted strikes to accomplish political goals. To facilitate this, the Tong maintain a strict policy of impartiality, accepting any job provided it is proposed in the correct manner and with the proper payment. Because of its official sanction, the guild has the authority to print legal bills known as Honorable Writs of Execution, which excuse a Tong agent of all legal misgiving associated with any Tong related business. As such, Morag Tong executioners are expected to give themselves up immediately following an execution even if the death itself would have remained a mystery, in order to legally absolve themselves and avert any possible long-term ramifications. Tong executioners who fail to do so are considered suspect by their order and may be subject to major internal investigations, as the Tong does not harbor criminals.

The most famous assassins who cannot continue their duty are sent to Vounoura, an island which is not more than a month's voyage by boat from Tel Aruhn.



Dren Plantation

Twin Lamps

The Twin Lamps is not really a "faction" in its own right, but rather a group of individuals united by a common ideal: that slavery is morally wrong and ought to be abolished. While this group is small, they have agents all across Vvardenfell, and some of these individuals are quite powerful and well connected. Abolitionists are not very popular among the xenophobic and tradition-bound Dunmer people. After all, the Dunmer have kept slaves for centuries and generally view the abolition movement as a product of the hated Imperial occupation. There is, nonetheless, a precedent for anti-slavery campaigns among the Dunmer that predates the Imperial invasion.

The leader of the Twin Lamps is, in fact, herself a Dunmer named Ilmeni Dren. She is a high ranking member of House Hlaalu, and is also the daughter of Vedam Dren, the current duke of Vvardenfell. Her uncle, Orvas Dren, is the head of the Camonna Tong, and runs Dren Plantation, which employs the largest number of slaves in Vvardenfell. Ilmeni, despite her station, chooses to live in a commoner's apartment in Vivec's St. Delyn Canton. While Vedam does not entirely approve of his daughter's activities, he does nothing to interfere. He also disapproves of his brother's slavery, murder, and extortion racket under the Camonna Tong, to which he likewise turns a blind eye.

Helping slaves escape from their masters is risky business, and the Twin Lamps is, of necessity, a very secretive organization.

Vampire Clans

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... As an Aundae, you will find your mind even more powerful than vampires of other clans, and your spellcasting unparalleled. We have achieved perfection of the mind and the body. We are sublime."

— Clan Aundae Vampires

The Aundae Clan is one of the three major vampire bloodlines found in Vvardenfell. The clan consists only of Altmer vampires. The Mages of Aundae are blessed with dark powers of the mind; their path through the darkness relies on their mastery of magic. They were led by Dhaunayne Aundae from their headquarters in Ashmelech. The clan also had a presence in the many ancestral tombs around the island. There are hints that the Clan has some affiliation with House Dres, though House Dres denies it vehemently and no proof either way exists.

Around the time of the Second Era, the Aundae Clan was attempting to aggressively reclaim locations said to be important to their vampire heritage, which included the Daedric ruin of Bal Ur which is dedicated to Molag Bal. One of their attacks in Bal Ur led to the massacre of an entire squadron of Buoyant Armigers and the capture of a champion of the Dunmeri organization, Galur Rithari who was later used as a feast before being turned into a vampire who would serve the clan. Another Molag Bal Daedric ruin that they had interest was Ashalmawia, which was controlled by the Worm Cult at the time.

In 3E 427, many members of the clan were killed by Berne Clan and Quarra Clan. Garan Marethi, member of the Volkihar Clan for many centuries circa 4E 201, claims to have links to the Aundae clan from Morrowind, though no one has ever confirmed them.



Dhaunayne Aundae

Berne

"We are the true masters of the night. Only we use our dark powers as they were intended. Sliding through the night, invisible in the shadows, we hunt our prey in secrecy and silence... The Berne vampire travels as the shadows do. Silent, unnoticed. We are more agile than the other clans, and even on crowded streets, we pass unnoticed. Our victims never suspect our presence... until their blood is on our lips."

— Clan Berne Vampires

The Berne Clan is one of the three major vampire bloodlines found in Vvardenfell. Those of the bloodline are very agile and sneaky, gifted with unnatural skill in unarmed combat. They are said to be swift and agile, preferring stealth and ambush, first poisoning with a bite before later returning to feed when the prey has been weakened. In 2E 582, the Berne Clan was present in the ruins of Galom Dacus and Dusharíran. They were led in 3E 427 by Raxle Berne from the Dwemer ruin of Galom Dacus and also had a presence in many of the ancestral tombs around the island.



Raxle Berne

By the time of the Second Era members of the Clan were said to be aggressive, devouring the life-blood of everyone they found in their path, although during the time of the Three Banners War, some of them like Jastia Berne and Dexion Berne had intellectual pursuits and were attempting to gain access to a Dwemer component by using Dwemer control rods taken from Dwemer Animunculi, this ultimately ended up in their deaths as one of the Dwarven spiders they attacked blew up, killing them both, which happened after others had wandered off as they activated them and some others had already attacked them unsuccessfully. The mage Barilzar had divined the presence of a Dwemer Inversion Conduit in Galom Dacus, and sent adventuring parties to find it - at first as a purely intellectual pursuit, then later on as a matter of necessity to counter Conoon Chodala's use of the Sunna'rah against Vivec - as a consequence of which the Berne clan's hiding place was revealed to the world by accident: the first expedition, under Volrina Quarra was unsuccessful, only Quarra escaping alive. The second, under the Vestige, was more successful, and many members of the clan were wiped out in passing. The clan's patriarch, Raxle Berne, was fortunate to be absent, and subsequently rebuilt the clan.

Concurrently, they were also present in the Daedric ruin of Dusharíran and prevented the scouts of the Urshilaku Tribe from retrieving the relics located in the shrine, which caused the Tribe to ask for the help of the Vestige to slay as many vampires as possible and retrieve the relics in the process, although many of the Berne laired underground and could not be reached. The hero had success in their mission, killing the Berne to retrieve the relics, with an Urshilaku claiming that their taint present in the relics would be removed soon.

Centuries later by the year 3E 427, Raxle Berne was slain by a vampire hunter from the Tribunal Temple, and the Quarra Clan and Aundae Clan killed many of the remaining clan members. The Berne themselves also attacked other vampires during this time, such as a movement done by them which targeted the Quarra and resulted in them stealing a powerful potion with the blood of Quarra elders and could have made Raxle Berne stronger if given to him prior to his death. Another one of the Berne' plans resulted in the death of many members of the Quarra and the Aundae in Vvardenfell.

The cattle of the Berne Clan are kept in cellars close to others, with most of them being mad with fear thanks to the situation that they find themselves in, as they are tasted at the whim of the vampires as the cattle ages to provide them sustenance. Some are said to be captured after the Berne enjoy the sport of chasing down a potential prey, with the action being seen as a mercy of sorts.

Quarra



Volrina Quarra

"Above all clans, we stand alone! We have few limitations to our power, so great is our gift. Our dark powers make us the perfect predators. Those who live in the sunlight fear our name.... As a Quarra, you are gifted above all. Your strength and fighting skills are unmatched by any. Throw away your armor and weapons, for so great is our skill, that they are unneeded."

— Clan Quarra Vampires

The Quarra Clan is one of the three major vampire bloodlines found in Vvardenfell and the Telvanni Peninsula. It was founded by the Imperial Volrina Quarra sometime in the mid-Second Era, after she went on a mission to destroy the Berne Clan for killing her brother. The Warriors of the Quarra fear nothing, and with good reason. Of all the Vvardenfell clans, they are the strongest physically. They are not subtle, and would rather slaughter an entire village than choose a few on which to feed. The Quarra were known to prey on outsiders who came by the cemetery near Necrom at

night, until they were eradicated by mercenaries hired by the Temple. By the end of the Third Era, Clan Quarra was still led by Volrina Quarra and from the Dwemer ruin of Druscashti. They also had a presence in the many ancestral tombs around the island.

Some sources claim that Volrina Quarra was slain in 3E 427, as a vial of her blood was wanted by both Mistress Dratha of House Telvanni and the Berne Clan; and that the Hundae Clan then killed many of the remaining members of the clan.



Pack Guar, Pack Rat, and Scrib





Religion

One of the religious reformers who left Summerset in the wake of the Psijic schism was the Prophet Veloth. His cult got its start in the years prior, reaching out to the downtrodden of Summerset and calling for a return to tradition. When the Sapiarchs outlawed his teachings, he eventually led his people from Summerset to modern-day Morrowind in an exodus that would later be known as "The Great Despair". Veloth's Faithful were the Chimer, who would eventually become the Dunmer.



Veloth leading the Chimer

Among his religious edicts was a return to ancestor worship. Veloth did not like how the Altmer had abandoned their ancestors, and wanted a return to the Old Ways, which he believed pure. Like the Psijic Order, Veloth's faithful also believed that Daedra were merely powerful forebears, and he taught his people how to negotiate with them.

Good Daedra

The Three Good Daedra is the Dunmer (and before that, Velothi) term for three of the Daedric Princes: Azura, Boethiah, Mephala. These Princes are worshipped by the Dunmer as their ancestors. They are contrasted with the Bad Daedra, who are believed to test the Dunmer people's resolve and faith.

The Tribunal replaced worship of the Good Daedra among the settled Dunmer following their apotheosis at the Battle of Red Mountain, and the three Good Daedra were thereafter known to the Tribunal Temple as the Anticipations of the three Tribunes. The Ashlander tribes refused to worship the Tribunal and remained true to their worship of the Good Daedra. House Indoril still honored the Good Daedra. Following the deaths of the Tribunes and the rise of the New Temple, worship of the Good Daedra was restored and they became known as the Reclamations. They are now also called the True Tribunal or House of Reclamations, having reclaimed their place in the hearts of the Dunmer people from the "false Tribunal" that used their status to shield the True Tribunal from the public's minds. The name "Anticipations" is no longer used for them, as they have reclaimed their identity and no longer represent the patronage of the false Tribunal. Not all settled Dunmer turned away from Tribunal worship, although those few hidden sects who continued to worship the Tribunes as gods were persecuted by the New Temple for their heretical beliefs.

Azura

Azura, the Queen of Dawn and Dusk, also known as Azura of the Crimson Gate, the Mother Soul, Moonshadow, Mother of the Rose, Queen of the Night Sky, and the Rim of all Holes, the Cosmic Severer, and called Azurah by the Khajiit, is a Daedric Prince whose sphere is dawn and dusk, the magic in-between realms of twilight as well as mystery and magic, fate and prophecy, and vanity and egotism. Azura is one of the few Daedra who maintains the appearance of being "good" by mortal standards, and reportedly feels more concern for the well-being of her mortal subjects than other Daedric Princes. It is said she wants their love above all else, and for her worshippers to love themselves; it pains her when they do not. This attitude leads to an extremely



A Shrine to Azura

devoted following. She is also one of the few Princes who constantly maintains a female image and is perceived accordingly. In Khajiiti creation myths, Azurah is credited with introducing moon sugar to Khajiit, and this belief is also told within tales aimed at Khajiiti children.

The *Five Songs of King Wulfharth* claims that Alandro Sul is the immortal son of Azura. While Azura is considered one of the "good" Daedra by the Dunmer of Morrowind, elsewhere she has been known to be allied with Molag Bal, who is known to the Dunmer as one of the Four Corners of the House of Troubles. The people of the Illiac Bay region believe that Azura bewitches some of her followers to become her "lovers" and "virtual slaves". Her followers acknowledge that she is "cruel but wise".

The Dunmer of Morrowind believe that Azura is their god-ancestor, who taught the Chimer how to be different from the Altmer (though some of her teachings are occasionally attributed to Boethiah). These tales often portray her as more of a communal progenitor or "cosmic force" for the Chimer rather than an ancestor or a god. They refer to her as The Twilight, Lady of Twilight, Goddess of Twilight, Goddess of Dusk and Dawn (or Dawn and Dusk), and Mother of Roses.

After the apotheosis of the Almsivi in the First Era, Azura was recognized as one of three "Good Daedra" who swore allegiance to the new gods. The Temple dubbed these three the Anticipations, as they were "the early ancestral anticipations of the loving patronage of the Tribunal". Azura became the Anticipation of Sotha Sil, female to his male. However, Azura and the other Good Daedra (Boethiah and Mephala) continued to be venerated by the nomadic Ashlanders.

Azura sees into the Twilight of the future and guides her followers through it. Those who were faithful to Azura were given a vision that led them away from the island of Vvardenfell before calamity struck, which was soon set in motion after 4E 5, the Red Year. A massive eruption of Red Mountain wiped out much of Vvardenfell and devastated the mainland as well. This, combined with the apparent disappearance of the three Tribunes at the end of the Third Era caused a schism in the Temple, which ultimately resulted in the (former) Dissident Priests seizing control. The "New Temple" that arose from this declared worship of the Tribunes a "result of misguided teaching". It also declared the triad of Azura, Boethiah, and Mephala to be the "true way". Thus, having reclaimed their status, they are now worshipped in Morrowind as the Reclamations.

Boethiah

Boethiah (sometimes spelled Boethia), known as the Prince of Plots, the Dark Warrior, Deceiver of Nations, Queen of Shadows, Goddess of Destruction, Hunger, and Fount of Inspiration, he-Who-Destroys and She-Who-Erases, and called Boethra by the Khajiit, is a Daedric Prince who rules over deceit, conspiracy, secret plots of murder, assassination, treason, and unlawful overthrow of authority. This sphere is destructive in nature, and Boethiah's destructiveness comes from inspiring the arms of mortal warriors. The Dark Warrior has been described as "cold" and "impersonal", "cruel", and one of the more "demonic" of the Daedra lords. Worshipers are known to hold bloody competitions in Boethiah's honor, battling even killing each other, for Boethiah is said to care only for their blood. The Prince's prized servants are a race of Daedra known as the Hunger, foul creatures that are eternally bone thin.



A Shrine to Boethiah

Boethiah sees battle as a blessing, and is frequently depicted as a great caped warrior, often in a stoic pose. While sometimes described as male, Boethiah is also commonly referred to as female, sometimes within the same text. Notably, Boethiah is usually depicted as male in Morrowind, but is also known for taking the form of a Dunmer "warrior-queen".

Boethiah often manifests using tricky, unpredictable avatars, which can appear as a male or female of any race. These avatars become involved with important or momentous events, working behind the scenes to achieve an outcome that serves Boethiah's will. They will often challenge mortals, seeking to test the mettle of heroes and commoners alike. After a trial ends, the avatar is likely to vanish, leading to strange and mysterious stories and legends among the participants.

Despite the dark undertones of Boethiah's sphere and influence on Tamriel, the Prince was considered in Morrowind to be one of the three "Good Daedra" and the Anticipation of Almalexia by the old Tribunal Temple, and one of the Reclamations by the New Temple. The Prince of Plots has a scion, the demiprince Fa-Nuit-hen. In the *Five Songs of King Wulfharth*, Lorkhan states that Nerevar is the son of Boethiah, one of the strongest Padomaics, but it is unclear how literal the statement was. Boethiah is said to be an ally of the Temple of Stendarr but an enemy of enemy of Ebonarm, Molag Bal, and Peryite. Notably, Molag Bal, as one Corner of the House of Troubles, is considered Boethiah's "arch-enemy" in Morrowind. Boethiah can be summoned on Gauntlet, the 2nd of Sun's Dusk.

Known as the God-King of the Chimer, Boethiah was championed by the Prophet Veloth, and is considered by the Dark Elves to be their original god-ancestor. It was Boethiah (along with Mephala) who told them the truth of Lorkhan's test, and who defeated Auri-El's champion, Trínimac. These and other "illuminations" convinced the eventual Chimer, or Changed Folk, to renounce their ties to the Aldmer and found the nation of Resdayn based on Daedric principles. Numerous Dark Elven cultural "advances" are attributed to Boethiah, including philosophy, magic, and "responsible" architecture. Ancient Velothi tales, allegories of Chimeri struggles, tell of Boethiah triumphing over enemies of every type.

During the time of the Almsivi, Boethiah was recognized by the Tribunal Temple as the Anticipation of Almalexia, but male to her female. With the advent of the New Temple following the disappearance of the Tribunal, worship of Boethiah was once again elevated to its old status among the Dunmer. The Prince is now revered, alongside Azura and Mephala, as one of the Reclamations.

Mephala

Mephala is a Daedric Prince whose sphere is obscured to mortals. She is associated with murder, lies, deception, sex and secrets, and is always weaving a web of intrigue and terror. Mephala is also known as the Webspinner, Plot-Weaver, Androgyne, the Spinner, the Spider, the Teacher of the Secret Arts, the Queen of the Eight Shadows of Murder, The Silver Spider, the Spider God, the Dark One, the Whispering Lady, the Lady of Whispers, and the Queen of Oblivion. She is also referred to as the princess of secrets and she who weaves the sordid web of human affairs. Long, thin silver hair is a trait associated with Mephala's champions.

Mephala interferes in the affairs of mortals for her own amusement, and does nothing without purpose. Mephala thinks of the affairs of mortals as a weave; pull but one thread and the whole thing unravels. To her, the "web" of the Aurbis is an interconnected system of action and consequence, and she spins new threads to influence outcomes. In an essay analyzing the Daedric Prince, Divayth Fyr posits that Mephala does not see mortals as mere playthings, unlike some of her fellow Princes.

The Webspinner deals in secrets and hidden lore. She and her worshippers value secrets and mysteries above all else. Those who stumble upon one of Mephala's shrines or a place where an artifact of hers is hidden may find Mephala whispering forbidden secrets in their ears. Hermaeus Mora, the "Demon of Knowledge", is sometimes referred to as Mephala's sibling. Hermaeus Mora collects knowledge of all sorts, but Mephala cares only about knowledge that is



A Shrine to Mephala

obscure and undisclosed. Not only is she secretive, Mephala also cares very little for the safety and well-being of mortals. The Spider takes great pleasure in strife. A ruined marriage, two peaceful factions erupting into bloody warfare over falsified evidence of treachery... she finds all of these amusing.

Mephala is purportedly one of the "strongest of the recognizable spirits" that emerged soon after Akatosh formed and time began. Mephala's enemies include Ebonarm and Peryite. She was allied with Malacath at one point prior to the Warp in the West. The ancient Khajiit considered her an ally to Azurah, Boethra, and Lorkhaj. They also believed that she was Boethra's lover. Her summoning day coincides with the Witches Festival, which falls on the 13th of Frostfall.

In Morrowind, Mephala is the ancestor spirit that taught the Chimer the skills they would need to evade their enemies or to kill them with secret murder. Enemies were numerous in those days as the Chimer were a small faction. Mephala, along with Boethiah, organized the clan systems that eventually became the basis for the Great Houses. Chimer shrines to Mephala were referred to as "Mephala's Nests".

Some versions of the tale of Trínímac's fall claim that Mephala was an integral part of his transformation. In one such iteration of the story, Trínímac battles Boethiah for turning the Velothi against their Aedric ancestors, and is stabbed in the back by Mephala just as he is about to deal a major blow. Trínímac was too wounded to fight further, allowing Boethiah to disfigure him and cast the disgraced god into Oblivion. Trínímac tore the shame of failure from his chest, which created Mauloch.



A Shrine to Mephala

Mephala is one of the "Good Daedra" of the Tribunal faith. She is known as Black Hands Mephala and the Anticipation of Vivec. The book *The Anticipations* describes her as manifold and androgynous. Vivec was touted by the Tribunal Temple as a transcendent evolution of Mephala. The darker themes connecting Vivec to Mephala are not recorded in popular liturgy, but they were understood and accepted by adherents of the faith as important to Vivec's divine identity. It was understood that Vivec had an unnatural attraction to lustful thoughts and murderous intentions. Vivec was compassionate and protective of his people, who hailed him as their benevolent guardian. Undercurrents of violence, lust and conspiracy were present in the Dunmer's perception of him nonetheless.

Vivec's religious profile is awash in duality, as is befitting his relation to Mephala. One cultural relic that reflects this is the persistent myth that Vivec conspired with Sotha Sil and Almalexia to murder Lord Nerevar. The notion was born from Ashlander oral tradition and was contradicted by the Tribunal Temple's teachings. True or not, the tale was firmly established in Dunmer society. This myth presents a darker facet of Vivec's persona for his followers to ponder, one that is tied to his association with Mephala, who embodies conspiracy, secrets and murder.

House of Troubles

The House of Troubles (also known as the Bad Daedra, the Four Corners of the House of Troubles, and the Testing Gods) is the Dunmer (and before that, Velothi) term for four of the Daedra Lords: Mehrunes Dagon, Sheogorath, Malacath and Molag Bal. These Princes are the Bad Daedra as introduced to the Chimer by the teachings of Saint Veloth. They are seen as rebels against the Tribunal whose purpose test the resolve and faith of mortals. Ancient, alien temples dedicated to their worship can be found across Morrowind.

The Four Corners are known as enemy gods to the Dunmer. Molag Bal is a primary source of obstacles for the Dunmer people and their Chimer predecessors. He attempts to upset the Houses' bloodlines or ruin Dunmeri "purity". In the days of old Resdayn, Molag Bal was not worshipped so much as he was placated. Malacath tests the Dunmer for strength, Sheogorath tests for mental weakness and tempts Great Houses to treachery, while Mehrunes Dagon represents the dangerous terrain of Morrowind.

Baar Dau, the celestial rock that existed above Vivec City, is believed to have been sent by Sheogorath of the House of Troubles after he grew bored and wanted to see what happens if he sent the gigantic rock to some area of Nirn, not targeting anywhere in specific. Vivec acted to stop the rock from hitting the city, keeping it up as long as the Dunmer worshipped and loved him. The rock would later collapse anyway, causing the events of the Red Year and the effective end of the major worship of Almalexia, Vivec and Sotha Sil as gods.



The Shrine to Stop the Moon

Circa 1E 416, a champion of Azura named Indoril Nerevar united the Chimer people in the First Council. A follower of the Old Ways, Nerevar swore to honor the spirits the land, and his Great Ring of the Ancestors (also known as the Moon-and-Star) was blessed by Azura to serve as proof of his oath and identity. Nerevar died during the Battle of Red Mountain around 1E 700. Soon after, three of his generals achieved apotheosis, and Azura cursed them and their followers to become the Dunmer.

The exact circumstances of Nerevar's death, as well as the Tribunal's involvement, remained disputed for millennia. Regardless, Nerevar himself became recognized as an important ancestor spirit and religious figure by all sides of the schism.

Malacath



A Shrine of Malacath

Malacath, the God of Curses, Daedric Prince of the Bloody Oath, Lord of Ash and Bone, Lord of Monsters, Oathbreaker, Creator of Curses,^{:293} he Who Speaks Sideways, the Furious One, the Keeper of the Bloody Curse, and the Defender of the Betrayed, also known as Mauloch (or Malauch) to the Orcs, Orkey in Nordic tradition, Orkha to the Khajiit, Malooc to the Redguards, Malak to the Dunmer, and Muluk the Blue God of the Goblins, a Daedric Prince whose sphere is "the patronage of the spurned and ostracized, the keeper of the Sworn Oath, and the Bloody Curse", as well as conflict, battle, broken promises, and anguish. Malacath has been described as a "weak but vengeful" Daedra by some, and he fittingly (given his sphere) is allegedly not recognized as a Daedra Lord by his peers; however, Azura considers him among the most powerful princes, as he was one of the eight to sign the Coldharbour Compact. The Prince rules over a realm of Oblivion known as the Ashpit, and he counts the oversized but dull-witted Ogrim as his servants.

Malacath was created when Boethiah ate the Altmeri ancestor spirit, Trínímac, although Malacath himself says that this tale is far too "literal minded". Additionally, Trínímac's most devout Elven followers were transformed into the Orsimer ("Pariah Folk" in Aldmeris), or Orcs. However, some Orcs cling to the belief that Trínímac still exists and Malacath is a separate entity.

Malacath is considered the first of the Four Corners of the House of Troubles in Morrowind, though other sources say he is an ally of Mephala, and an enemy of Ebonarm. His summoning day is the 8th of Frost Fall. Troll fat is a consistent element in rituals intended to summon Malacath.

In Morrowind, Malacath is occasionally called Malak, the God-king of the Orcs. With the advent of the Tribunal around 1E 700, four Daedric Princes (Malacath, Molag Bal, Mehrunes Dagon, and Sheogorath) refused to swear loyalty and their worshippers were banished. These "Rebel Daedra" became the Four Corners of the House of Troubles. In this capacity, Malacath is said to test the Dunmer for physical weakness. Malacath has a large statue located in the hills

of Sheogorad, directly west of Dagon Fel and Mzuleft. Since Malacath is the first corner of the House of Troubles, the shrine is the first stop on the Pilgrimage of the Four Corners. Diviners of the Tribunal Temple would donate four daedric hearts and recite Vivec's poem, the Four Corners of the House of Troubles.

Mehrunes Dagon

Mehrunes Dagon (formally, the Exalted and Most Puissant Lord, Gerent of Dagon, Mehrunes), also called the Black Daedra Lord, Prince of Ambition, Prince of Disaster and Destruction, Master of Razors, Sovereign of Destruction, the Flame Tyrant, the Father of Cataclysm,, the Flame-Father, the Mer-Pride's End, and known to the Khajiit as Merrunz. He is the Daedric Prince of Darkness and Destruction, whose sphere encompasses destruction, change, revolution, energy, and ambition. The Lord of Fire and Flood is associated with natural dangers like fires or earthquakes. Flash floods, thunderstorms, and other natural disasters have been linked to communions between him and his cultists. The Prince is also said to be the author of the *Mysterium Xarxes*. Mehrunes Dagon has an insatiable hunger for destruction.



A Shrine of Mehrunes Dagon

Xivilai Moath and Faydra Shardaí are Dagon's adoptive children. There is a belief that Mehrunes Dagon is allied with Hircine, though Lyranth the Foolkiller claims that if such an arrangement exists, it would be obscure outside their own circle. Enemies of the Prince of Destruction include Ebonarm, Akatosh, and Molag Bal, with whom Dagon shares a bitter rivalry; the two have been known to meddle in each other's schemes when the opportunity arises. It is also rumored that the Prince hates Nocturnal. Dagon's protonymic is Lehkelogah and his neonymic is Djehkeleho-dehbe-effchezepeh. The Prince's summoning day coincides with the Warriors Festival, the 20th of Sun's Dusk.

In Morrowind, Mehrunes Dagon is the God of Destruction the horror, the Destroyer-God, and the King of Blood (contrasting his title of the Hope of Blood). It is said that when the prophet Veloth led the Chimer to Resdayn (now Morrowind), they were joined by a number of Daedric ancestral spirits, among them Mehrunes Dagon. At first, these Daedra Lords were worshipped as gods. However, when the Tribunal came to power in the early First Era, Daedra were venerated as lesser spirits, subservient to the Almsivi.

Not content with this power shift, Malacath, Molag Bal, Sheogorath, and Dagon rebelled against the new Temple, which caused strife among the Great Houses. These Rebel Daedra, or Bad Daedra, became the Four Corners of the House of Troubles, who tempt the Dunmer away from the orthodoxy. Nevertheless, the Dunmer consider these four to be holy in that they serve as Testing Gods who must be appeased. Dagon represents Morrowind's near-inhospitable terrain, and also tests the Dunmeri will to live and prosper.

According to legend, Mehrunes Dagon once threatened to heave a large rock at the Dunmer of Maar Gan. Vivec outwitted the Prince, taunting Dagon and making himself the rock's target. The rock itself was enshrined there, becoming known as the "Magic Rock of Maar Gan", and it became a pilgrimage site. Pilgrims would have to re-create the situation during a pilgrimage. A Dremora named Anhaedra was bound by Vivec to fill Dagon's role, and would have to endure taunts from pilgrims and try to harm them while they were protected by a powerful blessing.

Another legend involves a duel between Vivec and the Prince of Destruction, the latter of whom was unarmed. Rather than dishonoring himself by fighting an unarmed opponent, Vivec offered Dagon his own silver longsword. The Prince's Dremora were impressed by this honorable act of chivalry. The Temple claims that although they are enemies, the

Dremora share a bond of respect and courtesy with the followers of the Tribunal. As part of the Pilgrimages of the Seven Graces, pilgrims seeking to join the Tribunal Temple must visit the Shrine of Courtesy in Vivec City's Puzzle Canal. A Dremora named Krazzt was bound here. Filling the role of Vivec, the pilgrim must be courteous and offer a silver longsword to Krazzt, who represents Mehrunes Dagon.

Molag Bal

Molag Bal (Stone-Fire, or literally "Fire Stone" in the Ehnofex language) is the Daedric Prince whose sphere is the domination and enslavement of mortals. His ultimate desire is to harvest the souls of all mortals, bringing them within his sway by spreading seeds of strife and discord in the mortal realms. To this end, he obsessively collects soul gems, and has even dragged pieces of Nirn into his realm to satisfy his insatiable desire for conquest. The more souls he collects, the more he wants.

Molag Bal values patience and cunning. He often deceives those he deals with, and has no trouble waiting exceedingly long periods of time for his plans to come to fruition. He also takes great pleasure in the suffering of mortals, and often has them tortured for his amusement. Those who fall into his clutches are forced to labor ceaselessly for his benefit. The Prince has a penchant for necromancy, often employing the use of the risen dead and forcing his followers to serve beyond the grave. He is capable of preserving live mortals far beyond their normal lifespan to prolong their suffering.



A Shrine of Molag Bal

Molag Bal is acknowledged as the father of several children, though it is unclear what those relationships mean to him. He has a son, Ozzozachar, who is a Daedric Titan. He also has a daughter named Molag Grunda, a Winged Twilight who took the lowly Frost Atronach Nomeg Gwai as her consort. Molag Bal did not approve of the relationship and had them both banished to Oblivion so he could punish them for eternity. A persistent legend about Haymon Camoran claims he is the progeny of Molag Bal and a Breton woman.⁸

Molag Bal's enemies are Ebonarm, Boethiah, Meridia, Lamac Bal and Arkay. He was at one point allied with Azura. His summoning day is during Chil'a, on the 20th of Evening Star. He appears before his cultists in the guise of a mortal when invoked on other dates.

It is rumored among the kyn who serve him that his second-favorite type of weapon after the mace is the axe, as it is the tool of the headsman. However, nobody is brave enough to ask him about it. He purportedly has terrible hygiene and smells of rotting flesh.

Molag Bal is a Daedric power of much importance in Morrowind, where he is always the archenemy of Boethiah, the Prince of Plots. He is seen as a primary obstacle to the Dunmer people (and their Chimer predecessors). In the legends, Molag Bal always tries to upset the bloodlines of houses or otherwise ruin Dunmeri "purity". He is said to be the parent (along with Vivec) of a population of mutant degenerates that terrorized the Molag Amur region of Vvardenfell. He is known to the Dunmer as the third corner of the House of Troubles, and one of the Bad Daedra. Dunmeri myths cite Bal Ur as the "birthplace of Molag Bal", where the Doom Drum tricked him into becoming mortal. Bal Ur is a place of great importance for Vvardenfell's vampire clans, particularly the Aundae, who believe the ruin is important to their vampire heritage. In the days of old Resdayn, Molag Bal was not worshipped so much as he was placated.

Molag Bal purportedly has connections to the dreugh. According to legend, the dreugh used to be far more intelligent and civilized than they are today. The dreugh were said to worship a creature known as the Ruddy Man. Not much is known about this entity, but it is believed to be a manifestation of Molag Bal. Dunmeri folklore alleges that Molag Bal was the chieftain of the dreugh in a time when they ruled the world. During that time, Molag Bal took on a form

that was spiny, armored, and built for life beneath the waves. The Ruddy Man from the teachings of the Tribunal Temple is said to resemble this iteration of Molag Bal, and was supposedly a product of Vivec and Molag Bal's union.

Sheogorath



A Shrine to Sheogorath

Sheogorath is the Daedric Prince of Madness, Fourth Corner of the House of Troubles, the Skooma Cat, Lord of the Never-There, Raver, Comforter of Men, and Sovereign of Shivering Isles. His motives are said to be unknowable. He is sometimes referred to as the Mad Star, the Mad Lord, the Mad One, the Mad God, and Uncle Sheo among other things. His realm, best known as the Shivering Isles, has also been called the Madhouse. It's believed that those who go there lose their sanity forever. Of course, only the Mad God himself may decide who has the privilege to enter. The Golden Saints, or Aureals, and Dark Seducers, or Mazken, are his servants. The Mad God typically manifests on Nirn as a seemingly harmless, well-dressed man often carrying a cane, a guise so prevalent it has actually been coined "Gentleman With a Cane". "Fearful obeisance" of Sheogorath is widespread in Tamriel, and he plays an important part in Dunmeri religious practice.

Sheogorath is believed to have accompanied the Chimer on their exodus to Morrowind. However, when the Tribunal Temple took power in Morrowind, Sheogorath, as well as Mehrunes Dagon, Malacath, and Molag Bal, became known as one of the "Four Corners of the House of Troubles". It is written that when he rebelled against the Tribunal, the worship of Sheogorath became punishable by death. Sheogorath rebelled by tricking the moon Baar Dau, inspiring it to hurl itself at the city of Vivec, and justified his actions by claiming Vivec was built in mockery of the heavens. Vivec is then said to have frozen Baar Dau in its descent with one gesture; the moon then swore itself to the Tribunal's service forever. Nonetheless, Vivec apparently made an agreement with Sheogorath to protect his people from madness, an agreement the Dunmer must occasionally renew by performing the Pilgrimages of the Four Corners. Sheogorath's shrines were abandoned, but many have remained standing into modern times. Legends say Daedra Lords such as Sheogorath built the great shrines themselves because mortals could not build anything grand enough to suit them. After the Nerevarine destroyed the heart of Lorkhan and Vivec disappeared, Baar Dau eventually resumed its descent, destroying Vivec City, fulfilling its original goal, and instigating the disasters of the Red Year.

Dunmer believe Sheogorath tests them for psychological weakness. In many legends, he is called upon by one Dunmer faction against another, though whether he betrays or helps those who call him proves unpredictable. They often associate him with the fear other races have of them, especially those who might prove useful allies. Though nascent for thousands of years in Morrowind, Sheogorath worship began picking up again following the Armistice with the Empire, and his shrines began receiving more visitors as more and more Dunmer fell into "dark worship".

The Tribunal Temple

In 1E 700, With the advent of the Tribunal and the birth of the Dunmer, the people's relationship with ancestor worship was transformed. The divinity of ancestor spirits was de-emphasized, and Daedra were placed into a subservient role to the Tribunal. The good Daedra Boethiah, Mephala, and Azura were recast as the "anticipations" of Vivec, Almalexia, and Sotha Sil, respectively. Some of the more important ancestor spirits, including Veloth and Nerevar, were made into saints instead.





Dunmer believe that their spirits persist after death and are bound to their families. Marriage does tie one to their new family, but less strongly than blood; a spirit's blood family will always be able to access them. Family spirits sometimes manifest physically to grant boons or advice, but most hate doing so. They generally cannot interact with objects physically, but some retain their magical expertise. When they manifest, they experience a painful phenomenon known as the Mortal Chill. The Mortal Chill often drives such spirits insane, and these "Mad Spirits" are purposefully employed as servants and guards by the Temple.

In return for these boons, families are oath-bound to pay respect to their ancestors. To that end, in the times prior to the Blight, each family kept a family shrine—little more than a hearth for poorer families—where family relics are venerated. This shrine is known as The Waiting Door, representing the door to Oblivion. However, their ancestors' actual remains were ideally sent to a mausoleum known as a City of the Dead, the most famous being at Necrom. Sometimes, pieces of an ancestors' remains were used to construct a family

ghostfence—a magic wall that draws spiritual energy to itself to barricade family holdings.

Dunmer have historically drawn a strong distinction between Necromancy and the "Spirit Magic" employed by the Tribunal Temple. Though both involve summoning and manipulating the undead, Spirit Magic is generally viewed as sacred, whereas Necromancy is impure. Even then, there are exceptions. Prior to entering the Empire, Telvanni Necromancy was considered perfectly acceptable, as long as their targets were animals or non-Dunmer. The Dunmer cultural view of necromancy was seen as hypocritical by many outside the Temple, and also served to elevate tensions with the Third Empire, where necromancy was legal. Bonewalkers are a type of undead created through sacred ritual that is not considered to be necromancy in Morrowind.

By 3E 427, with the return of Dagoth Ur and the coming of the Blight, Dunmer ancestor worship was forced to change yet again. By order of the Tribunal, the vast majority of all ancestors' remains were redirected to the great Ghostfence surrounding Red Mountain. The Temple began to decry

previous traditions as selfish, and family shrines fell into disuse as no new people were allowed to be buried in them. Instead, local temples were permitted small amounts of each person's remains, and their families were encouraged to worship there instead.



After the defeat of Dagoth Ur, the Ghostfence's barrier was no longer necessary, and was deactivated. This signaled an end to the need for new remains, and the Ghostgate itself became a monument to the dead. However, the impact on ancestor worship and family tombs is uncertain, as the disappearance of the Tribunal may have led to the rise of other factions such as the Imperial Cult.

Almalexia

Almalexia, also known as Almalexia the Lover, Almalexia the Warden, and Ayem, was one of the three God-Kings who constituted the Tribunal, or Almsivi, along with Vivec and Sotha Sil. She was very popular among the Dunmer, who called her "healing Mother", "Lady of Mercy", and "Mother Morrowind". They knew her as the source of compassion, sympathy, and forgiveness, as well as the protector of the poor and weak, and the patron



The Ghostgate Deactivated

of teachers and healers. She resided in the temple city of Mournhold within the city of Almalexia, the capital of Morrowind, and was closely associated with House Indoril. She was also the most personable of the Tribunal, and was well-known for walking among her people. As a mortal, she was the wife of Lord Indoril Nerevar, First Councilor of Resdayn. As a living god, she became the consort of Vivec, who associated her with the stars.

Originally the counselors to Nerevar, the Tribunal came to power among the Dunmer following her husband's death at the Battle of Red Mountain circa 1E 700. Before his death, they swore oaths to Nerevar upon Azura that they would never use the Tools of Kagrenac on the Heart of Lorkhan in order to steal its divine essence for themselves. A few years later, Almalexia and her fellow Tribunes broke that oath to become living gods. This led to the transformation of the Chimer into the Dunmer, and the Tribunal became their immortal protectors, leaders, and gods. The truth of how they gained their divinity was covered up; according to the Heirographa, the orthodox public teachings of the Tribunal Temple, their divinity was a more spontaneous result of their supernatural virtue, discipline, wisdom, and insight. The power of Almalexia and the other Tribunes declined during their struggle with Dagoth Ur throughout the Third Era, and Almalexia eventually lost her mind along with her power. During the time of the Nerevarine Prophecies in 3E 427, she killed Sotha Sil and then died in a failed attempt to kill the Nerevarine.

Sotha Sil

Sotha Sil, or Seht, wizard-mystic god of the Dunmer and "si" in the Almsivi, was the most enigmatic member of the divine Tribunal. He was known as the Mainspring Ever-Wound, the Father of Mysteries, Magus, the Magician, the Teacher, the Sorcerer, the Tinkerer, the Clockwork God, the Light of Knowledge, the Inspiration of Craft and Sorcery, the God of the World Mechanism, the Clockwork King of the Three in One, 36 Lessons of Vivec, Sermon 1 Vivec patron of artificers and wizards, and the architect of time and a binder of Oblivion.

The Clockwork City is believed to have been constructed some time after the rise of the Tribunal at the Battle of Red Mountain, when Sotha Sil harnessed divine power from the Heart of Lorkhan with the use of Kagrenac's Tools in the First Era. Sotha Sil created the Clockwork City for various reasons, all of which were to serve a noble goal. He saw the Aedra's creation of Nirn as flawed, and in order to perfect it, he built the Clockwork City to ensure the redemption of Tamriel, unify competing forces, and destroy the Daedra. During the genesis of the city, Sotha Sil's vision of a self-contained world made of brass and machinery was very ambitious, and he developed highly advanced methods to see it through. He created the Celestiodrome, which surrounds the entire realm in the form of a glass globe which is perceived by the realm's inhabitants as its sky. The Celestiodrome is capable of mimicking both a day and night cycle, and the rotating girders installed on it allows for proper topography to be formed within the Realm. In an effort to make the Clockwork City habitable, Sotha Sil sought to achieve the proper humidity needed for a breathable atmosphere for his realm. He created the Halls of Regulation, which maintained the city's water cycle, breathable air, humidity, temperature, wind currents, as well as creating drinkable water.

In time, Sotha Sil became detached from the real world. He gradually lost touch with the affairs of the Dunmer, the rest of the Tribunal, and eventually all of Tamriel. His obsession with perfecting his Clockwork City, and the fact that its functions are very dependent on his presence, was one of the contributing factors that would ultimately cause him to become distant, reclusive, and would lead his participation with mortal affairs to dwindle. His last known participation of mortal affairs was in 3E 417, when after centuries of becoming weaker and more desperate, Sotha Sil and Almalexia lost two of Kagrenac's Tools, Keening and Sunder, to Dagoth Ur's forces. Vivec rescued them, but they could not recover the stolen Tools and had to flee Red Mountain.



In 3E 427, the goddess Almalexia, having been driven mad by her loss of immortality, manipulated the Nerevarine to retrieve Barilzar's Mazed Band, which she used to travel to the Clockwork City to murder Sotha Sil in cold blood. When Almalexia came face to face with Sotha Sil, he said not one word, making her think that even in death, Sotha Sil mocked her with silence. In reality, he was likely in another state of mind and was unable to respond, a result of being plugged into the control center within the Dome of Sotha Sil. In his final moments, he attempted to use his control center to seal the Chamber of Lorkhan to prevent the heart from falling into the wrong hands and to ensure the City would live on after his death. He was successful in sealing the Chamber and his machines began finishing the construction of the Mechanical Heart within it.



The Demise of Sotha Sil

Vivec



Vivec (also spelled Vivek), or Vehk, Warrior-Poet deity of the Dunmer and "vi" in the Almsivi, was the Guardian God-King of the holy land of Vvardenfell, and ever-vigilant protector from the dark gods of the Red Mountain, the gate to hell. He is also called the Master of Morrowind. Though some aspects of his past are blurred by time, and questions surround some of his more controversial choices, Vivec has always represented the spirit and duality of the Dunmer people, which is reflected in his half-Dunmer, half-Chimer appearance. For hundreds if not thousands of years, he mostly resided at the pinnacle of his Palace in Vivec, his capital, which was visited by hundreds of pilgrims and tourists daily. He wrote the 36 Lessons, a series of cryptic texts widely open to an incredible amount of speculation and conjecture, primarily to act as a guide for the prophesied Nerevarine. He wielded a powerful and mysterious spear of legend called Muatru. He guided and protected the Dunmer until his loss of divinity and subsequent disappearance

near the end of the Third Era, a sacrifice he not only accepted, but helped to bring about. Following his disappearance and the collapse of the Tribunal Temple, he was renamed Saint Vivec by the New Temple and declared a member of the False Tribunal.

Vivec was the last of the Tribunal to stand against the Sharmat (as he sometimes referred to Dagoth Ur). He took the burden of substantially maintaining the Ghostfence on himself after 3E 417, when Sotha Sil and Almalexia lost two of Kagrenac's Tools to Dagoth Ur's forces. They were even captured, though Vivec heroically rescued them. Even so, he could not recover the Tools, and the impact of the loss on their campaign, and perhaps the humiliation of losing them, caused Vivec's companions to apparently lose hope: Vivec was alone, facing an enemy he knew he could merely stall and never defeat. In these dark days, with no hope of winning, Vivec set his sights on a slightly different goal: not losing.

The return of Azura's Champion heralded the end of Vivec's divinity: when the Nerevarine destroyed the enchantments on the heart of Lorkhan in the Red Mountain, it disappeared, and all those who had stolen power from the heart lost their divine spark. The Nerevarine, finally able to put an end to Dagoth Ur, promptly did so. Vivec's fellow Tribunes also fell. Almalexia went mad and murdered Sotha Sil, then used his creations to attack her own people. The Nerevarine killed her after she laid an ambush in Sotha Sil's Clockwork City.

To the world at large, each Tribune was considered dead or disappeared, including Vivec. Baar Dau, unsupported by his magic, finally fell in 4E 5, destroying the city of Vivec and triggering a chain reaction of natural disasters,

notably the eruption of the Red Mountain. The relief effort brought the Dunmer together as a people, but it also weakened them, and it wasn't long before the Argonian Invasion of mainland Morrowind forced much of the surviving Dunmer population to flee to Skyrim, the small island of Solstheim, and dozens of settlements elsewhere. And so, Vivec orchestrated an end to the worship of himself: the general devastation the fall of Baar Dau brought to the Dunmer created a wave of disillusionment, and it was the death-knell for the worship of the Tribunal.

"Without the power of the Heart, our divine powers diminish. Our days as gods are numbered. I have told my priests that I shall withdraw from the world, and that the Temple should be prepared for a change. We may be honored no longer as gods, but as saints and heroes, and the Temple will return to the faith of our forefathers -- the worship of our ancestors and the three good daedra, Azura, Mephala, and Boethiah. The missions and traditions of the Temple must continue... but without its Living Gods."

— Vivec

No one really knows Vivec's fate, though some have gone so far as to claim that he was "taken" by the Daedra during the Oblivion Crisis, and others that he was killed by the Nerevarine. He expected that the Tribunal would no longer be honored as gods by the Dunmer, but as saints and heroes, and that the Temple would return to the original Dunmer faith: the worship of their ancestors and the three good daedra, Azura, Mephala and Boethiah. The New Temple would prove him right by re-adopting the worship of the daedra, who came to be called the Reclamations, and, likely as a political gesture to ease the transition, "Saint Vivec" is still venerated as a great ancestor of the Dunmer.

Dagoth Ur

Dagoth Ur, also known as Voryn Dagoth and the Sharmat, was the immortal Lord High Councilor of house Dagoth, who dwelt beneath Red Mountain with his kin, the Ash Vampires, and legions of Corprus monsters.

Voryn Dagoth was the Chimer Lord High Councilor of house Dagoth one of the seven Great Houses of Resdayn which ruled the land alongside their allies the Dwemer. He resided in Kogoruhn (Unbroken Home in Dunmeris) the clanstead of the house. The rulers of the First Council were Nerevar the Hortator of the Chimer, and Dumac Dwarf-Orc the King of the Dwemer. Voryn was a trusted friend of both rulers, particularly with Nerevar, who was of the same generation as him, causing the two to share a brotherly bond. He also served Nerevar loyally as his general. He was a mighty sorcerer and enchanter.

With the newly ascended Almalexia, Sotha Sil, and Vivec now establishing rule over Morrowind, house Dagoth was quickly disgraced as oath breakers reviled for their treachery, and referred to only as the "Sixth House", or even "the house we do not name". The Sixth House was destroyed by Almsivi, the remnants and relics of the house were set to flame and discarded all aspects of the house and its history was scrubbed from the history books. After debates over true annihilation to fully erase the legacy of the accursed house or mercy which eventually prevailed, the surviving orphan children of the Sixth House were adopted by the five Great Houses and raised by way of their own traditions.



Dagoth Ur's essence had somehow not been fully destroyed at the Battle of Red Mountain as initially believed, he and his kin lay dreaming beneath the sills of Red Mountain (a time period known as the Long Sleep.) Voryn Dagoth was dead, but Dagoth Ur had formed a unique connection with the Heart of Lorkhan and become the False Dreamer, and despite his death the Sharmat dreamt that he lived and thus he and his seven kin were revived in the year 2E 882. Upon awaking refreshed underneath Red Mountain, Dagoth Ur and his kin moved into the Heart Chamber and Dagoth Ur bound himself and his brothers to the heart in a ritual of his own devising. Immediately thereafter initial stages of construction began on a project conceived during the Long Sleep for a Second Numidium known as Akulakhan which was tended to by his seven heartwight brothers and atronach constructs.

Later that same year, Vivec, Almalexia, and Sotha Sil made their annual journey to Red Mountain, a process disguised as a pilgrimage to the Dunmer faithful but actually a crucial time for them to renew their divine energy with Kagrenac's Tools. Dagoth Ur had made a careful point to keep his return, and the construction of Akulakhan a secret from the Temple, but upon Almsivi's arrival they were ambushed by Dagoth Ur and the heartwight Ash Vampires who denied them access to the Heart Chamber, driving them from Red Mountain.

The return of Dagoth Ur and the weakening of Almsivi via being denied access to the Heart of Lorkhan came at a crucial time in Morrowind's history. The rise of an individual known as Tiber Septim and his rapidly expanding Empire was already decades in the making and despite the daunting task of facing the Dunmer, Tiber Septim's need of the valuable Ebony resource, and the dream of a fully united Tamriel had him finally set his sights on Morrowind. Initial skirmishes were had between the Empire and Dunmer house armies, but mutual reservations grew between both Almsivi and Tiber Septim who acknowledged the daunting task of facing each other, along with the threat proposed by the returned Dagoth Ur who held passionate hatred for both Almsivi and the Empire. Because of this Vivec and Tiber Septim signed the Amistice, a treaty that allowed near full autonomy for religious and cultural practices of the Dunmer, while providing the Empire important strategical concessions such as the acquisition of Morrowind as an Imperial province, and Tiber Septim being gifted the all powerful golem Numidium.

Many Dunmer felt furious and betrayed by their living gods for reaching a truce with the westerners and allowing outlanders to enter their land as a result of it. Dagoth Ur who also resented this used this to his advantage and was able to recruit many to his side. Beyond mere diplomatic methods, Dagoth Ur also possessed the power of dream compulsion which he used to recruit many to his side. In fact Dagoth Ur, in his sustained shadow immortality had unparalleled supernatural abilities. With his dream compulsion he was able to enter the hearts and minds of citizens all throughout Vvardenfell. Furthermore, from his fortress of Red Mountain (now also holding the name Dagoth-Ur for the god who resided within) he was able to spread the Blight out of his citadel, and unto Vvardenfell. The Blight was conferred through intense ash storms which cloaked the sky and blotted out the sun. It killed flora, fauna, and citizen alike, and what wasn't killed was often stricken by the various diseases caused by the Blight. The most dangerous among these being the Divine Disease Corprus. This Divine strain was also concocted by Dagoth Ur and mutated the individual to bloated, grotesque forms and usually caused them to lose their mind in totality. The weaker beings who received this "gift" became deranged Corprus monsters, stronger cultists among the rank of the Sixth House could become the various ash creatures. Dagoth Ur was a mad god who believed the ends justified the means and that he did right for the Dunmer people. He heard laughter and love yet created monsters and ghouls, he wooed as lover yet wrought fear and plague. His blight and corprus was seen as a gift by him, the mutilation of the bodies of the Dunmer he viewed as them shedding the cursed skin brought to them by the Tribunal. In the dreams he invaded he would often speak to the dead as if they were alive and speak to the dreamer as a kind friend despite his motive to entrap them with his sorcery.

All this was to change with the advent of the Nerevarine circa 3E 427. This outlander to Morrowind was the reincarnation of Nerevar prophesied by Azura who would return to rectify the dishonorable acts of his councilors. Knowing better than to dismiss the Goddess of Dusk and Dawn, both Vivec and Dagoth Ur prepared for the Nerevarine's arrival as best they could, though they did not know when, where, or by whom the prophecy would be fulfilled. The Nerevarine met with Vivec, who offered him advice concerning how to defeat Dagoth Ur, even though he knew that the Nerevarine's success, and the destruction of the Heart of Lorkhan, would mean the loss of his power as a demigod. Dagoth Ur offered him power, and the chance to use Akulakhan to drive the Empire out of Morrowind.

The deception, treachery, and confrontation that Dagoth Ur encouraged among his followers left him unable to understand the Nerevarine; he could not deduce beforehand whether the Nerevarine sought to fight him or join him, even when the Nerevarine finally confronted him in the bowels of Red Mountain. The Nerevarine ultimately severed Dagoth Ur's connection to the Heart of Lorkhan, thereby destroying Akulakhan. Dagoth Ur became mortal once more, losing his divinity. Although he was still a mighty sorcerer, the Nerevarine bested him in combat and brought a final end to the ancient evil.

Clockwork Apostles

The Clockwork Apostles are devout followers of the Clockwork God, Sotha Sil. They reside in the Clockwork Basilica within the Brass Fortress of the Clockwork City.

Those seeking to become an Apostle must possess great expertise in magic, machinery, or some other skill that they deem worthy. Apostles are known to replace their limbs with "perfect" clockwork parts designed by Sotha Sil. They consider this practice to be an expression of faith in their god as well as a means to improve upon what they consider to be flawed biological anatomy. An infrequently observed tradition among the Clockwork Apostles is to enshrine their amputated body parts after replacement.

Apostles are often seen as elitist by outsiders, and they are known to delegate menial tasks to others. They follow the sermons of Deldrise Morvayn and devote their work towards one goal: achieving Tamriel Final, a new Nirn.

The highest-ranking Apostles form the governing body of the City, the Congress of Calibration. The highest rank of the Apostles is the Tourbillon.

The Clockwork Apostles' legal system is relatively rudimentary, mostly because it is used so rarely. Infractions, such as research sabotage or plagiarism, typically result in exile. For more serious crimes, Apostles use a method of punishment known as a cognitive prison—an induced coma where the condemned's mind is set to a recursive loop, trapping them in an inescapable mental space. By the mid-Second Era, the punishment had only been used twelve times.

Following the death of Sotha Sil, the Apostles were led by the Dunmer, Galyn the Shelterer, who took it upon himself to keep the Clockwork City's inhabitants alive. With the Mechanical Heart finished, the exiled Apostle Mecinar returned into the realm circa 4E 201, in an effort to claim it. This endeavor was a success, and Mecinar claimed the artifact's godly powers, and he began the process of converting the realm to his own image, turning the inhabitants into Abominations. The tyrant was stopped when the Forgotten Hero trailed him into the City, but stories differ from there. One rumor states that the Forgotten Hero destroyed the Heart, and the Clockwork City's inhabitants were forced to abandon it as it ceased to function. Another account holds that the hero used the Heart to harness its power and fought Mecinar on equal ground, allowing the Heart to live on along with the city. The Heart's power overwhelmed the hero and they disintegrated, it is claimed, but their consciousness lived on within the City. In this story, the Apostles remained in the realm.



Provost Varuni Arvel

Ordinators

"We're watching you. Scum."

— Popular Ordinator Saying

The Ordinators (sometimes called Temple Ordinators) are the holy guards and priest-soldiers of the Tribunal Temple. They are divided into four distinct orders. The Order of the Watch provides guards for temples and shrines, and additionally act as town guards in Temple-owned settlements such as Vivec City. They are responsible for enforcing Temple law, along with Imperial law following the Armistice. The Order of War (also known as the Militant Ordinators) fights the enemies of the Temple, with most War Ordinators traditionally stationed near Red Mountain to combat the forces of the Sixth House. The Order of the Inquisition identifies and suppresses heresy among priests and laymen within the Temple. The Order of Doctrine and Ordination are militant scholars who oppose the Nerevarine Prophecies and other dissident teachings.

The Ordinators were founded by Saint Olms the Just, the patron saint of house Indoril. The ranks of the Ordinators are primarily drawn from house Indoril, whose influence can be seen in their distinctive style of armor. They are the rivals of the more light-hearted Buoyant Armigers. All four orders obey the commands of the Alma Rula, stationed in the city of Almalexia. The high Ordinators are the finest and most zealous of the Ordinators, chosen to serve as the protectors of Mournhold with the Ordinators on Vvardenfell being those unfit to serve in Mournhold, but still being fierce warriors. They replaced the Hands of Almalexia and the Order of the Watch as the guards of Mournhold sometime after the Alliance War.

The Indoril armor worn by the Ordinators is forbidden from use by non-Ordinators in certain parts of Morrowind, as they will be marked for death under Temple law. Some, however, have been given the honor to don Ordinator gear, the hands of Almalexia can be of any race. Some participants of blood sports from the Circle of Champions, composed of the Pit Daemons, Fire Drakes, and Storm Lords teams, have been known to wear Ordinator armor styled after the Order of War, but dyed to their team's respective colors. Furthermore, representatives of the teams have been known to sell the knowledge of crafting Ordinator armor to those that have earned the most honored of participants. The armor is medium weight, highly protective, usually dark golden, and consists of a distinctive face mask which serves to identify those who wear it as guards. The face mask depicts the true visage of Indoril Nerevar, a hero to the Dunmer. The uniform worn by the high Ordinators is white and blue rather than gold-colored, and matches that worn by the Hands of Almalexia (although without the divine enchantments received by the hands). When operating in dark conditions, Ordinators don black Night-Raid armor as camouflage.

During the Imperial Interregnum, the Ordinators enforced a ban on any "heterodox religious practice" within the city limits of Vivec City, including veneration of the Eight Divines or Hist sap, bloodsport in the name of Malacath, and any Daedric or moon sugar rituals. Citizens found guilty of any of these acts would be jailed and subjected to corporal reeducation, whilst non-citizens would be exiled or even executed. Any literature found relating to these acts would also be burnt in the Pyres of Purification. All bardic songs also had to be first approved by the Ministry of Doctrine and Ordination, with any heretical work being burnt in the Pyres of Purification. It is unknown what became of the Ordinators after the rise of the New Temple.



Buoyant Armigers

"Vivec's finest: fleet and fit,
Besting heretic by sword
And Ordinator by wit.
Sworn to live a life of noble grace,
Except to laugh in danger's face."
— Captain Naros

The Buoyant Armigers were a small military order of the Tribunal Temple, exclusively dedicated to and answering to Lord Vivec. The Buoyant Armigers patterned themselves on Vivec's heroic spirit of exploration and adventure, and sought to emulate his mastery of the varied arts of personal combat, chivalric courtesy, and subtle verse. They served the Temple as champions and knights-errant, and were friendly rivals of the more solemn Ordinators. The majority of members who served in the order hailed from House Redoran, as their ideals were closely related.



Galdal Omayn, a Buoyant Armiger

The Buoyant Armigers were based out of Ghostgate and Molag Mar on Vvardenfell. They were tasked with containing the forces of Dagoth Ur within the Ghostfence and tracking down necromancers to bring them to justice. They were led by a Grand Marshal and Deputy Marshal, and used traditional chitin, glass and Daedric equipment. They were noted for using spiky glass equipment, an appearance inspired by the lessons in Vivec's sermons. It is unknown if they were related to the Hidden Armigers, the spy network of the Ebonheart Pact. Buoyant Armigers and other devotees of Vivec are often given Blank Books of Verse to capture their divine inspirations for prayer readings.

According to the founding myth of Vivec City, the Buoyant Armigers were formed when three houses "trapped" Horde Mountain in a net of doubtful doctrine so that Vivec could pierce the monster with Muatru.

After Vvardenfell was opened for settlement in 3E 414, some members of the order joined the Imperial Fighters Guild. Galdal Omayn was Grand Marshal of the order during the fulfillment of the Nerevarine Prophecy in 3E 427. That year, the Armigers briefly feuded with the Imperial Legion, and several Temple relics were recovered from crusaders who perished within the Red Mountain region. During the Oblivion Crisis of 3E 433, Ghostgate was put under siege by the Daedra and Vivec disappeared. It is unknown what became of the Buoyant Armigers after the rise of the New Temple.

Ashlander Tribes

Not all Dunmer would accept the Tribunal's reforms. Even after the emergence of the Tribunal Temple, tribal Ashlanders continued to hold to the Old Ways of ancestor worship. For this, they were initially perceived by both House Dunmer and outlanders alike as barbaric and shamanistic.

Though Ashlanders recognized Nerevar as a House Dunmer, he was still revered for honoring the Ancient Spirits and preserving Tribal Law. After his death at the battle at Red Mountain, Nerevar's shield-companion, Alandro Sul, accused the Tribunal of orchestrating his murder and achieving apotheosis through necromancy. Following his

teachings, the Ashlander tribes rejected the Tribunal's religious reforms and subsequently faced millennia of persecution from the Temple.



Nibani Maesa, Urshilaku Wise Woman

Ashlander religious traditions bear broad similarities with Temple Ancestor Worship. For example, Ashlanders believe the spirits of the strong persist after death and beseech them for wisdom. Ashlanders also maintained ancestral burial grounds, which they continued to use even as the practice declined among House Dunmer due to the Ghostfence. Unlike the Temple however, Ashlanders never purposefully employ Mad Spirits as guards or servants, instead fearing them as ghosts, devils, and daemons. Additionally, they believe that any manipulation of the bodies or spirits of ancestors is necromancy, and therefore that the Spirit Magic of the temple is an abomination. Unlike House Dunmer, the Ashlanders often mummify their dead using ash salts.

Each tribe is said to maintain a tribe-specific Ancestor Cult, which venerates the heroes and leaders of their own tribe above other ancestors. A tribe's religious rites are led by a female shaman known as a Wise Woman who, in addition to communion with ancestor spirits, is also charged with preserving a tribe's oral history. Some Wise Women have additional unofficial duties from placating angry spirits to counseling Ashkhan, or even leading in their absence.

All Ashlanders venerate Nerevar as an ancestor and pass down some of his prophecies, but the Urshilaku Tribe in particular is noteworthy for hosting the Nerevarine Cult. The Nerevarine Cult believed that a reincarnation of Nerevar would return to cast down the Tribunal Temple, cast out the foreigners, and restore Morrowind to the Old Ways of ancestor worship. Those who attempted, but failed, to fulfill all seven prophecies related to the return of Nerevar were known as "false incarnates", and their spirits are venerated in the Cavern of the Incarnate. In 3E 427, Nibani Maesa, then-Wise Woman of the Urshilaku, helped the Nerevarine achieve recognition as the true reincarnation of Nerevar.

Dissident Priests & The New Temple

A faction from within the temple known as the Dissident Priests took to recording Ashlander religious practices and oral history including the Nerevarine prophecies. The Dissident Priests questioned the divinity of the Tribunal and historicity of the Temple's official narrative of the Battle of Red Mountain. Many saw studying Ashlander teachings as one way to pursue the truth.

The Temple official position was that Ashlander beliefs were heretical, with suppression of the Nerevarine Prophecies receiving special attention. For this reason, the Dissident Priests too were persecuted for recording and studying the Nerevarine Prophecies. The Temple's justification was that dissent from within the clergy weakened the people's faith and therefore the Tribunal's efforts to combat Dagoth-Ur. However, following the return of the Nerevarine, this official persecution came to an end by order of Vivec.

Like the Ashlanders, Dissident Priests called for a return to the Old Ways of ancestor worship. Unlike the Ashlanders however, the Dissident Priests still had a fundamentally positive view of the Tribunal. Though they called for reform in how the Temple employed force, they still believed that the Tribunal and the core of Temple doctrine was fundamentally good.

In 4E 5, following the devastation of the Red Year, the Temple and Dunmer society as a whole entered a period of reorganization. While most of the records from the transition period are lost, by 4E 201, the Dissident Priests had formed the New Temple. As the Old Temple had once done to Veloth, the Tribunal were demoted to saints, and the



Mehra Milo, a Dissident Priest

temple once again returned to the Old Ways of ancestor worship. By this time, the use of family shrines and ancestral tombs appears to once more be commonplace. The New Temple no longer persecutes Ashlanders, instead praising them for having the "true vision" to continue practicing the Old Ways. Adherents of the New Temple often make pilgrimage to seek the wisdom of an Ashlander Wise Woman.

Numidium



The Numidium, as Seen on Alduin's Wall

Numidium (or Anumidium), also known as the Brass God, the Prime Gestalt, NM, the Brass Tower, Walk-Brass, and Big Walker, was a colossal construct of Dwemer origin. It was constructed by Dwemerí Tonal Architect Lord Kagrenac to be a new god, powered by the heart of Lorkhan, made to retake Resdayn from the Chimer and make the Dwemer race immortal. The Dwemer vanished from Tamriel before the Brass God could be activated, though their disappearance may be directly related to this endeavor.

The Numidium was, in practice, a weapon of devastating power. A "thousand foot tall automaton, a golem or an atronach of sorts", it was used by Emperor Tiber Septim to complete his conquest of Tamriel at the end of the Second Era, but was destroyed afterward. The golem was rebuilt and reactivated centuries later, and became the center of the phenomenon known as the Warp in the West, after which it was destroyed again. Temporal distortions have accompanied each known use of the Numidium, to the point that the Warp in the West is sometimes known as the "Second Numidian Effect".

Akulakhan

Akulakhan, also called the Second Numidium, is the name of the machine god built by Dagoth Ur under Red Mountain. Using the divine influence of the heart of Lorkhan to power Akulakhan, he planned to use it to drive all outlanders out of Morrowind, cast down the Tribunal, spread Corprus, and eventually take over all Tamriel. Dagoth Ur also planned to establish a theocracy based on the worship of Akulakhan with his Ash Vampire brothers serving as the god priests of Akulakhan. But, in 3E 427, the Nerevarine arrived in Vvardenfell, recovered Kagrenac's Tools the Dwemer artifacts Wraithguard, Sunder, and Keening and led an assault against Dagoth Ur's stronghold. Using the power of the tools, the Nerevarine was able to destroy the tonal enchantments on the heart, killing Dagoth Ur and destroying Akulakhan.



Akulakhan Under Construction

Saints

Veloth

Saint Veloth, also known as Veloth the Pilgrim or Veloth the Prophet, was a Chimer mystic hailing from the Summerset Isles, either during the Dawn Era or Late Middle Merethic Era. He is best known as the father of the Dunmer race, when he and his followers split from their Aldmeri roots and migrated en masse to their new homeland called Resdayn, now known as Morrowind. After his passing, Veloth became arguably one of the most revered figures in Dunmer history, and became known as the patron saint of outcasts and seekers of spiritual knowledge.

Despite coming from a noble background, Veloth viewed his homeland with disdain as he believed Aldmeri society was founded on ambition, greed, and decadence. The young mystic called out to his downtrodden countrymen and found support from those who hoped for a society that preserved traditions, praised honesty, and rewarded the just.

Seeking a more ascetic, stoic and pure way of life for his followers, Veloth inscribed the Velothi Prophecies which abandoned the commonly accepted worship of Aedra, in favor of the Daedric Princes Boethiah, Azura, and Mephala, collectively known as the "Good Daedra". He also instructed his followers on how to carefully negotiate with the "Bad Daedra", also known as House of Troubles. This ability to distinguish the good from the bad was a hallmark of the living saint, as was his penchant for healing and healing items. Some sources claim that it was Boethiah herself who influenced Veloth's decision to reject the Aedra through dreams and visions. Other accounts relate that Boethia took the form of the Aedra Trinimac and taught Veloth and his followers the rules of Psijic Endeavor - a method where supposedly mortals could ascend to become gods.

Whatever the origins of Veloth teachings, more and more Aldmeri clans accepted Veloth as their prophet and guide, and the Velothi dissident movement was born. In response, Veloth and his followers were scorned and cast out by the establishment. The Sapiarchs of Alinor prohibited the schism, and Trinimac's priests condemned the movement for blasphemy and threatened exile, should Veloth's followers not abandon Veloth.

Nerevar

Lord Indoril Nerevar, also called Saint Nerevar Moon-and-Star, the Champion of Azura, the Hero of Red Mountain, and Godkiller, was the Chimer King of Resdayn (modern-day Morrowind). As the hortator, or Great Ashkhan, of the united Chimer people, he forged an alliance with the Dwemer, and he was one of the founders of the First Council, uniting all the people of Resdayn for the first time in 1E 416. Nerevar then took on the title of "First Councilor". The alliance eventually broke down, leading to the War of the First Council. At the climactic Battle of Red Mountain circa 1E 700, Nerevar led the Chimer to victory, though he died shortly after the battle under disputed circumstances.

Under the Tribunal Temple, he was known as the Herald of the Triune Way. Ashlander prophecies of his "rebirth" as the Nerevarine and heroic return to Morrowind fueled the creation of the Nerevarine Cult. St. Nerevar the Captain, patron of Warriors and Statesmen, became one of the foremost saints of the Dunmeri faith, along with his wife, Almalexia the Warden, Lord Sotha Sil the Magus, Lord Vivec the Poet, and Saint Veloth the Pilgrim. Nerevar became the patron saint of House Redoran.

Nerevar's early life is only known through myth. Vivec's prose suggests Nerevar was once a protector for a merchant caravan, and he met Almalexia when she was already a ruler and Vivec was still in the womb. In the *Five Songs of King Wulfharth*, Lorkhan states that Nerevar is the son of Boethiah, one of the strongest Padomaics, but it is unclear how literal the statement was.

Aralor

Saint Aralor the Penitent is the Dunmeri Patron of Tanners and Miners. A condemned criminal, Aralor repented his sins and made a circuit of the great pilgrimages on his knees. For the Tribunal Temple, he serves as an example that it is possible for anyone to truly repent and start anew. His famed hair shirt is an artifact coveted by the Tribunal Temple. Additionally, Ordinators recite a devotional to St. Aralor as part of the ceremony to don their armor.

Offerings made to Saint Aralor would grant 'Aralor's Intervention', fortifying one's character.

Delyn

Saint Delyn the Wise is the Dunmeri Patron of Potters and Glassmakers. Delyn was once the head of House Indoril, as well as a skilled lawyer and author of many treatises on Tribunal law and custom.

One of the cantons of Vivec was named in his honor, and, naturally, many guilds of potters and glassmakers were headquartered there. The canton also had an abbey dedicated to Delyn on the highest level of it. Offerings made to Saint Delyn would grant one 'Shield of St. Delyn' which granted resistance to blight diseases. The Ordinators' initiates recite a prayer to Saint Delyn before donning their gauntlets for the first time.

Felms

Saint Felms the Bold is the Dunmeri patron saint of butchers and fishmongers. A fierce warrior, he slew many Nord invaders and drove them from Morrowind. He could neither read nor write, instead being blessed by receiving inspiration directly from the lips of the Tribunal.

When close to death, Sotha Sil placed Felms's soul into a modified black soul gem which was then brought to the Asylum Sanctorium and installed in a giant factotum body to make him immortal. Unfortunately, the process eventually drove him to madness, which manifested as agitation, a single-minded focus on fighting and conquests, and mood swings including outbursts of disdain, frustration, and anger.

Offerings made to Saint Felms grant one Felm's Glory, giving greater skill in restoring magic. The Ordinators recite a prayer to Saint Felms as they drape the blue prayer stole, or retheles, over their shoulders. The Cleaver of St. Felms is a holy relic greatly prized by the Tribunal Temple.

Jiub

Saint Jiub the Eradicator, sometimes known as Saint Jiub, Eradicator of the Winged Menace and Jiub the Magnificent, is a saint of the Tribunal Temple and the New Temple. He was canonized for driving the cliff racers from the island of Vvardenfell in Morrowind. He died in 3E 433, and his soul became trapped in the Soul Cairn.

Jiub was originally a freelance assassin, who murdered to pay for his skooma addiction. He was eventually caught by the authorities, when he was paid to assassinate a high-ranking official from House Redoran. However, the Morag Tong had also been hired to kill him, and Jiub's rival assassin had alerted the guards to cover his tracks. Jiub walked into the trap, and was taken into custody. He was tried for murder and imprisoned in Vivec City. At some point in his imprisonment, he was taken from Morrowind, and likely moved to the Imperial Prison in the Imperial City. In 3E 427, Jiub and a fellow prisoner were put on a prison ship and sent to Morrowind. His fellow prisoner was the Nerevarine, who had been sent to Vvardenfell at the request of Emperor Uriel Septim VII. The Nerevarine was freed in Seyda Neen, but Jiub was sent to jail in Vivec.

Jiub, wanting to make up for his dark past, sought redemption by serving the people of Morrowind. He made it his mission to eradicate the Winged Menace, the cliff racers who plagued the roads of Vvardenfell. It took years to hunt them all down as he traveled Vvardenfell atop a silt strider, but in a final battle in the ash wastes, Jiub was triumphant. Vivec, admiring his virtue, saved Jiub from death and brought him to his palace, where he was made a saint. He was hailed as a hero by the people of Morrowind, and earned many titles. Saint Jiub's Fair became a popular celebration, notably in the city of Cheydinhal.

Jiub later moved to the Cyrodilic city of Kvatch, where he began work on a twenty-six volume epic to serve as his autobiography. In 3E 433, marking the opening of the Oblivion Crisis, gates to the Deadlands were opened outside Kvatch, and the city was destroyed by the armies of Mehrunes Dagon. Jiub, who was writing in his house at the time of the attack, was soul trapped by a Dremora. His soul was cast adrift in the Soul Cairn, eternally trapped there by the Ideal Masters. For centuries, Jiub wandered the realm, oblivious to his death, thinking he had simply been

imprisoned by the Dremora. Rumors of Jiub's death shocked the citizens of Tamriel, many of whom mistakenly believed that he had died in Morrowind.

In 4E 201, Jiub encountered the Last Dragonborn, which made him realize that he was dead. Distraught that his name had been forgotten, Jiub urged the Dragonborn to help him write his opus and return it to Tamriel. The Dragonborn retrieved Jiub's notes from the first volume of his memoir, which had been scattered across the Soul Cairn when he was captured. Jiub compiled the notes and gave a copy of the book to the Dragonborn, who presumably returned it to Tamriel so that others would know of Jiub's story. He then continued his work on a second volume, although it is unknown if he ever completed his epic.

Llothis

Saint Llothis the Pious is the Dunmeri Patron of Tailors and Dyers and the patron saint of House Dres. Contemporary and companion of the Tribunals, and the best-loved Alma Rula of the Tribunal Temple, he formulated the central rituals and principles of the New Temple Faith. Saint Llothis is the symbolic mortal bridge between the gods and the faithful, and the archetypal priest.

When close to death, Sotha Sil placed Llothis's soul into a modified black soul gem which was then brought to the Asylum Sanctorium, in the Clockwork City, and installed in a giant factotum body to make him immortal. Unfortunately, the process eventually drove him to madness, which manifested as a deep depression over the seeming loss of his spiritual connection to the Tribunal. His soul was released from the factotum body in 2E 582, and was later transferred into the Crosier of St. Llothis.

Offerings made to Saint Llothis would grant 'Rock of Llothis', which would fortify one's will.

Meris

Saint Meris the Peacemaker is the Dunmer Patron of Farmers and Laborers. As a little girl, Saint Meris showed healing gifts, and trained as a healer. She ended a long and bloody House War, intervening on the battlefield in her white robe to heal warriors and spellcasters without regard to faction. The troops of all Houses adopted white robes as her standard, and refused to shed the blood of their brethren.

The Ordinators' initiates recite a prayer to Saint Meris before donning their cuirass for the first time. Offerings made to Saint Meris grant 'Meris's Warding', granting one resistance to Corprus.

Olms

Saint Olms the Just is the Dunmeri Patron of Chandler's and Clerks and the patron saint of House Indoril.. Olms was the founder of the Ordinators, and was responsible for the conceiving and articulating the fundamental principles of testing, ordeal, and repentance.

When close to death, Sotha Sil placed Olms's soul into a modified black soul gem which was then brought to the Asylum Sanctorium in the Clockwork City and installed into a Clockwork Titan to make him immortal. Unfortunately, the process eventually drove him to madness, which manifested as paranoia, an obsessive desire for freedom, and a persecution complex as he viewed his position as an unjust punishment or test from the Tribunal. His soul was released from the Clockwork Titan in 2E 582, and kept safe in the black soul gem whilst he rested.

One of the cantons in Vivec City was named in honor of him, and a statue of him was erected on the upper outer levels. Offerings made to Saint Olms would grant 'Olm's Benediction', granting one resistance to common diseases.

Rilms

Saint Rilms the Barefooted is the Dunmeri patron saint of Pilgrims and Beggars. Saint Rilms gave away her shoes, then dressed and appeared as a beggar to better acquaint herself with the poor. Her shoes are now a prized relic of the Tribunal Temple.

Offerings made to Saint Rilms grant Rilm's Grace, for the endurance of hardships. Ordinators initiate a prayer to St. Rilms as they don their sabatons and greaves. Rilms is often associated with restoration magic, with her lending her name to restoration spells such as Rilm's Gift and Rilm's Cure.

The popular *Blue Book of Riddles* was written by scholars of Saint Rilms.

Roris

Saint Roris the Martyr is the Dunmeri Patron of Furnishers and Caravaners. Roris was captured by Argonians before the Arnesian War, and he was subsequently tortured by Argonian sorcerers for not renouncing his faith in the Tribunal. His death was the cause of the Arnesian War as the Dunmer wanted justice and vengeance. Roris was later canonized by the Tribunal, and shrines to him could be found in Tribunal temples.

Offerings made to Saint Roris would grant 'Roris's Bloom', which would fortify one's health. Ordinators viewed Saint Roris's robe as a holy artifact, and it was recovered for them by the Nerevarine in 3E 427.

Seryn

Saint Seryn the Merciful is the Dunmeri Patron Saint of Brewers, Bakers, and Distillers. Seryn could heal all diseases at the price of taking the disease upon herself. Tough-minded and fearless, she took on the burdens of others and bore those burdens to an honored old age.

Offerings made to Saint Seryn grant Seryn's Shield, giving resistance to poisons.

Vorys

During the Second Era, Vorys was the patron saint of House Telvanni. He had fallen out of reverence by 3E 427.



A Statue of Vivec

Bestiary

Ash Creatures

Ascended Sleeper

The Ascended Sleepers are distorted, half-mer, half-beast creatures transformed through the connection forged by Dagoth Ur to the power of the heart of Lorkhan into powerful magical beings. Ascended Sleepers are highly intelligent, aggressive, and dangerous. The Ascended Sleeper is the form assumed during one of the final stages of the progression of Corprus.

They can afflict their opponents with a variety of deadly Blight diseases as well as damaging frost and fire attacks.



Ash Ghoul

The Ash Ghoul is a distorted, half-mer, half-beast creature transformed through the connection forged by Dagoth Ur to the power of the heart of Lorkhan into a powerful magical being. Ash Ghouls are highly intelligent, aggressive, and dangerous. The Ash Ghoul is one of the forms taken by a being during the progression of Corprus. They can cast a variety of minor spells, including spell reflection.

Ash Slave

The Ash Slave is a humanoid creature transformed through the connection forged by Dagoth Ur to the power of the heart of Lorkhan. These creatures are aggressive and dangerous. An Ash Slave is a being in one stage of Corprus' progression. They can cast a variety of minor spells including spell reflection.



Ash Vampire



A very powerful creature created by the connection forged by Dagoth Ur to the power of heart of Lorkhan. Ash vampires are classified as being a powerful form of undead in Morrowind. Considered to be distinct from actual "vampires" themselves. The terms "Ash Vampire", and Blood "Vampire" are used to distinguish between the two kinds of vampires. They take a tall, sinewy form with clawed hands, similar to Dagoth Ur himself. They serve as the nobility of house Dagoth. Note that despite being called "vampires" and being considered to be a form of undead, these creatures are not actually undead, and it isn't possible to catch vampirism from them. They should only be approached with caution by the most experienced and well protected adventurers.

Ash Zombië

A humanoid transformed through the connection forged by Dagoth Ur to the power of the heart of Lorkhan. Like the other ash creatures, Ash Zombiës were once Dunmer who have been transformed by Dagoth Ur. As part of this process, the victim's face caves in and their lips are ritualistically stitched closed. They are hostile and will attack on sight, although they can be calmed using spells. When spoken to, however, they can only repeat a few agonized phrases.



Corpus Stalker

Deranged and deformed victims of the dreaded Corpus disease which has no known cure. Great care must be taken when confronting these creatures as they have become incredibly tough due to the disease, and may infect you with Corpus. They are capable of regenerating damaged health.

Lame Corpus

A deformed and deranged victim of the dreaded Corpus Disease. The disease greatly increases the victim's strength and abilities which makes them dangerous opponents, in addition to the fact that you can catch the incurable disease from them. They are able to regenerate themselves.



Beasts

Alit

Alits are tailless, two-legged omnivores that can be found in Morrowind, Black Marsh, and Elsweyr. They can also be found in Valenwood, though they are not native to the region. Animal enthusiasts from Valenwood used to import the creatures. A good deal of them escaped captivity, and now alits roam the southwestern forests. They are related to guar, kagouti, and wormmouth.

Built like the kagouti, the Alit has a large head and protruding jaw, and when running on its short, stumpy legs, it looks like a big toothy mouth with feet. They are solitary creatures, and prefer easy prey such as sheep. Like guar, they supplement their nutrition by rooting. They attack by biting and can jump deceptively high. Alits are known to carry ataxia. Alits have tough skin and chewy meat.



Ash hopper

Ash Hoppers are moderate sized insect creatures found in Vvardenfell and southern Solstheim. The Amber Ash Hopper species is native to the upper Ashlands and the slopes of Red Mountain and can be taken in as low maintenance pets. The Deep-Moss Ash Hopper species is native to the fungal-forested uplands and the coastal marshes of southern Vvardenfell. They are the mascot bugs of the Buoyant Armigers due to their admiration of their green carapaces.



The Ash Hoppers of Solstheim differ in size and have a head shape which is somewhat like Scrib. They are hostile to travelers unlike their more docile Vvardenfell counterparts and they can carry droops. Their meat and jelly is used in cooking and alchemy, and their chitin can be used in creating traditional Dunmer armor types. Their shells can also be made into lava-resistant overshoes.



Cliff Darter

Cliff Darters are small, feathered flying creatures that can be found throughout Morrowind. They are related to Cliff Racers, Cliff Striders and Scuttlers.

Cliff Racer



Cliff Racers are large flying creatures found throughout Morrowind, and are related to Cliff Striders and Cliff Darters. They are very aggressive and will attack anyone in sight. Cliff Racers have good vision range, and will often detect and follow travelers without being noticed. This can result in swarms of them descending upon the unwary adventurer. They migrated to the island of Vvardenfell from parts unknown where, thanks to their numbers, they overwhelmed the dragon population that lived there and drove them out. Due to their pest-like nature, Cliff Racers were eventually driven from Vvardenfell by Saint Jiub the Eradicator, although they have been known to exist in mainland Morrowind well into the Fourth Era.

Racer Plumes are used locally and throughout the Empire as decorations for garments and household goods. These plumes are also used to make levitation potions.

Cliff Strider

Cliff Striders were a species of large, winged, reptilian creatures found in Vvardenfell. They were related to Cliff Racers and Cliff Darters, and the three species coexisted contemporaneously. Unlike Cliff Racers, Cliff Striders had great difficulty flying despite their wings, and consequently spent their lives on the ground, while using their wings to glide from cliff heights. But this did not stop them from being a successful predator, as a carnivorous species, they would prey on much of the local wildlife, including man and mer. Their young were known as Cliff Skippers and were hatched from giant nest piles. Despite their aggressive nature, they were admired in Vvardenfell literature and some were tamed as pets.

In the mid-Second Era, one Thetys Ramarys of Balmora, selectively bred the Cliff Strider for their wing strength, in the hopes that they would eventually be able to take flight and dominate Vvardenfell's skies. However, by the late Third Era, Cliff Striders had been exterminated by the Ash Blight, along with several other unique Vvardenfell species. It was recorded that the physiology and behavior of the Cliff Strider was very similar to the hackwings of Black Marsh, and it is possible that they shared ancestry. Some historians theorize this possible divergence resulted



from Dark Elves raiding Black Marsh for thousands of years to bring back things they deemed valuable, such as slave labor, livestock, and critters.

Emperor Crab

Emperor Crabs were gigantic crabs once native to Vvardenfell, contemporary with the early settled Chimer. The species died out long before 3E 427. They are described as being as large as cathedrals and some naturalists believe they are related to the mudcrab. One source claims that they devolved into the modern mudcrab after abandoning divine pursuits in favor of mundane satisfactions.

The arms and armor of House Redoran are inspired by the claws and chitin of the gigantic arthropods.

The most famous Emperor Crab was called Skar, and its giant shell was incorporated into the city of Ald'ruhn. "Under Skar" was the manor district of the settlement, and housed the leaders of Great House Redoran as well as several merchants. The Ashlanders claim that Dranoth Hleran killed Skar with Calderas, a mighty spear. During the Oblivion Crisis, ancient rituals were used to awaken Skar and the whole city literally rose up to fight the invaders. However, Ald'ruhn was destroyed anyway by the Daedric armies of Mehrunes Dagon.



Dreugh

The dreugh (/drɛg/) are an ancient species of aquatic, octopus-like beastfolk, commonly hunted for their hide and the wax scraped from their shells. They are sometimes known as water dreugh. A known variant of dreugh is the dreugh man o'war. The dreugh live on land and in water during different stages of their lives. Dreugh are mostly mild-mannered, and usually scavenge for food. Occasionally, dreugh will cut fishermens' nets while scavenging to steal the fish inside. Dreugh are omnivores, and have been seen eating Elven flesh. When hunting, they prefer dark, dank places from which to snatch unsuspecting prey.

Dreugh are found mostly in northern, western and eastern Tamriel, but can usually be found anywhere coastal that isn't in frigid waters. They are known to inhabit the Inner Sea and the Abecean Sea, migrating into the waterways of the Iliac Bay. Land dreugh can be found as far inland as Cyrodiil and Craglorn. Dreugh are known to be immune to paralysis, poison and disease and resistant to magic, but have a low tolerance to frost. They can regenerate health in darkness and in water, but cannot enter holy places. Their infamous shock attacks are unique to land dreugh, and those in the water must rely on melee attacks.

For one year of their life, dreugh undergo karvinasim and emerge onto land as aggressive crustaceans to breed. During this period they are known as land dreugh or Billies. Land dreugh carapaces are very sturdy, and can deflect most attacks from common weaponry. They favor shoreline marshes and rivers close to the open water. Dreugh are capable of channeling some form of shock energy through their bodies, and usually do this when defending their nests from invaders. Most scholars agree this is a natural adaptation, and not magical in nature.





Land dreugh lay eggs which are surrounded in a protective jelly, then encase their eggs in mud. It is thought that karvinasim heightens the dreugh's martial instincts, making them more aggressive. Hatchlings are closely guarded, and broodmothers are extremely territorial. Unlike their aquatic counterparts, the land dreugh show no signs of their usual intelligence and kill indiscriminately, even going so far as to cocoon living victims in mud to feed their young. Not much else is known about their nesting habits, and nothing at all is known about water dreugh nesting habits. Dreugh are very protective of their eggs, and are unafraid of invading mortal settlements or destroying ships to find them. If their eggs have gone missing, they can sense where the missing eggs are. Fisherfolk occasionally harvest eggs from land dreugh mud nests, though this is a dangerous task.

After their year on land, dreugh undergo meff, where they digest their unneeded skin and organs and vomit the congealed remains as small fibrous balls called "grom". Grom is foul-smelling, and can make those with a weak stomach queasy. There is no known

alchemical use for grom, but boiling the substance allows it to be shaped to create potion flasks that don't break when dropped.

The Dunmer use dreugh wax in alchemy for its modest magical properties, and their hide to make traditional armor and weapons. Waterstones are calcified deposits found in dreugh organs. They absorb fresh water, and may be swallowed to stave off dehydration. Dreugh are sometimes hunted for their meat, which can be more easily extracted from the shell via the use of specialized tools. It is described as smelling the same as lobster.

Dreugh wax can be used to make candles, boot polish, and wax stoppers used to close open bottles. Dreugh wax corks are slightly controversial; some people who use them say they make drinks more flavorful, and others say it leaves a waxy aftertaste on the lip of the bottle. Dreugh wax can also be used to make ladles whose only purpose is to spoon scribe jelly when cooking, as the jelly won't stick to the wax. Dreugh wax ladles are useless in all other culinary applications. Their wax is also used to treat netch leather armor, to keep it in fighting shape. Dreugh claws can be used to make knives and ornamental objects, such as candle holders. Grom is occasionally preserved in vinegar and stored in sealed glass decanters by the Dunmer. Bright blue ink can be brewed from dreugh ichor. Open-bottomed spoons made of Bogmother dreugh-shell are used in the Argonian ritual of the Empty Feast of Nullity. Dreugh-shell is also suitable for making decorative plaques with which to mount trophies and other objects. Rich, dark red pigment can be extracted from dreugh shell and used for a variety of artistic and cosmetic purposes, such as lip stain. When mixed with mushrooms, dreugh excrement can be used to make repellant that drives dreugh (or anything that can smell) away from fishermen.

The origins of the dreugh are clouded in myth. In the Iliac Bay region, they are rumored to be the remnants of a prehistoric civilization from long before the First Era. Some scholars argue that the land dreugh is actually a distant relative of the true dreugh from further back on the evolutionary timeline, perhaps even related to Spider Daedra. The ancient Chimer once had dealings with the dreugh; Tribunal Temple teachings speak of the treacherous "Altmer of the sea" and their castles of glass and coral. It is thought that Altmer took these aquatic forms during the first of the formwars. Their protracted conflict with Dunmer hunters is blamed for their devolved intelligence and the destruction of their civilization. Legends tell of civilized land dreugh colonies which raised herds of mudcrabs as food stock. These colonies purportedly built stone cairn houses and structures. No evidence of such advanced behavior exists today, but the dreugh that inhabited Fungal Grotto in 2E 582 lived in conjunction with crabs.

According to conflicting legends, the dreugh once ruled the world as tyrants, and Molag Bal had served as their chief. When the dead carapace of Bal's old image was dropped into the world from his interactions with Vivec, a Chimer

child from Gnisis wore it to scare his village, but instead became the Ruddy Man. Vivec did battle with the Ruddy Man, and their fighting created the West Gash region of Vvardenfell. Vivec was victorious, and gave the carapace to the Queen of the Dreugh to guard; instead, the dreugh gave it to a wayward shaman of the House of Troubles, and the Ruddy Man appeared again ten years later at Tear. After defeating him a second time, Vivec gave the carapace to the devout and loyal mystics of the Number Room, who made it into "a philosopher's armor".

Durzog



Durzogs, sometimes called sludgepuppies, are carnivorous animals not dissimilar to giant reptilian dogs. They have scaly skin, six eyes, spines and large teeth designed for tearing. Some wild durzogs can spread Rotbone. They are often domesticated by the various goblin tribes for hunting, although their own intelligence can rival that of their handlers. Warzogs are a larger breed of durzog, specially bred by goblins for use as war mounts.

Durzogs have a heightened sense of smell, which causes them to seek harpy viscera. When durzogs migrate, the seeds of durzog lichen get stuck between their toes and germinate in areas that they once inhabited. Goblins will occasionally use durzog hide in leather armor, and frozen durzog liver is used in Orcish cuisine. They are intelligent creatures and formidable foes, though they

are not very durable in battle. Durzogs have a reputation for being ornery and vicious. With this in mind, goblins have been known to train war durzogs.

Snowsnarl Durzogs are pale striped-skinned, feathered durzog species that are known to dwell in cold climates, such as in Wrothgar. The Icecreach Coven was known for using magic in the wombs of their mothers, shaping them to be suitable as large mounts known as the Frostborn Durzog Mangler. The Emberthroat Durzogs are quite smart (perhaps even more so than goblins), as the Netch Gouger Goblins of Vvardenfell bred them for their intelligence. Durzog ivory has a few practical uses, and durzog hide has seen use in fashion products. Durzog meat is valued for its alchemical properties. Durzogs can make loyal pets if a handler establishes firm boundaries with them.

Guar

Guar are large bipedal reptilians native to Morrowind and Black Marsh. They are the primary domesticated herd animal of these provinces, and are not usually aggressive. Characterized by their endurance and intelligence, guar are used mostly as pack animals and beasts of burden, although certain breeds are used as mounts. Although usually associated with the Dunmer, guar have a special relationship with Argonians and the Dunmer traditionally employ Saxhleel slaves as guar-herds and handlers. A young guar is called a calf.

The guar is related to the alit, kagouti, and wormmouth, and some scholars argue that the guar is a distant cousin of the Argonian. Argonian historians have speculated that guar were originally native to Black Marsh, and were introduced to Morrowind by Dunmer slavers. However, other sources claim that Morrowind's unique fauna developed in geographic isolation from the rest of Tamriel.

Despite the name, bantam guar are actually a member of the scuttler family, more closely related to cliff racers than guar. Domesticated guar are regularly seen outside their native lands, and have been imported into Cyrodiil as beasts



of burden for hundreds of years. Guar are often raised or hunted for their hide, eggs, and meat. Wild guar are usually docile, but may become aggressive and attack travelers. Domesticated guar that are used to carry cargo are known as pack guar.

Fetcherfly

Fetcherflies are insects found on the island of Vvardenfell and in the Tenmar Forest of Elsweyr. Lone fetcherflies are harmless. However, when something approaches their nests, they will swarm and attack whatever they perceive as a threat. They emit a moderate amount of heat, singeing fur or hair on contact, and due to this heat, their nests often glow and have pores emitting smoke. Occasionally, their nests become Hive Golems, which can move around independently. Their purpose is to relocate their hives to new surroundings. These golems are attracted to the destruction of regular hives, and will seek out those responsible.

Fetcherflies are used by some Ashlander anglers as a lure. Fetcherfly husks stuffed with sea sponge make passable pin cushions, and a puree of crushed fetcherflies can be used as an unorthodox ingredient in lotion.



Kagouti

Related to the alit, guar, and wommouth, the kagouti is a large, armored bipedal reptile. Their defining features are their large tusks and the crests on their heads. Kagouti have a large number of teeth, sometimes growing a second or even third pair of fangs depending on age.

They are territorial and are believed to hunt in packs, however, they do not seem to travel in large packs until mating season. The Kagouti is capable of tossing a grown mortal into the air with ease. Kagouti will eat anything they can fit in their large mouths. Females are the dominant sex, with males sometimes being attacked by the females when males try to impress the females with offerings of food. However, the males do not fight with each other for reproductive rights, only posturing occurs. Males do become more aggressive and territorial during mating season towards other species, however.

There are variants of kagouti, such as bulls, which are stronger and have patterns of red and yellow on their hide.

Kagouti horns and tusks can be used to make a variety of goods. Kagouti hide is used to make clothing, armor and household goods. It can also be used in alchemy. Powdered kagouti horn is rumored to heighten potency. The ribs of the kagouti are used as an exotic ingredient for meals. Kagouti can be infected with Yellow Tick.



Kwama

Kwama are large insectoids native to Vvardenfell, which are usually kept for their eggs (or "mined"). They live in underground communal colonies, where each kwama has a specific role. At the top of the colony's hierarchy is the Queen. Kwama Queens are huge and bloated, and produce the nest's eggs. They are too fat and heavy to move, so all their needs are attended to by the Workers. Kwama Workers dig the colony's tunnels and chambers and tend the queen and the eggs. They are



Queen

usually docile, but not completely helpless. The workers also produce a pheromone unique to their colony. Different colonies compete over resources, making them natural enemies. Kwama Warriors defend the colony's tunnels. They are aggressive and dangerous, with poisonous or shock attacks. They don't attack the miners because they are used to their odor, but will assault outsiders without hesitation. Kwama Foragers hunt for prey and scout the surface and natural underground passages, searching for suitable locations for new colonies. Foragers are aggressive, but not very dangerous. Scribes (or squibs) are a late larval form of the kwama. They are not very aggressive but can paralyze adversaries. Scribe larvae can sometimes be found in rotten meat, and will eat their way out of the victim's stomach if consumed. Scribes are known to have a pupal stage; these pupae are sometimes harvested and roasted over an open fire by Dunmer. The hive can easily replace scribes, but colonies don't always recover from the loss of a Queen. Kwama nests are sometimes home to a rare mushroom called Kwama Cap, and kwama will become aggressive if it is disturbed in their presence.



Forager

Kwama are exploited by both the native Dunmer and the Empire. The flesh of scribes is crushed down into the soft Scribe Jelly, a nutritious but sour-tasting gelatin with an unpleasant texture that is popular with the natives. Scribes can also be cut into strips and dried in the sun to produce Scribe Jerky, a practical foodstuff for travelers as it doesn't spoil. Kwama Cuttle is a tough, waxy substance that comes from the beak of kwama beasts. Kwama Wax expands and hardens with heat, making it useful for plugging leaks or mending furniture. It is also sometimes used to dress armor. Kwama Eggs are a rich, nutritious foodstuff and a principal agricultural commodity of the

Vvardenfell District. Eggmines are set up in kwama colonies, often in Morrowind, though there have been instances in Valenwood and Black Marsh. The miners protect the kwama from poachers, predators, and raiding kwama foragers from other colonies, and harvest the eggs judiciously, leaving enough eggs to sustain colony growth. Kwama Eggs can be eaten boiled, roasted, or raw, and remain fresh for weeks. They are popular throughout the Empire, and are a major export for Morrowind. The eggs come in two main sizes, large and small, with the large eggs having more alchemical properties than the small ones. The Blight is a major threat to eggmines, making it unsafe for miners and killing the Queen if she is not cured. Once the Queen is cured, the colony will recover. Kwama can also become infected with droops, a common disease.



Scribe

The Seven Eggs of Gold are seven legendary golden kwama eggs, which were laid by the Kwama Queen of the forgotten Pudaí Egg Mine. The Fighters Guild were contracted to find these eggs, and in 3E 427 the mine was found on the island of Sheogorad. The eggs were of solid gold and fetched a high price. Settlements such as Gnisis and Rethan Manor are dependent on eggmining, and House Hlaalu control a great many of the mines. The Shulk Egg Mine is the largest single source of Kwama Eggs on Vvardenfell. A symbol of a scribe is used to signify an inn or tavern in Morrowind, and one can usually be found hanging on a banner outside of the establishment. Scribe Cabbage, a domesticated plant found in southern Morrowind, is named after the larvae.



Worker



Warrior

Mudcrab

The Mudcrab (or Mud Crab) is a common species of crab capable of camouflaging itself as a small rock. They can be found along every shore and waterway of Tamriel, and are also a common sight underground. They are not typically aggressive unless cornered or provoked. However, if a mudcrab ever gets a taste of meat it becomes a hunter, and may be a threat to livestock. Mudcrabs are usually not dangerous unless they swarm, as they rely solely on their pincers and burrowing abilities in combat. Some mudcrabs can grow to enormous sizes, and rare albino variants are known to exist.



Large specimens sometimes cannibalize smaller mudcrabs. Although they are inquisitive by nature and can be kept as pets, most citizens of Tamriel regard mudcrabs as disgusting vermin. Many different varieties of mudcrab exist; two known species are the Nibenay Mudcrab and the Rufous Mudcrab. Mudcrabs are prized for their sweet crab meat and legs, and their chitin is sometimes used in alchemy. There have been cases where mudcrabs have shown humanoid levels of intelligence and the ability to speak, and they were rumored to be in control of the town of Delagiad.

Netch



Netch (or netches) are large and generally peaceful creatures native to Morrowind that resemble airborne jellyfish with the size and disposition of cattle, floating through the air supported by internal sacks of magical gases. The barbs on a netch's tentacles contain active nematocysts, making them deadly if provoked. Adolescent netches are called calves or netchlings and resemble female ("betty") netches. Male ("bull") netches are larger than female ("betty") netches; the latter can be provoked into aggression more easily. They are usually peaceful but can be defensive of their territory, particularly during breeding season. When betty netches and calves feel threatened, they secrete pheromone oils that drive bull netches mad, turning them aggressive.

Netchimen take on the profession of domesticating netches. While feral betties usually keep a harem of several bulls, netchimen often keep the female-male ratio low for faster breeding. As netches are dangerous to harvest for even the most experienced netchimen, netch products are relatively scarce in comparison to others. Netch Leather is one of the main netch products. It has a powdery, velvet texture and is venomous to the touch.

The venom from touching the leather results in a tingling sensation, but wearing armor made of netch leather leaves the wearer feeling exhilarated. Netch leather armor is said to be ideal for warriors who rely on mobility, and it is more durable and tougher than bear, mammoth, and other hides commonly used outside Morrowind, although it bends and flexes easily. It can be further strengthened by boiling it. A downside is that netch leather armor is relatively high maintenance, requiring that it be oiled and treated with dreugh wax weekly to keep it in its best condition. Netch meat contains toxins that makes the meat inedible. The jelly secreted from their carcasses contains a harmless toxin that paralyzes the nervous system, and is used as an alchemical ingredient. Netch hide can be made into elegant handkerchiefs.

Various netch breeds exist. The most common netch breed has a blue bioluminescence and can be found all over Morrowind. The mossy netch is green and can most commonly be found in the West Gash region of Vvardenfell. Rosy netches are red, and are native to the foyadas of the Molag Amur region of Vvardenfell.

Netches are related to the Swamp Jellies of Black Marsh. Some historians theorize that the relation may be a result of the Dunmer raiding Black Marsh for thousands of years in an effort to bring back things they deemed valuable, such as slave labor, livestock and critters.

Nix-hound

Nix-hounds are medium-sized bloodsucking insectoid predators that are native to Morrowind, as well as having migrated to Solstheim by the Fourth Era as a result of the Red Year. Its cousin, the rogue nix-hound, is larger and much more dangerous.

They are considered distant relatives of nix-oxen and kvama.

When young nix-hounds emerge from their chrysalis, they can immediately drain up to four similar sized prey a day using their proboscis. They have been noted as being very opportunistic whilst searching for food, easily killing small animals and children even whilst at this early development stage. Adult wild nix-hounds are aggressive pack-hunters, with many men and mer meeting their end from an unsuspected ambush. Nix-hounds sustain themselves by draining prey of bodily fluids, leaving behind a 'meat-husk' that other creatures such as alits will eat. Common prey include baby guars, goats, kvama pupae and ash hoppers. In rare cases, large nix-hounds may prey on other, weaker nix-hounds.

They spend hours a day grooming themselves with their pedipalps, but can still suffer from pests such as ash mites, which can cause a nix-hound to become extremely aggressive. They are also subject to several diseases, including Rockjoint and Blight, the latter making them stronger and more dangerous to travelers.

While usually vicious predators, they are well-known to be affectionate, attentive, and faithful pets that will follow their owners around. They are also commonly used as trackers, watch-hounds, and netch-deflators. Nix-hounds were used as war dogs in the House Dagoth chap'thil. Ashlanders use nix-hound parts in a variety of their tribal customs.



Nix-Ox

Nix-Oxen are large arthropods from Vvardenfell. They look like giant fleas; they are approximately the size of a horse, and move on six hairy, stilt-like legs. They are typically gentle giants that feed on fungus, and are distant relatives of the nix-hound. They use their mandibles to break open hardened mushrooms, and lap up the soft matter inside. Nix-oxen were first domesticated by the Erabenimsun Tribe, whose legendary Ashkhan, Ashu-Ammu, rode one into battle. Occasionally, Nix-oxen can grow to be so large and aggressive that local communities may find it to be within their best interest to kill the beast. The title of "Great Zexxin" may be given to one such nix-ox, as it indicates that the creature is the most dangerous nix-ox in the land. By the late Third Era, Nix-Oxen on Vvardenfell were driven to extinction by the Ash Blight.



Wealthier nix farmers could hire tradesmen known as drenlyns to tame their nix-oxen for them. The drenlyn would bore into the nix's armored back using an obsidian drill and pry open the flesh underneath to expose the "drive chamber", which is a bundle of nerves nestled within a cavity beneath the creature's chitin plates. The drenlyn would set a few hook-like prods into the organ before resetting the plates. The process took about an hour, and would render the nix docile. Such a process was about as normal in Dunmer society as collecting eggs from a chicken coop would be in fowl-keeping societies. However, the practice was viewed as strange and inhumane by people from other provinces.

After the Ebonheart Pact outlawed slavery of their Nord and Argonian allies, farmers who relied heavily on members of those races for slave labor began to employ nix-oxen in place of slaves. In particular, nix-oxen were used to plow fields. Nix-oxen have a second pair of appendages located on the sides of their head known as pedipalps, which are used by the beasts as a form of protection. Farmers forced their nix-oxen to drag these appendages through the soil to create furrows for crops such as saltrice and marshmerrow. As the years went by, a nix's pedipalps would erode from being

dragged through the dirt. Not only would a creature with eroded pedipalps be useless to the farmer, but it would lose a valuable defense mechanism. Nix-oxen whose pedipalps were too eroded for the beast to work were either butchered for their carapaces or left to starve in the ashen wastes. The lack of proper pedipalps made survival for abandoned nix-oxen virtually impossible. In 2E 582, a concerned House Dunmer farmer drafted a petition in an attempt to pass a law requiring all farmers to retire their nix-oxen after a certain amount of years. The farmer believed that the practice of abandoning nix-oxen who could no longer work was inhumane, and saw such treatment as unfair considering how much of a boon nix-oxen were to Dunmeri farming communities which lacked slaves.

Rat

Rats are rodents common to all of Tamriel, and are one of the few mammals that live in Morrowind. They can be found both in city sewers and the wilderness, and are known to carry a variety of diseases. Rats are often kept by goblins for food. Pack rats can be trained to carry or drag items.



Scuttler

The scuttler is a bipedal reptile roughly the size of a housecat. They eat insects and groundworms. Scuttlers are not related to the guar or alit, as they have completely different reproductive systems. Oddly, they are more closely related to cliff racers.



Shroom Beetle



Large fungus-encrusted insectoid creatures that can be found on the island of Vvardenfell and in Murkmire. Various varieties exist and among them are what seems to be the most common type of shroom beetle, the Ruby Shroom Shalk, a red shroom beetle and a popular house pet on the Telvanni Coast. The Blue-Cap Shroom Shalk, a blue shroom beetle and it is said to bring calm and serenity to the Dunmeri home. The Gold-Cap Shroom Shalk, a yellow shroom beetle and preferred by bankers for symbolic reasons. Some historians theorize that Shroom Beetles may have

originated from Black Marsh as a result of the Dark Elves raiding Black Marsh for thousands of years in an effort to bring back things they deemed valuable, such as slave labor, livestock, and critters.

Silt Strider

Silt Striders are giant arthropods, which can be up to 60 feet tall. Used as a means of transport in Vvardenfell by manipulating exposed organs and tissues. Silt Striders are a resilient species whose tough carapace helps them survive the adverse environment of the island. Silt Striders survived the Ash Blight that exterminated many of Vvardenfell's native creatures, such as the Cliff Strider. Their numbers would however dwindle due to the coming of the Red Year, when the eruption of the Red Mountain killed most of them and destroyed their native habitat.



Slaughterfish

Slaughterfish are small, aggressive fish with razor-sharp teeth found in the waters of nearly all of Nirn and even in other realms such as Coldharbour.



They are often found in large groups that will swarm unwary prey quickly and lethally, some specimens have been known to grow at least twice as large than average due to plentiful meals. Slaughterfish tend to prefer foul waters but can thrive in a variety of aquatic environments across Tamriel, such as deep inland lakes and underground rivers. They have even been sighted in the heavily polluted, oily waters of the Clockwork City, where most other fish species had been rendered near-extinct.

With this fish being so prevalent, slaughterfish bites are a somewhat common occurrence and dangerous enough to maim limbs. This has led to a lucrative market for slaughterfish preventatives and cures, with products ranging from alchemical slurries marketed as repellents, to books full of remedies, the success of these products have been mixed. Some fishermen were known to use enchanted bobbers which glow green in the presence of slaughterfish. Another health risk associated with the fish, is that it is a carrier for the Greenspore disease, which can cause mental issues such as dementia.

Various parts of the slaughterfish have been found to hold value, their scales and eggs are prized by alchemists for their alchemical properties, while their sharp teeth prove useful when used to enhance grappling hooks. They are also fit for consumption and due to the species' widespread range, there are numerous culinary traditions involving slaughterfish. In Vvardenfell, the scales are dried and consumed as a "crunchy treat" by the locals, whilst disdaining slaughterfish flesh, describing it as "meally and noisome".

Vvardvark



The result of a failed experiment by a Telvanni mage, Vvardvarks were passive creatures once found in the province of Morrowind, on the island of Vvardenfell. They were a magical hybrid that possessed scales, fur, and a long tongue with sharp teeth to its sides, with their diet consisting of small insects. Despite their recorded unpleasant scent, Vvardvarks were domesticated as pets. Other uses for this chimeric creature were found, the Vvardvark's long tongue was used as fastenings due to their elastic qualities, while the Ashlanders used their hard shells for armor.

From the original experiment, several different breeds were recorded to have existed. The most common being the tan-colored breed known as the Demotic Vvardvark. Other varieties had more striking coloration; notably the Dozen-banded Vvardvark, with its vibrant tan and black striped pattern on its scales. Another variety, the Tuxedo Vvardvark, was reported to have scale patterns which resembled the plumage of the chub loon, and were theorized to have been bred to hide among the flightless avians.

By the late Third Era, the remaining Vvardvarks were wiped out by the Ash Blight phenomenon.

Constructs

Dwemer Animunculi

Dwemer Animunculi (also known as Dwemer Constructs, Dwarven Automats, Dwemer Centurions, and Dwarven Robots) are mechanical golems created by the Dwemer. Made out of Dwarven metal, animunculi were used as war machines and guards. Many of them continue to protect the underground ruins of Dwemer cities long after the disappearance of their creators in 1E 700. They are commonly encountered by scholars and adventurers who venture into the ruins; the animunculi perceive them as invaders, and even worker constructs will attack trespassers on sight.

Dwemer constructs are made with a variety of Dwarven Metals, with Dwarven brass being the most common. Even rarer are constructs forged with alloys of Adamant, Glass, and Ebon Steel. Constructs made within the Infernum Forge are especially unusual, and are thought to be crafted by a single Dwarven artisan.



Centurion

Dwarven Centurions (also known as Steam Centurions) are heavily armored constructs with either an extendable mace or hammer on one arm and a spring-loaded blade in the other. Some are able to emit a scalding blast of steam. They are not as common of a sight as lesser constructs in Dwarven ruins. Ruins of Kemel-Ze implies that the centurions have a weakness to frost and magic attacks, due to the steam that drives them, although they are highly resistant against fire, frost, and shock. They are sometimes found attached to a charging gantry when not in use.



Colossus

The Dwarven Colossus (or Dwarven Colossi in plural) is a giant automaton of Dwemer design. They are a very powerful, and are larger and more robust than Centurions. They possess blades on one arm and a cannon on the other. They can be found in few dwemer ruins, such as the assembly lines of Bthungthumz.

Scarab



Dwemer Scarabs are animunculi that vary in size, with the most notable example being in the Dwemer ruins of Bthzark on Stros M'Kai. Various Dwemer Scarab schematics were discovered in Bthzark, and in Mzuleft, located on the island of Vvardenfell. Many Dwemer Scarabs are present at the Dwarven ruins around the Reach and in Blackreach.

Sentry



Dwarven Sentries (also referred to as Dwarven Theodolites) are spherical animunculi found in Wrothgar, Vvardenfell, and Eastmarch. Sentries patrol ruins in a similar fashion to Dwarven spheres, extending their necks to emit an electrical shock designed to incapacitate intruders. They were primarily used as an automated measuring device designed to explore and survey subterranean areas. They can also generate a barrier to protect nearby animunculi. Although they are robotic in nature, they have been observed to show intelligent movement, as if reacting with emotions.

Sphere

Dwarven Spheres (also known as Centurion Spheres and Dwarven Robots) are a common form of Dwemer animunculus that have proven to be agile fighters, and are much stronger than the smaller Dwarven Spider. Dwarven Spheres patrol ruins in a spherical form until they encounter an opponent. At this point, they will emerge from their "shells" to attack.

Dwarven Spheres can be armed with different tools. Some are armed with an extendable sword and a shield, while others, such as the Centurion Archers of Bamz-Amschend, are equipped with crossbows. A specialized version of the sphere known as the Dwarven Arquebus has a lightning cannon in place of blades.



Spider

Dwarven Spiders (also known as Centurion Spiders) are small constructs resembling spiders that are very common in Dwemer ruins. They can often be found scuttling around ruins, sometimes repairing things. They attack intruders using blasts of lightning, or by emitting poisonous gases from a sack. Swarming spiders are present in some ruins, where they burst out of pressure vaults to attack intruders. Giant Dwarven spiders are very powerful and hard to come across.



Steam Constructor

The function of the Dwarven Steam Constructor is unknown, but its name implies that it may have been used in aiding Dwemer construction projects. Its appearance is describable as a mashup of various automaton parts, including the legs of a giant Dwarven spider, the upper body of a Dwarven sphere, and various other Dwarven parts mixed in.

Fabricants

Fabricants are the part organic, part inorganic constructs created by Sotha Sil and are designed to emulate the form and behavior of their Tamrielic counterparts. They are constructed from an amalgam of grown flesh and metallic grafts and are powered by a soul gem, in factories known as Incarnatoriums. They are then stored in fabrication tanks from which they will eventually emerge. They usually dwell in the Clockwork City, and can resemble the creatures of the land, air, and sea. The majority of Fabricants were created to emulate predatory animals since the synthetic realm

was inhospitable to most forms of organic plant life prior to introduction of the Mechanical Heart. Sometimes they might not resemble anything known to Nîrn, such as the Verminous Fabricant and the Hulking Fabricant.

Fabricants are rumored to have existed since before the disappearance of the Dwemer and survived past the demise of Sotha Sil. To the Clockwork Apostles, they are also known as the Fabri'siraynosim ("the merged-ones") and are rumored to be the first step towards the convergence of nature and engineering, and the creation of the perfect lifeform.

Abominations

Abominations are mechanomagical lifeforms that were created by the former Clockwork Apostle, Mecinar, and are a perversion of Sotha Sil's goal of creating the perfect lifeform. Early variants consisted of individuals modified against their will that were melded with steel and sorcery similar to Fabricants, but are a step further and are merged with beasts. The creations led Sotha Sil to exile Mecinar out of the Clockwork City.

In 4E 201, long after Sotha Sil's death, Mecinar enacted a plan to gain access to the Clockwork City and obtain the divine power of the Mechanical Heart. He was successful and now had the power to enact his vision. With the machines of the Clockwork City now bent to his will, the denizens of the Clockwork City were forcibly converted into abominations. He discovered that he could turn the undead into mechanical slave abominations with the aid of the divine powers. The Forgotten Hero entered the Clockwork City, slayed Mecinar, and stopped the remaining inhabitants from being forcibly converted.

Aquatic Creatures

Copperclaw Crayfish, Clobberfish, Clicking Travally, Coppery Cucumbers, and Operant Eels can all be found in the oily waters of the Clockwork City. Barilzar's Grenadier is a fish named after former clockwork apostle Barilzar.

Beetle Fabricant



Beetle Fabricants are fabricants that resemble Thunderbugs. Their legs are metal limbs, and it uses strong lightning attacks. It is aggressive and will attack on sight. It is not to be confused with similar fabricants such as the shalk fabricant.

Brass Mudcrab



Brass Mudcrabs are fabricants resembling Mudcrabs. They have a brass rust-resistant coating and can enter into water but are likely to sink.

Brassilisk

Brassilisks are fabricants resembling snakes. They are created from interconnected metallic squares, with exposed copper wiring that allow for their snakelike movements. Some are created with wings to mimic the Sep Adder. They are a popular choice as pets among

the denizens of the Clockwork City. They can be powered by either soul gems, animo cores, or steam power.



Custom Fabricants

Custom Fabricants are of Mecinar's design. The Clockwork Apostles believe that introducing a foreign species to Sotha Sil's creation could result in all kinds of unforeseen errors and deviations.

Firepot Spider

Firepot Spiders are fabricants resembling spiders. They are usually hostile but can be programmed to be passive and repurposed to be used as a walking barbecue by chefs. Firepot spiders are known to lunge at a person and then explode, losing its shell and becoming a dancing spider.



Hulking Fabricant

Hulking Fabricants do not appear to be crafted to closely resemble any existing creature of Nîrn. They have wide jaws, a crest of horns or growths on their heads, two organic forelimbs, a metal scorpion-like tail, and four metal legs. They were seen near the end of the Third Era attacking Mournhold.



Kagouti Fabricant

Kagouti Fabricants resemble their organic counterparts, except with mechanical legs, jaws, and metal-capped tusks.



Nix-hound Fabricant

Nix-hound Fabricants resemble Nix-hounds. They have glassy eyes with brass abdomens, as well as spring-loaded hind legs. Their snouts have blade-like edges from which they can shoot energy.



Nix-Ox Fabricant

Nix-Ox Fabricants are programmed for obedience and designed for endurance. Similar to organic Nix-Oxen, they are used as mounts in the Brass Fortress and in the Radius.



Scorpion Fabricant

Scorpion Fabricants, sometimes called Clockwork Scorpions, are fabricants created to resemble scorpions. They are the most popular pet among the denizens of the Clockwork City and have the potential to grow massive in size.



Sehts Dovah-Fly

Seht's Dovah-Flies are fabricants that were created to imitate dovah-flies (more commonly known as dragonflies). They are harmless, and are known to make loyal pets. A variant known as the Scintillant Dovah-Fly is black with gold trimmings and is a common sight in the oil-slick ravines of the Clockwork City. They are rumored to have been a collaboration between two ill-fated lovers. These mechanical dovah-flies were created to serve as a messenger,

delivering communications between them. So impressed were their masters by this creation that they set their feud aside and allowed the apprentices to collaborate on future projects.

Shalk Fabricant

Shalk Fabricants have organic bodies while all three sets of legs are mechanical. They have been observed jumping short distances like Assassin Beetles and, much like their organic counterparts, they can manipulate fire.



Skeevaton



Skeevatons are fabricant creatures that, despite their name, resemble small rats rather than skeevers. They can be found all across the Clockwork City and inside the Brass Fortress. They were created for the intention of probing tiny, inaccessible area of the Clockwork City. To this end, they contain a sensory tool that sends out pulses of detection magic to survey objects of interest and search within specific parameters. At some point, skeevatons were over-produced, and the denizens of the Brass Fortress had a skeevaton infestation on their hands. The series of events that followed the infestation was a mess that ended in many fabricants becoming scrap. Wind-up Bears were created to destroy the Motorized Tigers that were produced to stop the

Clockwork Hounds, which were fabricated to stop the Clockwork Cats that were created to stop the mass-produced skeevatons.

Verminous Fabricant

Verminous Fabricants do not appear to be based on any extant creature of Nirn, instead resembling lean bipedal reptiles with long necks, long tails, and a horn on their noses. Their hind legs are made of metal. In addition to being found in the Clockwork City, they were seen attacking Mournhold near the end of the Third Era.



Daedra

Atronach

Atronachs are highly intelligent daedra often summoned by conjurers. They have no kinship or loyalties with any of the Daedric Princes.

Flame Atronach

Flame Atronachs are Elemental Daedra native to Infernace, a collective realm full and made of lava and fire. They apparently have an enmity for Frost Atronachs, though they are able to put this aside when serving mutual masters. Seemingly made entirely of flame, they can be found unbound in the wild or can be conjured by those with magical aptitude to serve as guards, laborers, or otherwise obey their conjurers. Summoning of Flame Atronachs is usually performed through Koron's Peremptory Summons, a spell which usually summons Flame Atronachs in their conventional forms but which can be altered



by conjurers to alter the minutiae of the summons (such as plane to summon from, daedra to summon, and form in which the daedra can be conjured).

They are a source of Fire Salts, an alchemical ingredient which has varied utility. They are conventionally summoned and found in the form of vaguely feminine flaming floating humanoids; however they do appear in other forms including a smaller form called the Flame Pixie. Their summoning was first perfected by the Direnni, especially Corvus Direnni and Peregrine Direnni, who discovered that they could be bound into different forms by their conjurers. Flame Atronachs as a collective were apparently employed by Clan Shardaí during the Third Era, and were heavily involved in the Battlespire invasion.

Frost Atronach



Frost Atronachs are Elemental Daedra native to Oblivion. They apparently have an enmity for Flame Atronachs, though they are able to put this aside when serving mutual masters. Seemingly made entirely of ice, they can be found unbound in the wild or can be conjured by those with magical aptitude to serve as guards, laborers, or otherwise obey their conjurers. Summoning of Frost Atronachs is usually performed through Koron's Peremptory Summons, which can be altered by conjurers to alter the minutiae of the summons (such as plane to summon from, daedra to summon, and form in which the daedra can be conjured). They are a source of Frost Salts, an alchemical ingredient which has varied utility. They are conventionally summoned and found in the form of bulky humanoids. Frost Atronachs as a collective were apparently employed by Xivilai Moath during the Third Era, and were heavily involved in the Battlespire invasion. Frost Atronachs are found in many Daedric Realms, including those of prominent princes and minor planes. While possessing some intelligence, Frost Atronachs are largely an unorganized and chaotic group, with individuals being largely

indistinguishable from one another. Many frost atronach names begin with the word "Nomeg".

Storm Atronach

Storm Atronachs are Elemental Daedra native to Levinace. Seemingly made entirely of lightning, they can be found unbound in the wild or can be conjured by those with magical aptitude to serve as guards, laborers, or otherwise obey their conjurers. Summoning of storm Atronachs is usually performed through Koron's Peremptory Summons, a spell which usually summons storm Atronachs in their conventional forms but which can be altered by conjurers to alter the minutiae of the summons (such as plane to summon from, daedra to summon, and form in which the daedra can be conjured). They are a source of Void Salts, an alchemical ingredient which has varied utility. They are conventionally summoned and found in the form of bulky humanoids; however they do appear in other forms.

Their summoning was first perfected by the Direnni, especially Corvus Direnni, who discovered that they could be bound into different forms by their conjurers. Storm Atronachs are found in many Daedric Realms, including those of prominent princes and minor planes. While possessing some intelligence, storm Atronachs are largely an unorganized and chaotic group, with individuals being largely indistinguishable from one another.



Clannfear



Clannfear are ferocious reptilian Daedra that resembles a lizard with a large, bony crest on their head, as well as a sharp beak and talons. They have tough scales on their body, and their mouths are lined with razor-sharp teeth for tearing flesh. They are generally thought to be of animal intelligence, though it is possible that they are intelligent enough to speak. Clannfear are of low status, and are sometimes branded to reveal their loyalty. Clannfear cannot use tools, so they attack their foes through biting, clawing and lashing with their tail spikes. They can be formidable, but they are by no means clever. They are known to serve many Daedric Princes and can be found throughout the various planes of Oblivion. Despite this, some attribute them to Mehrunes Dagon. They can occasionally be found lingering near Daedric Ruins on Nirn.

Clannfear walk on two legs and use their clawed arms and sharp beaks as weapons. They are capable of ripping mortals to shreds. Clannfear claws are made for hooking their prey and pinning them while they are consumed alive. The clannfear can make use of its crest to headbutt or charge at its prey. Clannfear pounce on their prey to knock it down. They can also slam their spiked tail into their prey to disorient it. Clannfear are inclined to flock together to hunt and may answer to a powerful matriarch, but are still dangerous as individuals. Clannfear vocalize by baying and screeching.

Clannfear can be trained by more intelligent Daedra such as Dremora. Trained clannfear can assist Dremora in hunting mortals for sport, and have a keen sense of smell that assists them in such tasks. Young clannfear purportedly need food to grow, which they often receive in the form of mortal flesh. Their claws and hearts can be used in alchemy.

Daedroth

Daedroths are crocodile-headed bipedal Daedra associated with Molag Bal. They can also be found serving Mehrunes Dagon. They are strong, hulking, reptilian Daedra with animalistic tendencies, but still a dangerous foe with powerful clawed arms and moderate magical ability. Though some have been known to use weapons and wear simple armor, most attack with bare claws. They have a powerful bite and the ability to spew hot flames. Some daedroths can spit poison or shock magic. They stand roughly at the height of a mortal (if not taller), and can be summoned in gargantuan sizes. Particularly large daedroths are difficult to summon, and can only be controlled by those with a strong will. Daedroth sacs and teeth are used in alchemy.



Linguists will point out that "Daedroth" is also the proper singular form of "Daedra", but for these creatures the common usage is Daedroth (singular) and Daedroths (plural), with Daedra (both singular and plural) being used as the generic term. The term "Lesser Daedra" is sometimes used (again, both singular and plural), though this appellation technically refers to Daedra of all types beneath the Daedric Princes.

Daedroths can be seen existing in the wilds of Oblivion as wild animals do on Nirn.

Dremora



Dremora (also known as "The Kyn") are a warlike Daedric race primarily associated with the Daedric Prince of Destruction, Mehrunes Dagon. They are often found in the service of other Daedra lords, such as Molag Bal. They are commonly encountered throughout the planes of Oblivion. Dremora are known to be highly intelligent beings, and make capable warriors and mages.

The Dremora refer to their race as the Kyn (the People), with the adjectival form being Kynaz (of the Kyn). They consider themselves to be above other Daedra, who are seen as unthinking animals (the primary exception being the Daedric Princes). They also show a mutual distaste for the mortal races of Nirn. Despite this, Dremora are a surprisingly frequent sight in certain parts of Tamriel, roaming Daedric ruins and the lairs of conjurers and Daedra worshippers. They are also summoned to Tamriel through spells and rituals for durations of time that range from brief to indefinite. In this regard, they are often "employed" by Tamrielic organizations such as the Tribunal Temple to guard their shrines, and by the Mages Guild to deliver messages to non-guild members. Throughout the years, other professions that Dremora have pursued outside of being warriors for their clans include being mercenaries, torturers, taskmasters, pirates, butlers, and merchants, both in Oblivion and upon Nirn. They find Daedrats cute.

The Dremora take pride in their hierarchies. Order is wrested from the chaos of Oblivion through force of will, and the Dremora are nothing if not willful. Rank and order signify glory to the Dremora, as maintaining such things exhibits strength of will. It is their nature to serve those who exhibit a stronger will (such as Daedric Princes), and by serving such entities, the Dremora gain stature and reward. Oblivion is ever-changing, but the oaths held by the Dremora are eternal. Confining oneself to a uniform code and upholding said guidelines is considered an act of supreme will and discipline.

Dremora have keen memories and a tendency to hold grudges. They also have a poor sense of direction. They value their horns, and often refer to things that are shameful or dishonorable as "hornless". The Dremora often serve as go-betweens for mortals who wish to make pacts with Daedric Princes or other powerful entities. Dremora do not view themselves as "good" or "evil". In the case of those who serve a specific purpose for a powerful entity, they exist to serve that purpose. To the Dremora, this is not "good" or "evil", it simply is. The Xivilai find the Dremora's fashion sense and mannerisms to be ostentatious. On the other hand, the Xivkyn outright hold the Dremora in contempt, viewing them as "lesser creatures".

Golden Saint

The Aureal (or Aureals), more commonly known as Golden Saints, are a Daedric race of golden-skinned winged humanoids, with cat-like eyes and Elven-esque styled hair. They call themselves the Aureal, and claim to be the most loyal and honorable servants of the Daedric Prince Sheogorath. The name Golden Saints was given to them by "lesser beings", and conveys an elegant and benevolent figure. Furthermore, their use of golden avian-themed armor and weapons augments their angelic-like appearance. Despite their name and appearance, the Aureal are a proud, arrogant race, quick to anger and cruel in their punishment. They have little love for mortals, even those that inhabit the Shivering Isles, and make no effort to hide this in their interactions.



They are a matriarchal society, tending to look down upon all males. Even male Golden Saints consider themselves and other males to be lesser. The Aural have a warrior-like caste system with an eight-tier hierarchy, ascending from lowest to highest in rank as follows: Auren, Auredel, Aurmok, Aurmokel, Aurig, Malaurig, Delaurig, and Aurmazl. They make up one half of Sheogorath's army, along with the Mazken. The two groups have a great rivalry, each believing they are Sheogorath's favored. The Aural are heavily linked to Mania, and act as its policemen. In times of war, they are placed under the command of the Duke of Mania.

Their sacred home of Brellach lies in the northern part of Mania. Within it, the Wellspring of the Aural serves as a beacon to guide the souls of the saints lost in the Void back to the Shivering Isles. Little is known of their chaotic creatia, but their Wellspring flows with a golden liquid fitting of the saints. Some Golden Saints are also said to reside in the Colored Rooms.

Amber that grows in the Root Systems of the Shivering Isles is linked to the Aural, which may be used to summon or even bind them. The most powerful among the Aural require the usage of the rare occurring Sheogorath-Shaped Amber. Their hearts have modest magical properties.

As a symbol of their devotion to Sheogorath, the Aural engrave their golden teeth with the three faces of madness, a symbol of Sheogorath's office. The average Saint is six feet tall.

Crafting the avian-themed arms and armaments of the Aural is a dangerous endeavor, as one can lose their mind making it. They are also an expensive craft, as they use gold metal as a base. As gold is far too soft on its own, multiple steps are required to strengthen them to be more nimble and harder than steel. The structure of the equipment is reinforced with refined moonstone, and then the gold is hammered into place while the gold is heated just below its melting point. Finally, a Daedra's heart is put into the forge when the equipment is being heated, allowing them to be hammered into shape, and transforming the attributes of the metal, giving it an uncanny hardness.

Hunger

Hungers are ferocious Daedra known for their long tongues, demonic appearance, and their taste for mortal flesh. The Hunger uses its long tongue to siphon the life out of its prey. It also makes use of its razor-sharp claws and can spew poisonous bile. They possess a paralyzing touch and have the uncanny ability to quickly destroy their opponents' armor and weapons. Hungers can also teleport. They are typically servants of Daedra Lord Boethiah who is also known as Hunger. They are also known to roam the Shivering Isles as servitors and guards. They are described by some as perfect representation of Sheogorath's darker side.

Hungers have been observed to be more ferocious when in the presence of a warm body which is described as a territorial hunting imperative.

Their tongues can be used by alchemists as an ingredient in potions to cure diseases and aid those who are afflicted by poison. Their tongues are also used by the Dunmer as hair combs. The claws of hungers have been known to be used to make filleting knives.



Ogrim

Ogrim (or Ogrims) are large dim-witted Daedra with very little intellect, which are describable as "fat-faced ogres". They are chiefly sent into the mortal world to menace living things for the amusement of Daedra Princes. Ogrim are associated with Malacath. They are sturdy and powerful, and can regenerate health by pounding their chests. Many of them wear nipple piercings. Sanguine uses ogrim as bouncers for his parties. Ogrim are also known to serve Molag Bal and Mephala. Molag Bal often employs them as guards and torturers. The lumbering ogrim is cruel, often entertaining itself by tormenting its underlings.

Scamp

Scamps are one of the lesser sentient Daedra of Oblivion, who often enter into the mortal world to cause mischief and carry out errands for their Princes. They are weak, rather dull (described as semi-intelligent), and cowardly, and are easily defeated except in large numbers. For the greater Daedra, scamps are useful minions, as their nimble hands can carry and manipulate objects, and they are just tricky enough to be cunning opponents in combat. They are most commonly associated with Mehrunes Dagon, though they also serve Molag Bal, Sheogorath, and Sanguine.

Many varieties of scamps exist, including the weaker Stunted Scamps and fiery Magma Scamps of Mehrunes Dagon, the Stonefire, Mind-Shriven, Trove, and Cunning Scamps of Molag Bal, and familiars summoned by mortals. The Undaunted also trained scamps to wear packs to carry their valuables.



Winged Twilight



Winged Twilights are intelligent winged Daedra with claw-like limbs, black horns, and spiked tails. They can have blue or purple skin, and their eyes can be red or blue. Their bodies are dappled with scales. They are known to operate as messengers of Azura. In appearance they have a beautiful feminine form similar to that of harpies with bat-like wings, though the feminine aspects of the winged twilights are more "ravishing", and their long, sharp, hooked tails are immeasurably more deadly. When working together, they follow a matriarch.

Winged twilights are resistant to fire, frost, poison, and shock and can reflect spells. Winged twilights are not short on cunning; they stalk their prey, waiting for an opportunity to take it down with their swift strikes. They swing their barbed tails to injure their foes while airborne. Some winged twilights wield shock spells in battle. They can also shriek at their prey to incapacitate it. Their screams are deafening, and those caught in front of a winged twilight as it shrieks will become stunned and confused. Their talons are used to

tear flesh, as well as grip rocks, branches and other vantage points.

Void Salts, ichor, and membranes are reagents that can be collected from their corporeal remains. Ichor extracted from a winged twilight smells similar to eucalyptus or mint and can be used to brew potions of levitation. The long, extremely sharp hooks on the tips of their wings can be used to concoct potent poisons. When conjured by mortals, winged twilights can be ordered to heal their summoner.

Though typically found in the employ of Azura, they also serve of other Daedric Princes, such as Mehrunes Dagon, Molag Bal, and Nocturnal. They occasionally ensorcell and deceive mortals, sometimes under the guise of serving a more trustworthy Prince. Some winged twilights become infatuated with mortals and abduct them, holding them hostage until they return their affections. They may be lascivious and insistent towards their captives. One particular instance of winged twilights abducting mortals involved a nest at Esutanamus in 2E 582. A winged twilight matriarch kidnapped a young adult, and whenever the young mer tried to leave, the Daedra swooped down onto his head, tussled his hair with their claws and pushed him back into the ruins, cooing as they herded him back into their lair.

Molag Grunda is a winged twilight who is acknowledged as the daughter of Molag Bal.



Undead

Ancestor Ghost

The spirits of deceased Dunmer, 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 to the prepared adventurer. These ghosts can curse those who attack them, and are immune to disease, poison, frost damage and mundane weapons.



Bonelord

Bonelords are a form of revenant that is usually found protecting the tombs scattered throughout Morrowind. Bonelords can curse their opponents' attributes, are immune to Normal Weapons, and resistant to frost, poison, and shock.

Bonewalker

Bonewalkers (or bone-walkers) are a form of undead revenant that guard the ancestral tombs throughout Morrowind. They are created by the Dunmer through sacred ritual, considered by most foreigners to be a form of necromancy. However, the practice of

necromancy is outlawed in Morrowind. The Dunmer do not consider the creation of Bonewalkers and other such revenants to be necromancy, instead associating it with traditional ancestor worship.

Bonewalkers are zombie-like skeletal creatures resembling a humanoid golem constructed using flesh and bone, similar to a flesh atronach. They appear as misshapen humanoid, covered in gaping wounds and protruding spikes of bone. They are brought to life through the binding of a spirit against its will, which usually results in the spirit going mad. This unpleasant fate is reserved for those who have not served the family faithfully in life, so that they may guard the family shrine in undeath. Dutiful and honorable ancestral spirits often aid in the capture and binding of these wayward spirits. These mad spirits make for terrifying guardians, and are exceedingly dangerous to outsiders. Though



they are ritually prevented from harming mortals of their clans, that does not necessary discourage them from mischievous or peevish behavior.

There are several varieties of Bonewalker that can be encountered, such as Greater Bonewalkers and Lesser Bonewalkers. Some Bonewalkers have three precious stones set in their lower jaw, in accordance with ancient magical practice.

Though not as powerful as other undead, Bonewalkers are feared for the terrible curses they can bestow upon their foes. Bonewalkers are resistant to frost, poison, and shock attacks. They are known to carry the disease Brown Rot. They can also be summoned by magic users.

According to the teachings of the Tribunal Temple, Vivec encountered a Bonewalker in the ancestor alcove of House Mora when he came to recover the Treasure Wood Sword. The revenant emerged from a wall and declared that the Sword would not be handed over due to bargains that House Mora had made with Mephala, but Vivec banished it and subsequently recovered the Sword. The Chimer hortator Nerevar was supposedly transformed into a Bonewalker after his death at the Battle of Red Mountain. This terrible aspect of the hortator was depicted in certain Daedric masks.

Dwarven Spectre



Dwarven Spectres are Ghosts of the ancient Dwemer which can still be found haunting the halls of their ruins. Like all other ghosts, silver weapons are required to harm them.

Lich

Liches are undead necromancers which have embraced the power of lichdom, the most sophisticated form of Undeath. It is commonly done by transferring their soul into an object called a 'Phylactery', which is usually a jar or a chest. They are more often

than not selfish and power-hungry, destroying all in their searches for souls to repair the Phylactery. Extremely intelligent and powerful, a commonly held myth is that if the Phylactery is destroyed the lich will also be destroyed; however, the Phylactery simply serves as a vessel during the transference, and once the necromancer has transcended the Phylactery is of no consequence.

Only Necromancers with the utmost mastery of the Dark Arts can turn inward in their studies, attempting to manipulate their very own soul. Lichdom requires divesting one's soul and mortal form, removing the boundaries, the checks, placed on the mortal will by it. By accomplishing this feat, the Necromancer gains access to a virtually limitless magical horizon. Of course, the process exacts a heavy toll, as travelling through the Phylactery can tear a lich's psyche apart, resulting in madness. Long separation from one's soul can lead to apathy and megalomania as well, even if the Necromancer succeeds. In almost all cases, lichdom becomes a curse in very short order for those who succeed.

Lichdom is very hard to accomplish, taking large amounts of time and effort. One method involves using the souls of innocents to achieve lichdom, the higher amounts of pain from the unwilling victims produce a purer and stronger form of lich. This method also requires a powerful magical relic, as it acts as a casting focus for 'Urelu's Loathsome Coercion', the spell used to take the souls from the victims; the higher a relic's power is, the more painful the soul tearing will be. Due to the amount of effort to accomplish lichdom, it's very rare for a traveler to encounter one, as



most will stay in tombs studying obsessively. Liches have been known to disguise their true form using Illusion magic to lower the defenses of unwary travelers.

Skeleton

Skeletons are a form of Undead consisting of the reanimated bones of the dead. They're often found protecting the dungeons, forts and ruins of Tamriel. Many varieties of animated skeletons exist, some stronger than others. Skeletons have a certain resistance to edged weapons and frost spells. Though the skeletons of humans and elves are generally the same, Orcs have different skulls due to the tusks on their lower jaw, and beast races such as Argonians and Khajiit have different skulls overall.

Skeletons are often raised by necromancers, and are classified as the Reanimated undead among scholars. The reanimated undead have no sense of self or memory of their past lives when animated using minor Daedric spirits. They are more malleable, easier to command, and capable of following simple orders; a necromancer's perfect basic servant. The longer a corpse remains inanimate, the less of a hold the spirit of the corpse's original owner has on it. A necromancer's spell is capable of gathering scattered fragments and knitting them together with necrotic bindings, allowing the skeleton to move. There are several advantages to using skeletons over zombies as minions. Reanimated skeletons won't drop bits of rotting flesh in a necromancer's ritual circles or lair, and have a tendency to be sturdier, quicker and more dangerous than zombies.



Vampire

A vampire is a preternatural being, commonly believed to be a reanimated corpse, which consumes the blood of living creatures. The vampires of Tamriel are undead, diseased persons who are hated, hunted, and misunderstood by the living. Whether they consider themselves cursed or blessed, or whether they have given into their animalistic instincts or have sought to rid the world of the disease, vampires are nonetheless considered abominations.

Though it's possible for a vampire to find a cure, knowledge of how to do so has been suppressed in many places due to the fear that it would encourage people to deliberately infect themselves. Imperial culture views vampires as destructive monsters to be hunted and destroyed. Romantic notions of noble, virtuous vampires persisted in Imperial traditions through the Third Era, and vampires were thought to pass unrecognized in the Mages Guild and the Imperial aristocracy. Other names for vampires include blood vampire, vampyre, scion of Bal, and nosferatu.

Vampires are classified as the accursed undead, as their undead status arises from the curse of vampirism as opposed to a necromancer's manipulation of the buried dead. While some vampires claim to have a heartbeat, others have claimed that their heartbeats ceased after contracting vampirism. While vampires' capabilities often include incredible speed, advanced mystical talent, and unnatural strength, their ability to spread the infection to others a fate often described as worse than death is among the most frightening. Vampires have also been shown to be able to turn into bats.



