

# THE ELDER SCROLLS III MORROWIND GAME BOOK COMPANION

**Xbox Game of the Year Edition**

*Game tips and notes compiled by The Dead Console Society*

## PREFACE

This companion is a day late and a dollar short. I compiled it to consolidate all the notes I had from various FAQ when I decided to play *Morrowind* again after a long hiatus. It was something for me to do, a way to hone my writing skills. And because *Morrowind* is one of those timeless gems that people will no doubt be discovering or rediscovering ten years from now, it was a worthwhile effort.

The information gathered here comes from the blood, sweat and tears of many internet denizens and fans of the game. I admit to not contacting any of them to ask permission to use their work but I have credited each and every person and place I gathered information from in the last section of this companion. This companion will only be available from my own internet spaces and will not be submitted to any gaming sites; largely due to the fact they all seem to have issues with PDF files. I am not affiliated with the developers of this game in any way.

This companion **does not attempt to cover every aspect and nuance** of the game, it is meant to be used in conjunction with the game's manual and/or the well documented in-game details you receive when activating the Y button. It serves as a refresher for those dusting off an old copy and a gentle push in the right direction for those completely new to it.

Those completely new to *Morrowind* should know that it is a game of exploration... a very long game of exploration and it has no clear-cut direction from start to finish. You must explore and talk to the citizens and constantly check your journal for advice. This companion is not a step by step process, one should read through it before beginning a character.

*Play long, play hard, and never feed the fish!*

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## THE LOCAL DIALECT

A brief overview of terms you will encounter in the game, in many FAQ, and in this companion.

**Septims / Drakes** - Gold, money.

**Trainers** - People you pay to raise your skill(s).

**Vvardenfell** - The continent you are on.

**Dunmer / Ashlanders** - The locals, Dark Elves.

**Altmer** - High Elves.

**Bosmer** - Wood Elves.

**Guild Guide** - A mage with a transportation spell.

**Stilt Rider** - Large bug you ride in like a bus.

**Ferry** - Another transportation device that floats on water.

**Scrolls** - Single use spells.

**Spells** - A scroll you purchase, learn and gets placed in your spell list.

**Spell effect** - What the spell does.

**Blades quest** - The main quest line.

## CHARACTER CREATION

The character creation process will assault you with many daunting options and there are important considerations to make when creating your character. **First and foremost, play a character you want to play regardless of what anyone thinks.** Keep in mind the difficulty level is a bit more involved than the slider in preferences; race, skill, and character creation choices you make here will blend into the difficulty as well.

I'm a bit of a traditionalist when it comes to fantasy; a warrior shouldn't be casting spells, a mage should find a sword awkward and barbaric, and a thief should hide in the shadows and steal things. Alas, how I feel about it is irrelevant; **first and foremost, play a character you want to play.** The only other recommendation I can make is if you are completely unfamiliar with this game, make your first character a throw-away. That is, make a character, play him for a few levels till you get the gist of things then dump it and make another.

## RACE SELECTION

Imperials and Dunmer will travel the path of least resistance in Vvardenfell because the locals will have better dispositions towards them. Imperials have great bonuses to their personality and Dunmer are indigenous to Vvardenfell. Argonians and Khajits are beast races and cannot wear boots or helms with a visor so they may want to pick unarmored as a major/minor skill. Altmer mages should pick The Atronach for their birth sign to counter their race's penalties.

## FAVORITE ATTRIBUTES

Which 2 attributes to select will largely depend on the class of character you decide to play. Warriors could pick strength, endurance and/or agility. Thieves could pick agility and speed while Mages would benefit from intelligence and willpower.

Many recommend selecting luck as it is the only attribute that has no skill associated with it and therefore will never gain a multiplier when your character levels up. I have noticed a pleasant difference in the caliber of treasure a character with higher luck finds. For those courageous souls who choose to venture forward with naught but magic to aid them I suggest selecting intelligence and willpower and plan on placing one attribute point to luck per level.

## SKILL SELECTION

It is important to remember that **any skill can be used or trained** but only increases in your major and/or minor skills will advance you to the next character level. Skills can be increased by using them, paying a trainer, and by reading certain books. There is no skill selection strategy I have researched that does not completely dismiss my most important rule of character creation (*create a character you want to play*). That being said, if you want to play a two-handed axe wielding magic user go right ahead; **just keep the following mind:**

- Specialization will give a +5 bonus to every skill in it, and those skills will be easier to raise.
  - **Combat Arts:** Block, Armorer, Medium and Heavy Armor, Blunt Weapon, Long Blade, Axe, Spear, Athletics.
  - **Magic Arts:** Destruction, Alteration, Illusion, Conjunction, Mysticism, Restoration, Enchant, Alchemy, Unarmored.
  - **Stealth Arts:** Security, Sneak, Acrobatics, Light Armor, Short Blade, Marksman, Mercantile, Speechcraft, Hand to Hand.
- Major skills start at 30+ points and are trained faster.
- Minor skills start at 15+ points.
- All other skills (*miscellaneous skills*) start at five and train the slowest.
- Choose only one armor skill and make it a major. Armor skills increase at a slow rate.
- Choose only one weapon skill and make it a minor. Weapon skills increase at a faster rate.
- **Do not select Athletics or Acrobatics** as a major or minor skill. You won't move very fast or jump high in the beginning but these two skills are relatively easy to raise.
- Magic skills sitting in a major skill slot will give your character a spell from that school at the start of the game.

- Block fatigues you faster and you can not use a shield with two-handed weapons.
- Armorer is a must for heavy and medium armor warriors; having armor repaired can be pricey.
- There are no master trainers for medium armor.
- Large blunt weapons, axes and two-handed swords have a higher chance to knock down opponents.
- Spear is the only weapon skill that gives a multiplier to endurance.
- Enchantment skill not only determines your success at creating enchanted items it also affects how efficiently you use them. **A good candidate for a major skill.**
- Alchemy potions you make can be sold for a good profit. I recommend this skill should you not choose restoration; for medical/healing reasons.
- You do not need security if you have both alteration and mysticism; use the open spell from alteration and the telekinesis from mysticism to discharge traps from a safe distance.
- You don't need speechcraft if you have illusion, cast charm or frenzy to get NPCs to love or hate you.
- Illusion's chameleon spell can both substitute the sneak skill and compliment it.
- Mercantile skill allows you to buy low and sell high, this can make the beginning game a lot easier.
- Speechcraft makes it a whole lot easier to influence the locals.

Keep these things in mind and you'll be running around Vvardenfell like you own it in no time.

## BIRTH SIGN

Simply pick a sign that either compliments your characters skill choices and/or racial bonuses or one that negates any racial shortcomings.

## CHARACTER DEVELOPMENT

Gaining a total of ten levels in any combination of major and minor skills advances you to the next character level. Every level you will get the opportunity to increase three character attributes by one to five points (*multipliers*). Naturally, you want to optimize this growth potential. Remember to **save the game before you level up**; this will allow you to go back should you make a mistake or just miscalculated your multipliers.

Each attribute's multiplier is determined by how many skill increases you have achieved during that level. Each skill is governed by a specific attribute:

**Strength:** Acrobatics, Armorer, Axe, Blunt Weapon, Long Blade

**Intelligence:** Alchemy, Conjunction, Enchant, Security

**Willpower:** Alteration, Destruction, Mysticism, Restoration

**Agility:** Block, Light Armor, Marksman, Sneak

**Speed:** Athletics, Hand to Hand, Short Blade, Unarmored

**Endurance:** Heavy Armor, Medium Armor, Spear

**Personality:** Illusion, Mercantile, Speechcraft

*\*Note that Luck has no skills associated with it and never gets a multiplier.*

Miscellaneous skills may contribute **no more** than four points to each attribute's grand total for that level. There is no such limitation on major and minor skills, and it does not matter if the skill increase came from a trainer, a book, or blood, sweat, and tears. Decide which attributes you are going to increase (*maximum of three*) and concentrate on the miscellaneous skills associated with them to optimize the multiplier and remember to not increase any miscellaneous skill beyond four points each character level. A tiny bit of planning will go a long way and is **vital** in the early stages of character development.

**How to determine if you have the prized 5x attribute multiplier:** Add together the total number of levels gained in each skill associated with the attribute; divide each attribute's grand total in half, rounding down. The resulting number is the current multiplier for that attribute, this **can be no greater than 5**. Basically, you need a total of ten skill raises among the skills governed by the attribute.

When an attribute approaches the limit of 100 any multiplier earned that would increase the attribute past 99 will be reset to 1x (*i.e. You have 95 strength and you earn a 5x multiplier for it in the next character level, when you level up the multiplier will be 1x;  $95 + 5 = 100$ , which is more than 99*)

## TIPS ON TRAINING SKILLS

- Skills are pretty much useless till you get them up to thirty or so, and much more efficient in the sixties.
- Books with a value of 100+ may give you skill increases. You do not need to purchase the book, just examine/read it.
- Alchemy skill can be raised by eating the perishables you forage.
- Athletics is increased by running, walking and/or swimming. Swimming will increase it the fastest.
- Acrobatics is increased by jumping.
- Sell items one by one to increase your mercantile skill.
- Speechcraft can be increased by persuading people and getting the desired response.
- Recharge enchanted items rather than enchant new ones if you are looking to gain skill points in Enchant.
- Armor skills are raised when creatures/NPCs attack you.
- Trainers can only train a skill up to their own level. Eventually you may have to seek out Master Trainers to train a skill any further; Master trainers are expensive.

## CHEESING MAGIC SKILLS

"Cheesing" magic skills involves creating a low cost spell and casting it over and over to raise the spells parent skill. Not exactly cheating as it requires a little time and effort and, in my opinion, necessary for full-fledged mage types; at least for the first five to ten levels. I would also recommend the practice for warrior types, if only so they can use spells like Soul Trap effectively.

## KNOWING HOW THE PIECES FIT

**You only need to be so meticulous for the first five, ten or fifteen levels of character development.** Use the attribute multiplier scribble sheet at the end of this companion to help you suss it out. Jot down your starting skills first then go ahead and attain your level. Before resting, figure out which 3 attributes you would like to raise, then use the trainers to raise the minor skills you need to get the 5x multiplier. Remember that each miscellaneous skill will only contribute four points to the multiplier equation.

Whether I'm playing a warrior, caster, or thief I always start off concentrating on strength and endurance first. More health and fatigue is never a bad thing, and having to run back to the dungeon because you can't carry loot and wear armor at the same time gets old real fast.

## SPELLS AND SPELLMAKING

You must purchase (*learn*) a spell before the **spell effect** will be available for you to make a custom spell with and **remember** that a 'scroll' is not the same as a 'spell'. Spell lists will become large and unmanageable over a period of time, especially for pure caster builds. Here are some ideas for making the navigation of your spells a lot easier:

- When creating new spells give them names that would group similar spells together:
  - Att 01 Stun Touch
  - Att 02 Stun Area
  - Att 03 Fireball
  - Buf 01 Fortify Luck
  - Buf 02 Resist Magic
  - Hea 01 Heal Self
  - Hea 02 Cure Other
  - Tra 01 Train Mysticism...
- You could, once you have obtained all the spells, create one cheap, no-thrills spell that contains all of the spell effects for that particular school of magic under it and then delete the originals. You will still be able to create your own spells with those effects and you'll have a clutter free spell list. **The downside** to this is that many spells you purchase seem to have better effects to magicka ratios compared to ones you make, all things considered.

## ALCHEMY

WordWeb tells me that alchemy is a pseudoscientific forerunner of chemistry in medieval times. In *Morrowind* it's the skill you need to create potions and make septims. As your alchemy skill increases you will begin to see more effects listed in the stats of any given ingredient; each ingredient can have up to four effects. For a more elaborate explanation-including recipes-refer to the bibliography at the end of this companion.

### TOOLS OF ALCHEMY

**Mortar and Pestal:** This is the only tool which is required to make a potion. The quality of the Mortar and Pestal directly affects the initial quality of the potion produced.

**Alembic:** This will reduce the strength and duration of any negative effects produced by a given combination of ingredients. If the ingredients you are mixing do not have any negative effects, you do not need to use an Alembic. Note that Skooma Pipes will function as alembics, though they are very weak.

**Retort:** This will increase the strength and duration of all positive effects in the potion. If the potion has no positive effects, this will do nothing.

**Calcinator:** This will increase the strength and duration of *all* effects, positive or negative.

## ENCHANTING

Enchanting items with spell effects gives you a reliable way to cast the spell **that does not rely on your magicka reservoir or the level of your ability in a particular school of magic**. Your enchant skill affects how efficiently the enchanted item performs for you. The easiest way to enchant items is to have an Enchanter (*commonly found in the Mage Guild*) do it for you; unfortunately, this can be very expensive. Fortunately, fortune comes fairly easy in *Morrowind*.

The other way is to enchant the items yourself but your skill will need to be immensely high to be successful with it. Even with a maxed out enchant skill and intelligence, you can only successfully enchant relatively low level powers (*up to thirty enchant points with a moderately high failure rate*). Using alchemy or other magical means to boost intelligence into the hundreds or thousands will allow you to attempt more complex enchantments; **a dauntingly tedious process**. For more detailed explanations (*and some exploits*) refer to the bibliography at the end of this companion.

## TOOLS OF ENCHANTMENT

- **Soul Gems** - These you will find and/or purchase during your travels. They come in 6 sizes; petty, lesser, common, greater, grand and Azura's Star, which is a quest reward.
- **Soul Trap spell** - You cast this on a creature, kill it before the spell wears off and the creature's soul will go into the smallest empty soul gem that is large enough to hold it that you have in your inventory. So don't kill and soul trap a rat when you only have a Grand Soul Gem on you.
  - o If the quality of the trapped soul gem is 80,000 septims or greater-Grand Soul Gem or Azure's Star with the soul of an Ascended Sleeper or Golden Saint-you can enchant the item with a **constant** effect. *Hint: You can purchase a Summon Golden Saint spell...*
    - When making a **constant effect enchantment** always set lowest to zero and the highest to maximum.
  - o The soul you use affects the maximum power of the item (*number of uses before it discharges*) and the item's slots

determine the cost of the charge (how many points are used from the item's total).

- An item to enchant (*armor, clothing, even paper to make a scroll*). Exquisite are the best followed by extravagant, expensive, and common. As long as it is not already enchanted.
- A really high intelligence and enchant skill... *really high*.
- Save the game before enchanting anything. Should it not work out, rinse and repeat.

## A BASE OF OPERATIONS

The common consensus among the fan base is that you should obtain a house as soon as possible. It gives you a place to store and organize things, a base of operations. So how does one obtain a house when you can't find a RE/MAX agent?

- Kill an NPC and take their house.
  - House should have no NPC guards or re-spawning monsters occupying it.
  - House should not have an NPC in it who is necessary for completing the Blades quest.
- Through questing... Advance high enough in one of the Great Dunmer Houses and they will build one for you.
  - Sort of a long term plan but the reward is not just any old house, it's a stronghold. *My second character was able to achieve this at around level 20 with House Hlaalu and before beginning the blades quest.*
  - Other quests and factions will either give you a house or cause you to vacate a house that you can then use without anyone caring, such as the Dead Taxman quest in Seyda Neen.
- Take over an empty house.

You could also use some of the spare rooms in any of the guilds (*the Fighters Guild in Balmora comes to mind*) that you are a member of. Be careful of using containers (*boxes, chests, etc.*) that re-spawn stuff to store your items in; the re-spawns will make your items go bye-bye.

## GAMEPLAY CONSIDERATIONS

### AT THE STARTING GATE...

Should you take anything off the shelves in the registrars office you will immediately be scolded by Socucius, and Ganciele Douar will approach you and confiscate the item you heisted. But, you will not be punished for the crime, just lectured. **Pay attention...** if you take something then immediately go into you inventory screen and drop it; you get scolded but the item stays where you dropped it. You must drop the item before Ganciele reaches you. You are then free to pick the item back up without harassment... *Hint; there is an expensive 'Limeware Platter' on one of the shelves in that room, and in Sellus Gravius' office there is a 'warehouse' key on the shelf behind him.* Keep in mind that **once you hand your papers to Sellus you will loose your 'immunity'.**

Make yourself an enchanted item of healing as soon as possible, especially if your character is combat or stealth based; use it in during rests to save your potions for battle. Other useful enchantments you should consider are; a soul trap item, a summon bound longbow item (it's better than the bows you'll find in the game and it saves you from having to lug one around), a levitate item, and a light or night-eye item; to name a few. Many more suggestions are available by referring to the bibliography at the end of this companion.

Many *Morrowind* FAQ are written with the ultimate goal of trying to beat the entire game with a single character as their focus. As you play, political and moral conflicts will arise and you will have to make choices. While the game mechanics will not bind you to any of these choices it should not deter you from binding yourself to them; for the sake of role-playing and immersing yourself into the atmosphere of *Morrowind* I suggest that this is the best way to play your character.

### ADVENTURING AND EXPLORING

- The game's difficulty scales to your level. Beating the game at level 75 or level 35 is arbitrary. Do a lot of exploring in the first five levels or so. There will be little bestiary to get in the way of your sightseeing. In fact, join the Tribunal Temple and do the *Pilgrimages of the Seven Graces* right away; it's a good way to learn the lay of the land.
- Use levitate to explore places you can't reach.
- Intervention scrolls take you away to the nearest kind of temple the scroll is associated with. Almsivi takes you to the Tribunal temples and Divine takes you to the Imperial temple nearest you.

- Use the Mark and Recall spells to the fullest. Mark a location just outside of a town you get a mission from. Go there, finish the mission, and Recall back. Saves lots of time.
- Books can be used as stepping stones over lava.
- Many items are found in obscure places, like behind or under beds, the middle of forests, in tree stumps, and arenas. If it looks like there could be something there, there most likely is.
- Never leave town without supplies; health, stamina, and magic potions are a must; potions, scrolls, and/or spells, of opening, levitating, cure disease, chameleon, and restore attributes couldn't hurt either; and make sure you have a couple of probes and lock picks handy before entering a dungeon.

## THE LAW OF THE LAND

- Crimes in Vvardenfell include; stealing, loitering (sleeping in someone's bed), breaking and entering (residences, chests, and locked doors), and wonton mayhem and violence (attacking people). But you may defend yourself should someone be goaded into attacking you first.
- If you steal from a merchant, **do not** try to resell them that item **OR** the same type of item.
- In jail, you will lose 1 skill point per day you are in captivity. Increasing your miscellaneous skills will help increase the probability that your more important skills stay where they are.
- Turning yourself in for a crime will give you a 10% discount on the fees you owe. But the guards will also confiscate any stolen items on your person.
- If you have a price on your head and you are in the Thieves Guild, you can get rid of it for free! Talk to the bartender in the Balmora South Wall Cornerclub to get rid of the price at a discount and without losing your stolen items.
- If you insist on living a criminal life, be careful. When your bounty goes over 5K gold, a death warrant is issued for you and guards will not allow you to turn yourself in.
- Should you piss off a guild by killing one of their members (*because another guild ordered you to*) you may be able to bribe your way back into their good graces.

## TRADE

- Every refused offer you make a merchant lowers their disposition by one point; don't try to rip them off.
- Merchants regain their base level of money and goods after 24 game hours.

- Merchants will wear any decent items you sell to them. Don't sell them anything good you think you may want unless you are prepared to kill them to get it back.
- Shop around when training, buying, or selling goods; the merchants in the game have competitive pricing.
- Repairing looted armor before selling helps your armorer skill and increases the items value.
- The Creeper (*Ghorak Manor, in Caldera*) and the Talking Mudcrab (*southeast of Suran*) buy items at their full value regardless of mercantile skill. The Creeper has 5,000 gold and the Mudcrab has 10,000.
- Once you join a Guild, you can take stuff from the equipment chests for your own personal use without punishment... and sell it.
- Using Soul Trap (*mysticism*) to fill your petty soul gems up before selling them will increase their value.

## COMBAT

- Levitating and using a bow/crossbow will let you hit targets from out of range. *All is fair in love and war.*
- Equip your shield first then equip a two-handed weapon, note that your shield bonus stays in your overall armor rating.
- Potions are quicker cures when in battle but are heavy to carry around.
- The effects of potions stack even if it is the same, drinking three plus ten strength potions will give you +30 strength.
- Powerful enemies like Golden Saints and the Atronachs will usually have a weak Reflect spell on them, so try not to use that sword you enchanted with paralyze or absorb health on them.
- Dunmer are somewhat fire resistant.
- Spells with a large area of effect may kill, injure and/or anger people through walls and doors.
- Avoid fortify health potions and spells, when the effect wears off you lose the extra max and current HP you gained from it.
- When fighting a mage with a summoned pet, ignore the pet and target the mage.

## VAMPIRISM

- Becoming a vampire in the game will open up 11 new quests.
- Vampirism is considered a disease, if you are immune to disease...
- Once you catch the disease it takes three game days to fully convert you to the dark side if you don't cure it.

- Depending on what clan you are in, determined by the clan of the blood sucker that bit you, you will gain attribute, skills, and bonuses associated with that vampire clan.
- If you create a character and name him Lestat, your Xbox will explode when you turn him into a vampire, destroying you and everything you own. This is commonly known as the "unimaginative git glitch".
- The downsides of being a blood sucking bastard:
  - You do not regenerate health when you sleep.
  - You can't go out in sunlight.
  - No one likes you and most will attack you.

## TRIBUNAL

*Tribunal* introduces the city of Mournhold into *Morrowind*. While sleeping one night, you will be attacked assassins from the Dark Brotherhood. Talk to a guard about it and he directs you to Apelle Matius in Ebonheart who tells you to talk to Ascience Rane in the Grand Council Chambers for transport there. You do not need to be deep into the main quest of *Morrowind* to venture forth into Mournhold. Anytime after level ten seems to be the consensus to travel there, a lot higher for pure casters. You can also hire a mercenary or buy a pack animal to help you schlep your stuff around; however, they cannot leave Mournhold.

## BLOODMOON

Ask anyone about the latest rumors and they will gladly yap about some terrible place called Solstheim and that you can get there from Khuul. Level twenty and a security skill of around sixty seems to be the consensus for going, and, as in *Tribunal*, a lot higher for casters. It is rumored you'll find some **decent medium armor** kits in Solstheim's frozen wastes, however, the Solstheim Stilt Riders Union were all eaten by werewolves so you'll have to walk everywhere; Mark and Recall spells would be a good idea. Visit Fort Frostmoth and join the East Empire Company but remember to not talk to anyone about 'hiring guards' until you receive the mission that requires you to.

## WEREWOLVES

Should you get bitten by a werewolf and contract Sanies Lupinus, you will become one within three days if you do not find a cure. This also happens automatically in the main quest of *Bloodmoon*. There are things you must consider before dedicating yourself to a life in the doghouse;

- You have no access to your inventory, you cannot cast spells, and you will not be able to pick up or use items as a wolf.

- When you transform you must kill at least one person to sate your bloodlust or you will wake up feeling right lousy.
- Don't let anyone see you transform or everyone will attack you on sight regardless of your form.
- If you find that endlessly licking your testicles is not all it's cracked up to be, find the Alter of Thron'd for a quest to cure yourself.

## CONFLICTS OF INTEREST

No spoilers here, just some things to keep in mind during your travels. I won't lie to you and say there is no way you can completely fubar your game and break the Blades quest, or that you could break any of the other quests; **because you can**. Offering that information on a silver platter will inadvertently place spoilers on that proverbial platter as well. Spoilers are bad, they spoil things. If you absolutely must have more details on the matter refer to the bibliography at the end of this companion.

- Don't indiscriminately kill people, a few people are important to the story and their death will destroy the threads of prophecy.
- If you elect to run the one side quest involving delivering clothes to a merchant, be careful and **make sure you finish it**. Otherwise, you will get the *Mark of Zenithar*. No merchant will sell or buy stuff from you.
- Many FAQ focus on a 100% completion of the game with a single character. I do not feel this is the best way to play the game but if you must be master of every guild, don't do anything that may result in an NPC being inaccessible to you unless you are sure they're not important. Even freeing slaves can prevent you from completing some quests.
  - Do not do the Morag Tong quests before all the other faction quests are out of the way. The Morag Tong is an assassin guild, I'll let you do the math.
- You can only join one of the Great Dunmer Houses. House Hlaalu are like scheming capitalists, House Redoran is a militia outfit, and House Telvannis is a collective of highbrowed mages. The mages are rumored to give the best rewards. There are 'exploits' that will allow you to join more than one house; refer to the bibliography at the end of this companion.
- If you have completed a quest that had the unfortunate effect of not allowing you to complete another quest, check with the other quest givers for that guild and get duties from them. It may still be possible to advance to the highest rank without completing every duty given to you.
- Avoid talking about '*Morrowind law*', it is an endless loop that may force you to reload your game.

- Joining the Imperial Legion will require you to be in 'uniform' when speaking to any Imperial officer or guard. You will have to lug around a chain mail cuirass.

## CHEAT CODES

Using any code replaces the others, so only one can be active at a time. If a mistake is made entering a BLACK-WHITE code, start the cheat over at step 4. The cheat will remain active as long as you don't change menus using the (L) and (R) triggers. Leaving and entering menu mode does not reset the BLACK-WHITE cheat code, so you need only repeat steps 1, 3 (if necessary), and 5 to repeat the last cheat. If the (L) and (R) triggers are used to change menus, the BLACK-WHITE cheat code is cleared and all steps will have to be repeated.

### Restore Fatigue

- While in the game, hit (B) to bring up the menus.
- Use the (L) and (R) triggers to switch to the Stats menu.
- Used the D-pad to select the Fatigue entry.
- Press (BLACK) (BLACK) (WHITE) (WHITE) (BLACK)
- Press and hold (A) until the desired Fatigue level is reached.

### Restore Health

- While in the game, hit (B) to bring up the menus.
- Use the (L) and (R) triggers to switch to the Stats menu.
- Used the D-pad to select the Health entry.
- Press (BLACK) (WHITE) (BLACK) (BLACK) (BLACK)
- Press and hold (A) until the desired Health level is reached.

### Restore Magicka

- While in the game, hit (B) to bring up the menus.
- Use the (L) and (R) triggers to switch to the Stats menu.
- Used the D-pad to select the Magicka entry.
- Press (BLACK) (WHITE) (WHITE) (BLACK) (WHITE)
- Press and hold (A) until the desired Magicka level is reached.

## B33M3R'S CHARACTER BUILDS

### PRIMUS PILUS OR LANCEARIII

**Character Name:** Garthe Octavious

**Race:** Imperial

**Gender:** Male

**Sign:** The Lady

**Class:** Primus Pilus

**Specialization:** Combat

**Attribute 1:** Strength

**Attribute 2:** Luck

**Major Skills:**

Heavy Armor

Enchant

Marksman

Illusion

Restoration

**Minor Skills:**

Armorer

Security

Mercantile

Speechcraft

Spear

Garthe was my first character, a 'throw away'. His skills were slightly different in his first and now deceased incarnation but when I build him again (*and I will*), it will be as this. The build is based off the AD&D character I whittled away many hours with in my youth, Garth Morningstar, a fighter/illusionist. Primus Pilus is an actual Roman military rank that roughly translates into 'first spear' or 'first rank'. For the purpose of my build it's 'First Spear'. Another good class name for this build would be Lancearii, these were spear armed Roman field troopers. Garthe made it to level 25 before being retired.

### PONTIFEX MAXIMUS

**Character Name:** Eadon Abramelin

**Race:** Altmer

**Gender:** Male

**Sign:** The Atronach

**Class:** Pontifex Maximus

**Specialization:** Magic

**Attribute 1:** Willpower

**Attribute 2:** Intelligence

**Major Skills:**

Light Armor

Destruction

Restoration

Conjuration

Illusion

**Minor Skills:**

Alchemy

Enchant

Alteration

Mysticism

Blunt / Short Blade

Eadon was my toon from Evercrack and, naturally, I try to recreate him in every fantasy game I play. Old Eadon and I spent

countless hours on corpse recovery missions back in my early adult life. As they were in Everquest, mages are hard to play; you have to spend the first five to ten levels 'cheesing' the magic a bit. But the payoff in the endgame is huge. Pontifex Maximus is basically a high priest of Rome.

## AQUILIFERI

**Character Name:** Lidax Vespasian

**Race:** Imperial

**Gender:** Male

**Sign:** The Lady

**Class:** Aquiliferi

**Specialization:** Combat

**Attribute 1:** Agility

**Attribute 2:** Luck

**Major Skills:**

Medium Armor  
Block  
Enchant  
Alchemy  
Marksman

**Minor Skills:**

Armorer  
Mercantile  
Speechcraft  
Security  
Long Blade

Lidax is my current build and the reason I sat down to compile this companion. An Aquiliferi is the soldier you see marching at the head of the legion in the movies, the one carrying the pole with the eagle; it was a very prestigious position. In its Morrowind incarnation, I like to think of the Aquiliferi as a sort of 'ambassador' class.

The next few builds are ones I thought of while I was researching this companion...

## FRUMENTARII

**Roman Spy**

**Race:** Dunmer

**Gender:** Male or Female

**Sign:** The Lover

**Class:** Frumentarii

**Specialization:** Stealth

**Attribute 1:** Agility

**Attribute 2:** Luck

**Major Skills:**

Light Armor  
Security  
Enchant  
Illusion  
Marksman

**Minor Skills:**

Acrobatics  
Mercantile  
Alchemy  
Sneak  
Short Blade

## SCHOLAE PALATINAE

**'Palatine College' Roman Paladin** (*Constantine's personal guard*)

**Race:** Redguard **Gender:** Male or Female

**Sign:** The Ritual (*or The Lady*)

**Class:** Scholae Palatinae

**Specialization:** Combat

**Attribute 1:** Strength

**Attribute 2:** Willpower

**Major Skills:**

Heavy Armor  
Enchant  
Block  
Conjuration  
Restoration

**Minor Skills:**

Armorer  
Security  
Mercantile  
Speechcraft  
Long-or-Short Blade

## SPECULATORES

**Roman Scouts / Recon Soldiers**

**Race:** Bosmer **Gender:** Male or Female

**Sign:** The Steed (*or The Lover*)

**Class:** Speculatores

**Specialization:** Stealth

**Attribute 1:** Agility

**Attribute 2:** Speed

**Major Skills:**

Light Armor  
Security  
Enchant  
Illusion  
Marksman

**Minor Skills:**

Mysticism  
Mercantile  
Alchemy  
Sneak  
Short Blade

## ATTRIBUTE MULTIPLIER SCRIBBLE SHEET...

**STRENGTH**

<i>Maj</i>	<i>Min</i>	<b>SKILL</b>	<b>##</b>	<i>Increases...</i>
		Acrobatics		
		Armorer		
		Axe		
		Blunt		
		Long Blade		

**INTELLIGENCE**

		Alchemy		
		Conjuration		
		Enchant		
		Security		

**WILLPOWER**

		Alteration		
		Destruction		
		Mysticism		
		Restoration		

**AGILITY**

		Block		
		Light Armor		
		Marksman		
		Sneak		

**SPEED**

		Athletics		
		Hand to Hand		
		Short Blade		
		Unarmored		

**ENDURANCE**

		Heavy Armor		
		Medium Armor		
		Spear		

**PERSONALITY**

		Illusion		
		Mercantile		
		Speechcraft		

## A FINAL THOUGHT

After all is said and done always play a character you want to play. Game difficulty is arbitrary, playing the character within the confines of the depths of its essence will add difficulty, challenge, and a deeper, richer experience to the game and I believe that this is the spirit that *The Morrowind Team* had in mind. **Don't obsess** over completing every aspect of the game, every quest or finding every treasure, for that is not the designers intent. 'Uber-ness' is not a bragging right in this game, it's a fallacy. A misconception that will leave you with a less rewarding experience. *Morrowind* is not a game that you can simply 'beat'. Take a vacation from your real-life woes and spend it in Vvardenfell, immerse yourself in it, relax, and let the experience envelope you.

Barring any egregious errors, I will not be updating, appending or otherwise changing this companion in any way, shape or form. Should you discover a **flagrant** error, please feel free to contact me regarding the issue **in an adult and polite manner**. And thus we are at the end of this companion. Thank you to *The Morrowind Team* for creating such a fantastic game. Thank you to the unknown gamer who traded in his pristine copy of *Morrowind GotYE* at Game Rush. Thank you to all the internet denizens and *Morrowind* fans whose efforts enlightened myself and many others. And thank you, dear reader, for the time you have spent reading.

**B33M3R**

*The Dead Console Society*

Tuesday, July 03, 2007

*"No matter what your preference, there's no right or wrong way to play Morrowind."*

The Morrowind Team

## SOURCE LIST, BIBLIOGRAPHY, AND ACKNOWLEDGMENTS

The information collected in this companion could not have been presented without the hard work of the following internet entities. Unless noted, these FAQ can all be found at GameFAQs.

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*This is not a complete list of all the FAQ available, nor is it a list of all the best FAQ. Though, these FAQ shined brighter than most others.*

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