

Stratos Group's
Unofficial Guide to
The Elder Scrolls 3: Morrowind



Authored By: Noah "Windaria" Conrad
Zack "Zaxxon" Schiel

Edited By: Zack "Zaxxon" Schiel

Layout By: Noah "Windaria" Conrad

HTML Conversion By: Noah "Windaria" Conrad



TABLE OF CONTENTS

COPYRIGHT INFO	1
OUR SITE	1
NEED ASSISTANCE?	1
USING OUR MATERIAL / LINKING TO THE GUIDE.....	1
INTRODUCTION	2
CHARACTER CREATION	3
ATTRIBUTES.....	3
RACES.....	3
Argonian.....	4
Breton.....	4
Dark Elf.....	4
High Elf.....	4
Imperial.....	5
Khajiit.....	5
Nord.....	5
Orc.....	5
Redguard.....	6
Wood Elf.....	6
TABLE 1: PRIMARY ATTRIBUTES BY RACE/SEX.....	6
TABLE 2: SKILL BONUSES BY RACE.....	7
CUSTOM CLASSES	7
Class Name.....	7
Specialization	8
Favorite Attributes	8
Major/Minor Skills.....	8
Birth signs	9
GENERAL STRATEGIES	10
ALWAYS USE BEST ATTACK.....	10
HIT AND MOVE	10
MOVING LOOT QUICKLY	10
EASILY INCREASE ATHLETICS AND ACROBATICS	10
HEAVY ARMOR.....	10
OPEN 100.....	11
LEVITATE.....	11
LEVITATE AND SUMMON.....	11
GOOD ENCHANTMENTS.....	11
RING OF HEALING	11
PRICE ON YOUR HEAD	12
SELLING YOUR WARES.....	12
DAGGER OF PARALYZATION	12
MAIN QUEST WALKTHROUGH	13



IN CASE YOU SCREW UP..... 13

IN THE BEGINNING... 13

HASPHAT & SHARN 15

THE VIVEC INFORMANTS 17

A POET AT HEART 20

THE DECODED PACKAGE 20

CLANFRIEND 21

DAGOTH GARES..... 22

CURED OF CORPUS..... 23

JAIL BREAK..... 23

THE LOST PROPHECIES 25

THE WARRIOR’S TEST 26

CAVERN OF THE INCARNATE..... 26

UNITING THE TRIBES..... 27

HORATOR..... 31

LORD VIVEC 37

ASH VAMPIRES 37

DAGOTH UR..... 41

IN CASE YOU SCREWED UP 41

CITY GUIDE 43

CITIES 43

Ald’rhun 43

Ald Velothi..... 46

Balmora..... 47

Caldera..... 50

Dagon Fel..... 52

Gnaar Mok 53

Gnisis..... 54

Hla Oad..... 55

Khuul..... 56

Maar Gan..... 57

Molag Mar..... 58

Pelagiad 59

Sadrith Mora 60

Seyda Neen..... 62

Suran 63

Tel Aruhn..... 64

Tel Branora 65

Tel Mora..... 66

Vivec..... 67

Vos..... 77

FORTS & KEEPS 78

Buckmoth Legion Fort..... 78

Ebonheart..... 79

Fort Darius..... 80

Fort Pelagiad 81

Ghostgate 82

Holamayan..... 83

Moonmoth Legion Fort..... 84



<i>Tel Fyr</i>	85
<i>Tel Vos</i>	85
<i>Wolverine Hall</i>	86
CHEATS	88
ADD ITEM CHEAT	88
<i>Glass Armor</i>	88
<i>Daedric Armor</i>	88
<i>Templar Armor</i>	88
<i>Trollbone Armor</i>	89
<i>Indoril Armor</i>	89
<i>Ebony Armor</i>	89
<i>Miscellaneous Armor</i>	89
<i>Daedric Weapons</i>	89
<i>Glass Weapons</i>	90
<i>Miscellaneous Weapons</i>	90
<i>SoulGems</i>	91
<i>Gold</i>	91
SET CHEAT.....	91
BOUND ITEM CHEAT	92
INITIAL DECISIONS CHEATS	92
MISCELLANEOUS CHEATS.....	92



Copyright Info

© 2002 by the Stratos Group

Not to be reproduced without permission from Stratos Group Inc.

Contact Zack "Zaxxon" Schiel for permission

Our Site

Check out the Stratos Group Homepage @ www.stratosgroup.com

Website design by Jessi "peZland" Conrad

Need Assistance?

Questions/Comments/Errors? E-Mail help@stratosgroup.com

Using our material / Linking to the Guide

This guide and all of its contents are copyrighted material. Use is restricted strictly to personal use. Do NOT copy, sell, or in any other way distribute the contents of this Guide without first obtaining written permission from Zack "Zaxxon" Schiel. Readers wishing to link to the Guide may do so by linking to the correct URL. Please link, and do not mirror files, as they are frequently updated. These rules are here so we don't get ripped off; we aren't trying to be all high and mighty... ;-)

Thank you and have a nice day.



Introduction

Morrowind is one of the most anticipated RPGs in the history of gaming. The hype machine slowly churned, beginning with the game's announcement and growing all the way up through release. The doors of the Los Angeles Convention Center were covered in large posters advertising the game at E3 2001, and the Bethesda showroom was booked with people trying to get a peek at the game from open to close, every day of the show. We were lucky enough to book an appointment to see the game.

What we saw left us speechless—the game was simply gorgeous, the world was huge, everything hand-crafted and placed... And then there was the sky. Morrowind has a complete weather system: no more instant sun-to-thunderstorm or day-to-night transitions. You could spend hours just staring at the sky. We had naught but an hour-long demo, but it was enough to pique our interest.

Then came the full game.

After spending countless hours adventuring in Vvardenfell District, I can say without reservation that Morrowind is the single most open-ended, overall impressive-looking RPG I've ever played.

It's also very complicated, allowing for seemingly small decisions to have considerable effect, and calling for intricate strategy to be employed in order to ensure success. That's where we come in. We've authored this guide with the goal of helping players of Morrowind to more fully enjoy their adventuring experience. In place of wasting your time and ours with a 'complete' walkthrough that demonstrates one method of completing each of the several hundred available quests—and one method would not be sufficient, to be sure, given the radical differences in character design allowed in Morrowind—we've instead chosen to give a detailed walkthrough of the central storyline, including more than one method of passing the major roadblocks.

The focus of this guide is getting the most out of your character: character development, general strategies, battle tactics, and the like dominate the work. We aim to enrich your experience in this wonderful world, not to spoil it by simply holding your hand through each and every possible portion of the game—we'd be bored to tears playing that way, and we think you would be, too.

Happy adventuring, and may the Tribunal guard you in your travels.

-Zaxxon and Windaria-



Character Creation

Morrowind boasts an intriguing method of character creation. You'll have three choices of character generation methods, and your choice will have an immense impact on your character's power. It's important to know the consequences of your choices, or you'll be in danger of regretting them, and several hundred hours of play is a long time for regrets to breed. The three options are as follows:

1. Answer a series of ten questions. Your responses will determine your class.
2. Choose your class from a list of Morrowind's twenty-one pre-defined classes.
3. Create your own class entirely from scratch.

While the questioning route is a welcome change from the rote methods found in most cRPGs, the only strategically sound method of character creation is the third option, creating your own class from the ground up. The pre-fabricated classes just aren't specialized enough for most gamers' tastes, and will waste valuable skill bonuses on areas that you simply won't use. If you enjoy having the role which you will play dictated to you by the game, you may find the 'standard' classes acceptable, but we found that creating our own class allowed us to play the game more to our own tastes. Regardless of your choice, you'll begin by naming your character while still onboard the prison ship, and then by choosing your race, sex and appearance after moving landward.

Unlike most cRPGs, your sex will affect your in-game experience. In general, males will be slightly stronger or have more endurance, while females will be quicker or more likeable. Specific gender differences can be found in Table 1 following the Races section.

Attributes

Before getting into the specifics of how character generation choices will affect your character, a quick rundown of Morrowind's character advancement system is in order. Characters have eight 'primary' attributes and four 'derived' attributes (which are directly derived from your primary attribute scores). Each of the twenty-seven skills in which you'll be able to specialize has a 'governing attribute,' one of the primary attributes which will govern your advancement in that skill.

The primary attributes are Strength, Intelligence, Willpower, Agility, Speed, Endurance, Personality, and Luck. Derived attributes include Health, Magicka, Fatigue, and Encumbrance. Your beginning primary attributes (and thus your derived attributes as well) are determined by your race and sex.

Races

The first major choices you'll face when creating your character are what race and sex you wish to be. All races begin with their primary attributes in the range of 25-50, with occasional variations of ten points based on sex. For story-related tidbits of information regarding the various races of Tamriel, see page 12 in your player's manual. For race-related tips and strategic info, read on!

First off, you should note that your choice of race has little to no bearing on how in-game characters view you (aside from the varying Personality scores). Similarly, the differences in starting primary attributes aren't as important as they may at first seem. You needn't necessarily choose the race that has the attributes most conducive to your chosen method of play—instead focus on choosing a race with special abilities and skill bonuses in the area in which you plan to focus—if a race has the abilities and bonuses you desire but is a few points back in a particular attribute, you can make up for this deficiency in a few levels, whereas you may never be able to make up for choosing a race



that lacks a crucial ability. Often, these goals overlap. The Breton, for example, has the attributes, abilities, and skill bonuses most conducive to heavy magic use.

Argonian

The lizard-like Argonians make decent all-around characters. Their +15 bonus to Athletics means your walking/running speed will start off fairly well. Water Breathing isn't all it's cracked up to be, however, as it's only good for 60 seconds/day, and you can do the same thing with an inexpensive spell rather early on.

Abilities

- Resist Disease
- Immune to Poison
- Water Breathing

Breton

Breton characters are ideal for mage classes. They gain bonuses to most magic-based skills, and the Fortified Maximum Magicka innate ability makes repeated spellcasting much easier.

Abilities

- Fortified Maximum Magicka
- Dragon Skin
- Resist Magicka

Dark Elf

A rather enigmatic race, the Dunmer make for characters with an even balance between destructive magic and quick & agile weapons use. Their innate ability to cast a Sanctuary spell on themselves once per day comes in very handy in battle.

Abilities

- Ancestor Guardian
- Resistant to Fire

High Elf

Like the Breton, High Elves make excellent mages. Unfortunately, their handy disease resistance is offset by weaknesses to Magicka, fire, frost, and shock.

Abilities

- Fortified Maximum Magicka
- Weakness to Magicka, Fire, Frost, and Shock
- Resistant to Disease



Imperial

The diplomats of Tamriel, Imperials enjoy hefty bonuses to their Speechcraft and Mercantile skills, as well as above-average light combat abilities. The Imperial's innate ability to charm enemies through their Voice of the Emperor special skill can mean the difference between life and death when outnumbered, and Star of the West can be used to sap fatigue from enemies and make an escape.

Abilities

- Star of the West
- Voice of the Emperor

Khajiit

The cat-like Khajiit are the prototypical quick-and-nimble race of Tamriel. They enjoy bonuses to several light combat skills, and are able to see at night (via Eye of Night). Additionally, Eye of Fear can get them out of a jam by causing their enemies to panic.

Abilities

- Eye of Fear
- Eye of Night

Nord

Excellent at skills intrinsic to medium combat, Nords are rather unskilled in the arts of Magicka. Inherent resistances, a shield ability (Woad), and Thunder Fist-induced frost damage come in handy.

Abilities

- Thunder Fist
- Woad
- Resist Shock
- Immune to Frost

Orc

Orcs are the only race in Tamriel to gain a sizeable inherent bonus to their Heavy Armor skill. Combined with their other natural abilities, Orcs make very efficient machines of melee destruction. Their Berserk ability turns them into absolute monsters (though not very agile ones).

Abilities

- Berserk
- Resistant to Magicka



Redguard

Where the Orcs are very good at taking blows and managing to come back for more, the Redguard warriors enjoy an amazing +15 bonus to their Long Blade skill, making them deadly with swords right off the bat. Adrenaline Rush allows a deft Redguard to take on a stronger enemy than would otherwise be possible—or to flee, if necessary.

Abilities

- Adrenaline Rush
- Resist Poison
- Resist Disease

Wood Elf

Wood Elves make the best Archers in Tamriel due to their incredible +15 bonus to the Marksman skill, and their +10 Sneak bonus allows them to function fairly well as assassins as well. The Bosmer heritage of closeness to nature allows Wood Elf characters to control animals.

Abilities

- Beast Tongue
- Resist Disease

Table 1: Primary Attributes by Race/Sex

Race	Sex	Strength	Intelligence	Willpower	Agility	Speed	Endurance	Personality	Luck
Argonian	Male	40	40	30	50	50	30	30	40
	Female	40	50	40	40	40	30	30	40
Breton	Male	40	50	50	30	30	30	40	40
	Female	30	50	50	30	40	30	40	40
Dark Elf	Male	40	40	30	40	50	40	30	40
	Female	40	40	30	40	50	30	40	40
High Elf	Male	30	50	40	40	30	40	40	40
	Female	30	50	40	40	40	30	40	40
Imperial	Male	40	40	30	30	40	40	50	40
	Female	40	40	40	30	30	40	50	40
Khajiit	Male	40	40	30	50	40	30	40	40
	Female	30	40	30	50	40	40	40	40
Nord	Male	50	30	40	30	40	50	30	40
	Female	50	30	50	30	40	40	30	40
Orc	Male	45	30	50	35	30	50	30	40
	Female	45	40	45	35	30	50	25	40
Redguard	Male	50	30	30	40	40	50	30	40
	Female	40	30	30	40	40	50	40	40
Wood Elf	Male	30	40	30	50	50	30	40	40
	Female	30	40	30	50	50	30	40	40



Table 2: Skill Bonuses by Race

Skill	Argonian	Breton	Dark Elf	High Elf	Imperial	Khajiit	Nord	Orc	Redguard	Wood Elf
Acrobatics	-	-	-	-	-	15	-	-	-	5
Alchemy	5	5	-	10	-	-	-	-	-	5
Alteration	-	5	-	5	-	-	-	-	-	-
Armorer	-	-	-	-	-	-	-	10	-	-
Athletics	15	-	5	-	-	5	-	-	5	-
Axe	-	-	-	-	-	-	10	5	5	-
Block	-	-	-	-	-	-	-	10	-	-
Blunt Weapon	-	-	-	-	5	-	10	-	5	-
Conjuration	-	10	-	5	-	-	-	-	-	-
Destruction	-	-	10	10	-	-	-	-	-	-
Enchant	-	-	-	10	-	-	-	-	-	-
Hand-to-Hand	-	-	-	-	5	5	-	-	-	-
Heavy Armor	-	-	-	-	-	-	5	10	5	-
Illusion	5	5	-	5	-	-	-	-	-	-
Light Armor	-	-	5	-	5	5	-	-	-	10
Long Blade	-	-	5	-	10	-	5	-	15	-
Marksman	-	-	5	-	-	-	-	-	-	15
Medium Armor	5	-	-	-	-	-	10	10	5	-
Mercantile	-	-	-	-	10	-	-	-	-	-
Mysticism	5	10	5	-	-	-	-	-	-	-
Restoration	-	10	-	-	-	-	-	-	-	-
Security	-	-	-	-	-	5	-	-	-	-
Short Blade	-	-	10	-	-	5	-	-	5	-
Spear	5	-	-	-	-	-	5	-	-	-
Speechcraft	-	-	-	-	10	-	-	-	-	-
Sneak	-	-	-	-	-	5	-	-	-	10
Unarmored	5	-	-	-	-	-	-	-	-	-

Custom Classes

Now that you've chosen your race, you'll be ushered in to see the Census and Excise Office to complete your 'release.' It is at this point that you must choose among the three character generation options. As we stated above, we highly recommend choosing the 'Fill out forms yourself' option to create your own class. Feel free to disagree with us and follow your own path, however the rest of this section will deal with creating your own class (the other two options are self-explanatory).

Class Name

Your class name serves no purpose other than to complete the process of designing your character around your preferred method of play. Choose a name that describes the profession of your character—be creative.



Specialization

The next thing you'll have to choose when creating your own class is your class specialization. You'll receive a +5 bonus to all skills in your chosen specialization right off the bat, and these skills will increase faster later on, as well. Choices are Combat (Athletics, Armorer, Axe, Block, Blunt Weapon, Heavy Armor, Long Blade, Medium Armor, Spear); Magic (Alchemy, Alteration, Conjuration, Destruction, Enchant, Illusion, Mysticism, Restoration, and Unarmored); and Stealth (Acrobatics, Hand-to-Hand, Light Armor, Marksman, Mercantile, Security, Short Blade, Sneak, Speechcraft). Your choice should be fairly easy—if you plan to physically fight your way through trouble, Combat is for you. If you prefer using magical means to overcome foes, Magic should be your pick. Players who wish to move about unseen and strike quickly or from afar should choose Stealth. If you're going to use a combination, choosing may not be so simple.

Favorite Attributes

After choosing your specialization, you'll need to specify two of the eight attributes as your favorites. Use Tables 3 and 4 to help you decide which attributes to select.

You should select your favorite attributes based both on their intrinsic effects as well as on the skills which they govern. Every skill in the game has a 'governing attribute.' As you improve your proficiency with certain skills, you'll gain bonus multipliers that you can cash in when your character gains a level. (You'll gain a level every time you raise 10 major/minor skills in any combination) These bonus multipliers are applied toward increases in the governing attributes of the skills that you increased. Thus, if you increase your Light Armor skill several times during one character level, upon reaching the next level you'll be able to increase your Agility several points. You can use these bonuses to 'catch up' and bring up attributes in which your character fares poorly, or you can use them to take your character's favored attributes even higher—the choice is yours. Note that this bonus increases whenever you advance in any skill with a particular governing attribute—it doesn't have to be a major or minor skill.

Table 3: Attributes and their Effects

Attribute	Effects
Agility	Dodging proficiency, to hit % (melee), maximum fatigue
Endurance	Health, health gain/level, maximum fatigue
Intelligence	Maximum Magicka
Luck	Everything! (Albeit not overtly)
Personality	Inter-character interaction—information, bartering, etc
Speed	Walk/run speed
Strength	Health, encumbrance, maximum fatigue, melee damage
Willpower	Magicka resistance, maximum fatigue

Major/Minor Skills

Here is where you'll define the strengths and (relative) weaknesses of your class. You may choose five 'major' skills and five 'minor' skills. The five which you select as your major skills will start at level 30 (plus any racial and specialization bonuses that may apply), and your five minor skills will start at level 15 (also plus any applicable bonuses). The seventeen remaining skills are designated your 'miscellaneous' skills, and will start way down at level five (plus bonuses). Additionally, major and minor skills will increase more quickly than miscellaneous skills.

Choose your skills wisely—try not to waste major or minor skills on overlapping areas. For example, this writer would never create a class that wastes two chosen skills on types of armor; I would choose one type and run with it. The same goes for weaponry: one specialization is enough for me. I'd rather employ a skill from another area than be a jack-of-all-trades.



Table 4: Skills and Their Governing Attributes

Category	Governing Attribute	Skill(s)
Combat	Agility	Block
Combat	Endurance	Heavy Armor, Medium Armor, Spear
Combat	Speed	Athletics
Combat	Strength	Armorer, Axe, Blunt Weapon, Long Blade
Magic	Intelligence	Alchemy, Conjunction, Enchant
Magic	Personality	Illusion
Magic	Speed	Unarmored
Magic	Willpower	Alteration, Destruction, Mysticism, Restoration
Stealth	Agility	Light Armor, Marksman, Sneak,
Stealth	Intelligence	Security
Stealth	Personality	Mercantile, Speechcraft
Stealth	Speed	Hand-to-Hand, Short Blade
Stealth	Strength	Acrobatics

Birth signs

Finally, you'll choose your birth sign. Each of the thirteen options will bestow special abilities or powers on your character. Table 5 details the signs and their effects. Choose wisely!

Table 5: Birth signs and their effects

Sign	Effect(s)
The Apprentice	Fortify maximum Magicka 1.5x Intelligence, 50% Weakness to Magicka
The Atronach	50 pts Spell Absorption, Fortify maximum Magicka 2.0x Intelligence, Stunted Magicka
The Lady	Fortify Personality 25 pts, Fortify Endurance 25 pts
The Lord	100% Weakness to Fire, 2 pts/30 secs Restore Health Spell
The Lover	Fortify Agility 25 pts, Paralyze Target 60 secs + Damage Fatigue Self 200 pts Power
The Mage	Fortify Maximum Magicka 0.5x Intelligence
The Ritual	Turn Undead 100 pts/30 sec Target & Touch Spells—seem to be broken in version 1.0, Restore Health 100 pts Self Power
The Serpent	Poison 3 pts/30 secs Touch + Damage Health 1 pt/30 secs Self Spell
The Shadow	Invisibility 60 secs Self Power
The Steed	Fortify Speed 25 pts
The Thief	Sanctuary 10 pts
The Tower	Detect Animal 200 ft/60 secs Self + Detect Enchantment 200 ft/60 secs Self, Detect Key 200 ft/60 secs Self Spell, Open 50 pts Touch Power
The Warrior	Fortify Attack 10 pts

Once you've chosen your birth sign, you're finished creating your character, and can move on to explore the land of Tamriel. Best of luck to you, young adventurer!



General Strategies

In this chapter we'll present several little tips and tricks that helped us in our travels through Morrowind. Feel free to use them or pass them by, but know that they all can come in handy in a pinch.

Always Use Best Attack

There's an option in the game's preferences that will cause your character to always attack using the most successful attack move, regardless of the direction in which you're moving. Most people we've talked to find this method of play much more enjoyable (and they coincidentally also have more success in battle). Unless you find yourself doing incredibly well with the option turned off, you'd probably be better off switching it on.

Hit and Move

While this is something that is generally reserved for first-person shooter games and not so much for RPGs, it is essential that when in a fight in Morrowind, you keep moving. So long as you can keep your crosshair (or the center of your screen) focused on your enemy, you will need to continually circle them and move in and out. To not do so will be suicide, unless they are paralyzed or you are high enough in your stats. This will often throw off the AI and they will often miss you.

Moving Loot Quickly

Most bandit caves are a good way away from civilization. In fact, even those that are relatively close to civilization are a pain to run back and forth to. As a result, when you want to move loot, it is best to cast Mark on yourself, then use an Intervention spell (such as Divine Intervention or Almsivi Intervention) to bring yourself to the nearest town. Once there you can sell everything that you have off, cast Recall on yourself to return to the cave, grab more, and use the Intervention spell to bring you back to where the shops are. By repeating this you should be able to clear out a bandit cave relatively quickly.

Easily Increase Athletics and Acrobatics

Two of the primary ways to increase your Athletics and Acrobatics skills are running and jumping, respectively. If you'd like to cheaply increase these skills, just run around and go on jumping sprees often.

Heavy Armor

Unless you are someone who is trying to play your 'role' and that role includes using weaker weaponry or armor, it is best to equip yourself with the heaviest armor possible. Yes, the manual says that the person who is skilled in unarmored combat is better off unarmored than armored, but quite frankly that is bunk. You may not get hit as much, but when you do you will take enormous amounts of damage. Beside the point, if you become skilled in heavy armor, speed, and have high Strength and Agility, then heavy armor will have very little effect on how well you move around in the long run anyway. Besides, there is a world of difference between the two in how well you are protected.



Open 100

The open spells available to you in Morrowind are, shall we say, somewhat lacking. Typically you are either able to open for 50, or you have a wild open that lets you open for 1 to 100. Fortunately this is what the spellmakers are for, as you are able to make a spell that opens for 100 every time. Now, this isn't entirely inexpensive; it costs 60 mana points after all, but considering most locked doors are relatively close to a place where you can rest, this shouldn't be a problem. If nothing else it is something worth keeping in mind.

Levitate

As with the open spells, most levitate spells are also quite lacking. Considering how much you will need to use levitate, such as when you are in a Telvanni stronghold, and the power of the spell, this is a situation worth remedying. Again, make a trip to your local spellmaker and have them create for you a more powerful spell. The point value will affect your speed of movement and duration, as you should suspect, affects the duration of the spell. Personally I like 5 points for 45 seconds, however that may just be me. As a result, however, I am able to stay in the air for a good long time which can be a huge benefit in that Telvanni stronghold, or when simply pelting an enemy in combat.

Levitate and Summon

One of the easiest ways to take out an enemy in Morrowind is the good old Levitate and Summon technique. In fact, you should be quite capable of taking out Lord Vivec with this technique at as low of a level as 5. Unfortunately, however, this can take up a lot of mana so it is good to have some enchanted items to do it for you. Ideally around 5 or 6 summoning items (Scourge from Tel Fyr is ideal for the summoning) and something like the Boots of Levitation from the sunken ruins in a grotto on an island south of Ebonheart for levitation. Anyway, levitate above your enemy and summon approximately four creatures, then attack your enemy with a ranged attack of some sort. Arrows work quite well for this since you do not want the splash damage to hit your troops. After you have hit them simply make sure that you stay in the air and that you always have creatures on the ground. In most all situations your enemy will focus entirely on your creatures, leaving you... well, high and dry.

Good Enchantments

When enchanting items you will want to, whenever possible, use a Grand Soul Gem or Azura's Soul Gem, as either will allow you to enchant something with a constant effect, or give you the most power for your item possible. Also, when enchanting something, try to enchant exquisite clothing or jewelry as they will give you the most power. In any case, there are some enchantments that can help a lot.

Ring of Healing

While later on in the game you may be able to find the Robe of St. Roris, which constantly restores 15 HP and Fatigue, you will most likely not have that luxury earlier on. As a result it can be wise to search out an exquisite amulet or ring and have it enchanted for you with a constant enchantment. To do this you will need a grand soul gem or possibly Azura's Soul Gem with the soul of a Golden Saint or Ascended Sleeper. With this you should be able to get a good +4 HP every second, which can really help out in many situations.



Price on Your Head

Unfortunately if you have a price on your head and try to pay it off, the guards will also take all of the loot that you have taken as well, from anywhere in the game. As a result, it is best if you pay off the price on your head at your local Thieves Guild, where you will be able to keep the loot when you do. Keep in mind that you will have to join the guild first. If this is not an option than make sure that you empty your pockets of everything that may have been stolen before talking to the guard. If you see a guard start to run for you then do this fast as they won't take the stuff from the ground.

Selling Your Wares

I would have thought that this one is obvious, however I have been asked about this enough times that I will include it here. First off, you cannot use the sale of an item as a credit toward spells, enchanting, or training. If the barter system in Morrowind had been designed better than this should have been possible, however it is not. On the other hand, there is a way to sell items that are worth upward of 20,000 – or however much.

First, the 'person' that you want to visit is Creeper: as Scamp in Caldera he has more gold than anyone else that I could find at about 5,000. Sell him several items worth around 4-5K and, when you want to sell him that expensive item, simply buy three or so 5K items back at the same time. Rest for a day, then sell him one of those 5K items again. By repeating this you should be able to empty your hold of expensive items. Since he does not have any disposition you can also use him like a bank or a pawn shop, since you can always buy back an item for exactly what you sold it for.

Dagger of Paralyzation

One of the best items that someone who uses a shortblade can have is a dagger that has a paralyzing effect when it strikes. While you will be able to find some blades like this in your travels, none of them are as good as they should be. If you choose to make one of these on your own then see if you can find a Daedric dagger as well as a Grand Soul Gem with the soul of either a Golden Saint or Ascended Sleeper first. When you go to enchant the dagger you only need to add a paralyzing effect that lasts anywhere between three to five seconds.

You see, daggers are meant to be used in quick thrusts as opposed to hard thrusts or swings, and this is why they tend to have a large minimum damage and a low maximum damage. As a result, if your dagger paralyzes for even two seconds, and you are constantly jabbing, this should keep a single enemy from even getting a hit in on you. Three or four seconds, alternating who you are striking, should enable you to take on even two or three enemies at a time without anyone getting a chance to hit you.

So why the Golden Saint or Ascended Sleeper? Easy, because you will be striking very often with such a weapon you want to make sure that you are able to continually strike without having to worry about running out of charges. Unfortunately this is not the case if you have a long duration on the paralyzing effect or use any lesser souls.



Main Quest Walkthrough

Our goal in writing this walkthrough was to help guide you through areas relating to the main quest whenever you get stuck. This is **not** intended to be a complete walkthrough of every quest included in the game, so please don't email us to let us know we're missing an optional quest. We know.

That said, we feel it's much more fun to play through the game on your own terms, and only refer to this walkthrough when you find yourself stuck for awhile and you're no longer having any fun. We've tried to abstain from spoiling the storyline in the walkthrough, but reading ahead could let you in on some things that you're not supposed to know yet. You've been warned. Now that that's said, let's get adventuring!

In Case You Screw Up

This is usually not how I like to begin a walkthrough, however in this case I do feel that it is important to cover. You can screw up and accidentally kill someone that is necessary in the main quest very easily in Morrowind. In fact, there is one character that you absolutely must not kill because that will mess up even your second chance, as well as the main quest. That said, should you at any time during the campaign discover that you have accidentally killed someone that you needed to keep alive, you can still salvage your game. As long as that person isn't Yagrum Bagarn, as you'll need to visit him both in the main quest and to salvage a destroyed main quest.

For the curious, see the end of this chapter for information on how to recover from a destroyed main quest.

In the Beginning...

When the game begins you will be on a prison ship. Speak with the other prisoner, tell him your name, and when the guard comes, leave the ship. After you are off the ship another guard will talk to you and you will need to choose your race, sex, facial features, and hair. Choose wisely and, if you need assistance, refer to the appropriate section of the player creation portion of this guide.

Finally walk into the door in front of you and speak with the man directly in front of you. Again, if you need assistance creating your class and choosing your birth sign, then refer to the appropriate section of the character creation portion of this guide. Finally leave the room that you are in and make sure to close the door behind you.

Before you leave the building, consider cleaning the rest of it out, empty all of the baskets and the room near the door. While you do not need to do this, you will be able to sell everything that you find, which can help you initially. Finally, when you do leave, grab the Ring of Healing from the barrel outside, then enter the next building. Even if you are avoiding stealing you will want to grab the Ring of Healing as it was stolen and you will have an opportunity to return it. Inside the next building speak with Sellus Gravius and receive your duties, then leave into the wide world of Morrowind – or at least Seyda Neen.

In the beginning you will want to spend some time in Seyda Neen. While yes, you can continue onto Balmora to meet with Caius Cosades, this is not necessary right off and, instead, is something that should be avoided. Instead take some time to explore some of the side quests here as you will find yourself far better equipped if you do.

To start, if you cross the channel of water to the northwest you will come upon a dead body that will trigger a murder mystery right off; simply speak with Socucius Ergalla to be recruited. Also, when you find the body, be honest as he will then give you the challenge of discovering the killer and taking them out, which will pay well for so early in the game.



Afterward take the road north until you hear screaming. The man that is dropping from the sky is Tarhiel, and he has come up with a way of traveling that does not require payment or tedious walking. The method revolves around several scrolls of Icarian Flight. Well, if you use them at this stage you will die, but if you keep them until you can cast featherfall then you will be able to survive the flying leap and traverse great distances in a short period of time.

Next you can return the Ring of Healing to Fargoth. He will be quite pleased and will improve Arrille's disposition toward you. Well, on your way to see Arrille speak with Hrisskar Flat-Foot and he will task you with re-acquiring Fargoth's stash and, as a result, you will be able to get the ring back and some gold in the process. True, not very nice... but it helps pay the bills.

Lastly you will be able to break into the Census and Excise Warehouse. Now, if you wish you can pick the lock, get caught, pay the fine, and then enter freely. However, for those of you who want to put a little effort into it, it is easily done without picking any locks.

When you leave the second building where you obtain your orders you should see a locked door right in front of you. To the left of that door is a stone outcropping. If you face the left corner of that stone outcropping, continually press forward and jump, you will be able to climb it. It takes a bit of practice and I have not found many other surfaces in Morrowind that allow you to do this, however in this case it can work out quite easily.

Once you are on top of the stone outcropping turn to your right and you will see the roof. If you run toward it and jump, and repeatedly jump, you should manage to make it on top of the roof. From here simply turn to your right, walk across the roof, then walk along the roof to where you first entered the first building. Do not drop down all the way, but above the first door that you entered is a landing. Drop down onto it and enter the door there. This will take some practice, however once you get it down it is quite easy.

While I have been told that this is impossible from some people, I have managed to do it even as a Breton with no experience in either Athletics or Acrobatics, and with an Agility of only 40 with little trouble. It does take practice, however once you manage to get inside it is quite rewarding because, within the first ten minutes of actual game time, you can obtain some great armor and weaponry--for so early in the game. While grabbing stuff be careful around the guard and the lady inside, however, as you do not want to get caught.

After you are done in Syeda Neen simply head toward the Silt Strider and take it to Balmora where you will meet Caius Cosades. If you like, take a little bit of time to explore Balmora, as the city has much to offer. When you are ready, however, Mr. Cosades' place is in the far northeastern section of Balmora.

When talking to Caius Cosades, you will first want to 'Report to Caius Cosades,' then let him look at the package. After examining the package he will ask you if you are ready to follow his orders. If you have already checked out the town, then you should answer in the affirmative. (Otherwise you might want to take some time to look around before setting off on your journey) Request his orders, accept any gold that he may give you, and be on your way.

Hasphat & Sharn



The Fighters Guild is just north of the Mages Guild near the center of Balmora

Your first task is to go ask Hasphat Antabolis about the Nerevarine and Sixth House cults. Naturally, however, Hasphat is not going to just give you your information. Instead he will first request that you bring him a Dwemer Puzzle Box from the Arkngthand ruins.



The Arkngthand ruins are just east of Balmora

To get to Arkngthand, leave Balmora via the south entrance, and then turn east. Continue east past the first sign, and turn northeast at the second, heading up the hill toward Caldera. A short way up the hill you should see a sign pointing to Molag Mar. Continue in that direction until you approach a bridge. At the end of this bridge is Snowy Granius, who will attack you upon sight. If you are unable to avoid the conflict, you will need to take him out. Be prepared, as he can summon skeletons to battle you.

After you have passed Snowy Granius and reached Arkngthand, you will need to turn the crank outside to open the gate. Continue inside and down the spiral to the bottom, taking out whatever enemies approach you. Once you finally reach the cavern floor, turn west and you should see a ledge above you. If you climb the rocks onto this ledge you will come to a door that leads to the Cells of Hollow Hand. Beyond this door is Boss Crito and the Dwemer Puzzle Box. Kill him if you wish, but after obtaining the Dwemer Puzzle Box you may leave.

If, however, you are fairly strong, you may wish to stay and explore the rest of Arkngthand. There are quite a few valuable Dwemer artifacts inside, as well as some Dwemer armor and weaponry. Take care, if you do search, as some of the enemies get rather difficult the deeper you go.

Finally, with the Dwemer Puzzle Box in hand, return to Hasphat and he will give you some information regarding the Sixth House. Information on Nerevarine, however, he does not have. As a result, you will now need to return to Caius Cosades and give him what you do have. Upon reading it he will send you to Sharn gra-Muzgob in the Balmora Mages Guild. Fortunately the Mages Guild is right next to the Fighters Guild, so it should be easy to find.



The Balmora Mages Guild is just south of the Fighters Guild – practically in the same building

Upon talking to Sharn she will, as with Hasphat, require a service of you before she will give you what you need. To complete her task you will need to head south to Pelagiad, then travel south from Pelagiad to the Andrano Ancestral Tomb. For better or worse, once you enter the Andrano Tomb, you will need to explore it completely. Keep in mind that ordinary weapons will not do any damage here, so make sure you either have an enhanced weapon or a fire spell at your disposal for taking out the enemies. Fire Bite works quite well.



The Andrano Ancestral Tomb is just southwest of Pelagiad

Once you have trudged through the Tomb to the lower depths, you will come upon Andrano's Skull sitting next to a dagger. Grab both, then return to Sharn to get the information regarding the Nerevarine. After she gives you what she knows, simply return to Caius Cosades for your next assignment, as well as advancement to the stature of Blades Apprentice.

Next, Caius will—after reviewing the information that you have given him—have you speak with three informants in Vivec: Addhiranirr, Huleeya, and Mehra Milo. As a result you will need to walk or take the Silt Strider to Vivec, then walk up to the Foreign Quarter, which should be right ahead.

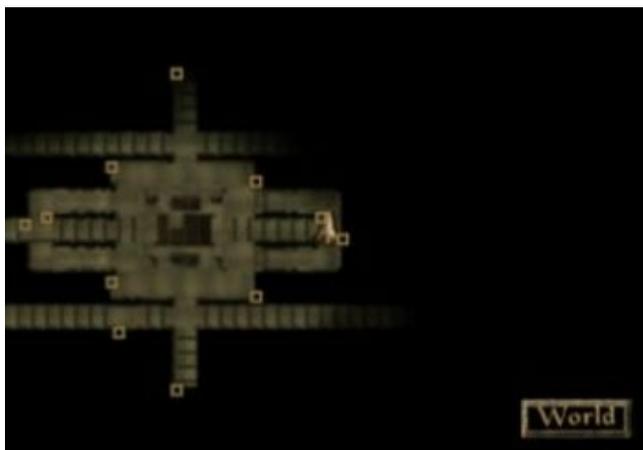
The Vivec Informants



The Vivec Foreign Quarter is the most northern part of Vivec

The first of the three people you will need to talk to is on the lower level of the Foreign Quarter's Waistworks, so walk in there and head into the Black Shalk Cornerclub. Inside you will see Huleeya, however she is being hassled by three thugs. Your job will be to walk out with Huleeya still alive behind you. Be careful; this early in the game they can put up quite a fight.

If you want a chance at getting out peacefully, then talk to the thugs about a 'filthy lizard'. After having discussed that with each of them, you will have a chance, however small. Then again, if you are one of those 'filthy lizards' you may wish to just attack them anyway.



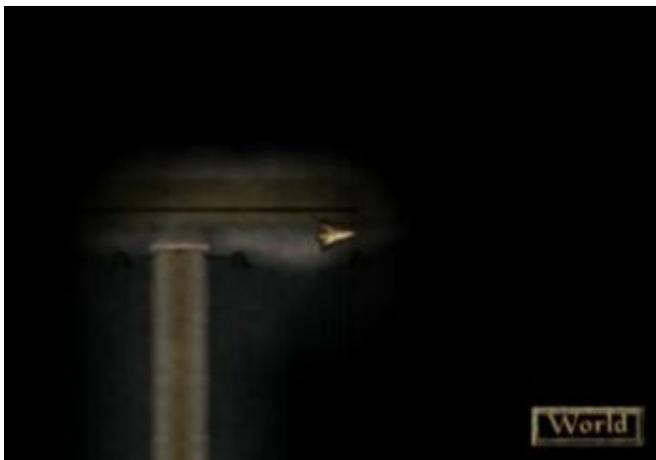
The Black Shalk Cornerclub is in the Waistworks sector of the Vivec Foreign Quarters

When you are ready to leave, simply talk to Huleeya and ask him to follow you. Should any fighting break out, be sure that you protect Huleeya—he'll need it. Once outside the Black Shalk Cornerclub simply head straight west, around the open area, to Jobasha's Rare Books. Inside Huleeya will open up to you about what he knows. Gather your information, then ask Jobasha for a copy of 'Progress of Truth'. You'll need it later.



The St. Olmas Canton is near the center of Vivec

Head for the St. Olmas Canton; your next target is Addhiranirr. To get there, go two Cantons to the south, and one to the east. Upon your arrival you will want to enter into the Waistworks. Continue to the lower section, enter the Canalworks, continue to the Underworks, and then look around for Addhiranirr. Be careful, however, as there is someone guarding a door down here that is extremely powerful and will cut you down if you get too close.



Addhiranirr is hiding in the Underworks of the St. Olmas Canton

Once you find Addhiranirr, talk with her and you will find out that she is being sought after by a Census and Excise agent, and will not speak with you until he is gone. Simply head back upstairs to the upper level of the Waistworks and speak with Platorius. Tell him that Addhiranirr has left for the mainland and he will leave.

After Platorius is gone, head back down and speak with Addhiranirr. She will tell you what you need to know about the Sixth House, and express that she does not know anything about Nerevarine. Rather, she thinks that the Nerevarine cult is silly superstition. Anyway, two down and one to go.



The Temple Canton of Vivec is the second most southern Canton of Vivec

From the Saint Olmas Canton head one Canton south to the Temple Canton. Simply head in the first door on the left side, into the Hall of Wisdom, then walk forward, taking the left branch up the stairs, and you will come to the library. Immediately inside you will find Mehra Milo. Follow her and she will tell you what she knows about the Nerevarine cult, as she does not know anything about the Sixth House. She will also inform you that you need to pick up a copy of 'Progress of Truth'. Good thing you grabbed it while you were there and saved yourself a trip.



The Library of Vivec is behind one of the first doors within the Hall of Wisdom inside the Temple Canton

Before you leave Vivec to return to Caius, you may also want to go to the Hall of Justice on the Temple Canton, then to the Ordinator Barracks. Inside you will find several pieces of Ordinator armor that you can snag and either wear or sell. If you do decide to wear it, make sure that you don't while you are in Vivec or around an Ordinator, as they may attack you.

With the book and information in hand, return to Caius. Caius will tell you that he needs some time to go over everything, and will refuse to give you new orders. Instead he suggests that you continue your cover in whatever guilds you are in, or that you do some solo questing. Good advice. Take the time to ensure that you can handle yourself fairly well overland, and build up your character a bit, to Level 9 or 10 at the least. When you feel you are ready, return to Caius for orders. Then again, you can always just sleep for a day and return to Mr. Cosades if you're of the courageous type.

A Poet at Heart

Caius will now request that you gain the trust of Hassour Zainsubani, an Ashlander who lives in Ald'rhun. To do this you will first need to stop by the bookstore in Ald'rhun and pick up a copy of 'Ashland Hymns'. Get there by taking a Slit Strider.



Ald'rhun is one of those places that you will find yourself visiting a couple times over and is in the center of Vvardenfell

The reason you will want 'Ashland Hymns' is because you will need to win over Hassour Zainsubani with a gift. He is interested in poetry and will gratefully accept this gift. Then again, you could always just pump his disposition.

When you are ready to speak with Hassour, head into the Ald Skar Inn, and go downstairs near the counter. Speak with him about business, and gifts. Next speak to him about a thoughtful gift, then go back to business and ask about Ashlanders.

The Decoded Package

After you have the information from Hassour Zainsubani, return to Caius. Caius will look at the information, then give you a decoded version of the original package that you delivered to him and tell you that they believe you are the Nerevarine. Bet you didn't see that one coming.



The Urshilaku camp is at the north western end of Morrowind and is easily reached from Khuul

Anyway, when all is said and done he will indicate that you need to head for Urshilaku camp and speak with Sul-Matuul and Nibani Maesa. They are to test you against the Nerevarine prophecies. Before you head there though, make sure you stock up on 6-7 Kwama Eggs and maybe even a few Trama Root.

To get to the Urshilaku camp, simply take a Slit Strider to Ald'rhun, then another to get to Khuul. From here you will need to cut east by northeast for a little way. If you have a Water Walking or Water Breathing potion, scroll, or spell, then stick close to the water and you will be able to pass the mountain ridges rather quickly, stopping by a shipwreck along the way. In addition, if you are willing to search around and deal with the Slaughterfish and Dreugh, you can find upward of 30 pearls in the pearl beds along the way. Otherwise you will need to do a bit of mountaineering and your trek is a bit more dangerous. Either way, approach the camp with care – it is just after the Daedric ruins.

Remember that whole bit about not entering their places and giving thoughtful gifts? Well, this is where it comes into play. If you brought along those Kwama Eggs, then go speak to Tussaurradad and give them to him as 'Thoughtful Gifts'. Next, walk around and round up as much Trama Root as possible; 15-16 pieces at least. If you forgot any Kwama Eggs and are good at Stealth then you may be able to Sneak some from a basket nearby.

Give these to Hainab, Shabinbael, and Shallath-Piremus as 'Thoughtful Gifts'. After everyone has a disposition of over 60, continue into Zabamund's Yurt. Inside speak to Zabamund about the Nerevarine prophecies and offer to pay 200 Gold. After receiving the Gold he will express that you show respect, and inform you to enter Ashkhan's Yurt.



The Urshilaku Ancestral Burial is a short way south by southeast from the Urshilaku camp

Clanfriend

Inside, speak with Sal-Matruul and talk about the Nerevarine prophecies and the initiation rite. To find the caverns, simply head south by southeast until you come to a ravine. The Urshilaku Ancestral Burial Caverns are facing north, so you should see them as you come upon them. Rest outside and be ready for a fight on the inside.

Fortunately, the cave is quite linear. Unfortunately the cave is quite long. While it makes finding your goal quite easy to find, you will need to trudge through almost every inch of this cave in order to ensure that you discover everything. Be prepared for quite a few Skeleton Champions, as they will comprise the majority of your foes here. Make sure that you do check every inch, however, as you will find quite a few rare, valuable, and powerful items in this cave if you take the time to look.

After obtaining the Bonebiter Bow from the Wraith of Sul-Senipul you will need to return to Sul-Matruul. He will allow you to keep it and will name you Clanfriend—this will greatly improve everyone’s disposition toward you—then send you to the wise woman, Nibani Maesa.

Head on over to Nibani Maesa, inside the Wise Woman’s Yurt, and ask about everything regarding the Nerevarine prophecies. Afterward, ask about the test. So, you are not the Nerevarine, but you may become the Nerevarine eh? Sounds like the Matrix to me, but oh well, go with it.

From this point, instead of heading off in search of the lost prophecies, head back to Caius. After all, you are still working for him and you have the information he wanted.

Dagoth Gares

Caius, upon your arrival, will inform you that he has an exceptionally difficult task for you – infiltrate a Sixth House base and kill Dagoth Gares, their priest. Now, if you want to you can talk to everyone about it in Balmora, then head to Fort Buckmoth (south of Ald’rhun) and speak with everyone there as suggested. Otherwise, simply take a Silt Strider to Ald’rhun, then a ship onto Khuul, and from there take a ship to Gnaar Mok and walk northwest to the Carcass of the Saint caverns.



The Carcass of the Saint caverns are just northwest of Gnaar Mok

Now, unlike some of the previous caves, this one gives you some options. As a result, while you probably should explore the entire complex, you can save yourself a bit of grief by taking your first major right, entering Marowak’s Spine. Head forward (south) at the next intersection, then left at the one after it, and enter Blackened Heart. Continue to take your next two lefts, then head straight at the next intersection, walk up the steps, and continue into Soul’s Rattle.

Inside here is where you will find Dagoth Gares. Simply head forward past the first intersection and turn left at the second. Before the battle Dagoth Gares will speak with you. Ask him about everything so that you can record it in your journal.

After the conversation is over he will attack you. Following the battle, Dagoth Gares will curse you with the Corpus disease. Search his body and grab the note, along with the 6th House Amulet, then search his lair and take what interests you. Now, as for returning... you could walk back, then again the tunnels will be re-filled with new enemies. If you have it, use either Almsivi or Divine Intervention in order to return to civilization a bit faster. Should you happen to use Almsivi Intervention you will end up back in Balmora, which will put you right next to Caius.

Cured of Corpus

Head over to Caius Cosades and discuss your orders. Fortunately, he knows of a cure for the Corpus disease— simply head on over and speak with Divayth Fyr in Tel Fyr. To get there, start by heading over to the Mage Guild and teleport to Sadrith Mora.



Tel Fyr is just a bit southwest of Sadrith Mora'

From Sadrith Mora you will need to head southwest to Tel Fyr. Either swim or use water walking; the choice is yours. Upon arrival, however, you will need to go upstairs and speak with Divayth Fyr. He will explain that he has an experimental potion that you can try, but wants you to grab some corpus boots from his Corprusarium. To do this simply head downstairs and enter the Corprusarium.

Inside the Corprusarium you will be informed that you must not harm anyone inside. Great, eh? Simply equip your best healing spells or scrolls and get ready to be chewed at. Fortunately, however, the corpus victims move extremely slow, and as a result are easy to blow past at a run.

Run straight into the Corprusarium Bowels, then seek out Yagrum Bagarn and request the boots, after taking time to talk to him. When you are ready, simply head back to Divayth Fyr and down the potion. Upon taking the potion you will discover that you still have the Corpus disease, however all of its negative symptoms are gone. In other words, you are immune to disease and poison. Unfortunately, if you are playing as an Argonian, then this negates the majority of the benefits of this race.

Jail Break

After taking the potion, head back to Caius. Upon your arrival he informs you that he will be leaving, promotes you to the rank of Operative, and informs you that you will head the Blades in Vvardenfell. His final orders are to head to Vivec and have Mehra Milo assist you in finding the lost prophecies. Make sure that you also ask about 'promoted to Operative,' as he will give you some nice items.



Mehra Milo's quarters are just past the Library

Unfortunately Mehra Milo will not be in the library. Instead you will need to head over to her quarters (which are right next to the library) and you will find a note, as well as a couple of levitate potions. The note will explain that she is being held within the Ministry of Truth. If you don't have two Divine Intervention scrolls on you, however, then you will need to head on over to the Mages Guild in the Foreign Quarter to pick them up from Janand Maulinie.



The Ministry of Truth is located just above the Temple Canton

When you are ready, simply fly up to the Ministry of Truth from the Temple Canton. Fly all the way up to the upper ledge, and then speak with Saram to obtain the key and enter through the upper rear entrance.

Once inside, take the first branch to the right and head up and around, then take the next branch to the right and pick open the door. Be careful, however, to avoid the Ordinator patrolling here. Once inside the Prison Keep you will be spotted immediately. Quickly use the second Potion of Rising Force and fly past the desk. Obtain the key from inside, then fly over to the right-most cell on the far wall and open the door with the key.

Inside the cell you will find Mehra Milo. Let her know that you have a Divine Intervention scroll, then use the other one on yourself. Upon using the scroll you will find yourself in Ebonheart. Head to the east docks and speak with Blatta Hateria. Ask her to go fishing

The Lost Prophecies



Ebonheart is just west of Vivec

Upon arriving at Holamayan you will find monk Vevrana Aryon. Speak with her and you will discover that Holamayan is only open at Dawn and Dusk. Simply rest until 6 am and the door will open. Enter Holamayan.



Holamayan is far from civilization, being far north by northeast of Molag Mar and south of Sadrith Mora – it is best to get here by ship from Ebonheart

Inside you will find Mehra Milo, who will point you to Gilvas Barelo. Ask him about the lost prophecies and anything that pertains to them. When he is done you will have the information that you need to return to the Wise Woman's Yurt.

Nibani Maesa will inform you that she needs some time to study the prophecies. Either quest for a bit, or stay put and sleep for a day or two. When you are ready, return and ask about everything regarding her judgment. Afterward speak with Sul Matuul.



Kogoruhn will be one of the most difficult tasks you have had to deal with yet—be careful in there

The Warrior's Test

Sul Matuul will administer the Warrior's Test, and send you to Kogoruhn, a Dunmer stronghold, to retrieve three items: corpus weepings, the House Dagoth cup, and the Shadow Shield.

To get to Kogoruhn simply head southwest from the Urshilaku Camp. The trek is rather far, however it is more direct and safer than going the long way (east to Valenvaryon, then south to Kogoruhn). Also, upon your arrival the Corpus Weepings and the House Dagoth cup are rather easy to obtain: simply enter the Dome of Pollock's Eve and search around until you find them, taking out the lone enemy in this area.

The Shadow Shield, on the other hand, is quite difficult to obtain by comparison. First leave the Dome of Pollock's Eve and enter the Hall of Phisto. Once inside, take your first left, then your next right and enter the Hall of Maki.

Inside the Hall of Maki head forward through the first junction, then through the lower door on the right. From there continue through the door on your left, then down the ramps in front of you to the Nabith Waterway.

Head down the ramp in front of you, then take the left side of the waterway. On the right will be a Frost Atronarch, and you may have to deal with him. Once you are ready, head down the first passage on your left. At the other side of the large chamber that you will emerge in you will see a door to Charma's Breath. Inside Charma's Breath simply make your first right and you will come to the door to Bleeding Heart. Make sure you save and that you are ready for a fight.

Inside you will run into a Flame Atronarch or two, as well as Dagoth Elam. While you do not need to take out Dagoth Elam, it does make this easier. If you keep to your right then you will run into the Shadow Shield rather quickly, however if you take the time to explore this area a bit then you will also run into some Daedric Gauntlets.

After you have the Shadow Shield, return to Sul-Matuul. He will award you with a present, then give you a clue as to where to go for the fourth trial. No, he does not tell you, instead you will have to go off of a rather awkward riddle.

Cavern of the Incarnate

First head over to Nibani Maesa and ask about 'the star is the key'. She will give you a piece of the puzzle, but just that one. Next head into Zannummu's Yurt and ask about the 'skin of the pearl' and the 'teeth of the wind'. She will give you the rest of the puzzle. What does it all mean though? Easy.



The Teeth of the Wind mark the opening of a valley just east of the Daedric ruin of Zergonipal

First, begin by heading east along the coast – either walking on the water or walking at the edge of the coast – past the Dwemer ruins of Bthuand and just past the Daedric ruin of Zergonipal. Eventually you will come to a valley marked by a large spire on either end; turn south down into this valley. After a few twists and turns you will come to the Cavern of the Incarnate.



Upon entering the Cavern of the Incarnate, much of the nature of Morrowind will change for you

As with the last time that Dawn and Dusk were important, wait until 6 am. Once inside walk forward and take the Moon-and-Star to initiate a cutscene wherein you are proclaimed the Nerevarine by Azura. Afterward the ghosts of the failed Incarnates will come forth. Speak with each of them to obtain gifts.

Uniting the Tribes

Head back to Nibani and let her know what has happened, then go to Sul-Matuul's tent where he will proclaim you the Nerevarine. In addition he will place the Teeth of the Urshilaku in your custody to show to the other tribes that the Urshilaku follow you.



The Ahemmusa tribe is somewhat easy to find at the far northeastern point of Morrowind

Next head east along the coastline to the Ahemmusa tribe. They will be at the far northeastern end of the mainland. Upon your arrival you will have to speak with three people regarding the Nerevarine: Kausi, Dutadalk, and Yenammu. Afterward head into the Wise Woman's Yurt and speak with Sinnammu Mirpal and ask her to declare you the Nerevarine of the Ahemmusa tribe.



Ald Daedroth is just north of the Ahemmusa tribe and is not guarded very well

After speaking with her she will inform you that her people wish to move to Ald Daedroth, which is on an island directly north of your position (and should afterward be marked on your map if you ask her about it). Unfortunately, however, several warring factions have taken up residence there and you will need to make it safe for the Ahemmusa.

First, there is a band of Daedra who have come to the shrine to worship. Next, there is also a group of Ordinators who have come to clean them out. If you wish to do this the peaceful way, simply let one of the Ordinators know that you plan to loot the place. After that they will leave you alone. It is far more difficult to come to a peaceful solution with the Daedra, however, as you will have to negotiate with their cult priestess, Hlireni Indavel, who is in the lower portion of the shrine. The problem with this is that the cultists will still attack you until you speak with her. As a result it may just be easier to negotiate with the Ordinators, then take out the cultists.

If you do wish to make peace with Hlireni Indavel, however, head down the middle of the first chamber, then take the right branch of the next, running up the first flight of stairs, then the flight of stairs immediately to your right. Take your next left and run straight ahead and there she will be. Simply pump up her disposition, ask about 'Player

of the Game' then plead the case of the Ahemmusa. Keep in mind that you will need to run past any enemies EXCEPT for the Golden Saints, as they will still attack you after you have made peace. Be careful around them.

On the other hand, you could just wipe all of them out. Whichever way you choose to go, after both sides are either at peace with you or dead, you will need to be careful. After it is all said and done return to Sinnammu Mirpal and ask her to accompany you to Ald Daedroth.

Once you reach the Inner Shrine, under the statue there, speak with her again and she will proclaim you the Nerevarine of the Ahemmusa tribe and give you a trinket to validate that. Two down, two more to go.



The trials which the Zainab will put you through are a bit more rigorous than those for the other tribes

Next, head southwest of Vos, and south by southeast of the Nechuleft ruins. After some time you will arrive at the Zainab camp. Once there head in and speak with Kaushad, their local Ashkhan, talk about the Nerevarine, and ask for him to set you to a task.



The Nerano Ancestral Tomb is just west of Tel Vos

The task that Kaushad will set before you, fortunately, is a rather simplistic one. Simply head on over to the Nerano Ancestral Tomb and kill the vampire named Calvario. To get there you will need to go north of the Nechuleft ruins, passing by Winged Twilights and Golden Saints. By comparison to them, Calvario is a piece of cake.

Afterward return to Kaushad and talk to him about the Nerevarine again. Unfortunately, it appears, the vampire was not enough as he now wishes for a high-born Telvanni bride. For some reason he thinks that many Telvanni would want to marry him. Unfortunately, however, this is not the case. Thankfully, he does direct you to his wise woman

who has a plan – to purchase a slave girl and dress her as a Telvanni bride. After all, Kaushad won't know the difference.



Tel Aruhn is just northwest of Sadrith Mora

Head southeast to Tel Aruhn. Upon arrival seek out Savile Imayn, who will be standing outside near a door to the underground. Ask her about something special and she will tell you that you need to head on over to Tel Mora, to talk to Elegnan the Clothier to purchase exquisite shirt, skirt, and shoes. You can either head north to Tel Mora, or head over to Sadrith Mora (which is just east of your current position) and take a boat to Tel Mora.



Tel Mora is right across from Vos, to the east

However you obtain the clothes—you do not need to obtain them from Elegnan—return back to Savile once you are done and you will be informed that you need some Telvanni Bug musk. This can be obtained from the Apothecary in Tel Aruhn. After you have everything go back to Savile again and she will sell you Falura Llervu for 1200 drakes (or less depending on disposition / Mercantile skills). Heck, you may also wish to buy the rest of the slaves to free them too.

Unfortunately, unlike your previous escort, Falura Llervu is not able to walk on the water and, as a result, it is of the utmost importance that you do not either. Instead focus on water breathing, and protect Falura from any Slaughterfish in the area. Once on land simply head for the Zainab tribe and speak with Kaushad. Make sure that you beware of any Winged Twilight, Ogrim, or Golden Saints along the way.

Speak with Kaushad about the Nerevarine yet again, then about the Telvanni bride, and finally he will make you Nerevarine of the Zainab tribe.



The Erabenimsun camp is a complete pain to reach, and is located in some extremely unfriendly territory

The Erabenimsun tribe is extremely difficult to reach. You can either head directly north from Molag Mar, or southwest from Sadrith Mora. Then again you can always head south by southeast from the Zainab tribe. Whichever way you do take, be prepared: the enemies are difficult and often, and the trek is long.

The Erabenimsun do not like outsiders, and they show it. The only person who is really civil is the wise woman of the Erabenimsun tribe – Manirai. Speak with her first and ignore the rest. Your task to become Nerevarine of the Erabenimsun tribe? Simple, kill the Ashkhan Ulath-Pal and his supporters, Ahaz, Ranabi, and Ashu-Ahhe.

You will be able to take on Ranabi and Ashu-Ahhe separately in their yurts, but both Ulath-Pal and Ahaz are in Ulath-Pal's Ashkhan. Whatever order you take them out in is fine; none of them are really a challenge. While doing so make sure that you also take the War Axe of Airan-Ammu, Sanit-Kil's Heart of Fire, and the Robe of Erur-Dan the Wise as you perform this massacre.

When you are done go speak with Han-Ammu. Talk to him about the Nerevarine prophecies, and want to be Ashkhan. Afterward give him the gift, and continue to do this until you have given him the Robe of Erur-Dan, Sanit-Kil's Heart of Fire, and the Axe of Airan-Ammu. After this has been done have him name you the Nerevarine. Once you are done go back to Manirai to obtain the heirloom of the tribe, the Seizing of the Erabenimsun.

Horator



Tel Vos is a short way inland and west of Vos

Now that the four tribes have been united under your banner it is time to tackle the three houses. First up, house Telvanni. To start head on over to Tel Vos, which is just west from Vos. Once there climb into the central tower and speak with Aryon. He will name you Horator without contesting it, and tell you who else you need to speak with. Once you are done continue to Tel Branora.



Tel Branora is one of the most southern islands of Morrowind

Upon reaching Tel Branora, which is easy if you take a ship from Sadrith Mora, head to the uppermost part, to Mistress Dratha's quarters. Simply amuse her then quickly ask to be named Horator and she will do so gladly.



Sadrith Mora is just northeast of Tel Fyr

Next head to Sadrith Mora and enter the Tel Naga at the center of Sadrith Mora. Head to the highest point of Tel Naga and you will find Neloth. Either persuade him by words or cash, but pump his disposition up quite a bit before asking about becoming Telvanni Horator and he will vote for you for the position.



Gnisis is one of the most western towns in Morrowind

When you are done with Neloth, head over to the Mages Guild, warp over to Ald'Ruhn, then take a Silt Strider over to Gnisis. Once inside Gnisis look for Arvs-Drelen, near the northern part of town. Inside you will find several Skeletons as well as a Daedroth, so be prepared for a bit of a fight. At the upper-most section you will come to Baladas. Pump his disposition a bit and he will be glad to name you Horator.

Travel all the way to Tel Mora next and head to the upper tower to speak with Mistress Dratha. Unfortunately Mistress Dratha is rather difficult to convince and will most likely take quite a bit of gold. If, on the other hand, you simply find her too much of a pain, then kill her and be done with it. Make sure that you are ready for quite a roll in the dirt, however, as everyone in this section of the tower will come to claim your head. Also, it is worth it if you can convince her to accept you as Horator without falling back on such physical means, as she will give you a Scroll of Summon Golden Saint.

From Tel Mora head on over to Tel Aruhn and go straight to the upper tower. Inside you will come to Gothren, unfortunately he has no intentions of confirming you as Horator. At first he will tell you he needs time, but if you go out and give him time, he will only become more and more resolved about not making you Horator. As a result you are going to have to kill him, and it will not be easy. If you can, summon several minions for a distraction, then attack him and immediately jump back, behind your minions.

Make sure that you are careful and avoid the two Dremora which guard him, as well as the other two residents of the tower as they will most likely come after you as well. Once all of them have been dealt with head back to Tel Vos and speak with Aryon again. He will gladly name you the Horator of House Telvanni and give you the Robe of the Horator.

Once you have been named the Telvanni Horator it is time to become the Redoran Horator. Fortunately this involves only one battle and, with the exception of a trip to the Arena Canton in Vivec, requires no travel outside of the Ald'rhun Manor District.

To start head to Sarethi manor in the Ald'rhun manor district and speak with Athyn Sarethi. He will either vote for you for Horator or inform you that you must save his son from Venim manor before naming you Horator – depending on whether or not you are already a member of his house.

If you have not joined his house then head on over to Venim manor and take the first door on your right to the Right Wing of Venim manor. Once inside the right wing take your first right into a small alcove with a tapestry. Behind the tapestry is a locked door where they are holding Venim's son. Either use the key that is on a bench near the alcove or simply spell or pick it open. Once it opens walk in and have Varvur Sarethi follow you.

It is important that you move fast, up the steps to your left then outside of Venim manor, as the guards will follow you. In addition you must try not to kill anyone if you want to be named Horator. Fortunately this is an easy task; just make sure that you avoid drawing your weapon. You may wish to save it before you speak with Varvur Sarethi.

After you return to Sarethi manor speak with Athyn Sarethi. So long as Varvur has walked close enough to Athyn then Athyn will thank you and give you his support for being named Horator. He will also inform you that the rest of the councilors will gladly name you Horator, with the exception of Bolvyn Venim, and that you will need to fight him for it. No sweat.

Next head to Ramoran manor and speak with Hlaren Ramoran, and ask to be named Horator. Afterward continue to Llethri manor and speak with Garisa Llethri, then onto Arobar manor and speak with Miner Arobar. When you are done with those three head into the Redoran council chambers and speak with Brara Morvayn and she will name you Horator as well.



The Arena Canton is near the center of Vivec

Now that the easy ones have been taken care of, head back into Venim manor and speak with Bolvyn Venim. As predicted he will challenge you to a duel in the Arena Canton of Vivec. Simply head on over to Vivec and enter the Arena Canton. Inside you will find Bolvyn waiting for you.

Be careful, as he is equipped with a Daedric weapon and Ebony Armor. Fortunately, however, he has no ranged abilities whatsoever. As a result it is quite easy to pummel him from the railing. Then again, if you do want to fight him in hand-to-hand combat, use caution.

Once he is dead simply return to Athyn Sarethi and he will name you Redoran Horator, and give you the Ring of the Horator. In addition he will give you a package informing you that master Vivec wants to meet with you as well. In any case, two down one to go.



Hlaalu Canton is on the western side of Vivec

To become Horator of House Hlaalu you will need to head to Hlaalu Canton in Vivec. Head to the top level, Hlaalu Plaza, and enter Curio Manor, then speak with Crassius Curio and, with a little financial lubrication, he will slip you his vote.



Orvas Dren lives on Dren Plantation, north of Vivec

Next it is time to convince Orvas Dren. To get to Orvas Dren simply head north and across the river and you will come to his plantation. Now, you have three ways to deal with him. First off, you can simply kill him. This really is not such a bad thing, not only is he a Skooma and Moon Sugar trader, but he is also a rather nasty slaver. If you so wish you may also free these slaves, as the key is in the Shipping House on the upper floor. Distract the guard then grab the key, then set the slaves free and take care of the Guards as they come for you.

If killing Orvas does not sit well with you, however, then you will need to either pay him off, which is somewhat expensive, or bribe him. You see, if you set the slaves free, one (after a short escort) will tell you that he has conspired to kill his brother, and that the papers are in the basement. Simply head to his basement and open the two trapped locked doors, deal with his guards that come after you (who you may freely kill once they attack) and the note is in a small locked chest. Whichever way you feel comfortable, once you take Orvas Dren out, head to the St. Olms Canton of Vivec.

Inside the upper level of the St. Olms Canton you will find Yngling manor. Walk in and either pay off Yngling Half-Troll or kill him, it makes no difference as no one seems to care. Orvas Yngling is not exactly a nice guy either, and has been diverting temple funds into his own personal coffers, so you would be carrying out a small measure of justice if you choose the deadly path.



Omani Manor is alone on an island just east of Vivec

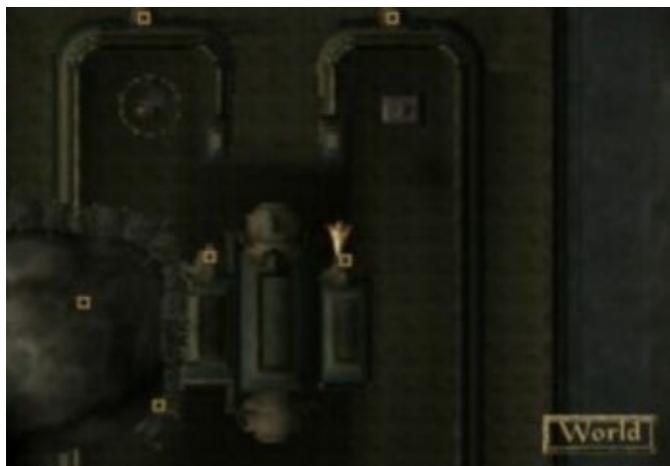


Just west of Suran village you will find Ules Manor

Afterward head into the Haunted Manor of St. Olms Canton and, in the basement, you will find Dram Bero, who will vote for you for Horator. Finally head east of Vivec, to the center of the island which is bent at a 45-degree angle and you will come to Omani Manor. Inside Omani Manor, request that Velandra give you her vote for Horator. Afterward head to Ules Manor (which is just west of Suran village – you can take a Silt Strider from Vivec to get there) and obtain Nevana Ules' vote for Horator.

Finally head back to Crassius Curio in Curio Manor of Hlaalu Canton and be proclaimed Hlaalu Horator. You've done it; you've united the three houses, give yourself a pat on the back and get ready for Vivec.

Lord Vivec



High Fane is the upper floor of the Temple Canton

Head for High Fane, the Canton just north of the Temple Canton, and speak with Danso Indules. While yes, you could return to the Wise Woman now that you have accomplished the joining of the four tribes and three great houses, you have an invitation from Vivec to attend to.

After speaking with Danso head into the Hall of Wisdom and search the far right for an entrance into High Fane, where you will find Saryoni. Speak with him and he will give you two keys. Once you have the keys leave through the rear exit and head for the Temple Canton. Inside awaits Vivec.

Vivec will reveal to you Dogath Ur's plan, as well as his own for destroying Dogath Ur. Listen to him, then accept Wraithguard. Wraithguard will allow you to handle Sunder, an incredibly powerful one-handed blunt weapon, one of two important weapons that you will pick up beyond Ghostgate.

Ash Vampires

Before heading to Ghostgate, however, there is one task that you should perform. First, if you have not been using blunt or short bladed weapons, you will want to either spend some time training or purchasing levels until you are relatively competent with them. Level 30 or so at least, however being level 50 with blunt weapons, at least, will be best. This will be needed in order to handle the two weapons which you will obtain to defeat Dagoth Ur, and which you must use.



Inside Mamaea you will find Dagoth Araynys, the one Ash Vampire which is located outside of Ghostgate

Once you have leveled it is time to take down the first of Dagoth Ur's servant vampires – Dagoth Araynys. Dagoth Araynys is in Mamaea, which you can reach by heading east of Gnosis, or west by southwest from Maar Gan in the West Gash Region.

Fortunately Mamaea is rather direct and you should be able to find Dagoth Araynys in the Sanctum of Black Hope easily. After killing him you will be able to obtain the Soul Ring. Grab this then continue to look around his lair and you can also find the Daedric Face of Inspiration and rescue Hannat Zainsubani if you wish.



Odrosal is just north by northeast of Ghostgate

Next head to Ghostgate and enter into the interior of Ghostfence. By now you should be powerful enough that Dagoth Ur's minions should not pose much of a problem, however you may still wish to take care. Begin by proceeding north by northeast to Odrosal. Inside you will find Dagoth Odros who has the Amulet of Heartfire and Keening, a short blade which you will need to defeat Dagoth Ur. Odrosal is rather direct and obtaining these items should not be difficult.



Tureynul is also very close to where you begin, just northeast of Odrosal

When you are done leave and head northeast to Tureynul. Inside Tureynul you will find Dagoth Tureynal. To reach Dagoth Tureynal keep heading forward through Tureynul. On the other hand there are some interesting items if you explore this area a bit. Anyway, once you kill Dagoth Tureynal you will obtain the Amulet of Heartthrum.



Endusal is very close to the entrance of Ghostgate, just west of Odrosal

After purging Tureynul of Dagoth Tureynal head back to Odrosal and go to the west toward Endusal. Upon reaching Endusal head inside and you will come upon Dagoth Endus who has the Amulet of Heartrime. Kill Dagoth Endus and take the Amulet of Heartrime, then leave.



Vemynal is just northwest of Endusal

Go northwest of Endusal toward Vemynal. Inside Vemynal, which is quite straightforward, is Dagoth Vemyn who has the Amulet of Heartheal. In addition you will find Sunder here, which is absolutely necessary in order to destroy Dagoth Ur. Kill Dagoth Vemyn, take the Amulet of Heartheal, and find Sunder. If your blunt weapon skill is relatively high you will also want to equip Sunder as it is one of the most powerful weapons available to you.



The last Ash Vampire which we shall take out here, Dagoth Uthol, is just inside Kogoruhn

Finally head northeast of Vemynal to reach Kogoruhn. Now, it is possible that when exploring Kogoruhn earlier that you encountered Dagoth Uthol, as Kogoruhn is a large cave complex that extends both inside and outside of Ghostgate. As a result, if you have taken out Dagoth Uthol then you may skip this step. Otherwise you will want to head inside and, just inside the entrance, in Charma's Breath, you will encounter Dagoth Uthol. Kill him and take the Belt of Heartfire, then leave. We are all ready for Dagoth Ur now.

Dagoth Ur



Dagoth Ur's facility is located in the center of the Ghostgate region

Next head to the center area within Ghostfence and you will come to Dagoth Ur's citadel. As with Arkngthand you will need to turn the crank just outside the door, then rush in and you will find yourself inside the Outer Facility. Continue to the Inner Facility then to the Lower Facility and you will find Dagoth Gilvoth. Kill him and take his Blood Ring, then continue to the Facility Cavern. The cavern is small and Dagoth Ur will be here.

If you have any problems with him then try summoning as many minions as you can to soak up damage, however by this point in the game he should pose very little challenge. After you have taken him out grab his Heart Ring near the exit to Akulakhan's Chamber and continue into Akulakhan's Chamber. Here you will, once again, be faced with Dagoth Ur.

This time ignore Dagoth Ur and instead leap down onto the platform in front of Akulakhan and you will see the Heart of Lorkhan. Run up to the Heart of Lorkhan and hit it once with Sunder, then five or six times with Keening. Dagoth Ur will scream at you for you to stop, but ignore him. Instead, once you have destroyed the Heart of Lorkhan, kill Dagoth Ur yet again and back away from Akulakhan as it is about to be destroyed. Also, when you equip Sunder and Keening make sure you are wearing Wraithguard, or you will die.

Well, that's it, you've killed the big-boss-man. Is the game over? No, that is something that you decide. You may continue to explore Morrowind all you like, or consider the game finished. It is up to you.

In Case You Screwed Up

If you manage to muck up the main quest, you'll need to take the back door out of the situation by killing Lord Vivec. Pick the lock on his door (in Vivec Palace) either by magic or by skill, live through the trap, rush in and start swinging. He is quite likely the most difficult opponent in the game, so be careful. Then again, you can take him out at level 5 if you know what you're doing. The easiest way to take him out is by amassing a lot of items that allow you to summon creatures and then levitating high above him. The shrine on top of the Temple Canton is useful for this purpose.

Once you have summoned enough troops, attack Lord Vivec and he will instantly go to war with your little minions. Keep re-summoning them as they die and eventually they will wear down Lord Vivec – provided you have enough of them. However you do it, once he is dead, grab Wraithguard from him as well as the papers on the podium behind you. Next, with Wraithguard in tow, head on over to Tel Fyr and go to the Corprusarium to speak with Yagrum Bagarn. He will show you how to use Wraithguard, though not as well as had you followed the main quest



faithfully, and you will be set. From this point simply continue with the main quest at the point where you go and kill the Ask Vampires and you will be set.

City Guide

When playing Morrowind through the first time, one of the biggest problems that I had was trying to figure out where people were that offered the services that I needed. While you are often inundated with people offering all sorts of services, it is generally difficult to pick out that one person who offers a spellmaking service when you are away from a town with a Mages Guild. This is what spurred me to write the following section.

The following is a quick list of all of the major cities and forts in Morrowind. Each city has a map, a quick - and brief- description detailing its purpose, any major incidences, and when you may visit it, as well as a listing of Travel and Services offered. As a result you should be able to competently plan a route from point A to point B with little difficulty, and understand all of the important stops along the way. Additionally, when you need to get one specific item (such as a regent), you should know where all of the people who barter for regents are located.

Cities

Ald'rhun



Ald'rhun is one of the more pivotal towns in Morrowind and is one that you will need to visit several times. There are branch offices of the Fighters Guild, Mages Guild, house Redoran, Thieves Guild and the Tribunal Temple present. When here, make sure that you take your time to go through some of the quests that each has to offer. For those of you who enjoy pilfering, the manor district makes it easy by putting all of the rich inhabitants in one area.

Travel

Who	Type	Destinations
Navam Veran	Silt Strider	Balmora Khuul Maar Gan
Erranil	Guild of Mages Transport	Gnisis Balmora Vivec Wolverine Hall (Sadrith Mora) Caldera

Services

Name	Location	Gold	Services	Descriptions
Baradras	Guild of Fighters	N/A	Training	Training is provided for Sneak, Block, and Medium

The Elder Scrolls III
MORROWIND
 Unofficial Strategy Guide

Presented By
STRATOS GROUP

Name	Location	Gold	Services	Descriptions
Tralan	Guild of Fighters	N/A	Training	Armor. Training is provided for Long Blade, Blunt Weapon, and Axe.
Ergnir	Guild of Fighters	1800	Barter Repair	Quite a few weapons, pieces of armor, and armorer's tools, though nothing is of much value.
Estoril	The Rat in the Pot	N/A	Spells	Some offensive and conjuration spells.
Allding	The Rat in the Pot	300	Barter	Just a few weapons, not worth looking.
Tongue-Toad	The Rat in the Pot	75	Barter Training	Has a Guide to Ald'rhun and will train in Athletics, Alchemy, and Unarmored combat. Also able to remove a price on your head if you are in the Thieves Guild.
Lirielle Stoine	The Rat in the Pot	250	Barter Training	While she looks like she serves food she instead sells thieves tools and can train you in Security, Sneak, and Acrobatics.
Aengoth the Jeweler	The Rat in the Pot	N/A	Training	Able to let you join the Thieves Guild and train you in Block, Medium Armor, and Long Blade after having risen in the ranks a bit.
Galtis Guvron	The Rat in the Pot	600	Barter	A dagger, torches, and ash statues – not worth your time.
Heem-La	Guild of Mages	N/A	Spells Spellmaking	A good mix of offensive and alteration spells and the ability to make new ones for you.
Orrent Geontene	Guild of Mages	N/A	Spells	Quite a few spells covering most of the disciplines.
Anarenen	Guild of Mages	400	Barter Training	While he only has some potions, regents, and alchemist's tools to sell he can also train you in Enchant, Conjuration, and Alchemy.
Tanar Llervi	Guild of Mages	800	Barter Enchanting	Tanar sells several weapons, items of apparel, and some scrolls in addition to her enchanting service.
Gildan	Gildan's House	N/A	Spells Training	Gildan will only offer you her services once you have become a member of the blades. She carries several defensive spells and can train you in Alteration, Mysticism, and Illusion.
Tuls Valen	Temple	N/A	Training	Once you reach the level of Curate in the Tribunal Temple Tuls Valen will train you in Sneak, Acrobatics, and Hand-to-hand.
Ureso Drath	Temple	775	Barter Enchanting	A few miscellaneous weapons and scrolls for sale in addition to Ureso's enchanting service.
Lloros Sarano	Temple	300	Barter Spells Spellmaking	A few potions, regents, and some books in addition to some restorative spells and a spellmaking service.
Danoso Andrano	Temple	300	Barter	Danoso carries a few potions, regents, and the usual low-level alchemist's tools.
Folvys Andalor	Temple	300	Barter	Folvys has more potions and regents, along with some restorative spells.
Methal Seran	Temple	350	Barter Training	Methal Seran only trains those of high level in the Tribunal Temple. That said, he has quite a few potions and can train you in Conjuration, Mysticism, and Alteration.
Hanarai Assutlanipal	Hanarai Assutlanipal's	N/A	Training	Short Blade, Light Armor, and Sneak training available.

The Elder Scrolls III
MORROWIND
 Unofficial Strategy Guide

Presented By
 STRATOS GROUP

Name	Location	Gold	Services	Descriptions
	House			
Boderi Farano	Ald Skar Inn	150	Barter	Potions and some Regents, nothing special.
Tiras Sadus	Tiras Sadus: General Merchandise	799	Barter	A whole lot of things, however nothing that is of any real value.
Bevene Releth	Bevene Releth: Clothier	200	Barter	Just a few pairs of low-quality clothes.
Dandera Selaro	Out in the open	750	Barter Repair	Armor and weaponry, nothing of any real value.
Llether Vari	Llether Vari: Enchanter	2000	Barter Enchanting	Vari sells some reasonably decent weaponry and scrolls in addition to apparel and books.
Cienne Sintieve	Cienne Sintieve: Alchemist	300	Barter	Several potions, regents, and alchemist's tools – nothing special.
Bivale Teneran	Bivale Teneran: Clothier	300	Barter	Bivale has a large selection of largely worthless clothes.
Salyni Nelvayn	Morag Tong Guildhall	N/A	Spells	Wide variety of spells covering many disciplines
Goren Andarys	Morag Tong Guildhall	N/A	Training	Once you reach the higher levels of the Morag Tong, Goren will train you in Sneak, Acrobatics, and Hand-to-hand.
Hoki	Morag Tong Guildhall	N/A	Training	Training in Sneak, Acrobatics, and Light Armor are offered by Hoki.
Lassour Zenammu	Morag Tong Guildhall	250	Barter Training	Sells a couple weapons and thieving tools in addition to offering training in Short Blade, Light Armor, and Marksman.
Tuveso Beleth	Tuveso Beleth: Smith	2200	Barter Repair	Tuveso offers several pieces of weapons, armor, and armorer's tools, though nothing is overly worthwhile.
Mivanu Retheran	Redoran Council Chambers	250	Barter Repair	Several books, among them a guide to Vvardenfell.
Boldrisa Andrano	Boldrisa Andrano's House	N/A	Training	Training in Short Blade, Light Armor, and Sneak is offered from Boldrisa.
Guls Llervu	Gulls Lervu's House	150	Barter Spells Spellmaking	In addition to helping you craft new spells, Guls will sell you several potions, regents, books, and quite a few restorative spells.
Vonden Mano	Practice Room	N/A	Training	Vonden will train ranking members of House Redoran in Long Blade, Blunt Weapon, and Axe.
Athyn Sarethi	Sarethi Manor	N/A	Training	Once you become a Redoran Brother, Athyn will train you in Short Blade, Light Armor, and Sneak.

Ald Velothi



Ald Velothi is another one of those towns that is not even a blip on the main quest radar. In fact, there aren't even any services offered here that are exceptional enough to come. Then again, this is the HQ of the Twin Lamps anti-slavery movement...

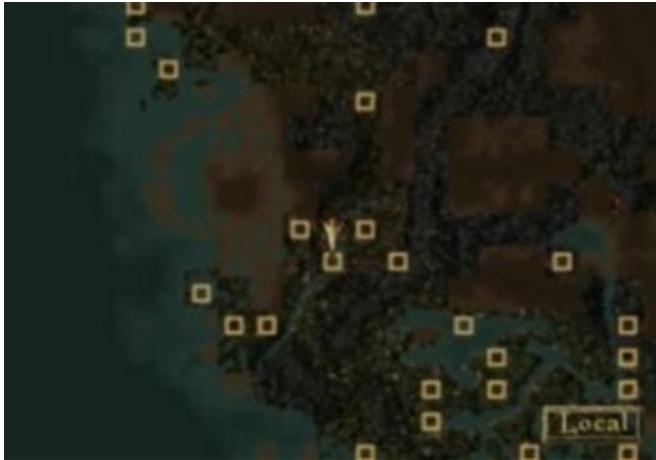
Travel

Ald Velothi does not have any travel services. Instead the easiest way to reach it is from Khuul which is a short way northeast of Ald Velothi. While there isn't anything really special in the way of services that would draw someone to Ald Velothi, the leader of the Twin Lamps does live here.

Services

Name	Location	Gold	Services	Descriptions
Kund Assarnibani	Aidanat Camp, just southwest of Ald Velothi	N/A	Training	Kund offers training in Long Blade, Athletics, and Block.
Orero Omothan	Out in the open	500	Barter Repair	Orero has a small selection of weapons along with quite a few armorer's tools.
Lauravenya	Outpost	N/A	Training	Lauravenya offers training in Destruction, Mysticism, and Alteration.
Sedam Omalen	Outpost	400	Barter	Sedam offers a large selection of knickknacks. That said there really isn't anything of value in his collection.
Trivura Arenim	Outpost	75	Barter	Trivura, while she is available for bartering, has nothing to sell you.
Theldyn Virith	Outpost	N/A	Training	Virith offers training in Long Blade, Athletics, and Block.

Balmora



Balmora is where it all happens, or at least a whole lot of it. Balmora is most likely the second town that you will spend any time in and is one of the largest cities in Morrowind. It is home to a great many guilds and even House Hlaalu. There are many conspiracies and quests to take part in here; you can even solve a murder if you choose. Upon reaching Balmora, make sure that you take time to explore it thoroughly--it can be very rewarding.

Travel

Who	Type	Destinations
Selvil Sarcloth	Silt Strider	Ald'rhun Seyda Neen Suran Vivec
Masalinie Merian	Mage Guild Transport	Ald'rhun Vivec Sadrith Mora Caldera

Services

Name	Location	Gold	Services	Descriptions
Tyermaillin	Tyermaillin's House	150	Barter Spells Training	Tyermaillin will only serve you once you have joined the blades. He stocks a small supply of potions and regents, carries defensive spells, and can train you in Enchant, Mysticism, and Restoration.
Nine-Toes	Nine-Toes' House	N/A	Training	While Nine-Toes will only train Blades, he can train you in Athletics, Illusion, and Sneak.
Bacola	South Wall	500	Barter	Bacola has a small selection of potions and regents.
Closcius	Cornerclub			
Sottilde	South Wall Cornerclub	250	Barter	Sottilde offers a useless selection of weapons and torches.
Arathor	South Wall Cornerclub	N/A	Training	Arathor will train you in Sneak, Block, and Medium Armor.
Sugar-Lips Habasi	South Wall Cornerclub	300	Barter Training	Sugar-Lips Habasi will only offer her services to higher-rank members of the Thieves Guild. Habasi sells thieving tools and can train you in Acrobatics, Security, and Sneak.
Phane Rielle	South Wall Cornerclub	150	Barter Training	Phane can remove the price from your head for a fee, if you are a member of the Thieves Guild, and he will

Name	Location	Gold	Services	Descriptions
Chirranirr	South Wall Cornerclub	0	Barter Training	also sell you several city guides or train you in Mercantile, Speechcraft, and Alchemy. Not only will Chirranirr sell you thieving tools, but she will also train you in Acrobatics, Security, and Sneak.
Only-He-Stands-There	South Wall Cornerclub	500	Barter Spells Training	Only-He-Stands-There will only offer you his services after you have agreed not to expose him in a Mages Guild quest. That said, Only-He-Stands-There sells potions, offers defensive spells, and can train you in Mysticism, Alteration, and Restoration.
Hecerinde	Hecerinde's House	1000	Barter Training	Hecerinde will only offer his services to high-ranking members of the Thieves Guild. Hecerinde sells thieving tools and can train in Security, Sneak, and Acrobatics.
Thanelen Velas	Council Club	500	Barter Repair	Mr. Velas has a small selection of armor and armorer's tools in addition to being able to repair your equipment.
Madrale Thirith	Council Club	85	Barter Training	Madrale is able to sell you thieving tools and train you in Short Blade, Light Armor, and Security.
Marasa Aren	Council Club	250	Barter	Marasa has some arrows and torches.
Vadusa Sathryon	Council Club	N/A	Training	Vadusa can train you in Long Blade, Athletics, and Block.
Sovor Trandel	Council Club	200	Barter Training	Sovor has a couple city guides and can train you in Mercantile, Speechcraft, and Athletics.
Banor Seran	Council Club	350	Barter	Banor has a small selection of potions and regents.
Tedryn Brenur	Out in the open	N/A	Training	Tedryn can train you in Long Blade, Short Blade, and Blunt Weapon.
Benunius Argudilius	Lucky Lockup	300	Barter	Benunius has a small selection of potions and regents.
Hickim	Lucky Lockup	150	Barter	Hickim will sell you several thieving tools as well as train you in Short Blade, Sneak, and Acrobatics.
Ra'Virr	Ra'Virr: Trader	600	Barter	Ra'Virr sells some decent weapons for this early in the game, as well as some other miscellaneous junk.
Galbedir	Guild of Mages	900	Barter Training Enchanting	Galbedir offers some decent equipment as well as some scrolls and soul gems in addition to training you in Alchemy, Destruction, and Unarmored.
Ranis Athrys	Guild of Mages	N/A	Spells Training	Ranis retails defensive spells and can train in Mysticism, Alteration, and Illusion – but only after you are a high-ranking member of the Mage Guild.
Sharn gra-Muzgob	Guild of Mages	200	Barter Spells Training	Sharn offers a decent selection of potions as well as some protective spells and training in Alteration, Mysticism, and Restoration.
Estirdalin	Guild of Mages	N/A	Spells Training Spellmaking	In addition to offering a spellmaking service and training in Destruction, Alteration, and Illusion, Estirdalin will also sell you some reasonable early offensive spells.
Marayn Dren	Guild of Mages	N/A	Spells Training	Marayn offers training in Destruction, Mysticism, and Alteration as well as some protective spells.
Ajira	Guild of Mages	800	Barter Training	Ajira has a small selection of potions, regents, and alchemist's tools and can train you in Enchant,

The Elder Scrolls III
MORROWIND
 Unofficial Strategy Guide

Presented By
STRATOS GROUP

Name	Location	Gold	Services	Descriptions
Masalinie Merian	Guild of Mages	N/A	Spells Travel	Conjuration, and Alchemy. Masalinie offers a reasonable selection of defensive spells.
Hasphat Antabolis	Guild of Fighters	N/A	Training	Hasphat can train you in Block, Athletics, and Hand-to-hand.
Falacnia Amiulusus	Guild of Fighters	N/A	Training	Falacnia can train you in Block, Spear, and Athletics.
Fasile Charascel	Guild of Fighters	N/A	Training	Fasile will train you in Block, Medium Armor, and Long Blade.
Wayn	Guild of Fighters	2000	Barter Repair Training	Wayn has a small selection of weapons and armor, a repair service, and can train you in Armorer, Heavy Armor, and Blunt Weapon.
Eydis Fire-Eye	Guild of Fighters	N/A	Training	In addition to allowing you to join the Fighters Guild, Eydis can train you in Blunt Weapon, Axe, and Long Blade once you reach the rank of Protector.
Dulnea Ralaal	Eight Plates	350	Barter	Dulnea has a small selection of potions and regents.
Traven Marvos	Eight Plates	N/A	Training	Traven can train you in Short Blade, Light Armor, and Axe.
Thorek	The Razor Hole	1000	Barter Repair	Thorek sells a large selection of mostly worthless weaponry and armorer's tools, yet has some rather good weaponry locked up inside his ship if you can pick the lock...
Dorisa Darvel	Dorisa Darvel: Bookseller	700	Barter	Dorisa has a large selection of books, however you can just read them for the benefit in her store.
Meldor	Meldor: Armorer	1500	Barter Repair	Meldor carries a respectable selection of armor for so early in the game, yet you will be better off if you can snag the orcish armor in his shop from under his nose.
Clagius Clanler	Clagius Clanler: Outfitter	800	Barter	Clagius has a large selection of mostly worthless wares.
Dralasa Nithryon	Dralasa Nithryon: Pawnbroker	700	Barter	Dralasa has a large selection of useless items.
Ilen Faveran	Temple	750	Barter Enchanting	Ilen offers a small selection of apparel as well as some scrolls.
Dralval Andrano	Temple	250	Barter	Dralval offers a large selection of potions as well as some regents.
Llathyno Hlaalu	Temple	300	Barter Spells Spellmaking	In addition to offering some potions, regents, and books, Llathyno offers quite a few defensive spells.
Llarara Omayn	Temple	150	Barter Spells Spellmaking	Llarara offers some potions, regents, and some defensive spells.
Feldrelo Sadri	Temple	N/A	Training	Once you become a Curate in the Tribunal Temple, Feldrelo will train you in Sneak, Acrobatics, and Hand-to-hand.
Telis Salvani	Temple	150	Barter Spells	Telis offers some potions, regents, and defensive spells.
Aurnie Vanne	Hlaalu Council Manor	N/A	Training	Aurine can train you in Sneak, Acrobatics, and Hand-to-hand.
Falvel Arenim	Hlaalu Council	250	Barter	Falvel sells several city guides and can train you in

Name	Location	Gold	Services	Descriptions
Mervs Uvayn	Manor Hlaalu Council	N/A	Training	Mercantile, Speechcraft, and Athletics. Mervs can train you in Short Blade, Light Armor, and Sneak.
Bolnor	Hlaalu Council	200	Barter	Bolnor sells thieving tools and can train you in Short Blade, Light Armor, and Marksman.
Andrani	Manor		Training	
Danar Dalomo	Hlaalu Council	N/A	Training	Danar can train you in Long Blade, Athletics, and Block.
Nileno	Hlaalu Council	200	Barter	Nileno carries some thieving tools and can train you in Short Blade, Light Armor, and Security.
Dorvayn	Manor		Training	
Imare	Hlaalu Council	N/A	Spells	Imare carries a good mix of offensive and defensive spells.
Shannat	Morag Tong	N/A	Training	Shannat can train you in Sneak, Acrobatics, and Hand-to-hand.
Pansamsi	Guild			
Nachael	Morag Tong	N/A	Training	Training in Short Blade, Sneak, and Acrobatics are offered by Nachael.
Gilyan Sedas	Morag Tong	350	Barter	Gilyan offers thieving tools and training in Short Blade, Light Armor, and Marksman.
Ethasi Rilvayn	Guild		Training	
	Morag Tong	N/A	Spells	Ethasi offers a good selection of offensive and defensive spells to those who have raised sufficiently high in the Morag Tong.
	Guild			
Millie Hastien	Millie Hastien: Fine Clothier	1200	Barter	Millie offers a large selection of very nice clothes.
Nalcarya of White Haven	Nalcarya of White Haven: Fine Alchemist	3000	Barter	Nalcarya offers a large selection of potions, regents, and alchemist's tools.

Caldera



While it is completely unnecessary to go to Caldera during the course of the main quest, Caldera is a city that you should be very familiar with if for no other reason than Creeper. If ever you have anything that you need to sell, Creeper is the critter to go to, as he will always pay top price. In addition, if you pick the door to Nedhelas' House then you will find the entrance to a small Ancestral Tomb.

Travel

Who	Type	Destinations
Emelia Duronia	Mages Guild Transport	Balmora Ald'rhun



Who **Type** **Destinations**
 Wolverine Hall (Sadrith Mora)
 Vivec

Services

Name	Location	Gold	Services	Descriptions
Creeper	Ghorak Manor	5000	Barter	Creeper is a scamp in a manor of Orcs and has more gold than any other character. In addition he has no disposition and so buys and sells everything at cost. As a result when you need to sell something, taking it to Creeper is the best alternative since he will give you full price for everything. His initial supply of goods, however, is virtually worthless.
Hodlismod	Hodlismod: Armorer	1300	Barter Repair	Hodlismod has an initial supply of weaponry and armor, yet his supply is rather limited
Surane Leoriane	Surane Leoriane's House	N/A	Training	Surane will train you in Mysticism, Restoration, and Destruction once you have joined the Blades.
Medila Indaren	Guild of Mages	N/A	Spells Training	In addition to some destruction spells Medila has some great summon spells and can train you in Destruction, Alteration, and Mysticism.
Ernand Thierry	Guild of Mages	N/A	Barter	Ernand has a good selection of potions in addition to some regents and alchemist's tools to sell.
Eraamion	Guild of Mages	N/A	Spells	Eraamion has a wide selection of spells to sell.
Folms Mirel	Guild of Mages	1050	Barter Enchanting	In addition to an enchanting service, Folms offers enchanted items and scrolls to those who are high in rank in the Mages Guild.
Falanaamo	Falanaamo: Clothier	300	Barter	Falanaamo has a bunch of clothes, though nothing exquisite.
Irgola	Irgola: Pawnbroker	550	Barter	Irgola has a lot of stuff, a little of everything in fact. Unfortunately nothing is overly valuable.
Verick Germain	Verick Germain: Trader	1100	Barter	Verick has a wide selection of items, some of the enchanted ones are even helpful.
Ri'Shajirr	Shenk's Shovel	N/A	Training	Training in Sneak, Acrobatics, and Athletics is provided.
Shenk Iratian	Shenk's Shovel	400 N/A	Barter Training	Shenk carries a small selection of potions and regents. Training in Long Blade, Blunt Weapon, and Axe is provided by Iratian.
Albarnian Olumba gro- Boglar	Governor's Hall	N/A	Training	Gro-Boglar provides training in Sneak, Acrobatics, and Hand-to-hand.
Odral Helvi	Governor's Hall	N/A	Training	Once you have reached a significant rank in House Hlaalu Odral will train you in Sneak, Acrobatics, and Hand-to-hand.
Cunius Pelelius	Governor's Hall	N/A	Training	Cunius offers training in Speechcraft, Light Armor, and Sneak.
Foves Arenim	Governor's Hall	125	Barter Training	In addition to a small selection of mostly thieving tools, Foves can train you in Short Blade, Light Armor, and Marksman.
Llaros Uvayn	Governor's Hall	N/A	Spells	Llaros carries quite a few spells that are aimed at enhancing the thieving arts.

Dagon Fel



Dagon Fel isn't even a blip on the map of the main quest, and there really isn't much to this small fishing village. That said, however, you will want to explore the two towers near this town as you can obtain the Masque of Clavicus that has an armor rating of 120 and constantly fortifies your personality by 30, which makes this stop definitely worth the time.

Travel

Who	Type	Destinations
Haema Farseer	Ship	Tel Mora Khuul Sadrith Mora Tel Aruhn

Services

Name	Location	Gold	Services	Descriptions
Hjotra the Peacock	End of the World Renter Rooms	500	Barter	As with many people, Hjotra has a little of everything but nothing special.
Hreirek the Lean	End of the World Renter Rooms	150	Barter Training	While Hreirek the Lean has some thieving tools to sell you can also get trained in Security, Sneak, and Acrobatics.
Vongvild	End of the World	N/A	Training	Training in Medium Armor, Block, and Long Blade provided.
Fryfnhild	End of the World	150	Barter	While Fryfnhild has 150 gold with which to purchase; he has nothing to sell you.
Heifnir	Heifnir: Trader	700	Barter	Again, a little of everything but nothing of value.
Khargol gro-Boguk	Vacant Tower	N/A	Training	In this supposedly 'vacant' tower Khargol will train you in Block, Unarmored, and Medium Armor. There are also some enchanted items in the basement.

Gnaar Mok



While you do not need to stop by Gnaar Mok during the main quest, except to head into the Carcass of the Saint caverns, you may want to stop by for the training on the way.

Travel

Who	Type	Destinations
Valveli Arelas	Ship	Khuul Hla Oad

Services

Name	Location	Gold	Services	Descriptions
Dridas Salvani	Arenim Manor	N/A	Training	Dridas offers training in Long Blade, Athletics, and Block.
Almse Arenim	Arenim Manor	N/A	Training	Almse offers training in Short Blade, Light Armor, and Sneak.
Balan	Druegh-jigger's Rest	N/A	Training	Balan offers training in Long Blade, Medium Armor, and Athletics.
Wadarkhu	Druegh-jigger's Rest	N/A	Training	Wadarkhu will train you in Sneak, Blunt Weapon, and Short Blade.
Hinald	Druegh-jigger's Rest	150	Barter	Hinald offers a small selection of many types of items. None are valuable.

Gnisis



You will be required to head to Gnisys once when attempting to be named Telvanni Horator. Other than that there is little reason to stop by Gnisys unless you are looking to speak with Darius in the Madach Tradehouse about joining the Imperial Legion. Keep in mind that you will need to wear Imperial or Templar armor if you do decide to join.

Travel

Who	Type	Destinations
Punibi Yahaz	Silt Strider	Ald'rhun Maar Gan Khuul Seyda Neen

Services

Name	Location	Gold	Services	Descriptions
Hannabi	In the open	500	Barter	Hannabi has some armor and armorer's tools.
Zabynatus			Repair	
Shulki	In the open	400	Barter	Shulki sells a few regents and housewares, nothing important.
Ashunbabi				
Zebba	In the open	250	Barter	Zebba has a few articles of common and expensive clothes.
Benamamat				
Ashuma-Nud	In the open, near	700	Barter	A few weapons and some armorer's tools, nothing too special.
Matluberib	the temple.		Repair	
Zanmulk	Temple	150	Barter	Potions, regents, and restorative spells.
Sammalamus			Spells	
Mehra Drora	Temple	300	Barter	Mehra carries a few potions, regents, and a curious mix of spells to sell.
			Spells	
			Spellmaking	
Hetman	Abelmawia Hut	100	Barter	Nothing of any real value other than the Gnisys eggmine pass that you may wish to obtain if you want to get into the eggmine.
Abelmawia				
Asha-Ammu	Madach	N/A	Training	Training is provided for Long Blade, Athletics, and Block.
Kutebani	Tradehouse			
Fenas Madach	Madach	400	Barter	Nothing of any value in stock, mostly regents and tableware.
	Tradehouse			
Optio Bologna	Barracks	N/A	Training	Traning is provided for Block, Athletics, and Acrobatics.

Hla Oad



While Hla Oad may appear to be a small worthless fishing village, there is far more to Hla Oad than meets the eye. Instead, Hla Oad is one of the central smuggling locations in Vvardenfell and, if you head to Fatleg's Drop Off you will see what I mean. Also, while there, make sure that you rescue the slave... it is either that or let her be disemboweled in order to pull the moon sugar from her innards. You do not need to stop by Hla Oad during the main quest.

Travel

Who	Type	Destinations
Baleni Salavel	Ship	Ebonheart Gnaar Mok Vivec Molag Mar

Services

Name	Location	Gold	Services	Descriptions
Pallia Ceno	Out in the open	N/A	Training	Pallia offers training in Speechcraft, Light Armor, and Sneak.
Trasteve	Fatlet's Drop Off	250	Barter	Trasteve offers a large selection of mostly useless junk.
Llemisa Marys	Fatlet's Drop Off	150	Barter Training	In addition to some thieving tools, Marys offers training in Short Blade, Light Armor, and Security.
Dalam Gavyn	Fatlet's Drop Off	550	Barter Repair	Dalam carries a small selection of weapons and armorer's tools.
Perien Aurelie	Fatlet's Drop Off	150	Barter	Perien offers a small selection of miscellaneous junk.

Khuul



Khuul is an incredibly small fishing village on the north end of Vvardenfell that, strangely enough, has both a Silt Strider port as well as a Shipping port. As a result it is somewhat of a hub, despite its small stature. You should not need to visit Khuul in the main quest should you choose to avoid it.

Travel

Who	Type	Destinations
Talmeni Drethan	Ship	Gnaar Mok Dagon Fel
Seldus Nerendus	Silt Strider	Maar Gan Ald'rhun Gnisis

Services

Name	Location	Gold	Services	Descriptions
Thongar	Thongar's Tradehouse	1200	Barter	Thongar has a little bit of everything and nothing of any real value, yet his high gold for somewhere this far out makes him an ideal person to sell your loot to.
Ondi	Thongar's Tradehouse	N/A	Training	Ondi will train you in Axe, Heavy Armor, and Long Blade once you raise in the ranks of the Imperial Legion.

Maar Gan



Maar Gan is extremely small and, compared with many of the other, larger, towns that can be accessed by Silt Strider, offers very little. That said, there is a Daedra that you can taunt into attacking you in the Shrine, but that is probably the biggest reason to come here.

Travel

Who	Type	Destinations
Daras Aryon	Silt Strider	Ald'rhun Khuul Gnisis

Services

Name	Location	Gold	Services	Descriptions
Saryn Sarothril	Outpost	N/A	Training	Saryn can train you in the use of the Long Blade, Short Blade, and Blunt Weapon.
Alds Baro	Outpost	1400	Barter Repair	Alds carries a large stock of weaponry, armor, and armorer's tools, however none of it is overly valuable.
Sedris Omalen	Outpost	200	Barter Spells Spellmaking	Sedris carries a tiny selection of potions and regents in addition to a decent selection of spells from various non-destructive disciplines.
Nuleno Tedas	Outpost	N/A	Training	Nuleno can train you in Long Blade, Athletics, and Block.
Salen Ravel	Shrine	200	Barter Spells Spellmaking	Salen offers a small supply of potions, regents, and books, as well as a varied selection of non-destructive spells and a spellmaking service.
Aerin	Andus Tradehouse	N/A	Training	Aerin can train you in Light Armor, Sneak, and Acrobatics.
Bugdurash gra-Gashel	Andus Tradehouse	N/A	Training	Training in Block, Medium Armor, and Long Blade are offered here.
Manse Andus	Andus Tradehouse	300	Barter	Manse offers a small selection of potions and regents, nothing special.

Molag Mar



Molag Mar is a curious place. Its existence in the middle of nowhere makes it ideal for healing or resting, if you are in need, yet it has very little to offer. As a result, chances are you will only find yourself here if you are on the way to somewhere else, or when you do need healing. You do not need to visit Molag Mar in the main quest.

Travel

Who	Type	Destinations
Rindral Dralor	Ship	Vivec Hla Oad Tel Branora
Dilami Androm	Silt Strider	Suran Vivec

Services

Name	Location	Gold	Services	Descriptions
Hakar the Candle	Redoran Stronghold	1300	Barter Repair	Hakar has a small selection of weapons, armor, and armorer's tools.
Raviso	Redoran	150	Barter	Raviso has nothing in his inventory but will train you in Mercantile, Speechcraft, and Athletics.
Andalas	Stronghold		Training	
Elvas Savel	Redoran Stronghold	N/A	Training	Elvas can train you in Athletics, Block, and Long Blade.
Mandur	Redoran	350	Barter	Mandur has a carries a large selection of a lot of relatively useless junk.
Omalen	Stronghold			
Saras Orelu	Temple	200	Barter Spells	Saras has some potions in addition to a selection of restorative spells.
Tharer	Temple	N/A	Training	In addition to allowing you to join the Tribunal Temple, Tharer will train you in Sneak, Acrobatics, and Hand-to-hand once you reach the level of Curate.
Rotheloth				
Bervaso	Temple	300	Barter	Bervaso has a large selection of potions and regents as well as some alchemist's tools.
Thenim				
Orns Omaren	St. Veloth's Hostel	50	Barter	Orns has a small selection of regents.
Nilioniel	The Pilgrim's Rest	N/A	Training	Sneak, Block, and Medium Armor training are available from Nilioniel.
Dunel Saryon	The Pilgrim's Rest	75	Barter	Dunel Saryon has nothing to offer.

Name	Location	Gold	Services	Descriptions
Selkirknemus	The Pilgrim's Rest	50	Barter	Selkirknemus has a few regents.
Saetring	Saetring the Nord: Smith	1200	Barter Repair	Saetring has a small selection of weapons, armor, and armorer's tools.
Ulms Drathen	Armigers Stronghold	N/A	Training	Ulms will train you in Long Blade, Block, and Heavy Armor.
Vasesius Viciulus	Vasesius Viciulus: Trader	1000	Barter	Vasesius offers a small selection of everything under the sun, regardless of how useful it is.

Pelagiad



As the locals like to say, Fort Pelagiad was constructed to defend the road between Seyeda Neen and Balmora. Fort Pelagiad started to develop a small farming community and, over time, formed the town Pelagiad right outside Fort Pelagiad. Despite this the best way to get from Seyeda Neen is to simply take the Silt Strider. In fact, the biggest reason for stopping by Pelagiad is to see Ahnassi. ;- P

Travel

There are no travel services in Pelagiad or neighboring Fort Pelagiad.

Services

Name	Location	Gold	Services	Descriptions
Mebestian Ence	Mebestian Ence: Trader	449	Barter	Mebestian has a large selection of weaponry, armor, clothing, and other junk.
Uulernil	Uulernil: Armorer	700	Barter Repair	Uulernil has a large selection of weaponry, armor, and even a few armorer's tools. Nothing too good but fine for this early in the game.
Ladia Flarugrius	Halfway Tavern	250	Barter Training	Once you have reached a significant rank in the Thieves Guild Ladia will train you in Mercantile, Speechcraft, and Athletics. She has nothing to sell.
Ahnassi	Halfway Tavern	N/A	Training	Ahnassi will only train you after joining the Thieves Guild. She can train you in Acrobatics, Sneak, and Hand-to-hand.
Drelasa Ramothran	Halfway Tavern	400	Barter	Drelasa has a small selection of potions and regents.

Sadrith Mora



The only time that you really need to head to Sadrith Mora is when going to Tel Naga in the Horator quests. That said, there really is a lot to Sadrith Mora as it is one of the larger towns of Morrowind and there are quite a few spellcasters here willing to sell you their spells. Lastly, Wolverine Hall is so close that some may even mistake it for a part of Sadrith Mora, and there is a Mages Guild there for transport.

Travel

Who	Type	Destinations
Darvame Hleran	Ship	Tel Branora Ebonheart Tel Mora Dagon FelGals Arethi

Services

Name	Location	Gold	Services	Descriptions
Ery	Gateway Inn	300	Barter	Ery has a small selection of potions and regents.
Ardarume	Gateway Inn: West Wing	N/A	Training	Ardarume offers training in Mysticism, Destruction, and Alteration.
Arangaer	Out in the open	500	Barter	Nothing more than some potions, regents, and alchemists tools.
Elegal	Out in the open	500	Barter	Some weapons, clothes, and junk.
Tendris	Telvanni Council	400	Barter	Just a few potions, regents, and alchemists tools.
Vedran	House Entry			
Miraso Seran	Telvanni Council House Entry	800	Barter Enchanting	In addition to her enchanting service, Miraso has some apparel and scrolls.
Nelso Salenim	Telvanni Council House Entry	N/A	Spells Spellmaking	Nelso offers her spellmaking services as well as a wide variety of spells.
Galar Rothan	Telvanni Council House Entry	900	Barter Training Enchanting	Galar has some enchanted items, scrolls, gems and miscellaneous junk to sell, and can train in Blunt Weapon, Enchant, and Unarmored.
Hloris Farano	Telvanni Council House Chambers	N/A	Training	Hloris can train you in Sneak, Acrobatics, and Hand-to-hand.
Galero Andaram	Telvanni Council House Chambers	700	Barter Spells	Once you have risen in the ranks of the Tribunal Temple a bit, Galero will sell you potions and restorative spells.
Niras Farys	Telvanni Council House Chambers	0	Barter Spells	In addition to some restorative spells, Niras also has some potions and books – nothing too special.

The Elder Scrolls III
MORROWIND
 Unofficial Strategy Guide

Presented By
STRATOS GROUP

Name	Location	Gold	Services	Descriptions
Fara	Fara's Hole in the Wall	600	Spellmaking Barter Training	Fara offers training in Sneak, Light Armor, and Acrobatics in addition to selling potions, regents, and thieving tools.
Ridena Othren	Fara's Hole in the Wall	N/A	Training	Ridena offers training in Light Armor, Marksman, and Enchant.
Manicky	Out in the Open	1000	Barter Repair	Manicky offers a small selection of weapons and armorer's tools.
Vaveli Dralas	Morag Tong Guildhall	N/A	Training	Vaveli offers training in Short Blade, Light Armor, and Sneak.
Namanian Facian	Morag Tong Guildhall	N/A	Spells	Namanian has a small selection of spells that would assist in thievery.
Alven Salas	Morag Tong Guildhall	N/A	Training	Alven offers training in Sneak, Acrobatics, and Hand-to-hand.
Dunsalipal Dun-Ahhe	Morag Tong Guildhall	400	Barter Training	Once you have risen in the Morag Tong, Dunsalipal will sell you thieving tools and train you in Short Blade, Light Armor, and Marksman.
Urtiso Faryon	Urtiso Faryon: Sorcerer	N/A	Spells Spellmaking	Urtiso offers a nice variety of spells designed to exploit your enemy.
Balen Vendu	Balen Vendu: Monk	N/A	Training	Balen will train you in Sneak, Acrobatics, and Hand-to-hand.
Llaalam Madalas	Llaalam Madalas: Magician	N/A	Spells	After you have risen in rank in House Telvanni, Llaalam will sell you several offensive and defensive spells.
Pierlette Rostorard	Pierlette Rostorard: Apothecary	400	Barter	Pierlette has a huge assortment of potions and regents in addition to some alchemist's tools.
Ancola	Out in the open	800	Barter	Ancola has a wide variety of useless items.
Threvul Serethi	Threvul Serethi: healer	300	Barter Spells	Threvul has quite a few restorative spells as well as some potions and regents.
Celegorn	Dirty Muriel's Cornerclub	N/A	Training	Sneak, Light Armor, and Acrobatics training are provided by Celegorn.
Muriel Sette	Dirty Muriel's Cornerclub	50	Barter Training	In addition to selling some thieving tools, Muriel will train you in Security, Acrobatics, and Sneak.
Erer Darothril	Dirty Muriel's Cornerclub	N/A	Spells Training Spellmaking	Erer offers a nice variety of good spells, a spellmaking service, as well as training in Illusion, Destruction, and Mysticism.
Big Helende	Dirty Muriel's Cornerclub	100	Barter Training	After rising in the ranks of the Thieves Guild, Big Helende will sell you thieving tools and train you in Security, Sneak, and Acrobatics. She will also allow you to join.
Fandus Puruseius	Dirty Muriel's Cornerclub	N/A	Training	Fandus offers training in Long Blade, Block, and Medium Armor.
Both gro-Durug	Dirty Muriel's Cornerclub	300	Barter	Both offers a small selection of weaponry and torches.
Rissinia	Dirty Muriel's Cornerclub	200	Barter Training	Rissinia offers several city guides as well as training in Mercantile, Speechcraft, and Athletics.

Seyda Neen



Seyda Neen is the town that you originally start out in and, as a result, is heavily geared toward introducing you to Morrowind with low-level creatures surrounding it, a rather simplistic bandit cave nearby, and services that are designed to give you your foothold. That said, once you do leave Seyda Neen (Silt Strider to Balmora is the quickest way to get to the Spymaster in the beginning) you will not need to return here. While you are here, however, make sure that you explore this town thoroughly. There is a dead body to the northwest that will trigger a bounty-hunt quest from Socucius, a man who falls from the sky along the northern road, and a healing ring to return and get paid to steal again. Definitely worth the time in the beginning.

Travel

Who	Type	Destinations
Darvame Hleran	Silt Strider	Balmora Vivec Suran Gnisis

Services

Name	Location	Gold	Services	Descriptions
Adraria	Census and	N/A	Training	Adraria offers training in Speechcraft, Light Armor, and Sneak.
Vandacia	Excise Warehouse			
Socucius		N/A	Training	One of the first people you will have to talk to, Socucius will train you in Sneak, Acrobatics, and Light Armor.
Ergalla				
Arrille	Arrille's Tradehouse	N/A	Barter Spells	Arrille, in addition to a large selection of stuff that is more or less unnecessary, sells some good spells to get you going this early in the game.
Raflod the Braggart	Arrille's Tradehouse	N/A	Training	Medium Armor, Long Blade, and Block training are available from Raflod.
Elone	Arrille's Tradehouse	N/A	Training	After you have joined the Blades, Elone will train you in Long Blade, Medium Armor, and Athletics.

Suran



Suran is small, almost uneventful, and can – more or less – be entirely avoided. If you need to sell something then there are better places to dump your loot (Caldera) and most everything that you can buy here you can get elsewhere as well. The only real reason to come here is to help out a slave, though even at that you aren't really helping him, just discovering his secret and agreeing not to share it. To tell the truth there really isn't anything in Suran. You do not have to visit Suran in the main quest, and the only thing that you can really do in Suran is converse with a rather clever slave. Now, while this is somewhat worthwhile in itself, completing this small quest that starts in Desele's House of Earthly Delights, it is the only reason to visit Suran as there is nothing else that makes this city unique in any important way.

Travel

Who	Type	Destinations
Folsi Thendas	Silt Strider	Balmora Seyda Neen Vivec Molag Mar

Services

Name	Location	Gold	Services	Descriptions
Helviane	Desele's House of Earthly Delights	75	Barter	Nothing of value to barter for; sells moonsugar.
Garothmuk	Garothmuk gro-gro-Muzgub	900	Barter	Garothmuk sells weapons, armor, and a good selection of armorer's tools.
Ranosa	Ranosa Gilvayn: Outfitter	700	Barter	Ranosa sells weapons, armor, clothes, potions, thieving tools, and armorer equipment; a little bit of everything.
Goldyn Belaram	Goldyn Belaram: Pawnbroker	450	Barter	Goldyn carries a little bit of everything, even some ebony armor.
Verara Rendo	Vera Rendo: Clothier	300	Barter	While all she sells are clothes, and extravagant are the best, you can find some exquisite clothes in her chest upstairs.
Ralds Oril	Ralds Oril: Trader	400	Barter	Ralds carries a little of everything, though nothing special.
Ashumanu Eraishah	Saran Tradehouse	75	Barter	Potions and Regents, not much to trade...
An-Zaw	Saran Tradehouse	N/A	Training	There is quite a bit of training, however. An-Zaw can train in Illusion, Mysticism, and Alteration
Hides His Eyes	Saran Tradehouse	N/A	Training	Hides His Eyes provides training in Athletics, Medium Armor, and Block.
Elynu Saren	Suran Temple	150	Barter	While Elynu only has a few potions, regents, and

Name	Location	Gold	Services	Descriptions
			Spells Spellmaking	books to sell she does have some rather nice spells for you to purchase, as well as the ability to help you create new spells of your own.

Tel Aruhn



You will need to stop by Tel Aruhn twice, once while being confirmed as the Telvanni Horator and another time to pick up a slave for one of the Ashlanders. While doing either of these tasks you may also want to purchase the other slaves that the slaver here sells, though you will have to pay a premium for each of them.

Travel

Who	Type	Destinations
Daynas Darys	Ship	Vos Tel Mora Dagon Fel

Services

Name	Location	Gold	Services	Descriptions
Ferele Athram	Ferele Athram: Trader	400	Barter	Some of everything – mostly a lot of junk and nothing of any value.
Bildren Areleth	Bildren Areleth: Apothecary	325	Barter	Some potions, regents, and alchemist tools.
Aryne Telnim	Aryne Telnim: Smith	900	Barter Repair	Weapons, armor, armorer's tools.
Drarayne Girth	Pot and Plaster	350	Barter	Very few potions and regents.
Emusette Bracques	Pot and Plaster	N/A	Training	Restoration, Alteration, and Destruction training is provided.
Brarayni Sarys	Tower Entry	450	Barter	After having risen in the ranks of House Telvanni, Brarayni will sell you potions and regents.
Irna Maryon	Tower Entry	300	Barter	A few potions and regents
Maren Uvaren	Maren Uvaren: Enchanter	750	Barter Enchanting	While there isn't anything that great here you can obtain some weapons, apparel, scrolls, books, gems, and some other rubbish.
Barusi Venim	Tower Living Quarters	1200	Barter Enchanting	Nothing much, just some apparel and some scrolls.

Name	Location	Gold	Services	Descriptions
Felara	Tower Living	300	Barter	Some restorative spells, a few potions, and some regents.
Andrethi	Quarters		Spells	

Tel Branora



The only time that you will need to drop by Tel Branora is when you are seeking to be named the Telvanni Horator. That said, there are some people in Tel Branora which offer some incredible services, such as Felen Maryon who offers the spell Summon Golden Saint. As a result it is advantageous to stop by as soon as you are able. Who knows, you may even stop a small rebellion while you are at it.

Travel

Who	Type	Destinations
Nireli Farys	Ship	Vivec Molag Mar Sadriith Mora Ebonheart

Services

Name	Location	Gold	Services	Descriptions
Fadase Selvayn	Fadase Selvayn: Trader	500	Barter	Fadase offers a large selection of mostly useless items.
Galen Berer	Galen Berer: Armorer	900	Barter Repair	Galen offers a small selection of weapons, armor, and armorer's tools.
Barnand Erelie	Sethan's Tradehouse	N/A	Training	Barnand can train you in Mysticism, Restoration, and Alteration.
Llorayna Sethan	Sethan's Tradehouse	300	Barter	Llorayna has a small selection of potions and regents.
Godros	Tower Guardpost	N/A	Training	Godros offers training in Sneak, Light Armor, and Acrobatics.
Mertisi Andavel	Upper Tower	N/A	Spells	Mertisi offers a good selection of offensive and defensive spells.
Felen Maryon	Therana's Chamber	N/A	Spells Spellmaking	Felen offers both a spellmaking service and some powerful spells covering several disciplines.
Gils Drelas	Therana's Chamber	600	Barter	Gils offers a gigantic selection of potions, regents, and alchemist's tools.

Tel Mora



You will only need to make one trip to Tel Mora during the campaign, when you need Mistress Dratha to give you her vote for Horator of House Telvanni, however you may wish to also obtain clothing here. Otherwise Tel Mora has quite a few sorcerers from whom you may buy spells in the services tower, which makes it very convenient since they are all very close together.

Travel

Who	Type	Destinations
Tonas Telvani	Ship	Sadrith Mora Dagon Fel Vos Tel Aruhn

Services

Name	Location	Gold	Services	Descriptions
Borwen	The Covenant	N/A	Training	Borwen offers training in Sneak, Block, and Medium Armor.
Thaeril	The Covenant	250	Barter	In addition to some Telvanni Bug Musk, Thaeril offers a rather inept selection of potions and regents.
Natesse	The Covenant	N/A	Training	Natesse offers training in Sneak, Block, and Medium Armor.
Elegnan	Elegnan: Clothier	300	Barter	Elegnan offers some wonderful exquisite clothing and you may find yourself stopping here during the main quest.
Jolda	Jolda: Apothecary	400	Barter	Jolda offers an extremely large selection of potions, in addition to some regents and alchemist's tools.
Radras	Radras: Smith	750	Barter Repair	Radras offers a rather limited selection of weaponry in addition to some low-quality armor and armorer's tools.
Berwen	Berwen: Trader	600	Barter	Berwin has a little of everything, though nothing is really useful. She'll drop her prices if you take out the Corpus Stalker upstairs though.
Daynali Dren	Lower Tower	3999	Barter	Along with an excruciatingly large selection of potions, Daynali Dren also sells some regents and alchemist's tools.
Tinaso Alan	Tower Services	N/A	Spells Spellmaking	Tinaso offers a large variety of spells covering most of the disciplines.

Diren Vendu	Tower Services	N/A	Spells	Diren Vendu also offers a large list of spells, including some very powerful conjuration spells.
			Spellmaking	
Salama Andrethi	Tower Services	N/A	Spells	Salama, as with the other two here, offers a list of spells as well.

Vivec

Vivec is, to be quite frank, gigantic. It encompasses nine cantons and each one is roughly the size of many of the cities or villages of Morrowind. As a result, and as you can probably expect, you will need to visit Vivec somewhat often during the main quest, and most all factions have a branch office in one of the cantons of Vivec. Due to the size of Vivec I have broken down the rest of the description of this large area by canton, so for information pertaining to the various cantons please read on.

Travel

Who	Type	Destinations
Adondasi Sadalvel	Silt Strider	Seyda Neen Suran Molag Mar Balmora
Ano Andaram	Ship	Hla Oad Ebonheart Molag Mar Tel Branora

Arena Canton



Through the Canalworks and into the Storage to grandmother's house we go... no, not seriously. Actually, through the Canalworks, into the Storage, and through the Hidden area to the Morag Tong headquarters we go. All in all the Arena Canton is somewhat small, consisting mostly of a relatively uninvolved Underworks, a small Canalworks, a surprisingly involved Waistworks, the Pit, and a large Hidden Area that is home to the Morag Tong. In fact, half of the services offered in the Arena Canton you will find in the Morag Tong area. As a result, if you are stopping by the Arena Canton chances are it will be for the Hidden Area, or the pit in one of the numerous times you need to fight someone there either for the main quest or one of the side quests. For some reason everyone likes to challenge you in the pit...

Travel

Who	Type	Destinations
Dalse Adren	Ferry	Temple Canton Telvanni Canton Foreign Quarters Hlaalu Canton

Services

Name	Location	Gold	Services	Descriptions
Rogdul gro-Bularz	Hidden Area	400	Barter Training	Rogdul gro-Bularz will only begin to offer you his services once you have taken care of a few writs. That said he has thieving tools and can train you in Sneak, Acrobatics, and Light Armor.
Minnibi Selkin-Adda	Hidden Area	N/A	Spells	Minnibi will only sell to those who are members of the Morag Tong, yet he has several defensive spells.
Ulmesi Baryon	Hidden Area	N/A	Training	Ulmesi will train you in Short Blade, Light Armor, and Sneak.
Serul Dathren	Hidden Area	N/A	Training	Serul will train you in Sneak, Acrobatics, and Hand-to-hand.
Ultis Salem	Fighters Quarters	N/A	Training	Ultis can train you in Long Blade, Athletics, and Block.
Senyndie	Fighters Quarters	N/A	Training	Senyndie can train you in Acrobatics, Sneak, and Hand-to-hand.
Mevil Molor	Fighters Training	N/A	Training	Mevil can train you in Athletics, Block, and Unarmored.
Seanwen	Fighters Training	N/A	Training	Seanwen can train you in Heavy Armor, Blunt Weapon, and Long Weapon.

Foreign Quarters



During most of your trips to Vivec you will find yourself here: the Foreign Quarters. In fact, the Foreign Quarters probably have more going on than any other canton of Vivec. Heck, not only do they have a shrine guarded by Orcs, but also their own tomb packed with Skeleton Champions. Be careful when exploring the underside, but make sure that you do explore as the Foreign Quarters is home to the Thieves Guild and the Mages Guild, and has branch offices for other outfits as well.

Travel

Who	Type	Destinations
Devas Irano	Ferry	Arena Canton Hlaalu Canton Telvanni Canton
Flacassia Fauseius	Mage Guild Transport	Ald'rhun Balmora Wolverine Hall (Sadrith Mora) Caldera

Services

Name	Location	Gold	Services	Descriptions
Alusaron	Alusaron: Smith	2500	Barter Repair	Alusaron offers a wide variety of weapons, armor, and armorer's tools.
Malven Romori	Guild of Mages	N/A	Spells Spellmaking	Malven offers several offensive and defensive spells to members of rank in the Mage Guild.
Janand Maulinie	Guild of Mages	630	Barter Enchanting	Nanand offers a selection of apparel and scrolls.
Sirilonwe	Guild of Mages	N/A	Spells	Sirilonwe offers several defensive spells.
Craetia Jullalian	Guild of Mages	400	Barter	Craetia has a large selection of potions, regents, and alchemist's tools.
Ralen Tilvur	Ralen Tilvur: Smith	400	Barter Repair	Ralen Tilvur has a small selection of weapons, armor, and armorer's tools.
Raig	Guild of Fighters	N/A	Training	Raig can train you in Long Blade, Blunt Weapon, and Axe.
Lorbumol gro-Aglakh	Guild of Fighters	4000	Barter Repair	After rising in the ranks of the Fighters Guild Lorbumol will sell you weaponry and armor.
Baurin	Guild of Fighters	N/A	Training	Baurin can train you in Sneak, Block, and Medium Armor.
Idonea Munia	Upper Waistworks	100	Barter Spells	Idonea offers potions and defensive spells.
Baissa	Upper Waistworks	100	Barter	Bassia offers a lot of useless items.
Rolasa Oren	Upper Waistworks	150	Barter	Rolasa offers some potions, regents, and alchemist's tools.
Miun-Gei	Miun-Gei: Enchanter	1500	Barter Enchanting	Miun-Gei offers a selection of weapons, apparel, scrolls, and miscellaneous junk.
Sevyni Saryon	Lower Waistworks	300	Barter Training	Sevyni offers several city guides as well as training in Mercantile, Speechcraft, and Athletics.
Aurane Frernis	Aurane Frernis: Apothecary	300	Barter	Aurane offers a large selection of potions, regents, and alchemist's tools.
Andilu Drothan	Andilu Drothan: Alchemist	200	Barter	Andilu Drothan offers a large selection of potions, regents, and alchemist's tools.
Jobasha	Jobasha's Rare Books	1000	Barter	Jobasha has the best selection of books anywhere and you will find yourself here several times.
Raril Giral	Black Shalk Cornerclub	250	Barter	Raril has a small collection of potions and regents.
Hylf the Harrier	Black Shalk Cornerclub	N/A	Training	Hylf offers training in Medium Armor, Blunt Weapon, and Axe.
Letreius Mueo	Canalworks	300	Barter Training	Letreius offers a selection of potions and can train you in Alteration, Mysticism, and Restoration.
Agrippina Herennia	Agrippina Herennia: Clothier	350	Barter	Agrippina has a large selection of clothes.
Jeanne J'Rasha	Jeanne: Trader J'Rasha: Healer	300 300	Barter Barter Spells	Jeanne has a lot of useless items. J'Rasha offers a small selection of potions in addition to a good selection of regents and some defensive spells.
Simine	Simine Fralinie:	299	Barter	Simine offers a small selection of books – go to

Name	Location	Gold	Services	Descriptions
Fralinie	Bookseller			Jobasha... unless you want to speak with Gentleman Jim Stacy.
Crazy-Legs Arantamo	Simine Fralinie: Bookseller	300	Barter Training	After having risen in the ranks of the Thieves Guild Arantamo will sell you several city guides and train you in Mercantile, Speechcraft, and Short Blade.

Hlaalu Canton



Hlaalu Canton is one of those cantons of Vivec lucky enough to have travel service. In addition there is a rather large thieving community in Hlaalu Canton that is, well, thriving – but you need to know where to look. You will need to stop by Hlaalu Canton in the main quest when you wish to be named Hlaalu Horator.

Travel

Who	Type	Destinations
Aren Maren	Ferry	Arena Canton Foreign Quarters Temple Canton

Services

Name	Location	Gold	Services	Descriptions
Vedran Balen	Out in the open	200	Barter Training	Vedran offers thieving tools and training in Short Blade, Light Armor, and Marksman.
Rirnas Athren	Temple	150	Barter Spells Spellmaking	Rirnas, in addition to a spellmaking service, offers restorative spells and potions.
Bratheru Oran	Edryno Arethi's House	N/A	Spells	Bratheru has a good selection of stealth-enabling spells.
Edryno Arethi	Edryno Arethi's House	N/A	Training	Edryno offers training in Long Blade, Athletics, and Block to members of House Hlaalu.
Elo Arethan	Waistworks	0	Barter Training	Elo sells books and trains in Mercantile, Speechcraft, and Athletics.
Galasa Uvayn	Treasury	N/A	Training	Galasa will train members of House Hlaalu in Short Blade, Light Armor, and Sneak.
Baren Alen	Vaults	0	Barter	Baren Allen will only barter with members of House Hlaalu, though he does not have any gold or anything to sell.
Garer Danoran	Treasury	N/A	Training	Garer can train you in Short Blade, Light Armor, and

The Elder Scrolls III
MORROWIND
 Unofficial Strategy Guide

Presented By
STRATOS GROUP

Name	Location	Gold	Services	Descriptions
Nalasa Sarothern	Elven Nations Cornerclub	N/A	Training	Sneak. Nalasa can train you in Athletics, Long Blade, and Block.
Gadela Andus	Elven Nations Cornerclub	50	Barter	Gadela offers a small selection of potions and regents for sale.
Arvama Rathri	Elven Nations Cornerclub	N/A	Training	Arvama can train you in Long Blade, Athletics, and Block.
Sovali Uvayn	Elven Nations Cornerclub	150	Barter Training	Sovali offers a small selection of thieving tools and can train in Short Blade, Light Armor, and Security.
Forvse Nerethi	Curio Manor	N/A	Training	Forvse will train members of House Hlaalu in Short Blade, Light Armor, and Sneak.
Alveno Andules	Pawnbroker	200	Barter	Alveno offers a small selection of mostly useless items.
Telvon Llethan	Weaponsmith	800	Barter Repair	Telvon offers a large selection of weaponry and armorer's tools.
Gilan Daynes	No Name Club	600	Barter Repair	Gilan offers a small selection of weaponry and armorer's tools.
Belos Falos	No Name Club	100	Barter Training	Belos offers thieving tools and training in Short Blade, Light Armor, and Security.
Rarvela Teran	No Name Club	150	Barter	Rarvela offers thieving tools.
Nevos Urns	No Name Club	N/A	Training	Nevos can train you in Athletics, Block, and Unarmored.
Llavesa Drom	No Name Club	N/A	Training	Llavesa offers training in Short Blade, Long Blade, and Blunt Weapon.
Lliram Alvor	No Name Club	N/A	Training	Mr. Alvor offers training in Long Blade, Athletics, and Block.
Brathus Dals	No Name Club	75	Barter	Brathus Dals offers a small selection of potions and regents.
Traldrisa Tervayn	No Name Club	150	Barter Training	Traldrisa offers one book for sale and training in Athletics, Mercantile, and Speechcraft.
Gadayn Andarys	General Goods	400	Barter	Gadayn offers a large selection of mostly useless items.
Ganalyn Saram	Alchemist	350	Barter	Ganalyn offers a large selection of potions, regents, and alchemist's tools.

Palace of Vivec



The palace of Vivec has no travel and offers no services. Instead you will find a locked and trapped door that leads to Lord Vivec himself. You can either kill him and steal Wraithguard from him, or go through the main quest and obtain it the natural way if you choose. Either way, the option is yours and it will shape the game of Morrowind for you in a significant way.

Redoran Canton



You will not need to visit the Redoran Canton during the main quest and, unless you are looking for some of the training offered inside the Redoran Canton, or to pilfer the Redoran Vaults (which isn't as difficult as it may sound) there is very little reason to visit the Redoran Canton. Fortunately if you do want to it is relatively small and will not take long to clean out.

Travel

Redoran Canton does not have any travel services.

Services

Name	Location	Gold	Services	Descriptions
Faral Retheran	Redoran Treasury	N/A	Training	Once you have risen in the ranks of house Redoran Faral will train you in Short Blade, Light Armor, and Sneak.
Tenaru Romoren	Redoran Plaza	N/A	Training	Tenaru can train you in Long Blade, Athletics, and Block.
Elms Llervu	Waistworks	N/A	Training	Elms can train you in Mercantile, Speechcraft, and Athletics.
Brildraso Nethan	Scout and Drillmaster	N/A	Training	Brildraso can train you in Athletics, Block, and Long Blade.

Name	Location	Gold	Services	Descriptions
Ulyno Uvirith	Scout and Drillmaster	N/A	Training	Ulyno can train you in Long Blade, Short Blade, and Blunt Weapon.
Minglos	Scout and Drillmaster	N/A	Training	Minglos can train you in Sneak, Block, and Medium Armor
Sorosi Radobar	The Flowers of Gold	500	Barter	Sorosi offers a small selection of potions and regents.
Talis Drurel	The Flowers of Gold	N/A	Training	Talis can train you in Athletics, Block, and Medium Armor
Balen Andrano	Balen Andrano: Trader	600	Barter	Balen offers a large selection of mostly useless items.
Savard	Smith	1000	Barter Repair	Savard offers a reasonable selection of armor and weaponry.
Relms Gilvilo	Temple Shrine	300	Barter Spells Spellmaking	Relms offers defensive spells, potions, regents, and books.

St. Delyn Canton



St. Delyn Canton is somewhat smaller than the other cantons in that it has fewer services to offer. In addition there really aren't any headquarters for any guilds here and you will not need to stop by St. Delyn Canton during the main quest. Unless you are looking to check out the tomb (or 'storage' facility) or the shrine, there is little reason to stop by St. Delyn Canton.

Travel

St. Delyn Canton does not offer any travel services.

Services

Name	Location	Gold	Services	Descriptions
Rathal Barus	Glassworker's Hall	100	Barter	Rathal has a small collection of glassware.
Alarvyne Indalas	Glassworker's Hall	100	Barter	Alarvyne also has a small collection of glassware.
Ernse Llervu	The Abby of St. Delyn the Wise	N/A	Training	Ernse will train you in Blunt Weapon, Sneak, and Acrobatics.
Mevel Fererus	Mevel Fererus: Trader	400	Barter	Mevel offers a large selection of various useless items.
Tervur Braven	Tervur Braven: Trader	400	Barter	Bervur offers a large selection of mostly useless items.

Dolyn Rols	Potter's Hall	75	Barter	Dolyn has nothing to offer.
Gomeso	Potter's Hall	75	Barter	Gomeso only has some pottery pieces to offer.
Sarano				
Lucretinaus	Lucretinaus	600	Barter	Lucretinaus offers a small selection of mostly useless items.
Olcinius	Olcinius: Trader			

St. Olms Canton



St. Olms Canton, like the Foreign Quarters, has its own shrine (again, guarded by roughians) as well as a small tomb, though they call it a storage area. Anyway, there is very little in St. Olms Canton and, with the exception of when you are trying to be named Horator and have to head into either Yngling Manor or the Haunted Manor, chances are there is very little reason to visit St. Olms Canton.

Travel

St. Olms Canton does not have any travel services.

Services

Name	Location	Gold	Services	Descriptions
Bervyn Lleryn	Waistworks	250	Barter	Bervyn retails a small selection of useless items.
Nalis Gals	Waistworks	200	Barter	Nalis offers an even smaller selection than Bervyn.
Moroni Uvelas	Brewers and Fishmongers Hall	60	Barter	Moroni offers a rather limited selection of potions and regents.
Mevure Hlen	Tailors and Dyers Hall	400	Barter	Mevure carries a small yet quality line of clothing.
Nivos Drivam	Tanners and Miners Hall	350	Barter	Nivos carries a rather minuscule collection of armor and regents.
Gindas Ildram	Famers and Laborers Hall	70	Barter	Gindas carries a small collection of regents.
Duvianus Platorius	Waistworks	N/A	Training	Duvianus offers training in Speechcraft, Light Armor, and Sneak.
Faulgor	Yngling Manor	N/A	Training	Faulgor will train members of House Hlaalu in Sneak, Light Armor, and Acrobatics.
Vaval Selas	Temple	150	Barter Spells	Vaval offers a small selection of potions, regents, and some defensive spells.
Nalvilie Saren	South-One	150	Barter	Nalvilie offers a small selection of low-quality clothes.

Telvanni Canton



Oh the Telvanni. While most cantons have a storage area, tomb, or shrine in their basements, the Telvanni have a monster laboratory and a slaver. Nonetheless this gives you an opportunity to do a bit of exploring and free some slaves. Not only that, but the Telvanni Vault is one of the most difficult ones to pilfer, as the moment you enter it, chances are you are going to have to deal with two Storm Atronachs as well as someone with a blade that paralyzes you almost instantly. And then if you can survive that naturally you will have to deal with the usual Ordinators, but also have enough magicka left to open another 75 level lock or two. All in all a hair-raising experience.

Travel

Who	Type	Destinations
Fendryn Delvi	Ferry	Arena Canton Foreign Quarters Temple Canton

Services

Name	Location	Gold	Services	Descriptions
Melie Frenck	Temple	100	Barter Spells	Melie offers restorative spells and some potions for sale.
Golveso Senim	Waistworks	N/A	Training	Golveso offers training in Sneak, Acrobatics, and Hand-to-hand.
Galuro Belan Fevyn Ralen	Apothecary Mage	200 N/A	Barter Spells Spellmaking	Potions, regents, and alchemists tools are for sale here. In addition to his spellmaking service, Fevyn offers offensive and defensive spells.
Salver Lleran	Sorcerer	N/A	Spells Spellmaking	After rising in the ranks of House Telvanni, Slaver will sell you several offensive and defensive spells.
Audenian Valius	Enchanter	850	Barter Enchanting	Audenian offers several enchanted and non-enchanted goods as well as scrolls and an enchanting service.
Garas Seloth	Alchemist	350	Barter	Garas offers quite a few potions, regents, and alchemist's tools.
Arvyn Llerayn	The Lizard's Head	N/A	Training	Arvyn offers training in Destruction, Mysticism, and Alteration.
Manara Othan	The Lizard's Head	350	Barter	Manara offers a small selection of potions and regents. Make sure you buy some Matze before talking to Ennbjof.
Cirwedh	Tower	N/A	Training	Cirwedh offers training in Sneak, Block, and Medium Armor.
Silius Fulcinius	Tower	N/A	Training	Silius can train you in Speechcraft, Light Armor, and Sneak.

Temple Canton



The Temple Canton houses the largest library in Morrowind and is a place that you will need to visit very late in the main quest. In addition you will want to visit the Temple Canton early in the game to check out the Ordinators Barracks, you can grab some great Indoril armor there if you are careful.

Travel

There are no travel services offered at the Temple Canton.

Services

Name	Location	Gold	Services	Descriptions
Endryn Llethan	High Fane	N/A	Training	Once you have risen in the ranks of the Tribunal Temple, Endryn will train you in sneak, Acrobatics, and Hand-to-hand.
Eris Telas	High Fane	300	Barter	Eris has a very large selection of potions and some regents.
Dileno Lloran	High Fane	500	Barter Spells Spellmaking	Dileno carries potions and defensive spells but will only sell to ranking members in the Tribunal Temple.
Llandris Thirandus	High Fane	900	Barter Enchanting	Llandris offers a good selection of enchanted armor and weapons, as well as some scrolls.

Vos



Not only is there very little in Vos, but there is also very little reason to come to Vos. Despite that, Vos is one of the available hubs when taking a ship along the eastern coast and you will need to pass by Vos when you head to Tel Vos in the main quest.

Travel

Who	Type	Destinations
Sedyne Veran	Ship	Sadrith Mora Tel Aruhn Tel Mora

Services

Name	Location	Gold	Services	Descriptions
Burcanius Varo	Varo Tradehouse	300	Barter	Small selection of potions and regents available.
Hairan Mannanalit	Varo Tradehouse	N/A	Training	Hairan offers training in Long Blade, Athletics, and Block.
Ferise Varo	Varo Tradehouse Entrance	N/A	Spells Spellmaking	Ferise offers a wide variety of spells covering several disciplines.
Yakin Bael	Vos Chapel	N/A	Training	Yakin offers training in Restoration, Mysticism, and Alteration.
Eldrilu Dalen	Vos Chapel	250	Barter Spells Spellmaking	Eldrilu offers a small selection of potions, regents, and books in addition to her restorative spells and spellmaking service.

Forts & Keeps

Buckmoth Legion Fort



Buckmoth legion fort is located just south of Ald'rhun and, as forts go, is somewhat large. In addition nearly everyone who is inside the main area of the fort is willing to offer their services. While you will not necessarily have to stop by Buckmoth Legion Fort during the main quest, you may wish to stop by for the training offered.

Travel

The closest travel is the Silt Strider port or the Mage Guild transport in Ald'rhun; there are no travel services in Buckmoth Legion fort itself

Services

Name	Location	Gold	Services	Descriptions
Segunivus Mantedius	Interior	300	Barter Training	While Segunivus sells several city and region guides, he also can train you in Mercantile, Speechcraft, and Athletics skills.
Cocistian Quaspus	Interior	200	Barter	Cocistian only has the standard run of potions, regents, and alchemist's tools.
Arnand Lirie	Interior	250	Barter Spells Training	Lirie is the veritable renaissance man, offering a small selection of potions and regents, along with some restorative spells for sale. He will also train you in Mysticism, Restoration, and Alteration.
Hingor	Interior	N/A	Training	Training in Sneak, Block, and Medium Armor is offered by Hingor.
Attelivupis Catus	Interior	N/A	Training	Catus offers training in Block, Athletics, and Hand-to-hand.
Aldaril	Interior	N/A	Spells	Aldaril will sell you a small and varied selection of spells including some reasonably good summoning spells.
Yambagorn gor-Shulor	Interior	700	Barter Repair	Yambagorn offers a small and uninspired selection of weapons, armor, and armorer's tools.
Imsin the Dreamer	Interior	N/A	Training	Once you have risen in rank in the Imperial Legion, Imsin will train you in Axe, Blunt Weapon, and Long Blade.
Dulian	Interior	200	Barter	Dulian offers a small selection of regents and books to

Syloria	Interior	325	Spells Spellmaking Barter	accompany her selection of defensive spells.
Siruliulus				Syloria sells a little bit of everything, though nothing in her inventory is of much value.

Ebonheart



Ebonheart is one of the larger forts and is just west of Vivec. Ebonheart is rich with people offering their services and, under Vivec, you will even be able to fight someone for the Lord's Mail, which is a powerful suit of armor. This cave is either accessed from under water or through a door inside Ebonheart that is guarded by two guards. It is easier to access via the subterranean cavern. While you will not need to head to Ebonheart to take the ship to Holamayan if you already have visited Holamayan, it does make it easy to get to Holamayan since it is so close to Vivec.

Travel

Who	Type	Destinations
Nevosi Hlan	Ship	Vivec Hla Oad Tel Branora Sadrith Mora
Blatta Hateria	Ship	Holamayan (You will not be able to take this ferry until mid-way through the main quest)

Services

Name	Location	Gold	Services	Descriptions
J'Zhirr	East Empire Company Hall	N/A	Training	J'Zhirr can train you in Acrobatics, Sneak, and Light Armor.
Agning	Six Fishes	150	Barter	Agning has a small selection of potions and regents.
Lassinia	Six Fishes	N/A	Training	Lassinia can train you in Sneak, Light Armor, and Speechcraft, as well as let you join the Imperial Cult.
Mussillius	Six Fishes	N/A	Training	Chanil-Lee can train you in Mysticism, Enchant, and Destruction.
Chanil-Lee	Six Fishes	N/A	Training	Onasha can train you in Sneak, Acrobatics, and Light Armor.
Onasha	Argonian Mission	N/A	Training	Onasha can train you in Sneak, Acrobatics, and Light Armor.
Sirollus	Hawkmoth	3500	Barter	Sirollus has a large selection of mostly worthless armor and weapons, in addition to some armorer's tools.
Saccus	Legion Fort		Repair	
Nebia Amphia	Hawkmoth	300	Barter	In addition to a small selection of potions, Nebia has a wide variety of spells covering most disciplines.
	Legion Garrison		Spells Spellmaking	
Amusi	Hawkmoth	N/A	Training	Amusi can train you in Blunt Weapon, Axe, and Long

Fanildil	Legion Garrison Hawkmoth	500	Barter Spells	Blade. In addition to a large selection of potions, Fanildil has quite a few spells covering most disciplines.
Landorume	Legion Garrison Hawkmoth	350	Barter	Landorume has little bit of just about everything, though nothing of value.
Ervona Barys	Legion Garrison Hawkmoth	N/A	Spells	Once you have risen in the ranks of the Imperial Legion, Ervona Barys will sell you a good mix of offensive and defensive spells.
Nedhelorn	Hawkmoth Legion Garrison	N/A	Training	Nedhelorn can train you in Block, Acrobatics, and Athletics.
Roccia Conician		N/A	Training	Roccia can train you in Speechcraft, Light Armor, and Sneak once you have raised your level in the Imperial Cult.
Synnolian Tunifus	Imperial Chapel	500	Barter Spells	In addition to some potions, Synnolian has a small selection of restorative spells.
Iulus Truptor	Imperial Chapel	200	Barter Training	Iulus has some city guides to sell and can train you in Mercantile, Speechcraft, and Athletics.
Sarmosia Vant	Imperial Chapel	N/A	Training	Mrs. Vant can train you in Hand-to-hand, Sneak, and Acrobatics.
Sauleius Cullian	Imperial Chapel	750	Barter Enchanting	Sauleius has a small selection of enchanted items as well as some scrolls in addition to his enchanting service.
Frik	Imperial Chapel	300	Barter	Frick has a large selection of potions.
Lalatia Varian	Imperial Chapel	500	Barter Spells Spellmaking	After raising your rank a bit in the Imperial Cult Lalatia will sell you potions, bread, defensive spells, and a spellmaking service.
Kaye	Imperial Chapel	500	Barter	Kaye has a small selection of weapons.

Fort Darius



Fort Darius is incredibly small and so close to Gnosis that, if you didn't know better, you might mistake it for the entryway or another building of Gnosis. In fact, the commander of Fort Darius hangs out over in the Madach Tradehouse in Gnosis. Fortunately, despite its size, has a rather nice ratio of NPCs offering services to those that don't. There is no reason to come here during the main quest, or for any other real reason either, yet if you are near Gnosis and need some training it may be worth stopping in.

Travel

There closest travel is the Silt Strider port in Gnosis, there is no travel in Fort Darius itself.

Services

Name	Location	Gold	Services	Descriptions
Champion Ogrul	Fort Darius	250	Barter Spells	Some restorative spells, potions, and regents.
Ulumpha gra-Sharob	Fort Darius	300	Barter Training	While there are only a few potions and regents for sale here, you can get trained in Medium Armor, Alteration, and Mysticism.
Sharkub gro-Khashnar	Fort Darius	N/A	Training	Tranining is provided for Block, Athletics, and Unarmored combat.
Mug gro-Dulob	Fort Darius	700	Barter Repair	You may purchase weapons, armor, and armorer's tools here.

Fort Pelagiad



Pelagiad is a relatively small fort with very little to offer. In fact, unless you are stopping by Pelagiad or wish to see Angoril, there is very little reason to stop here after the beginning. That said, in the beginning if you walk here from Seyeda Neen you will be able to 'acquire' quite a bit of Imperial Steel Armor for, well, a steal.

Travel

There are no travel services in Fort Pelagiad or neighboring Pelagiad.

Services

Name	Location	Gold	Services	Descriptions
Ygfa	Fort Pelagiad	175	Barter Spells	In addition to some protective spells, Ygfa has a small selection of potions and regents. Ygfa will also let you join the Imperial Cult.
Shadbak gra-Burbug	Fort Pelagiad	900	Barter Repair	Shadbak has a small selection of armor and weaponry.
Angoril	Fort Pelagiad	N/A	Training	Angoril offers training in Blunt Weapon, Long Blade, and Axe to those who have risen in the ranks of the Imperial Legion.

Ghostgate



Ghostgate is one of the possible entries into Dagoth Ur's region. The other entry being a levitation or jump over Ghostfence. While Ghostgate does have quite a few people in it that offer services, their services are actually more useful early on in the game. For instance, obtaining Glass armor can be difficult, but with a little cash, which is somewhat easy to obtain, or some thievery you can obtain a set here.

Travel

Ghostgate has no travel services available. The easiest way to get to Ghostgate is to run east from Ald'rhun.

Services

Name	Location	Gold	Services	Descriptions
Taluro Athren	Tower of Dusk Lower Level	N/A	Training	Taluro offers training in Long Blade, Blunt Weapon, and Axe.
Mandran Indrano	Tower of Dusk Lower Level	N/A	Training	Mandran offers training in Athletics, Block, and Long Blade.
Berela Andrano	Tower of Dusk Lower Level	150	Barter Training	Berela offers several city guides and books in addition to training in Mercantile, Speechcraft, and Short Blade.
Dronos Llervu	Tower of Dusk Lower Level	1050	Barter Repair	Dronos has available a complete set of Glass Armor for those who are using light armor and want the best.
Mertis Falandas	Tower of Dusk Lower Level	N/A	Training	Mertis offers training in Spear, Long Blade, and Block.
Galore Salvi Fonas	Tower of Dusk Tower of Dusk	650 1300	Barter Barter	Galore has several potions and regents. Once you have risen in the house of House Redoran Fonas will sell you all sorts of miscellaneous junk.
Retheran Nilvyn Drothan	Temple	150	Barter Spells Spellmaking	Nilvyn has several potions as well as a selection of mostly restorative spells and a spellmaking service.
Uvoo Llaren	Temple	N/A	Training	Uvoo will train you in Sneak, Acrobatics, and Hand-to-hand once you have risen in rank in the Tribunal Temple.
Teril Savani Rilvase Avani	Tower of Dawn Tower of Dawn	200 350	Barter Barter Spells	Teril has a small selection of potions. In addition to a small selection of potions, Rilvase also has a small selection of restorative spells.
Faras Thirano	Tower of Dawn Lower Level	1400	Barter Enchanting	Faras carries a wide selection of just about everything, including some Indoril and Ebony armor.
Ulmiso	Tower of Dawn	200	Barter	In addition to a small selection of potions, Ulmiso also

Maloren	Lower Level		Spells	carries some protective spells.
Zallit	Just outside of	N/A	Training	Long Blade, Athletics, and Block training are provided by Zallit.
Assattadaishah	Ghostgate			

Holamayan



You will only need to visit Holamayan once during the main quest in order to obtain the lost prophecies. Other than that, there are very few services here and chances are you will not need anything that is sold here anyway, though Felayn does have some surprisingly useful items for a merchant. Holamayan is only open at dusk and dawn, so be ready to rest outside of it while waiting for it to open.

Travel

Who	Type	Destinations
Vevrana Aryon	Ship	Ebonheart

Services

Name	Location	Gold	Services	Descriptions
Tivam Sadri	Holamayan Monastery	500	Barter	Tivam has a small selection of potions and regents.
Taren Omothan	Holamayan Monastery	N/A	Training	Taren can train you in Hand-to-hand, Sneak, and Acrobatics.
Felayn Andral	Holamayan Monastery	1000	Barter Enchanting	In addition to offering an enchanting service, Felayn has several decent weapons, some scrolls, and some loose odds and ends.

Moonmoth Legion Fort



Moonmoth is, as is Pelagiad, another fort between Seyda Neen and Balmora, only Moonmoth Legion Fort does not have a town built up around it. While you do not need to drop by Moonmoth during the main quest, you may want to anyway just to get a quest from Larrius Varro, as de-populating Balmora's Council Club, and having it be completely forgiven by speaking to Mr. Varro again, is somewhat fun. Besides, it's for a good cause! (Read: Excusable.)

Travel

There are no travel services at Moonmoth Legion Fort. The closest town with any travel services is Balmora.

Services

Name	Location	Gold	Services	Descriptions
Amarie	Interior	150	Barter	Amarie offers some defensive and restorative spells as well as some potions.
Charien			Spells	
Crulius	Interior	1300	Barter	Crulius, in addition to his enchanting service, offers some scrolls, enchanted items, and books.
Pontanian			Enchanting	
Somutis	Interior	150	Barter	Somutis offers some defensive spells as well as some potions and regents.
Vunnis			Spells	
			Spellmaking	
Larrius Varro	Interior	N/A	Training	Mr. Varo can train you in Long Blade, Block, and Medium Armor. He also gives you a quest that results in the de-population of the Council Club in Balmora.
Peragon	Interior	300	Barter	Peragon carries potions, regents, and alchemist's tools.
Naspis Apinia	Interior	400	Barter	Naspis carries a large selection of mostly useless junk.
Raad Hard-Heart	Interior	N/A	Training	Raad offers training in Blunt Weapon, Axe, and Long Blade to those of rank in the Imperial Legion.
Urfing	Interior	400	Barter	Urfing offers a small selection of odds 'n ends.
Erla	Interior	630	Barter	Erla offers several weapons and pieces of armor for sale.
			Repair	

Tel Fyr



While there is no real travel to or from Tel Fyr, and the only person who offers services at Tel Fyr is someone you have to rescue, Tel Fyr plays a pivotal role in Morrowind. In fact, you will visit here a couple times during the main quest, as well as any other time that you need the assistance of the last surviving Dwarf. In addition you can find quite a few unique items here such as the Daedric Crescent, Cuirass of the Savior's Hide, Scourge, and Volendrung. Just make sure that when exploring you either are willing to sit and fiddle with using keys to unlock a lot of chests, or that you have a spell that lets you open for 100 points.

Travel

Tel Fyr does not have any travel services of its own, unless you count the Daedric Crescent which will take you into battle. That said you can get there by running across the water from Tel Aruhn or Sadrith Mora.

Services

Name	Location	Gold	Services	Descriptions
Delyna Mandas	Onyx Hall	N/A	Training	Delyna will train you in Athletics, Short Blade, and Light Armor.

Tel Vos



You will come to Tel Vos late in the main quest when you need to speak with Aryon about becoming the Telvanni Horator. When you do you will need to take caution as, unlike most forts and strongholds, Tel Vos had hostiles roaming it – including several Flame Atronarchs and even a Clanfear or two thrown in.

Travel

There closest travel is the Ship port in Vos, there is no travel from Tel Vos itself.

Services

Name	Location	Gold	Services	Descriptions
Andil	Services Tower	400	Barter	Andil has quite a few potions in addition to a few regents and alchemist's tools.
Milar Maryon	Services Tower	499	Barter Spells	Milar has much the same wares as Andil but will also sell you a variety of minor spells.
Alenus Vendu	Services Tower	1300	Barter Enchanting	Alenus carries several enchanted items as well as some scrolls in addition to her enchanting service.
Mirvon Andrethi	Services Tower	N/A	Training	Mirvon can train you in Sneak, Acrobatics, and Hand-to-hand.

Wolverine Hall



Wolverine Hall, while it looks somewhat sizeable, is tiny. In fact, it is really just home to Fighters Guild, Mages Guild, and Tribunal Temple holdings as there are no other rooms in Wolverine Hall aside from hallways. You do not need to stop here during the main quest.

Travel

Who	Type	Destinations
Iniel	Mages Guild Transport	Ald'rhun Balmora Vivec Caldera

Services

Name	Location	Gold	Services	Descriptions
Scelian Plebo	Wolverine Hall: Imperial Shrine	250	Barter Spells	Scelian offers a small selection of potions, regents, and restorative spells.
Aunius Autrus	Wolverine Hall: Imperial Shrine	200	Barter Spells Spellmaking	Aunius offers some potions and regents in addition to a collection of absorbing and restorative spells.
Sondryn Irathi	Wolverine Hall: Fighters Guild	N/A	Training	Sondryn offers training in Long Blade, Athletics, and Block.
Hasell	Wolverine Hall: Fighters Guild	N/A	Training	Hasell offers training in Athletics, Block, and Long Blade.
Hrundi	Wolverine Hall:	1700	Barter	Hrundi will sell weapons and armorer's tools to

Uleni Haleran	Fighters Guild Wolverine Hall: Mages Guild	N/A	Repair Spells Spellmaking	members of the Fighters Guild. Uleni offers a wide variety of spells and a spellmaking service.
Procyon Nigilius	Wolverine Hall: Mages Guild	N/A	Training	Procyon will train members of the Mages Guild in Destruction, Alteration, and Illusion.
Arielle Phiencel	Wolverine Hall: Mages Guild	N/A	Spells	Arielle offers a wide variety of spells.
Dabienne Mornardl	Wolverine Hall: Mages Guild	800	Barter Enchantment	Dabienne offers a small selection of enchanted weapons and armor, as well as some scrolls.
Skink-in-Tree's-Shade	Wolverine Hall: Mages Guild	700	Barter Training	Skink-in-Tree's-Shade will train high level Mage Guild members in Speechcraft, Mysticism, and Enchant, as well as sell books and city guides to them.
Tusamireil	Wolverine Hall: Mages Guild	400	Barter	Tusamireil offers a very small selection of regents, hardly worth the notice.



Cheats

AddItem Cheat

Now, in many cases you will be able to acquire the items that you wish to use quite easily by just questing around for them. That said, sometimes you may just want an item for the sake of having it - like obtaining an entire set of Daedric armor just so you look like a Daedra. If that's your thing then great, here's a quick list of some things that you may want to cheat in order to obtain.

Because this is a quick list it is not entirely complete. I simply chose items that I felt people may want to get their hands on. If what you want is not on the list then you will need to open the editor, open the master file and make sure that it is checked, and you will see a large variety of categories. Select the appropriate category then write down the name of the item you want. Once you are back in-game you simply need to open up the console and type in 'player -> AddItem "XXX" 1' without the quotes, where XXX is the name of the item.

Lastly, to open the console simply press the ~ key and 1 is an arbitrary number; for things that you need in quantity such as darts or gold, feel free to increase that number.

Glass Armor

```
player -> AddItem "glass_shield" 1
player -> AddItem "glass_cuirass" 1
player -> AddItem "glass_greaves" 1
player -> AddItem "glass_pauldron_left" 1
player -> AddItem "glass_pauldron_right" 1
player -> AddItem "glass_bracer_left" 1
player -> AddItem "glass_bracer_right" 1
player -> AddItem "glass_boots" 1
player -> AddItem "glass_towershield" 1
player -> AddItem "glass_helm" 1
```

Daedric Armor

```
player -> AddItem "daedric_shield" 1
player -> AddItem "azura's_servent" 1
player -> AddItem "daedric_cuirass" 1
player -> AddItem "daedric_greaves" 1
player -> AddItem "daedric_pauldron_left" 1
player -> AddItem "daedric_pauldron_right" 1
player -> AddItem "daedric_gauntlet_left" 1
player -> AddItem "daedric_gauntlet_right" 1
player -> AddItem "daedric_boots" 1
player -> AddItem "daedric_towershield" 1
player -> AddItem "daedric_god_helm" 1
```

Templar Armor

```
player -> AddItem "templar_boots" 1
player -> AddItem "templar_cuirass" 1
player -> AddItem "templar_bracer_left" 1
player -> AddItem "templar_bracer_right" 1
player -> AddItem "templar_greaves" 1
player -> AddItem "templar_helmet_armor" 1
player -> AddItem "templar_pauldron_left" 1
player -> AddItem "templar_pauldron_right" 1
```



Trollbone Armor

```
player -> AddItem "trollbone_cuirass" 1
player -> AddItem "trollbone_helm" 1
player -> AddItem "trollbone_shield" 1
```

Indoril Armor

```
player -> AddItem "succour of indoril" 1
player -> AddItem "spirit of indoril" 1
player -> AddItem "indoril boots" 1
player -> AddItem "indoril cuirass" 1
player -> AddItem "indoril helmet" 1
player -> AddItem "indoril left gauntlet" 1
player -> AddItem "indoril right gauntlet" 1
player -> AddItem "indoril pauldron left" 1
player -> AddItem "indoril pauldron right" 1
player -> AddItem "indoril shield" 1
```

Ebony Armor

```
player -> AddItem "ebon_plate_cuirass_unique" 1
player -> AddItem "ebony_boots" 1
player -> AddItem "ebony_bracer_left" 1
player -> AddItem "ebony_bracer_right" 1
player -> AddItem "ebony_closed_helm" 1
player -> AddItem "ebony_cuirass" 1
player -> AddItem "ebony_greaves" 1
player -> AddItem "ebony_pauldron_left" 1
player -> AddItem "ebony_pauldron_right" 1
player -> AddItem "ebony_shield" 1
player -> AddItem "ebony_towershield" 1
player -> AddItem "saint's shield" 1
```

Miscellaneous Armor

```
player -> AddItem "tenpaceboots" 1
player -> AddItem "spell_breaker_unique" 1
player -> AddItem "spell_breaker_unique" 1
player -> AddItem "spell_breaker_unique" 1
player -> AddItem "silver_dukesguard_cuirass" 1
player -> AddItem "shadow_shield" 1
player -> AddItem "redoran_master_helm" 1
player -> AddItem "Mountain Spirit" 1
player -> AddItem "merisan helm" 1
player -> AddItem "lords_cuirass_unique" 1
player -> AddItem "icecap_unique" 1
player -> AddItem "helm_bearclaw_unique" 1
player -> AddItem "gondolier_helm" 1
player -> AddItem "darksun_shield_unique" 1
player -> AddItem "azura's servent" 1
player -> AddItem "robe of st roris" 1
player -> AddItem "Wraithguard" 1
```

Daedric Weapons

```
player -> AddItem "daedric arrow" 1
player -> AddItem "daedric battle axe" 1
player -> AddItem "daedric claymore" 1
player -> AddItem "daedric club" 1
player -> AddItem "daedric_crescent_unique" 1
```



```
player -> AddItem "daedric dagger" 1
player -> AddItem "daedric dagger_mtas" 1
player -> AddItem "daedric dagger_soultrap" 1
player -> AddItem "daedric dai-katana" 1
player -> AddItem "daedric dart" 1
player -> AddItem "daedric katana" 1
player -> AddItem "daedric long bow" 1
player -> AddItem "daedric longsword" 1
player -> AddItem "daedric mace" 1
player -> AddItem "daedric_scurge_unique" 1
player -> AddItem "daedric shortsword" 1
player -> AddItem "daedric spear" 1
player -> AddItem "daedric staff" 1
player -> AddItem "daedric tanto" 1
player -> AddItem "daedric wakizashi" 1
player -> AddItem "daedric wakizashi_hhst" 1
player -> AddItem "daedric war axe" 1
player -> AddItem "daedric warhammer" 1
player -> AddItem "daedric warhammer_ttgd" 1
```

Glass Weapons

```
player -> AddItem "glass arrow" 1
player -> AddItem "glass claymore" 1
player -> AddItem "glass claymore_magebane" 1
player -> AddItem "glass dagger" 1
player -> AddItem "glass dagger_dae_cursed" 1
player -> AddItem "glass firesword" 1
player -> AddItem "glass frostsword" 1
player -> AddItem "glass halberd" 1
player -> AddItem "glass jinkblade" 1
player -> AddItem "glass longsword" 1
player -> AddItem "glass netch dagger" 1
player -> AddItem "glass poisonsword" 1
player -> AddItem "glass staff" 1
player -> AddItem "glass stormblade" 1
player -> AddItem "glass stormsword" 1
player -> AddItem "glass throwing knife" 1
player -> AddItem "glass throwing star" 1
player -> AddItem "glass war axe" 1
player -> AddItem "glass_dagger_enamor" 1
```

Miscellaneous Weapons

```
player -> AddItem "lightofday_unique" 1
player -> AddItem "longsword_umbra_unique" 1
player -> AddItem "Illkurok" 1
player -> AddItem "katana_goldbrant_unique" 1
player -> AddItem "katana_bluebrand_unique" 1
player -> AddItem "greed" 1
player -> AddItem "warhammer_crusher_unique" 1
player -> AddItem "widowmaker_unique" 1
player -> AddItem "staff_magnus_unique" 1
player -> AddItem "mehrunes_razor_unique" 1
player -> AddItem "mace of molag bal_unique" 1
player -> AddItem "silver_staff_dawn_uniq" 1
player -> AddItem "staff_hasedoki_unique" 1
player -> AddItem "ane_teria_mace_unique" 1
player -> AddItem "banhammer_unique" 1
player -> AddItem "claymore_iceblade_unique" 1
player -> AddItem "axe_queen_of_bats_unique" 1
player -> AddItem "azura_star_unique" 1
```



```
player -> AddItem "claymore_agustas" 1
player -> AddItem "claymore_chrysamere_unique" 1
player -> AddItem "dwe_jinksword_curse_unique" 1
player -> AddItem "dwarven_hammer_volendrung" 1
player -> AddItem "dwarven_halberd_soultrap" 1
player -> AddItem "dwarven_axe_soultrap" 1
player -> AddItem "divine_judgement_silver_staff" 1
player -> AddItem "dart_uniq_judgement" 1
player -> AddItem "dagger_fang_unique" 1
player -> AddItem "conoon_chodala_axe_unique" 1
player -> AddItem "cloudcleaver_unique" 1
player -> AddItem "ebony_broadsword_dae_cursed" 1
player -> AddItem "ebony_spear_hrce_unique" 1
player -> AddItem "sunder" 1 (DO NOT USE WITHOUT WRAITHGUARD)
player -> AddItem "keening" 1 (DO NOT USE WITHOUT WRAITHGUARD)
player -> AddItem "fork_horripilation_unique" 1
player -> AddItem "Wind of Ahaz" 1
```

SoulGems

```
player -> AddItem "Misc_SoulGem_Azura" 1
player -> AddItem "Misc_SoulGem_Common" 1
player -> AddItem "Misc_SoulGem_Grand" 1
player -> AddItem "Misc_SoulGem_Greater" 1
player -> AddItem "Misc_SoulGem_Lesser" 1
player -> AddItem "Misc_SoulGem_Petty" 1
```

Gold

```
player -> AddItem "Gold_100" 1000
```

Set Cheat

You can set many characteristics regarding your character in the console menu. This includes your attributes, stats, abilities, as well as other things. The following is a quick list of common settings that can be modified. You will need to replace X with either a 1 or a 0; 1 enables something and 0 disables it. In addition, XXX will need to be replaced with a number of your choice. Keep it reasonable and you should not cause any problems, typically 1 to 100 for skills and attributes, and 1 to 999 for your stats.

```
player -> SetWaterWalking X
player -> SetWaterBreathing X
player -> SetFatigue XXX
player -> SetHealth XXX
player -> SetMagicka XXX
player -> SetStrength XXX
player -> SetIntelligence XXX
player -> SetWillpower XXX
player -> SetAgility XXX
player -> SetSpeed XXX
player -> SetEndurance XXX
player -> SetPersonality XXX
player -> SetLuck XXX
player -> SetDestruction XXX
player -> SetHeavyArmor XXX
player -> SetConjuration XXX
player -> SetAlteration XXX
player -> SetBluntWeapon XXX
player -> SetBlock XXX
player -> SetRestoration XXX
player -> SetSneak XXX
player -> SetSpeechcraft XXX
```



```
player -> SetMercantile XXX
player -> SetArmorer XXX
player -> SetMediumArmor XXX
player -> SetLongBlade XXX
player -> SetAxe XXX
player -> SetSpear XXX
player -> SetAthletics XXX
player -> SetEnchant XXX
player -> SetIllusion XXX
player -> SetMysticism XXX
player -> SetAlchemy XXX
player -> SetUnarmored XXX
player -> SetSecurity XXX
player -> SetAcrobatics XXX
player -> SetLightArmor XXX
player -> SetShortBlade XXX
player -> SetMarksman XXX
player -> SetHandtohand XXX
player -> SetReputation XXX
```

Bound Item Cheat

When you cast Bound Item you will wear that item for a short period of time, then it will disappear. If, however, you do not want it to disappear then all you need to do is take it off and drop it on the ground. Afterward wait around for a couple minutes, or sleep for an hour, and pick the item back up. It should now stay in your inventory indefinitely and you will not have to worry about losing it. This works out pretty great even for those who aren't really into cheating but don't want to carry a lot of weight, as bound armor has no weight.

Initial Decisions Cheats

You know those initial decisions you made, as to what race you want to be and all? Well, while those are fixed naturally, there is a way to bring those screens back and change your decisions. Be careful, however, as some of them can reset your inventory or magic list. Use these cheats at the console.

```
EnableStatReviewMenu
EnableLevelupMenu
EnableBirthMenu
EnableClassMenu
EnableRaceMenu
EnableNameMenu
```

Miscellaneous Cheats

Lastly here is a list of cheats that anyone may wish to use. FixMe will remove you from the wall if you are stuck, TFOW toggles the fog of war, TWF toggles a wireframe view, and TPG shows the grid paths that NPCs walk along.

```
FixMe
TFOW
TWF
TPG
```