



A Morrowind Webzine

Dagovar

Number 2 - Summer 2021

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Hello Morrowind lovers and enthusiasts! Welcome to the second issue of Dagovar webzine. My name is Morrodict and it's my pleasure to write to you.

The world has changed again since the last issue and it's not always clear where are we standing in the big picture. Covid is still raging, governments are changing, and some of us are still stuck at our homes, not being able to travel. We must all be proud on ourselves, because we are still here, not giving up.

The one thing that is always getting better and better is our beloved game Morrowind. It's a world in which we are finding comfort, inspiration, good times and adventure. I want to say THANK YOU to whole Morrowind community-you are amazing. Reddit group is full of interesting conversations, art, texts, opinions, and it's a real pleasure to read your adventures and discover new things. Morrowind modding community became a giant - creating life changing mods like Merlord's Ashfall that adds incredible realism to the game, and many many other lua mods. This makes me believe that we are in the new Golden Age and that Morrowind is having bright future ahead :)

It's my pleasure to present you wonderful and inspiring content in this second issue ranging from interviews, articles, stories, artwork and mod reviews.

The first interview in this issue is with StiX, creator and primary custodian of Morrowind Modding Hall, new Morrowind mod hosting platform. If you like alternative histories, then you will enjoy the story of AliceL93 called "If Dagoth Ur Had Won..." in which she presents her vision of land and people in this alternative scenario. Eucatastrophic created magnificent artwork for the cover of this issue and wrote a super interesting text about it's Morrowind pixel art. IagharTheAxe and his friend Joje wrote a fun text called "Immortalizing Jeebilus" about new friendship and process of making the Warlord Jeebilus mod. If you like alchemy, then you will enjoy the article called "Alchemy, the most overpowered skill" by our intelligent Morrowind player Daimanta. For all of you who want to read more about Morrowind Spring Modjam 2021 then the text from Danae, organizer of this years Modjam is just for you. The amazing artist ykwingedwarriorcr wrote an article about creating her own Great Houses pendants. Perfect text for DIY enthusiasts. For all the mages out there, usmspark wrote an article about the most OP spell in Morrowind. Check it out to learn how to make it yourself. The beautiful and superfun artwork depicting Nerevar camping was made by Callistron, who did artwork for the first issue also. Tatoo photos were curtesy of CaptainFurler/Mihai Nistor and ScarnOnCunce. Huge thank you to my wonderful wifey for creating the webzine layout.

I hope that you will enjoy this second issue of Dagovar and please feel free to send all your comments, feedbacks, ideas or contributions to the email morrodict@protonmail.com.

Morrodict



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Interview with STiX

Can you say something about yourself?

My name is Nathan (though I go by STiX online) and I'm an IT Service Management professional by trade. I am the primary custodian of Morrowind Modding Hall.

How long have you been playing Morrowind?

I've played Morrowind since about 2003, starting out on the original Xbox, and fell in love with the open world. With relatively limited enemy progression scaling, you could walk into a bad situation real fast - there is limited hand-holding. I loved the experience. A bit later, I moved onto Morrowind on PC, once I saw how much better the experience was and just how many mods were available to add new content to the game. Some people have a tendency to experience Constant Restart Syndrome. Some times I never even made it that far, I often spend more time outside of the game rejigging my mod list than actually playing! This is a trend that has continued into other games I play now too (looking at you Path of Exile / Path of Building).. I've had a few breaks in between years, but just keep coming back.

What is your opinion of the game?

I think the dice-roll, table-top game style combat mechanics certainly dates the game and is off-putting to newcomers. However, the size and vastness of the world (not just by physical landmass, but the factions, the lore, etc.) is breathtaking, and I still hold the game in very high regard.

Who is your favourite Morrowind character?

It's hard to pick a favourite, but Master Aryon is certainly an interesting character. The Tel Vos architecture is a unique blend of Imperial and Telvanni styles, and he largely seems to buck the trend of other Telvanni masters. Therana and Divayth Fyr also come to mind as standing out for their insanity (though at different ends of the spectrum)... It's too hard to pick a favourite!

What made you decide to create Morrowind Modding Hall?

As I've come back to the game after a bit of a hiatus, I've come to find many mods I used to enjoy have simply vanished. Many were hosted on Planet Elderscrolls, which is now defunct, as well as personal mod sites. I know many are maintained on Morrowind Modding History, as well as Nexus - but it never hurts to diversify storage in the event of an untimely shutdown. As I've hosted some other large communities in the past, I thought it fit that I step-in and offer my site as another service.

What is the objective of the site?

Help retain the history of this community and let the mods live on. I'm not creating the site to 'go into competition' with anyone; quite the opposite. We have an API for community contributors and are actively seeking opportunities to help other community developers with their projects.

Did you ever create something like this?

Yes, I've taken on custodianship of a couple of large sites and communities in the past. The largest had some 2.5 million posts and >200k registered members, and a very active development scene.

What is the process like? What did you create first?

It started as a discussion in the Morrowind Modding Community Discord channel, as a few people expressed disdain around lost mods and some of the restrictions of current mod sites (download speeds, nag screens, etc.). About 2 hours later, we had a skeleton of a site up and running, and within a day we had a pretty good proof of concept running. It didn't take long for people to start checking it out and offering feedback as to how we could further improve it, which I feel we responded pretty quickly to. We picked the name Modding Hall, and went with 'mw' as a sub-domain to allow us to expand in the future. It is only my intention for now to focus on Morrowind, but it's always good to have latent capability. Don't

be surprised if you see 'mc.moddinghall.com' or something else crop up in a few years from now.. Setting up an easy to use Downloads page was the primary focus though. 'Easy to contribute, and easy to consume' was the goal. All of our downloads are hosted on Amazon S3 servers for fast download speeds as well.

Some of the other features we've added is the ability for users to create sub-Communities. These can be for TES3MP servers, modders with a big catalogue of mods or a large project, as well as other use-cases I likely haven't even thought about yet. These sub-Communities can create their own forums, downloads sections, pages, etc. and can self-moderate (though any content still needs to abide by the wider site rules). Setting up the site was made extremely easy, with thanks to a number of members within the Morrowind Modding Community Discord channel (<https://discord.gg/cxuCxPmey>) for their input and feedback. As the site grows, we'll set up a CDN to further increase site performance and add new features over time. Users can stay abreast of any new functionality via the News & Announcements board (<https://mw.moddinghall.com/forums/forum/2-news-announcements/>).

How many of you work on this project?

This site is a community project. All users are welcome to provide feedback and shape the development roadmap. In coming weeks, we'll be publishing the site development roadmap for all to see; though it may change over time as we collate input along the way.

What is the response from the Morrowind community so far?

We've received primarily positive feedback from most users we've shared the site with so far. We haven't done much in the way of SEO, advertisement, or promotion as yet though, as for now we're happy to let it grow organically - which also gives us time to build up the feature-set.

Is the project complete, can modders upload their mods?

Yes, modders are welcome to upload their mods. The site is still in active development though as we add new features in the background, but all of the modules we have exposed are up and working!

Are you a Morrowind modder?

Sadly I'm not nearly as creative as many of the mod contributors in our community. I much prefer to play them, than make them. However I do make some small tweaks here and there for my own use, and have released some in the past under a different alias.

Are you currently playing Morrowind?

Yes! I'm currently underway with a new platform using the OpenMW engine (my first time using it) and playing a Telvanni Drow. Some of the mods I'm running include ShadowTek's Drow Race and Castle Hestatur, both with some tweaks to make them more well balanced.

Any words you would like to communicate to the readers?

Please come check out our site at <https://mw.moddinghall.com/> And if you have any feedback, please feel free to select Contact Us at the bottom of the page, or message me on Discord @ STiX#9061

If Dagoth Ur Had Won...

by AliceL93

In the waning years of the Third Era of Tamriel, a prisoner born on a certain day to uncertain parents was sent to Morrowind, by order of the Emperor to defeat Dagoth Ur and bring peace to Morrowind. They survived the corpus disease and united the Ashlander Tribes and the Great Houses against the Sixth House. Lord Vivec acknowledged that they were the last hope of the Dunmer nation and gave them Wraithguard. The Nerevarine went to Red Mountain, retrieved Keening and Sunder and confronted Dagoth Ur. It seemed that the prophecy would be fulfilled as the reincarnation of Nerevar and Dagoth Ur fought against each other. Warrior against sorcerer. Friends who turned enemies against each other. Eventually, the Nerevarine gained the upper hand and pushed Dagoth Ur into the lava. Only one thing remained: To destroy the Heart of Lorkhan and prevent it from being used by mortals to become gods in the future. As the Nerevarine was doing the ritual, Dagoth Ur suddenly appeared behind him: The heart revived him so that he could defend it. He struck the Nerevarine, and the hero died. Dagoth Ur won and gained Wraithguard, the tool necessary for him to wield the tools which make it possible to harvest the powers of the Heart. The faith of the Dunmer people was shaken. Almalexia went mad and killed Sotha Sil only to be killed by a forgotten hero in turn. Vivec was still alive and maintained the Ghostfence, but he became weaker day by day. In the meantime, the Sixth House waited patiently for the right opportunity to strike. Every day, the servants of the Tribe Unmourned were revived, and they even gained new servants among the Dunmer people either through the Divine Disease or by Sixth House priests who would voluntarily urge the Dunmer people, disappointed by the Tribunal, to accept Dagoth Ur's rule. Sixth House assassins terrorized the population by killing important Hlaalu nobles and outlanders.

Soon, the right opportunity arrived. King Helseth, the opportunist young king of Morrowind started a civil war to liberate the slaves. House Hlaalu and House Dres outlawed slavery in their own territories, and defeated House Redoran and House Indoril, forcing them to do the same. Slavery was outlawed, but all four houses were weakened. House Telvanni, which remained neutral in the conflict, rejected to liberate their slaves, but the Hlaalu-Dres alliance was too weak to start another war. As a last desperate attempt, Vivec, with the help of a group of Elite Ordinators and mercenaries, went to Red Mountain to defeat Dagoth Ur. Vivec has fallen, and the Ghostfence disappeared. Ash Creatures and Corpus monsters slowly appeared in the countryside, and blight storms were frequent even in regions such as the Ascadian Isles, making the territory infertile in a year. Most of the Ashlanders joined Dagoth Ur, as the blight storms affected them the most, and the anti-Imperial, anti-Tribunal ideology of the Sixth House was appealing for them, having lost their faith in the Nerevarine prophecy. Akulakhan, which was completed in a hurry, emerged from Red Mountain. Dagoth Ur led the golem to crush Ghostgate and send a message to the Dunmer: Accept him or die. Battle followed battle, as the Sixth House army marched to Vivec, to destroy the symbol of the Tribunal. Vivec was in ruins, and Dagoth Ur returned to Red Mountain with Akulakhan. Most of House Redoran, weakened by the battles, accepted his rule in order to survive. The remaining Temple clergy also realized that the Tribunal was gone, and they started to preach the religion of Lord Dagoth and Akulakhan, the brass god. A handful of Redoran and zealous Ordinators retreated to Molag Mar, the last Temple stronghold left in Vvardenfell.

With the unrest at Cyrodiil City, and the realization that Dagoth Ur cannot be defeated by conventional means, the Empire recalled the Legions and abandoned the island. Since the ebony which Vvardenfell provides for the Empire could be supplied by the new colony at Solstheim, they decided that they do not have any reason to stay in Vvardenfell. One legion, however, decided to refuse the orders and stay behind to evacuate the outlanders of Vvardenfell, whom the Sixth House wished to exterminate. They still hold Ebonheart. The majority of House Hlaalu left Vvardenfell with the Empire, restarting their businesses at Raven Rock. Those who stayed joined the Camonna Tong. The Imperial Navy blockaded Vvardenfell so that no one could enter. However, it also made escaping the island almost impossible, and contributed towards the misery caused by the blight storms for those who stayed behind. Even if someone managed to leave the island, they would be put into a quarantine until it is proven that they do not have corpus. House Telvanni, as always, remained neutral in the course of events, and the most powerful mage-lords erected ghostfences around their towers, and used teleportation magic to get provisions from the mainland branch of their house. The only settlement of Vvardenfell which was safe from blight storms and corpus disease was Vos, which was

included in the Ghostfence erected by Master Aryon. Almost all of Vvardenfell is under the rule of the Sixth House and their Ashlander/House Redoran allies now. Those who didn't accept the mad vision of Dagoth Ur now suffer, and are desperate to leave the island. Blight storms happen every day, and the countryside is full of Corpus monsters. However, there are people who see opportunity in the chaos. With the Empire gone and most of the Great Houses being destroyed, there is no central power which means that organized crime factions (such as the Camonna Tong) and bandits can terrorize the remaining population.

As blight storms cover the sky, the sun can rarely be seen which means that even the vampires become bolder and they use this opportunity to roam freely and find prey among the people. Will a new Nerevarine emerge and defeat the Sixth House at the end or will Vvardenfell remain a wasteland forever? Or perhaps one day the Sixth House army crosses the sea and starts a war on the rest of the Empire?

Factions in this scenario:

The Sixth House: The most powerful faction of Vvardenfell. They have agents and priests in every settlement, except for Vos, Ebonheart and Molag Mar. Their blight storms and their minions slowly turn everyone into corpus monsters or kill them. They possess Wraithguard, Sunder and Keening, and Akulakhan, a brass god powered by the Heart of Lorkhan. Their highest ranking members (such as the Ash Vampires) are invincible.

House Telvanni: The second most powerful faction on Vvardenfell, as usual they remained neutral in the course of events and they wouldn't interfere as long as they were allowed to research in peace. Their highest ranking members have surrounded their towers with ghostfences which protects them against corpus monsters and the blight storms. The only settlement in Vvardenfell which still flourishes, and where the surrounding lands are still fertile is Vos, because Master Aryon cared enough to include them in his ghostfence, in addition to his tower.

House Redoran: The House weakened significantly when the Nerevarine killed their leader, Bolvyn Venim. The majority of their nobility and warriors died later, trying to protect Morrowind from Dagoth Ur, which opened the way for the less virtuous, lesser members to gain power and swear fealty to Dagoth Ur. However, they are only a shade of their former self: Their countryside is full of corpus monsters, their cities are full of crime and corruption and they struggle to maintain at least an illusion of control. A very small minority elected to fight on, and joined the Ordinator at Molag Mar.

House Hlaalu: They are not present on the island, most of them left with the Empire. Those former members who stayed, joined the Camonna Tong.

Ashlanders: They have joined Dagoth Ur, as the Nerevarine prophecies failed and they share a common anti-Imperial, anti-Tribunal ideology.

Temple: The faith of the Dunmer in the Tribunal has shaken, therefore the remnants of the Temple now preach Lord Dagoth Ur and the new god, Akulakhan. A group of zealous Ordinator (with the help of some

renegade Redoran) decided to fight on at Molag Mar.

The Empire (Imperial Legion, Imperial Cult, Census and Excise Office, Blades, EEC etc.): They've left the island, and the Imperial Navy blockaded it. A renegade legion, determined to save whoever they can, still holds Ebonheart and they have one ship. The last chance to leave Vvardenfell might be to head to Ebonheart quickly, as probably they are going to leave in a few weeks too. With the Unrest at Cyrodiil City and the rumors about a secret cult wishing to overthrow the Emperor, and the fact that since Raven Rock has been established they do not need Vvardenfell, it is unlikely that they are going to attempt reconquering the island.

Camonna Tong: As they're allied with Dagoth Ur, they enjoy the power vacuum by the Empire and the Hlaalu leaving, and took over several settlements where they rule according to their ways. Most of the outlanders are enslaved or killed, and everyone should pay protection money for the thugs of this faction.

Fighters' Guild: Even though they are outlanders, their presence is still tolerated more or less, as they serve as the muscle of the Camonna Tong, who view them as expendable mercenaries. The faction is rather a group of bandits now than honorable fighters who help out the population.

Mages' Guild: They were all exterminated by the Telvanni, or were forced to join them, since Imperial Law doesn't protect them anymore.

Thieves' Guild: As they are also a faction of organized crime, they enjoy the power vacuum as well, however as most of them are outlanders, they face trouble from the Camonna Tong and the Sixth House, as they are also targets.

Morag Tong: Similarly to the Telvanni, they remained neutral, and thus enjoyed relative prosperity, as the various warlords and crime factions frequently hired them. Their headquarters at Vivec was destroyed however, when Dagoth Ur besieged the city.

Vampires: They also enjoy the power vacuum and the destruction of most of the Ordinators. The frequent blight storms make it possible for them to hunt even in daylight. However, they know that in the eyes of the Sixth House they are abominations as well, therefore some rumors are heard that the clans might set aside their rivalries and unite.

Commoners/Freelancers: They suffered the most, but they have the most freedom in this chaos as well. Will they accept their fate and turn into brainwashed Sixth House cultists or join one of the factions still fighting? Or perhaps they find a way to leave the island in some way? Maybe they find opportunity in the chaos and loot the abandoned houses or form a gang of bandits?»

Characters Demade

by Eucatastrophic

MORROWIND

Over the years, Morrowind has become a bit of a contentious topic when it comes to Elder Scrolls fans. You have some declaring it to be the best in the series, others voicing their disgust at the gameplay, and those that see its merits in certain aspects. While I'm not going to argue one side or the other (I am writing in a Morrowind fan zine after all), I am going to focus on a somewhat underspoken aspect of the game that I think warrants praise; the characters.

Last year, I started making pixel art versions of Morrowind characters. What does pixel art have to do with Morrowind? Well it allowed me to truly appreciate some of the games iconic characters, as well as just how much they have impacted the community. The key skill required for pixel art is being able to represent complex ideas with simple forms and colours, just like how the developers of Morrowind had to represent complex characters with simple models, textures, and a lack of voiced dialogue. Thus it was a comparable challenge to represent notable characters of Morrowind, with their personalities and quirks, in the limited medium of pixel art.

The characters I initially chose to convert to pixel art were those that I personally found interesting or memorable, but as I got more community feedback I saw just how memorable they were to everyone else as well. This made me dig into exactly what we all loved about these characters and how they stuck in our collective minds despite the technological limitations of the game. I will now touch on a few of those characters that show just how memorable they can be, and for vastly different reasons. There will be spoilers below.



Jiub

We all know Jiub. He is the first character we meet in the game and the one that asks us our name. Despite only appearing for a few seconds at the very start, never to be seen again, his gravelly, yet soothing, voice and dishevelled demeanor became itched in our minds and set the tone for what we might expect. We start the game standing face to face with a scarred dark elf in the scarred lands of the dark elves. In later games he is made to be a hero of sorts. Perhaps the developers picked a random character to give an epic backstory to or perhaps it was because his brief appearance struck a chord with the community.

Caius Cossades

Caius Cossades appears to be a lowlife skooma addict living on the edge of Balmora, but to us he is our guide and mentor in the strange lands of Vvardenfell. He is in fact the Grand Spymaster, the highest ranking Blades agent in Morrowind. What makes Caius so special is how he steers us, the players, in the right direction, without holding our hands along the way or railroading our choices. On more than one occasion he will even tell us to go forth and do some adventuring, gain some experience, and get to know the land and its people. This gesture is extremely powerful, giving us immense agency, but also allowing us to take in the breathtaking world before us, instead of rushing to end. It was honestly a little sad when he eventually left the island, but because of his guidance and knowhow, we aren't left helpless by his absence.



Crassius Curio

Next we have Crassius Curio, or Uncle Crassius as he likes to be known. Perhaps most famous, or infamous, for having written *The Lusty Argonian Maid*, an in-game book that has been the source of many memes and steamy fan fiction. What struck me most about him was how he spoke, often referring to us, the players, by pet names such as sweetie and dumpling. He'll even ask us to strip for him and give him a kiss if we wish to progress. Will we be complicit in this workplace abuse or deny him his wishes and find other ways to move forward. Despite his endless perversion though, Crassius is still considered to be one of the good members of Hlaalu, as he is fully against corruption and even asks for our help in ending it. Love him or hate him, he is quite memorable.



Vivec

The enigmatic and contradictory Vivec of the Tribunal is by far one of the most complex characters in the series thus far. He is probably the most iconic character from Morrowind and one that players of the other games in the series will also recognise. More interesting though is that most of our interactions with him are through in-game books, rumours, here-say, and slander. He can be found in his temple, located in the city bearing his name, where he is in a state of buoyant meditation. He'll speak in riddles or half-truths, giving us the sense that he either doesn't trust us or simply doesn't think we will understand. His complex use of language to describe abstract or incomprehensible ideas truly gives us a glimpse into what it is like to be a god. "It is a bit like being at once awake and asleep." Vivec says, "Awake, I am here with you, thinking and talking. Asleep, I am very, very busy. Perhaps for other gods, the completely immortal ones, it is only like that being asleep. Out of time. Me, I exist at once inside of time and outside of it." But Vivec is also seen to be a liar. The Ashlander oral histories and studies from the dissident priests show him to have been a mortal who stole divinity, alongside Almalexia and Sotha Sil. Which story is true and which are false, or are they all in fact true due to the nature of being a god. A lot of discussion regarding his godhood has been had by the community.



Gaenor

Gaenor is a poor bosmer you meet in Mournhold who claims to be an entrepreneur. At first we probably suspect him of being a con artist, as he asks for some starting capital to get a business up and running. A small sum of 50 gold is nothing for us so why not donate to the poor fellow, thinking that's the last we'll see of him. To our surprise he shows up again and again, asking for more and more gold each time. If we ever refuse him, he'll storm off in a huff, vowing to get us back later. It is after this point that Gaenor goes from sort of interesting to absolutely memorable.

I don't think there is a character from the game that the community hates more than Gaenor. On my post including pixel Gaenor, someone commented that he ruined one of their games. Also, entire guides focusing on how to defeat him have been created. This poor sleazy bosmer eventually returns, adorned in full ebony armour, wielding an ebony longsword and shield, and equipped with revenge. He is almost undefeatable, due to his incredible luck, but a high level character has a chance. If a low level character were to encounter him, they'd have better luck running away than fighting, making him rather infamous.



Dagoth Ur

The mysterious villain of Morrowind is someone who, at first glance, might be written off as just an evil bad guy, but by learning more about him, his past, his motives, and those of the Tribunal, we learn that there is much more to him than meets the eye. He first comes to us in our dreams and through whispers from his secret followers. The most imposing thing about him is his influence and how we see that grow over the course of the main story. Over time more of his secret cult reveal themselves. They could be anyone, from a random passerby to a merchant you like to frequent. One day the sleeper will awaken and strike. Despite this horrifying opposition, Dagoth Ur welcomes you and treats you as an equal, hoping you can join him. We learn about the treachery of the Tribunal, making his motives more reasonable. We start to empathise and understand him. He wants to unify Morrowind, exile the Imperial colonists, and to free the people from the lie of false gods. He truly believes that he is doing the right thing for his people. It is his motives that are questionable and the reason he must be stopped. «Come, Nerevar. Friend or traitor, come. Come and look upon the Heart, and Akulakhan.» he says in a booming but not menacing voice. As one of the few voiced characters, his voice became part of what made him so iconic. The community treats Dagoth Ur as something of a mascot, as he appears in many pieces of fan art, memes, and other creative endeavours. For a character we only truly meet at the very end of the game, he truly left a lasting impression.



While the other games in the series have more realised characters, with voice dialogue, complex interactions, and better character models, the characters from Morrowind have something special. They feel truly part of the world and the world feels part of them. Despite the limitations of the time, they feel vibrant, unique, and memorable.

Immortalizing Jeebilus: The Making of the Warlord Jeebilus Mod

By IagharTheAxe and Joje

In the first issue of Dagovar, I had the pleasure of introducing my character Warlord Jeebilus, and now I have the task of ending his journey through Morrowind. Sharing his story through reddit was an amazing journey, both through the magical world of Morrowind and witnessing the evolution of the character I created along with my fellow Morrowind fans. Many of Jeebilus's fans and followers were sad to see him go, as was I, so I decided that I needed a way to immortalize him by adding him into the game itself.

I went into this project with absolutely no experience with mod-making, which is where the assistance and cooperation of my now good friend u/GnomeMaster69 (also known as Joje) was vital. It's only on the internet can you form a healthy working relationship with someone who is introduced to you as "GnomeMaster69". The project first began about five months or so into the Warlord Jeebilus series, when I first started to release the Memoirs of Warlord Jeebilus. Joje had left a comment offering to use the construction kit to simply put the books into the game, and I took him up on the offer. We exchanged discord usernames and began discussing the mod.

It didn't take long for things to get out of hand. We were both filled to the brim with ideas and possibilities for the mod. What started out as simply putting a few books into the game soon turned into a full blown story-driven quest mod involving a multiverse with multiple nerevarines and several other complicated and lore-breaking elements. After several months of very slow progress on this idea, we were forced to scrap it and set more realistic expectations for ourselves. The task we had set out to do would have required a full team of developers working regularly to complete in a timely fashion. Unfortunately, there was only us two, free only on weekends due to school and work while also being about 6 hours off from each other due to living in different timezones.

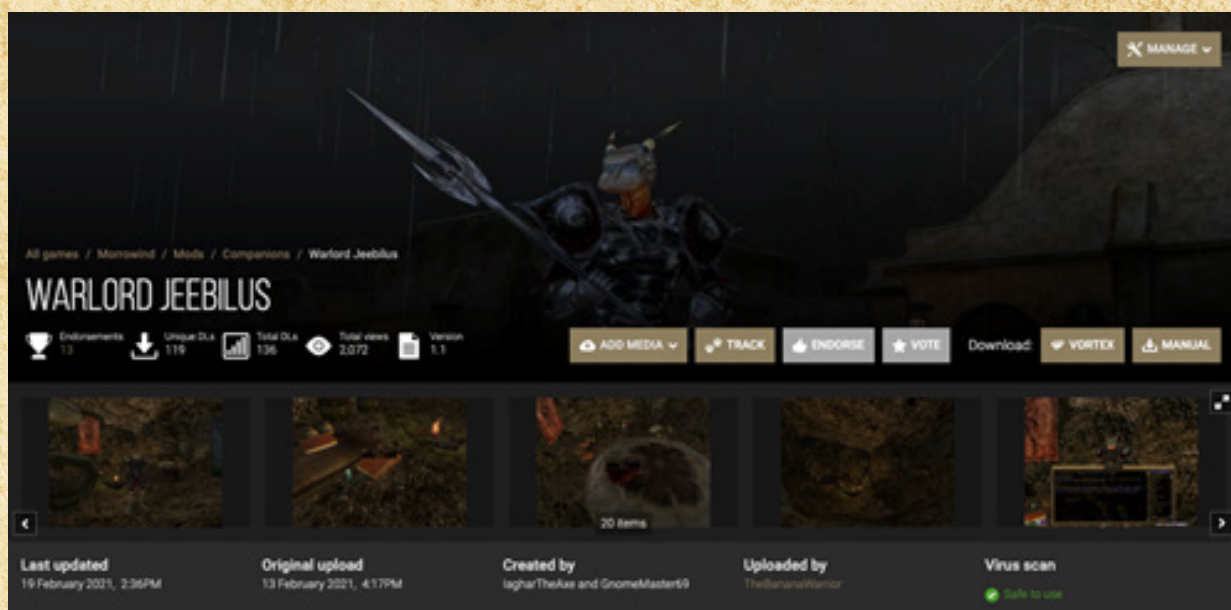
At this point I was approximately a month away from completing the reddit series and I made my new vision for the mod with this in mind. Warlord Jeebilus would be added as a merchant and NPC who is fairly self-aware and more knowledgeable than a normal NPC should be, kind of like M'aiq the Liar. I spent a week writing new dialogue and brainstorming possible features for the mod with Joje.



This is where Joje really flexed his creation kit skills: some of the features included in the mod were Jeebilus's home changing as the player progresses and he settles into his cave, as well as updating comments that Jeebilus will say as the player progresses through the main quest. We also added in all four volumes of the Memoirs which you gradually unlock as Jeebilus's cave updates. Each volume is a skill book and gives insight to the origin of Warlord Jeebilus.

As I created and posted the final few chapters of Jeebilus's adventure in r/Morrowind, I was also rigorously testing and tinkering the mod with Joje until it was finally ready for release. It can be downloaded on nexusmods.com, titled "Warlord Jeebilus".

It was a lot of work for something so seemingly small, and it gave me a lot of insight into how much work actually goes into developing full on games. At the end of the day I'm very proud of what we accomplished and it was a perfect going away present to give to everybody who stuck with Warlord Jeebilus throughout his journey. Thanks for reading!



Thoughts from Joje

Here are some thoughts and interesting tidbits that Joje, the co-developer of the mod, had:

I was very amused by the power hungry lizard IagharTheAxe had created on Reddit so when he posted the first "Memoir of Jeebilus" I told him that I could add the book in a Jeebilus themed mod. My original idea was to not release the memoirs on Reddit at all, instead we would hide the books in random caves on Solstheim. If you wanted to read the story of Jeebilus you had to download the mod and search for the books. Iaghar said no because he wanted people to read the books without needing to do a fetchquest in game (I agree with him now it was a dumb idea) but he agreed on me helping him make the mod. I told him "It will probably take an afternoon". Oh how wrong I was. I have made a few mods and games before, mostly half finished projects I just left to rot. Once I tried to overhaul the whole region between Elsweyr and the Nibenay in Oblivion by adding new locations like forts, caves, abandoned laboratories and other fun stuff. Each location had its own backstory, no filler content. It was good practice but the result was bad and I decided to scrap everything. However I was familiar with Bethesda's modding tools so I was confident in myself to finish a small Jeebilus mod. This was the first time I have worked together with a person over the internet on a project, and I must say it was a fun experience. I assume Iaghar already described all the ambitious ideas we had to scrap. I can just imagine how painful it must be for a real game developer to work on a big project. I had fun at least, it's a small mod yes but it felt like a good kick in my butt. I have released something, it did not end up as a half finished file collecting dust on my hard drive. And I have Iaghar to thank for that.

Morrowind Tattoos





Alchemy, the most overpowered skill

by Daimanta

Balancing a game with many skills is often a difficult undertaking. Developers try to prevent a skill from being too powerful by including limits to the ways where you can boost a skill or they might make leveling a powerful skill a hard or grindy task. Playtesters will try the play the game and see where the limits lie. They can help with finding the the ways in which the game is unbalanced. In Morrowind, the alchemy skill is the one skill where the balancing has simply failed as the skill to way to powerful. In this article I will explain the many reasons why Alchemy is very overpowered.

First the leveling. In Morrowind you have two ways of leveling your skills. You can either practice your skill by doing something that boosts your skill, alternatively you can buy training to level up your skill points by one. In case you didn't know how leveling works, the principle is very easy. On level n you need n points to level up your skill. So at level 5, you need 5 points to level up your skill. At level 24, you need 24 points to level up your skill. So what gives points in alchemy? Creating a potion succesfully gives 2 points. Eating an ingredient gives you 0.5 points. At level five you would need to make 3(=2.5 rounded up) potions succesfully or you could eat 5/0.5=10 ingredients. Fortunately, the cheapest ingredients cost 1 gold so you can level up from level 5 to 6 for a grand total of 10 gold. Eating your way to lvl 100 would cost you about 5000 gold. Still sounds a bit expensive, right? Don't worry, it gets better.

Let's look at making potions to increase level and also try to recoup the ingredient losses. Let's work with a batch of 100 potential potion creations with 100 Crab Meat and 100 Small Kwama Eggs, both costing 1 gold each. This batch will cost 200 gold in total. Hopefully we can make enough potions to recoup some of these losses. What are the chances of making a potion?

SuccessChance = (Alchemy + (Intelligence / 5) + (Luck / 10)) * (0.75 + 0.5 * CurrentFatigue / MaximumFatigue). For simplicity's sake, consider bad Intelligence and Luck at 30 and a full fatigue bar. This reduces the the formula to

SuccessChance = (Alchemy + 9) * (1.25). At level 5 we would have a 17.5% chance. At level 30 we would have a 48.75% chance. Sounds a bit low right? Let's do the math. How much is a potion worth anyway?

BasePotionValue = (Alchemy + (Intelligence / 10) + (Luck / 10)) * MortarQuality. Using an Apprentice's Mortar and Pestle at MortarQuality 0.5 we get the following value:

BasePotionValue = (Alchemy + 6) * 0.5. At level 5, this means a potion is worth 5 gold. At level 30, the same potion is worth 18 gold. Let's put all this data into a table to give a better overview of the Crab Meat and Kwama Egg batch example:

Level	Expense	Income	Result
5	200	87.5	-112.5
10	200	190	-10
15	200	330	130
20	200	471.25	271.25

Alchemy profits

How did this happen? How is it possible to turn a profit at level 15 of a skill? The answer is very simple, when your skill goes up both your chance of making a potion and the price of the potion goes up. As the price of the potion has nothing to do with the price of the ingredients it always pays financially to use the cheapest ingredients as it does not affect the price of the potions. Who can we sell the potions to? All alchemists, pawnbrokers and general salesmen. This means that a lot of Mages Guild members are now your own personal piggy bank. You can train your skills basically for free at anyone who accepts your potions as many ingredient

sellers replenish their ingredients after you buy them.

You might be already convinced of the fact that Alchemy is overpowered. But we're not done yet. How powerful are these potions anyway. Let's look at a 'Restore Fatigue' potion made from Crab Meat and Kwama Egg. An expensive "Exclusive Restore Fatigue" potion restores 80 points of fatigue for 5 seconds. This sounds great, but we can compare this with our own fatigue potions.

$$\text{BasePotionStrength} = (\text{Alchemy} + (\text{Intelligence} / 10) + (\text{Luck} / 10)) * \text{MortarQuality} / (3 * \text{EffectBaseCost}).$$
With Intelligence and Luck at 30, MortarQuality at 0.5 and Restore Fatigue BaseCost at 1.0 this can be reduced to $\text{BasePotionStrength} = (\text{Alchemy} + 6) / (6)$. At level 30 this means a restore of 6 fatigue per second. How long does the potion last? $\text{BasePotionDuration} = \text{BasePotionStrength} * 3$. A potion of strength 6 lasts 18 seconds! This is quite good. With a journeyman's Mortar and Pestle, you get 12 fatigue restored for 36 seconds! This is so much more useful than the regular potions you can buy at the shops or find in caves.

Ok, so the potions you can make are not only financially a good idea, they are also way better than store-bought potions. We're done now, right? No, one last thing. Remember that everything regarding Alchemy is partially dependent on Intelligence? This dependence is what turns Alchemy from an overpowered skill into a broken skill. Why? Because all these calculations are not based on the base Intelligence but on the modified Intelligence you have. What is the difference? The base Intelligence is the Intelligence you have based on your Attributes. The modified Intelligence is the base Intelligence with all modifications like damaged Intelligence or Intelligence boosts. This can be exploited by creating 'Fortify Intelligence' potions, consuming these potions, and then do Alchemy again. This creates cycle of potions getting better and better, while your Intelligence gets higher and higher. This trick can easily be used to get Intelligence in the thousands. You can use this Intelligence to create ultimate boost potions, super powered spells and 100% enchant chance.

Alchemy is overpowered? Yes it is.

Morrowind Spring Modjam 2021

by Danae

April was the month of the Spring Modjam 2021.

The principle of a modjam is very simple: modders have 48 hours to make a mod based on the theme. The community submitted 60+ themes and then voted themes out until only 10 remained...

Modjam Kickoff Stream

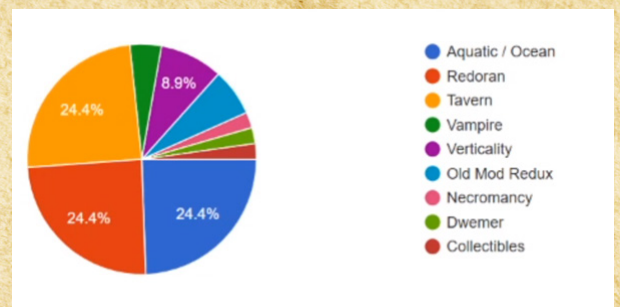
On April 2nd, mere hours before the Modjam started, we all gathered on Twitch to vote one last time on the theme of the event. The remaining themes were: Collectibles, aquatic, Cosmology, Vampire, Necromancy, Redoran, Verticality, Mod redux, Dwemer, Tavern



While chatting with DarkElfGuy, we also discovered who the judges were for the event.

A few mini-games later, we were down to three themes: Redoran, Verticality and Tavern.

In a crazy plot twist: there was a tie!



A final minute of voting gave us the unexpected theme for the event: REDORAN.

House Redoran is by far the least popular house both for players and modders, so this came as a shock. My guess is that a lot of people felt this was a good opportunity to finally get Redoran-inspired mods :D

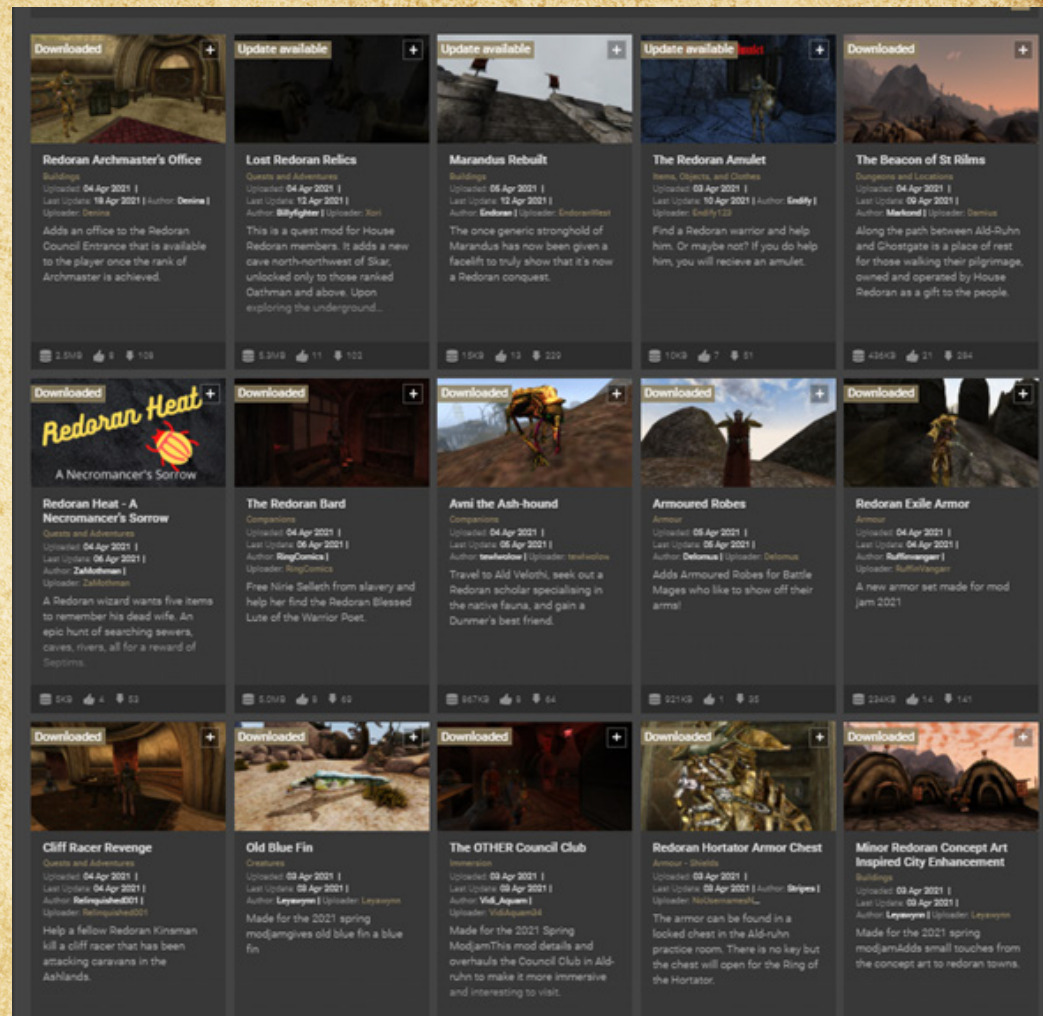
The mods

A whole 19 mods were submitted.

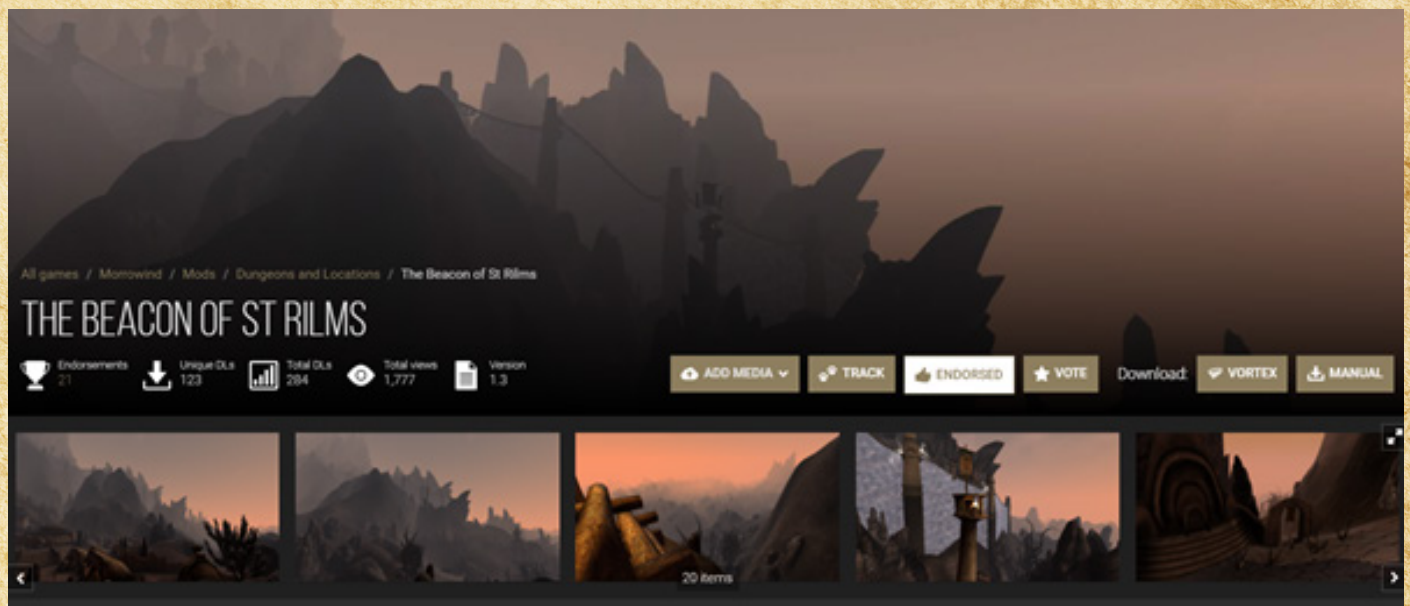
This year, we had 2 winners: one selected by the judges, another selected by the players (via Nexusmods).

The Result livestream

In this 5 hour-long livestream (we'll make it shorter next modjam for sure!!) we took a look at all 19 mods. The best part, was without a doubt, having the mod authors on voice chat so that THEY could tell us about their mod and how they made it. Naturally, we also announced the winners.

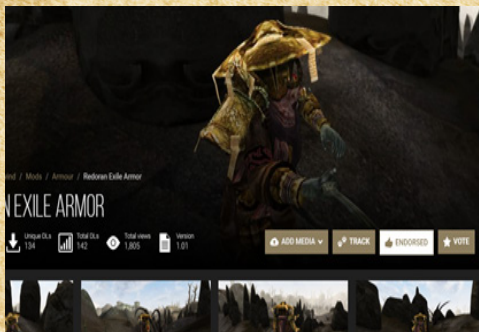
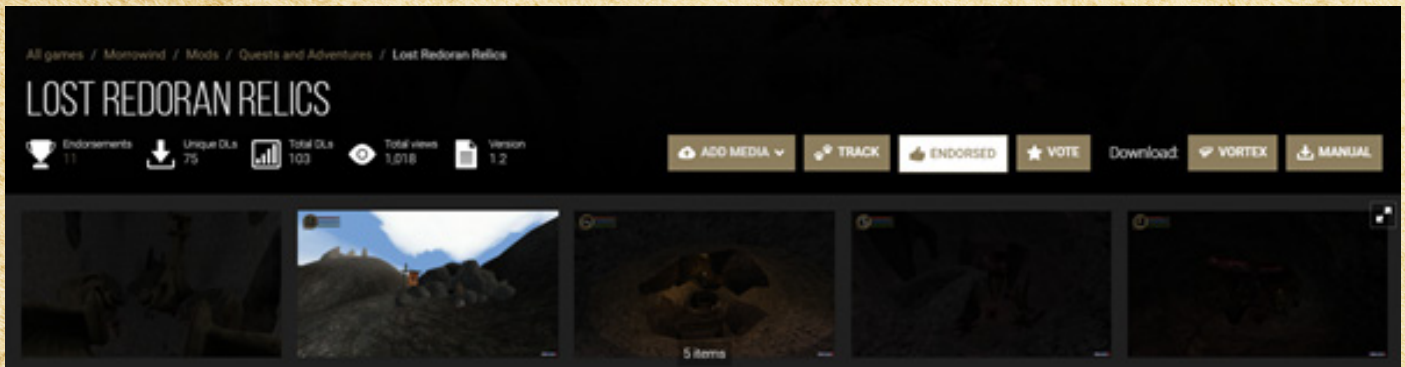


Players' Choice Award: Beacon of St Rilms by Markon



Jury's Choice Award, 3rd place: Lost Redoran Relics by Billyfighter

This is a quest mod for House Redoran members. It adds a new cave north-northwest of Skar, unlocked only to those ranked Oathman and above. Upon exploring the underground ecosystem and lost Redoran settlements buried by lava you'll find a new weapon and set of armor.



Jury's Choice Award, 2nd place: Redoran Exile Armor by RuffinVangarr

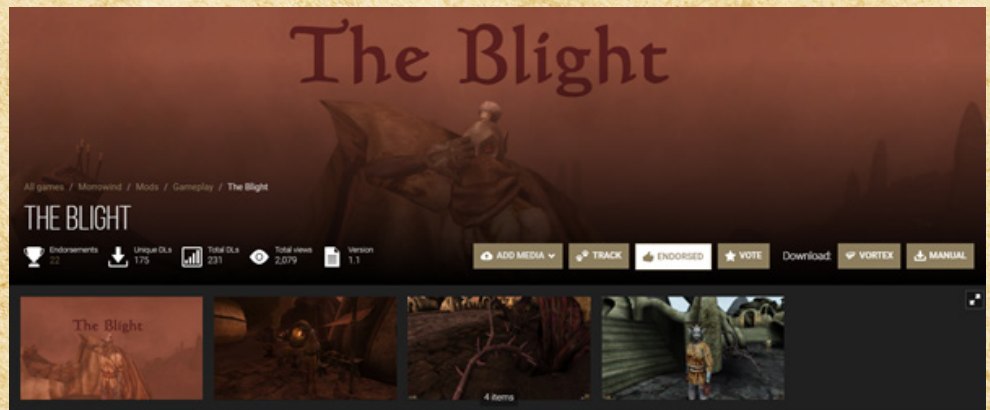
A lore-friendly armour

Jury's Choice Award, 1st place: The Blight by OperatorJack, Greatness7 and Leyawynn

Significantly expands on how blight diseases work, adding new mechanics, interactions, and visuals.

Morrowind Modding Showcases

DarkElfGuy has already published showcases for the Spring Modjam mods and I encourage you to check them out.



Final words

The next modding event is the May Modathon, while not a competition, it is a lot of fun as modders are given achievements for doing certain types of mods and they have a whole month to do so.

If you are interested in taking part in the next Modjam, you'll have to wait until the summer.

About Danae

Danae is an avid Morrowinder and modder. You can find her mods on the Morrowind Nexus, her modding articles on her blog, let's plays, tutorials and reviews on her YouTube and livestream on Twitch.

Great House Pendants

by ykwingedwarriorcr

Over the summer of 2020, I got really deep into the lore of The Elder Scrolls. It started out with a Skyrim character named Ruveysi whom I made last spring; I only made her a Dunmer because I thought the race was pretty. Then, as I was playing, I started reading in-game books on Dunmer and Morrowind lore. I totally fell in love with the people and the culture and the harsh, ash-covered landscape they hailed from, and soon, I started a Morrowind playthrough as a Dunmer nightblade. These games inspired me to create, and after a four-month-long art block, I began making some clay pendants of the Great Houses of Morrowind.

The one I started with was House Indoril; I was working on a simple cosplay of my Dunmer Dragonborn and was originally going to make her an Indoril lady. I started out with a small slab of polymer clay that I had sitting in a drawer for 8 or so years; it was really dry, and it took a few minutes of kneading before I could work with it. Next, I used a metal rolling pin to flatten it out to the width I wanted. Because this was my first one and I wasn't planning on making a series at the time, it ended up a little thinner than the others. Using some of my old clay tools, I cut out a long trapezoid shape and began drawing the lines of the wings on the surface.



Once I was happy with my design, I took the clay upstairs to bake it in my oven. When it cooled, I took it outside and set it on top of one of my garbage bins to spray paint it with a layer of black primer. Because I was going for a rough metal texture, I alternated between very thin and spotty layers of metallic silver and black primer until I was happy with the look. Lastly, I had to paint the grooves of the design black with a thin brush to make them stand out. I was so proud and wore it everywhere for a while—after I sealed it with some protective acrylic varnish, of course.

It always takes me a while to continue a series of projects after the first piece. By that time, I had finished my cosplay of my Dragonborn, so I took a break and went back to playing Skyrim and Morrowind. As I read some more about the Great Houses, I realized that Ruveysi was SOLIDLY Telvanni and that I had to go make the pendant for it. Soon after that came Redoran and Dres, but unfortunately, because spray painting requires warm temperatures and I live in what is a frozen wasteland for 9 months out of the year, I can't complete Hlaalu and Dagoth until spring.

My favorite part about making these pendants is that I have something physical that I can wear to represent my love for Morrowind. I have a few shirts and outfits that they go really well with; I always wear the Telvanni pendant with my Master Neloth tee, the Indoril with my Almalexia tee, and so on. I always find myself falling in love with pretty obscure things within a fandom, whether it be Star Wars or How to Train Your Dragon or Elder Scrolls, and it makes me so happy when someone else recognizes the things I create.

Mod Review: Book Worm

by Morrodic



Inspired by ykwingedwarriorcr and her reading in-game books about Dunmer and Morrowind, I started role playing as a Bard - character who likes to sing, talk to people, learn, read and collect stories and wisdom of the people. It's so FUN!

Morrowind lore is vast, the books are numerous and I found myself forgetting which book did I read. This became a small nuisance since I started creating my own library in Ghorak Manor (check out the mod "Buyable Ghorak Manor" - it's amazing) and often time I would bring back home the book that I already own.

And then on Nexus I saw the mod that fulfilled my needs - "Book Worm" by Merlord.

This mod is simple: it displays the text "Read" next to the name of the book that you have previously read. You must reach the final page of the book for the text "Read" to appear. The list of all the books that you have read is available in MCM menu. In that way you can track how many books you have read and what are the titles.

So useful!

If I understand correctly, this mod works with vanilla and mod added books which is amazing because I added some new books with various mods.

"Book Worm" was published in 2019 during Morrowind May Modathon Month and I absolutely recommend it to anybody who reads books in Morrowind. It will save you a lot of time. The mod requires Requires MGE XE and MWSE 2.1 to work.

Happy reading!

Morrowind,

becoming overpowered with a spell

by usmspark

Anyone who has played Morrowind before will realize that there while at the beginning you struggle to kill a couple cave rats, you end up fighting against gods by the endgame. You acquire powerful artifacts, maximize your attributes, and become the prophesized Nerevarine. However, I realized that at maximum difficulty, you don't really feel like the Nerevarine. Without potions and enchantments, you're quite weak and even with all artifacts and potions, the strongest enemies in game such as Gaenor and the werewolves from the Bloodmoon can destroy you. I didn't want to think that my Nerevarine had a power limit and started looking for ways to kill the hardest enemies without artifacts and stacking potions.

My first target was king Helseth. Helseth has a ring that gives him 100% reflection against magic and several powerful bodyguards which can end the player in a couple hits. I tested several spells from all schools of magic and realized that several spells from the Illusion tree bypassed the 100% reflection. The Frenzy spell, which makes an opponent attack you first, and the Calm spell, which stops enemies from attacking you. An interesting factor of this was that the magnitude of the Calm spell didn't matter, so by making a spell that calmed everyone in 50 range, I was able to kill Helseth and all the body guards with a Bound axe and custom Calm spell. The same could be said for Almalexia and her bodyguards. I made another custom spell that calms creatures instead of humanoids and used the creature spell on Almalexia and the human spell on the bodyguards, immobilizing them while hitting them with my axe.

After making these two spells, none of the enemies that were considered a challenge could hit me. Helseth, Almalexia, the Werewolves, Gedna Relvel, Hircine, and every enemy that were a threat before all "calmly" accepted their fate without resisting. Although hitting Gaenor while he is pacified results in a crime, I was satisfied that with the fact that I could immobilize all enemies with a single spell, and once again learned that that Morrowind doesn't have limits, and recommend all the other players discover new ways to overcome boundaries.

Dagovar

The birth of Dagovar would not be possible without the works of all the amazing contributors.

Thank you for reading! Long live Morrowind!

<https://morrodickt.neocities.org>

