



A Morrowind Webzine

# Dagovar

Number 1 - Fall 2020

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Hello Morrowind fans and enthusiasts! Welcome to the first issue of the Dagovar webzine. My name is Morrodict and I'm a Morrodict addict.

I love playing Morrowind and I spent countless hours in its magnificent world. For a long time I was thinking about a way to contribute to the Morrowind community. Since I don't know how to mod the game, I wanted to use my passion for journalism and anthropology to discover and connect various members of community and create a new story. That's how the idea of Dagovar was born.

Dagovar is imagined as a Morrowind themed webzine in which members of the Morrowind community write, paint, sing or talk about their favorite mods, playthroughs, opinions and ideas in Morrowind world.

I'm happy to offer to you a magnificent and high quality content in this first issue ranging from interviews, articles, music, mod reviews and artwork.

First interview in this issue is with Gavriilo93, one of my favorite modders of all time. In this interview you can find more about her experience with Morrowind.

If you wanna find more about the various Morrowind modding competitions, text by Danae will be just what you need - concise, informative and fun.

IagharTheAxe wrote a delicious text about the famous Warlord Jeebilus, giving to you more background story of this celebrity character.

Do you like Hotties of Morrowind fashionshow on Morrowind Reddit community? You can find more about it in the interview with it's founder, Teralitha.

Claw-Dancer wrote wonderful text about his inspiring learning process of Daedric letters. And not only that, he wrote a fan fiction story for your reading pleasure. In my opinion, it totally fits into Morrowind world and it could be an ingame book.

And what would we do without music? Jason Elhage made sure you have fun listening to his creations.

The magnificent cover of this issue represents the Shrite of Azura and was made by The Second Leira. The superfun artwork « Ahem no » depicting Almalexia and Kind Helseth was created by Callistron. And « Fresh cute boi » guar artword was done by RedFurryDemon. Tattoo photos were courtesy of \_mattatoullie\_, kendradv and Pinsvinnn.

I hope you will enjoy this webzine and please feel free to send all your comments, feedback, ideas or contributions to the email : morrodict@protonmail.com.

Morrodict



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# Interview with Gavri1o93

Gavri1o93 is an awesome modder whose numerous mods I love to play. I discovered Gavri1o93 with the mod Imperial Legion Expansion and I loved it. Gavri1o93 is mostly interested in the roleplaying aspect of the game, therefore is chiefly releasing new quest mods or tweaks of vanilla quests. For the first issue of Dagovar, Gavri1o93 talked about his story with Morrowind.

*For how long do you play Morrowind?*

It will be 12 years this autumn that I first played with Morrowind. Obviously, I do not play the game constantly, there were months or even years of breaks, however unlike other games that I played only once, somehow I always reinstall Morrowind to play again and I never get bored by it.

*How did you discover the game?*

As part of the marketing scheme of a major video card manufacturer company. :) I was a teenager back then, and I just received my first computer from my parents for school-related work. That computer was already a used, obsolete one back then, but it served its function well. The person who sold that computer to our family, also gave all kinds of accessories with it, and one such thing was a bunch of CDs given by the manufacturer of the video card in order to showcase what the video card was capable of. One of those CDs had Morrowind on it.

*What was the emotion when you played it for the first time?*

The world was really uncanny and alien for me. There were all kinds of strange creatures, plants and NPCs around. This feeling was intensified by the fact that I could not speak English properly back then, so I did not understand about half of what was said. I had no idea where was I and what was going on. Then I was amazed by the amount of freedom that was offered by the game, which I believe was less common in video games than nowadays. I could go anywhere, I could kill anyone, I could pick up almost every object. I think the most unbelievable thing was that I could swim far away from Vvardenfell and I did not drown or bump into an invisible wall. Now I know that it was all an illusion, and most of the cells around Vvardenfell are just empty cells filled with water that are repeated indefinitely or at least for pretty long, but still, back then, it was pretty great that I was not stopped by an invisible wall or by dying and I had the illusion that I can indeed go wherever I wanted.

*How many time did you finish Morrowind main quest?*

I finished counting that.

*Do you have a favorite playthrough?*

My favorite character will always be Elisamsi, the Velothi Ashlander girl who joined the Ordinators and later turned into a vampire. So much, that I have even written a fan fiction about her. I cannot deny that she is a self-insert character to some extent, and that she is similar to me, but what makes her special in my eyes is that she is not the Nerevarine, but someone who lived during the time of the Nerevarine and witnessed everything, the defeat of Dagoth Ur, and the end of the era hallmarked by ALMSIVI. She has an inner struggle going on, she is one of those Ordinators who persecute the Nerevarine in the name of their religion, while the appearance of the Nerevarine itself makes her question that religion, and makes her first a Dissident Priest and then an apostate.

*Did you play some other Elder scrolls games? Which Elders scrolls game is your favorite?*

I've played Oblivion, Skyrim, and all of their DLCs from the main games. I've played Legends, Blades, Stormhold and Dawnstar too. I've also read the two Elder Scrolls novels. I think that the quality of these products varies, however Morrowind remains my favorite.

*How did you learn to mod Morrowind and what gave you the idea?*

I'm an autodidact, I've learned everything that I know on my own. The idea that I should make mods came from the fact that I wanted certain mods for Morrowind to exist and I've waited around for years, hoping that a modder would do them, and it never happened. So I figured that I would make those mods myself.

*What was your first mod?*

My first mod was silly, it changed the effects of an ingredient (Hypia Facia, I think) so that it would cause "vampirism." As you may know, the Vampire Dust ingredient has the "vampirism" effect, alone in the game, from all the ingredients available. So I figured that I would give that effect to another ingredient so that my character could create a potion of vampirism by mixing that ingredient with Vampire Dust.. Of course, it didn't work, and my character just resisted the effect of the potion. The first mod that I actually released is my Imperial Legion expansion mod, which adds 19 more quests for the Imperial Legion, new dialogue, new armor sets, and similar items. A complete overhaul of the Imperial Legion faction.

*How do you get the idea for a mod?*

Mostly by playing the game and realizing that it would be nice if the game offered a certain choice, or option at a given point. Sometimes I also browse forums and Discord servers and do the mod requests other players, if I like them.

*When you get the idea how do you actually create mod?*

It depends on the mod. If it's a small mod, which offers a new choice for a quest, or overhauls an area, I can just get right into the CS and do it under a couple of hours. If it's a larger mod, with multiple quests, or similar then I first browse UESP and the CS to collect ideas, and make sure to remain lore-friendly, as much as possible, then I create a word document with plans, and only after that do I put everything into the CS.

*How long it takes you to create a mod?*

It is once again something that depends on the mod. I have a couple of small mods that I threw together in 20 minutes. My biggest mod took me one and a half months to finish.

*Do you have your personal favorite mod you made?*

Honestly, I cannot really choose one. I have made 97 mods so far, so I would just say that since I'm mostly interested in the roleplaying aspect of the game, my mods mostly either add new quests or new choices and visible consequences for existing, vanilla quests, so I'm certain that almost everybody would be able to find something suitable among them at this point.

*Do you have any advice for the new modders?*

When you edit dialogue the "!=" sign means "not equal." It took me a lot of time to figure that out, and my life improved a lot ever since then. :) But

seriously: maybe it's an obvious thing for many, but make mods, because it's fun and you enjoy it. You won't be able to please everyone, and cater for the needs of everyone, and people will always criticize something, so just make them in the manner you like them. It's a hobby, nobody pays you for it, and mod users are not your customers.

*Are you modding som other games?*

Only Morrowind. I've never developed such a deep interest for any other video game as to mod it.

*Are you playing Morrowind these days?*

Not at the moment, I have just finished the fan fiction that I have mentioned earlier, and I have also participated in the May Modathon modding competition organized by Darkelfguy, so I feel that I need some break from Morrowind right now. But as always during the last 12 years, I will probably return to play again. :)

# Morrowind modding competitions

By Danae

So you play Morrowind, you've modded your game, maybe made some adjustments to mods, even released your own mod, what's next? Next, you can take part in Morrowind Modding Competitions! We have three regular competitions, each of them with its own features, challenges, and fun! Generally speaking you will find all the details and announcements for each competition in either of these places:

[Morrowind Modding Showcases](#) - channel on YouTube

[Morrowind Nexus](#)

[Reddit /r/Morrowind](#)

[Morrowind Modding Community Discord](#)

## Morrowind May Modathon

*When?*

Every year... in May, lasts the whole of May.

*What?*

This is the most freeform of all three competitions and... not really a competition. Modders simply need to publish a mod on the [Morrowind Nexus](#) with the tag "May Modathon" (you select tags when you upload your mod) and a simple "Part of the May Modathon Mod" at the top of your mod description. [Here](#) is the latest Modathon Announcement.

*Who?*

The modathon is really for everyone, confirmed and beginner modders alike. It is simply a great opportunity to finally release a mod you've been working on for a while but never quite finished, or better still, the opportunity to publish your first mod.

*Winning!*

Mods are not judged or rated, instead, random winners are drawn every week to get a prize (usually a Steam gamekey) and to have their mod featured on [Morrowind Modding Showcase](#). There is something else and arguably the best part of the Modathon: cheevos!

Every year, DarkElfGuy publishes a list of achievements. If you mod fits the bill for one or more achievements, you get to add it to your mod page. There are also some secret achievements.



If you are a sucker for achievements, you can try to collect as many as possible. Some modders use them as a source of inspiration for mods, trying to cram as many cheevos as possible in a single mod.

*How to join?*

Just publish your mod with the tag and "Part of the Modathon" in your mod description.

## Morrowind Modjam

*When?*

There are two modjams every year, one in summer, and the other in winter. Dates vary as the modjams take place over the weekend in February and August.

A modjam lasts 48 hours.

*What?*

The idea is simple: a theme is given, and modders have 48 hours to make a mod from scratch based on that theme. The Morrowind Modjam is inspired by Gamejams such as [LudumDare](#) or [Alakajam](#) where the community first submit a bunch of themes, and then vote for their favourite one. The winning theme is revealed minutes before the jam itself. After the 48-hour period of modding, there is a period of time to play the mods and endorse your favourites.

You can read the latest Summer Modjam announcement [here](#).



*Who?*

The Modjam is a high-intensity over a very short period of time competition and is therefore great for modders who tend to lose interest in their projects over time.

One could argue that you need some modding experience to make a mod in a few hours but it all comes down to scope: keep it simple and clean, add features IF there is time. You can make a mod on your own, or collaborate with another modder. Collabs are great but with only 48 hours, I'd recommend teaming with someone you know and in the same time zone.

*Winning?*

There are two winners for each Modjam: one chosen by a panel of judges and the other chosen by the players using the Nexus metrics (endorsements/unique downloads).

Prizes are, as usual: cool pngs for your mod page, video showcases, gamekeys and... bragging rights!

*How to join?*

Much as with the Modathon, simply publish you mod and clearly label you description, using the illustration of the modjam is recommended:



Be sure to upload your mod before the deadline. Simple as that!

## Morrowind Modding Madness

*When?*

This is an annual competition that takes place in October and lasts the whole month.

*What?*

Ok, this one is a little more complicated...

Modders form teams of 2 to 4. A theme is given and each team has 2 weeks to make a mod. After that, a second theme is given and teams have another two weeks to make yet another mod.

A panel of judges give mods scores based on creativity, theme, and how well the mods works.

[Here's](#) the post on the latest Morrowind Modding Madness.

*Who?*

This competition is usually for experienced modders but it all comes down to your team: some are very driven, others are happy to take new modders under their wing. Generally speaking, the modding community, especially on the [Morrowind Modding Community Discord](#) is super helpful. The real difficulty is not so much the modding as the whole teamwork and organisation.

It is important to note that the Morrowind Modding Madness is VERY aptly named: the competition is intense and lasts a whole month.

Working with a team is great fun and an amazing learning experience but it is also draining. Coffee and short nights are inevitable.

*Winning?*

BRAGGING RIGHTS. And video showcases. And gamekeys.

But if you'll allow me to be corny, the real prizes are amazing mods, modding experience, teamwork experience, and a strong sense of community.

*How to join?*

You will need to announce your team (members and team name) before October 1st. This can be done by replying to any of the announcements DarkElfGuy makes (see links at the top of this article).

Then, all you have to do is to make a couple of mods, simple, right?

## **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](#).

# My Greatest Elder Scrolls Character of all Time: Warlord Jeebilus

By IagharTheAxe

Hello Morrowind fans! You might recognize my character Warlord Jeebilus if you've browsed r/morrowind on reddit over the past several months, and if not you'll know who he is soon enough. Here I will document some fun and interesting facts about him as well as his origin story. I hope you enjoy!

*Creation of Jeebilus*

With coronavirus putting a halt to most of my real life plans this year, it suddenly became a very good time to replay my favorite RPG of all time. I wanted to make a character I could stick with for an all in semi-completionist character so I put a lot of thought into its creation. The end result was Warlord Jeebilus, my greatest elder scrolls character of all time.

The first thing I decided on was the race of my character. I have grown rather used to being a boring old human and real life, so I tend to gravitate towards the more exotic and alien races in RPGs. In the bizarre and alien world of Morrowind it made even more sense for my character to be out of the ordinary. After a day of thinking and theory crafting potential characters I had finally settled on Argonian. They are very alien, even in the already alien world of The Elder Scrolls, which made them fit perfectly with what I wanted. I also love the thought of an Argonian Nerevarine. A member of the most oppressed and hated group of a society rising to be a legendary hero would be an awesome story to fulfill with this character. It also fits the theme of being an outsider and outlander in a foreign world that is very prevalent in Morrowind. The only downside of playing an Argonian is the inability to use boots or enclosed helmets, but that's a small price to pay to play the race I like. I always have alchemy to break the game if I want to.



The next step of creating my character was choosing his playstyle. I absolutely love heavy armor in any RPG because of how intimidating and bulky it looks. I also love battlemages in the Elder scrolls universe, and in RPGs in general. Mixing martial combat with magic both looks cool, and feels really cool while playing. It also allows your character to be very versatile and won't lock them into a single strategy for any given situation. And thus, my class the Wizard Lizard was born.

### Jeebilus at level 1

I'm not much of a min/max player so I just picked some of my favorite weapon types mixed with my favorite schools of magic along with my defensive skills and I was set. By the time you reach about level 30 on any Morrowind character you'll be very rich and very strong, so your build is mostly to make sure your character will be able to survive the levelling process and to determine which skills you'll rely on most to handle tough situations. At this point I was almost done creating my character; all I needed was to choose his appearance, name and backstory.

### The Final Touches

There is a rather fun story behind Warlord Jeebilus's name. About a year or two ago me and some friends all got into ESO and decided to make a crew of overweight Argonian royalty to travel around Tamriel and go on adventures. Some of my friends had names like Sir Squegulous, Count Cronk, our servant Skink and my character Lord Jeebilus. I loved the name so much that I decided to repurpose it since we had stopped playing ESO earlier in the year. The only change I made was to make him "Warlord" instead of "Lord" to differentiate the two.



With the new title of Warlord and my intent to finish most of the game, I decided for Jeebilus to see himself as a conqueror and vanquisher of his enemies, wanting to prove himself with raw strength and power. This mindset did however lead to Jeebilus becoming rather arrogant, stubborn and suffering from delusions of grandeur. The Morrowind character creator is nothing too special, so I had to work with what I had. I picked the least ugly face and gave him large, backwards facing horns so he would look intimidating.



### The unofficial ancestor of Warlord Jeebilus

And now the basis for who Warlord Jeebilus is is complete. I didn't come up with the specifics of his backstory until later in the playthrough, but his basic mindset and skills were complete.

### The Origin Story

Warlord Jeebilus was born on a certain day to uncertain parents, abandoned as a baby in the slums of the Cyrodiilic city of Bravil. He was taken in by a group of poor argonians in the city and raised by them to become a thief. The group hoped to take advantage of his small and young frame in order to infiltrate homes and stores to help the group survive. This is what Jeebilus spent his early years doing, and he utterly despised it. He dreamed of becoming a famous and honorable warrior but hardly had the means to do so. As he grew

he became surprisingly large, strong and clumsy which caused him to lose some of his natural affinity for stealth. This led to Jeebilus eventually being caught by a corrupt town guard named Sauvo and forced into an illegal fighting ring.

The imperial man saw Jeebilus's natural strength and planned on capitalizing on it. Jeebilus greatly despised Sauvo but he had no choice but to fight and kill in the ring in order to survive. If he didn't, he would be executed for theft. It was here that Jeebilus became proficient in hand to hand combat and several weapon types. Skooma also became his vice in these painful times, which Sauvo used to extend his power over Jeebilus even further. The trauma and addiction Jeebilus experienced here took many years to recover from, and even after decades he still feels the effects on occasion. Jeebilus lived this miserable life for almost 4 years until fortune finally began to shine it's light on him.



(unrelated but cool pictures)

A successful Breton Battlemage named Iaghar was in town one night and heard of the fighting ring in a tavern he was staying in. After attending and witnessing Jeebilus fight he couldn't help but feel pity for the Argonian. He could see the pain and fury in his eyes and how it reflected in the way he fought. Jeebilus was vicious and relentless in combat which drew crowds and money for Sauvo. Out of the kindness of his heart, and his need for a companion, Iaghar offered to pay Sauvo a hefty sum of gold for Jeebilus's freedom. Unwilling to give up his prize combatant for any amount of gold, Sauvo refused the offer which forced Iaghar to take matters into his own hands. He snuck into the city prisons later in the night with the aid of a chameleon amulet and broke Jeebilus out of his cell with a simple alteration spell. The breakout seemed to be going well until the two were spotted leaving the dungeons by a squad of patrolling guards. After a heart pounding chase, Jeebilus and his rescuer were surrounded and cornered. All hope seemed to be lost, but Iaghar still had a trick up his sleeve. The grizzled battlemage pulled out two very expensive potions of Jump/Slowfall which allowed the pair to leap over the city walls and glide to their freedom. After all these years, Jeebilus was finally free of the cursed city of Bravil.

Jeebilus was ready to begin a completely new phase of his life. He trained in the art of combat and magic under Iaghar for many years, living the life of a travelling adventurer and blade for hire. He learned the basics of alteration, destruction and restoration magic as well as the summoning of bound weapons with conjuration while continuing to hone his martial skills. It took Jeebilus many years to adapt to society after living his entire life in poverty, and even longer to unlearn his distrust of the Empire and town guards. Iaghar had opened his eyes to the good that existed in the world and gave Jeebilus something to fight for. It was for this reason that Jeebilus pledged his life to gaining as much power as possible in order to protect those who are unable to protect themselves. He is a sworn enemy to evil and oppression, and declared himself a Warlord in his fight against it.

Jeebilus travelled with Iaghar for twelve years until his entire world was once again uprooted. The pair was travelling to clear out a skooma den on what seemed like a normal mission until a group of hired assassins leapt out at the two adventurers from behind the dark cover of the forest. While Jeebilus was able to fend off his attackers, Iaghar hadn't been as fortunate. In the heat of the battle, a poisoned dagger found its way into Iaghar's heart and ended his life. Overcome with rage and grief, Jeebilus slaughtered the assassins like animals, only temporarily sparing the last survivor to interrogate him. It turned out that the very man who had hired Jeebilus and Iaghar to clear the skooma den was setting them up. He was a corrupt noble who made money off of the skooma trade and had lost a lot of profit because of the meddling Jeebilus and Iaghar had done in the past. Jeebilus slit the throat of the final assassin after getting what he wanted, and after a quick and sad burial he set off for the Imperial City to get his revenge.



Blinded by anger and grief, Jeebilus was very reckless in his quest for vengeance. Not caring if he was caught or killed, he noisily slaughtered the guards at the Noble's estate, forced himself inside and impaled the evil bastard with his spear, savoring every moment of his demise. Jeebilus soon heard the heavy footfalls of imperial guards entering the building, and as his bloodlust subsided he turned himself in knowing it would be certain death to try and fight his way out. He was thrown in the Imperial City Prison and scheduled for execution, but fate had something more in mind for him. Without explanation, he was taken from the Imperial City's prison, first by carriage, then by boat, East, towards Morrowind....

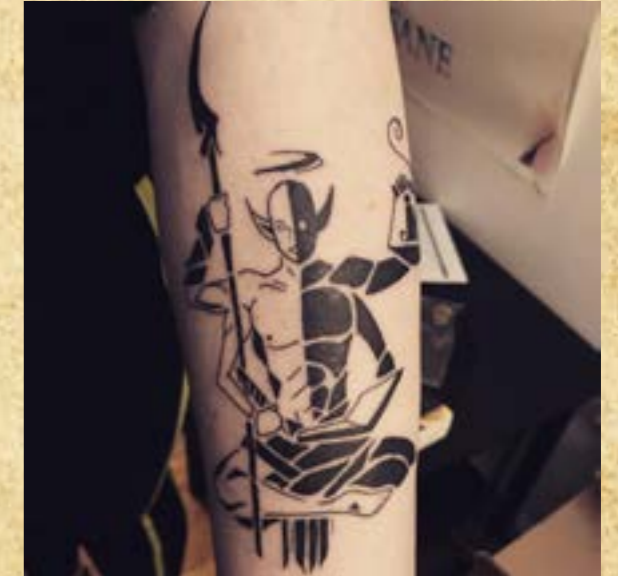
#### Character goals

Once Jeebilus arrives on the island of Vvardenfell his main goal will be to become a great battlemage, and a protector of the innocent. He will join the Fighters Guild and the Mages to gain experience and gold early on while he follows the main quest. Eventually he'll join the Legion and will work with the Twin Lamps to free slaves. Although he has no love for the Empire, he realizes the necessity of it in a world threatened by constant war and existential threats. For this reason he will mostly follow the laws of the empire, as they align with his moral compass, but if the law gets in the way of what he considers justice he will have no problem breaking it. He will try and ascend to the highest rank in the legion to gain influence to make the Empire a better place. Jeebilus will also naturally be drawn to joining the Twin Lamps to liberate his fellow beastfolk from oppression. Another fun guild choice I did in my playthrough is joining House Telvanni, completing their quests to get Daedric armor, and then killing all of them because they're slaver scum.



*Jeebilus at the Telvanni Council*  
And that's all! I hope you enjoyed this deeper look into my Morrowind character. If you want more of Jeebilus feel free to check out my reddit account [u/IagharTheAxe](#) where I post updates on Jeebilus's journey.

## Morrowind tatoos



# Hotties of Morrowind

## Interview with Teralitha

On January 18<sup>th</sup> 2020 the Reddit user Teralitha uploaded the first photo of the fashion and beauty showcase “Hotties of Morrowind”. Until the publishing of this issue there are 35 photos published on Reddit and this showcase inspired big discussions about mods, Morrowind lore and concepts of beauty.

For the first issue of Dagovar, I talked with Teralitha who gave us more information about this fun and interesting project.



*What inspired you to start “Hotties of Morrowind”?*

I started the “Hotties of Morrowind” thing because I don’t think anyone has done something like that before, and I like taking good screenshots of nice looking, and/or iconic characters in Morrowind.

*How do you choose which NPC to showcase?*

I try to show a wide variety, as well as certain iconic NPC’s.



*What mods are you using in your showcases?*

I am using 2 head/hair replacer mods. One is called “Vvardenfell Visages Volume I”. The other is a combination of “Westly’s Master Headpack X”, and another mod called “Original Faces” that uses that one to randomly place heads and hairs on every NPC in the game. With the exception of certain unique and iconic NPC’s whose faces don’t change, NPC’s have a different face and hair in each new playthrough.



I chose those face/hair mods for my game after looking at many different replacers and these are the best ones in my opinion. I do “Hotties of Morrowind” to show them off. There might be a million different face and hair combinations in “Westly’s master pack”. So there are potentially many good screenshots I could take. Most of the screens I have shown here are all randomly created face/hair combinations so far.

*What is the feedback on “Hotties of Morrowind” from the Morrowind community?*

Well, one thing I’ve learned from posting these screenshots, is that more people like the original NPC images, over modded ones, even if the modded ones look way more awesome, based on the like/dislike ratios on Reddit.

*Do you have some words about summer fashion and beauty concepts in Morrowind?*

I don’t care much about summer vacation fashion. There are no seasons in Morrowind. Fashion in Morrowind is all about wealth, class and status.

# On Reading Daedric

## by Claw-Dancer

Battlespire was the first Elder Scrolls game to introduce a new writing system for the Daedra, aptly named Daedric. It is a bit surprising, then, that this script is widely used in the Elder Scrolls III: Morrowind; scrolls, welcome posts outside of town, and even the banners around Vivec all use Daedric. For many of us, Daedric is an arcane and mysterious language that is impossible to learn. I am here to tell you that it is not only possible, it is incredibly easy.

While Daedric in the games seems like another language, it is actually just a script used to render English. In fact, if you look at the text for scrolls in the construction set, you’ll see that it’s just plain English that uses the `<font=Daedric>` tag. So, all you have to do is learn a new alphabet! But, how can it be easy to learn how to read again? I will tell you how I learned to read Daedric; if you follow these steps, I am confident you will learn how to as well.

The first way to start is to start reading small texts. First, find a Daedric alphabet chart (such as on UESP) and put it on another screen, put it on your phone, or print it out and have it next to you. Then, boot up Morrowind and pick up *every scroll you can find*. For each one, match each character to your chart and start sounding out the words. Because you already know English, you will start to be able to complete the words without actually reading all of the letters. It is important to know that Daedric has a funny rule where the letters Y and X are omitted. If you see an extra space, this means that one of these letters was there. After reading scrolls for about a week, I was able to slowly read in Daedric without the use of a chart. At this point, I was ready for the next step.

Once you actually recognise each Daedric letter, all you need to do is become faster and more efficient at reading. The way to do this is, of course, to read more! You may have noticed that while there are some unique scroll texts, most scrolls just say “woe unto (y)ou.” To read more variety, you will need a custom Daedric font for your computer. I took one already available, but the problem was that it excluded punctuation, diacritics, and other scripts. So, I would very often have my immersion broken when there would be the missing-font blocks appearing between every other word. What I did was take the Arial font file and splice the Daedric font with it. I then added unique punctuation. Because it is a tedious process, you can download the file I created [here](#). You can now install the font file on your computer or your phone (if it is rooted). I installed this font on my phone.

Once installed, you will probably hate reading on your selected device. Do not give up! Find an app that you like browsing and just read it casually. It took me about one month to get more comfortable with reading on my phone. If you really need to, you can switch back to a normal font if someone needs to view your phone or you are reading something important. After about three months, reading in Daedric was normal. After two years of using Daedric on my phone, I would often forget that others cannot read Daedric, so it was confusing if I handed them my phone.

With that said, here are a few things to keep in mind, especially if you are using my font file:

- You will be along in reading Daedric. Other people will not be able to read your device, so if you share a device, be prepared to switch your font back to normal.
- Reading numbers can be infuriating. If you really cannot get the numbers, I understand. Feel free to edit the font file to make the numbers better.
- This is a cool party trick amongst nerds. People will think you are super cool. Trust me.

Good luck on learning Daedric!



# Mod review: Horror mod

By Morrodic

Are you searching for a Morrowind mod that will make you poop your pants? Search no more, because Horror Mod by LightningFlik and MentalElf is perfect choice for you! I found out about this mod from the Morrowind Modding Showcases episode 40 in which Darkelfguy presented bunch of horror mods. This mod looked perfect because I love scary stuff (feeling scared makes me feel alive) and I play as a Paladin/Knight lawful good character who loves killing monsters and evil stuff.

Horror Mod starts in the city of Suran. People are disappearing from the city and the neighboring villages and the Imperial Legion is trying to solve the situation but without success. The Legion suggests to the people to stay in houses during the night. They found the new cave near the city and sent two groups of soldiers but none ever came back. If you decide to help the Legion, the captain of the Imperial Legion will give you the keys to the cave and you can enter.

And the show can start! It's a wonderful dungeon crawling action!

From the beginning you will find yourself in the brutal darkness that cannot be lighted up by the normal lamps but only with special ones. The cave is MASSIVE, with multiple levels and filled with brutal and scary monsters and enemies - skeletons, spiders, snakes, ghosts, trolls, zombies, corpses... the list is endless.

The atmosphere in the mod is great. The background music is turned off so it's a total silence. And hearing the enemies sounds make your blood run cold. Sounds effects are amazing also - you will hear people screaming, yelling, sounds of monsters, scary piano music, closed animals.



Another amazing part of the mod is interior building. Resources used in this mod are absolutely blood chilling. You will find yourself in the pitch black filled with flayed corpses, blood dripping from the roofs, huge puddles of blood, bloody footprints, torturing machines, caves, and various parts of the human body scattered everywhere.

Honestly, I pooped my pants couple of times during playing this mod and it's amazing. There were moments when my girlfriend entered into the room and turned on the lights and I was so happy. Also what helps is to have a companion with you in your adventure, it makes the time pass quicker and makes you braver. I'm using Gavriilo93's companion mod Publius Claudius Follower and he really helped me.



The dungeon in Horror Mod is massive and there are multiple bosses fights, different puzzles and bunch of new items and artifacts - weapons, magic items, new clutter and ingredients. It's really delightful to explore and collect various items that I plan to display in the castle added by the Vianden Castle mod by ReflectioN.

If you decide to play this mod, I would definitely suggest you to be prepared with bunch of health potions, and to be high level. I played this mod as a level 24 paladin character using melee attacks and restoration magic and it was not easy. I died multiple times. I started this mod one month ago hoping I will finish it before this issue of Dagovar will be published. Unfortunately, I'm too weak to kill some particularly strong boss. So for now I have to do other missions to get stronger. So, be ready for some tough challenges because you will need to sweat to solve the riddle - who is behind all this disappearances in Suran.

You can find the mod on the Morrowind Modding History website.

Happy playing!



## A «fresh Cute Boi» fanart by RedfurryDemon



## Let the music hit you : Tomorrowwind EP by Jackson Elhage

In July 2020 Jackson Elhage released his futuristic themed Morrowind soundtrack called Tomorrowwind on the Soundcloud platform and brought extra warmth in our hearts. You can listen to it [here](#).

*What inspired me to make Tommorowind?*

My Tommorowind EP actually has a few inspirations. Of course the work of young scrolls, as well as Michael Kirkbride's C0da, but my biggest inspiration was a fantastic tune called Morrowind 2047. It's a futuristic version of Morrowind's main theme. I liked it so much I decided to make my own version, and the project grew from there. Fun fact, the name Tommorowind comes from the top comment on that Morrowind 2047 video.

*What software do I use, and what's my artistic process?*

I use Fruity Loops Studio 20, and a simple midi keyboard. When I create music, I never really go in with a plan. I might have a vague idea of some feeling I want to capture, or a genre I want to do, but I usually just experiment with sounds until I get inspired. With Tommorowind I of course knew I wanted to incorporate the melodies from the original soundtrack, but I didn't know exactly how I wanted to go about it until I started playing with different sounds.

*How long did the EP take to create?*

This one's complicated to answer. I created all the tracks within around 4 months, but if you put the time I spent actually working on the tracks together, I probably only spent a couple hours on them. This was a side project and I worked on it basically when I had nothing better to do.

*Have I done any Elder Scrolls themed music like this before?*

I've not done anything directly Elder Scrolls themed apart from Tommorowind, but with most of the other tracks I make, I try to slip something Morrowind related. Most of the artwork for my tracks are Morrowind inspired, for example, and I might even name them after things in the game. If I don't do that, I still try to represent Morrowind by using sound effects from the game in my drum beats.

**My thoughts on Morrowind and its soundtrack.**

I really love the game. My favourite aspect by far is the setting itself. I love how alien it feels, and how many interesting creatures there are. I can play the game for ages, just getting lost in the world, even though the map is quite small. The thing I like most about the music has to be the feeling it gives me. It's mysterious and adventurous, and even a bit spooky at times. Above all that, it just feels different. It's really unlike any other soundtrack I've heard.



# True Strike

## by Claw-Dancer

Daros Hlerthri was a poor Dunmer with a poor job. The King demanded that the streets of Mournhold be swept, and so Daros was hired to sweep. The streets never became clean. Thousands of mer would walk throughout the city to buy and sell goods. Adventurers from other provinces would visit, along with the muck on their shoes and the blood on their clothes.

While Daros despised the adventurers for their extra filth, he wished he could be like them. He wished he could live without caring about how muddy he became. He also wished he could afford to wander from city to city, slaying beasts for coin.

Whenever there was a play in town, Daros would purposefully sweep past the stage to listen to it. If the play had fighting in it, he would sit behind one of the rocks and watch from afar. Daros would do his best to memorize the movements. Daros' favorite play was the Western Dancer.

Marcellus Cestus was the Cyrodiil hero who wandered Morrowind. His fame was so great that he no longer sought fights, but was challenged by others. When he wandered into Balmora, looking for a tavern for food and bed, he was met with cold stares. An upstart would stand apart from the crowd, and challenge Marcellus to a duel. The young Dunmer was armed with an ebony spear, yet Marcellus only had an ordinary and worn iron claymore.

The young spearman charged at Marcellus with a center thrust. Marcellus swift stepped to the side, passing the black spike completely. Marcellus would then draw his sword, and hold it in a downward, defensive position. The spearman would turn around and cut towards Marcellus' throat. The Cyrod always brought up his blade, ducking under the spear and guiding it past him with the flat of his own sword. The spearman jumped towards Marcellus, driving down the spear towards his torso. Marcellus stepped slightly to the left and swung his sword to his right, downwards. This drove the spear into the earth beneath him. Now that his opponent was stuck, Marcellus drove his claymore into the Dunmer. In one moment, the Dunmer fell lifeless on the cold iron. "Only one, true strike is needed to defeat an enemy", said Marcellus Cestus.

Daros memorized the story and choreography completely. When he finished work, he would practice being both players: the swordsman and the spearman. He sought to understand why each move worked for Marcellus, and why it didn't work for the young Dunmer. Every day, he would rehearse the moves- and the lines- that he would see and hear in the plays. His broom was his sword, his spear, and his lifeline. He felt a connection with the wooden stave; his broom became an extension of his own body.

On the 16th of Sun's Dawn, the day of his 50th birthday, Daros once again crept up to the auditorium to listen in on the play unfold. For this special occasion, he bought a jug of sujamma, and enjoyed cups of the liquor along with the story. The guards found Daros unaware of his surroundings, being completely engrossed in the play. Sathis Balver was the head of the patrol. He stepped up to the drunk Daros. "You're coming with me, charlatan", said the patrolman. Daros did not understand what was going on until he arrived at the courthouse and promptly was thrown in front of a judge.

Sathis read out the charges: public intoxication, conversion, and resisting arrest. The judge looked at Daros with stern eyes: "What do you say to these charges". Daros was dumbfounded. The judge's fierce, red eyes burned through his own, as if he didn't really exist. The poor Dunmer had lived under the foot of highborns for 50 years. His answer poured out of his mouth uncontrollably: "this guard is making up charges to stain my honor. I challenge him to a duel". Sathis guffawed at the challenge, until the judge spoke. "Very well. As tomorrow is the end of the working days, you shall duel right now."

Daros was once again stunned. He felt numb- the world felt as though it no longer existed, or maybe that he was the one who did not truly exist. His mind failed him. All that was left was the instinct left in his spine. "Very well. May the court find it pleasing to provide me with a sword, for I have nary a weapon." The judge's eyes never left Daros. Without speaking, one of the guards drew his two handed longsword and handed it to Daros. The longsword was heavier than he expected, and he dragged it on the ground.

Sathis and the other guards laughed at the pitiful Dunmer. The head patrolman drew his own weapon: a bonemold spear. Immediately, Sathis charged toward Daros, pointing his spear forward. Daros stepped to his right, not raising his own weapon. Sathis slashed at Daros, and again the swordsman stepped to the side, dodging the strike. Sathis would attack, and Daros would evade.

For ten minutes, Daros danced around his opponent, careful to be close enough to prompt a strike, but not close enough to be cut. His opponent, the guard, began panting hard. His strikes became slower, but still dangerous. From Daros' own practice, he knew that horizontal strikes were the slowest for spears. He baited Sathis to strike him, until the tired guardsman finally swept his spear across in rage. At this moment, Daros felt his instinct take over. Whipping his sword around, he pointed the tip towards the gap between Sathis' helmet and his cuirass. He stepped forward, and the blade met the Dunmer's soft neck.

When Sathis fell, his armor clanked on the ground rang through the whole hall. For half a minute, the only sound to be heard was Daros' heavy breathing. The judge, who never took his eyes off Daros, finally spoke up. "Very well. It seems Azura has judged this battle. You are free to go, Daros True-Strike".

# Dagovar

The birth of Dagovar would not be possible without the works of all the amazing contributors.  
Thank you for reading this webzine and stay tuned for Dagovar number 2.  
Long live Morrowind!

