

# *Dungeon Distributions and Concepts*

## *-Master Plan-*



### I. Introduction

*“Morrowind’s back country is plagued by the many hostile and decaying remnants of the province’s contentious history. The traveler may unintentionally yet frequently come across one of these adverse locations, for they are scattered among the nation’s wilderness and open country in substantial numbers.”*

*-Verotius Moriguo, Cartographer and Agent of the Imperial Geographical Society*

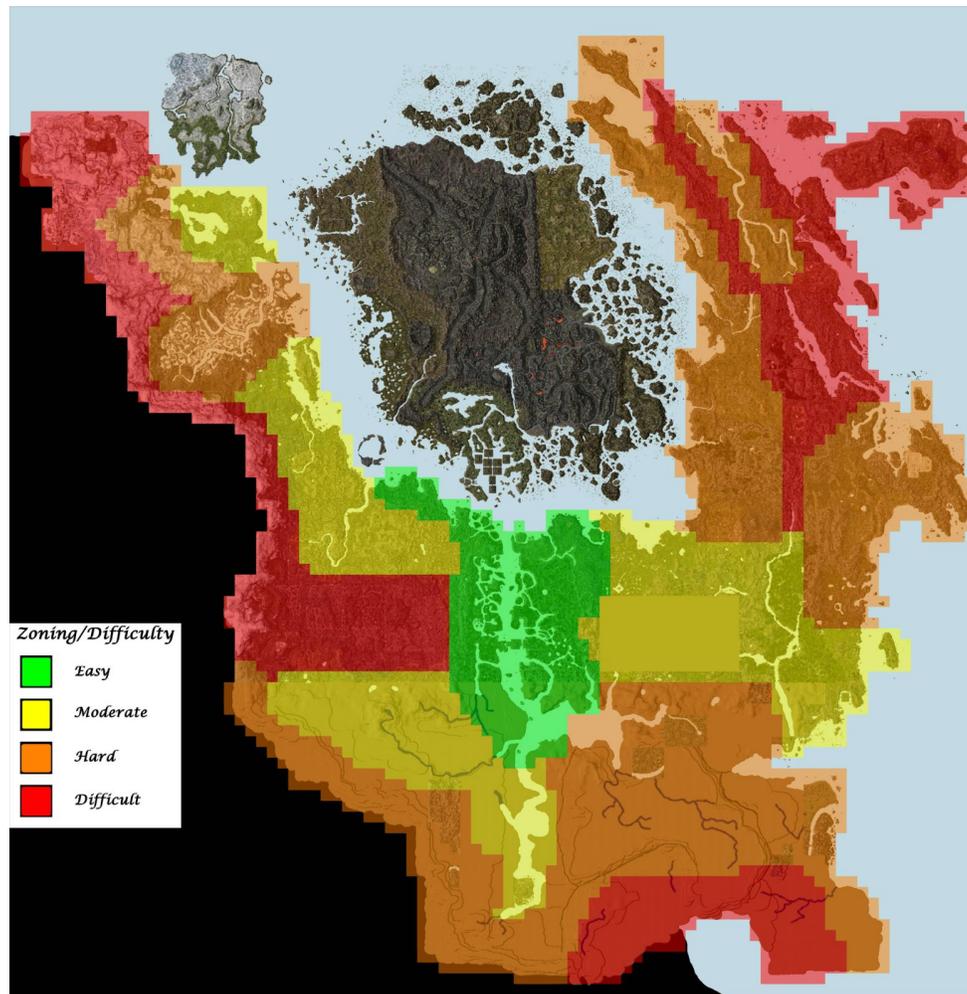
### II. Dungeons of Morrowind

Of all the things in Morrowind, dungeons are often considered to be among the most interesting, memorable, and exciting parts of the game. Few people can forget the first time they *finally* wiped out all the bandits in a cave, or were chased away by angry cultists in one of those wacky-named daedric ruins. Dungeons, to more than just a handful of people, help define the name of Morrowind. They are unforgettable.

The dungeons of Vvardenfell are indubitably the most memorable of the bunch. Every player, of course, begins the game on that massive island, and he/she often completes the main quest before even considering the option of venturing over to the mainland. While it is sometimes difficult to compete with the close memories of our journeys on Vvardenfell, it is important that we keep in mind the various aspects which have already been given to us. Our project should work to develop our own dungeons under the inspiration of what Vvardenfell has provided -- not under quality or grandeur, things we have already mastered -- but under appropriate distribution and overall concept.

### III. Difficulty Map & Level Zoning

The below map displays Morrowind's various regions and their difficulty levels. In order to maintain a solid dungeon distribution, the majority of dungeons should at least somewhat relate to and correspond with the regions they are found in. For example, low-level dungeons should be quite common in low-level regions, while difficult dungeons should be most common in difficult regions. It's common sense.



\*Map sourced from Themanimanx's imgur album.

Excluding region difficulties, other various factors and situations can affect dungeons and where they may be located. Some examples of these factors include: altitude, proximity to civilization, proximity to water, remoteness, having presence within a particular territory, etc.

## IV. Dungeons & Their Concepts

The entirety of Morrowind is littered with deep caves, sprawling ruins, abandoned cities, ancient strongholds, haunted tombs, and much, much more. Although it is not necessary to strictly follow the below information, it is vital that we remember the basic distributions and concepts of dungeons as we create them.

***Ancestral Tombs:*** The final resting places for most Dunmer of Morrowind. They are often considered low-level dungeons, and regularly contain poor to average loot. The tombs are found in every region, though they are most common within close proximity to Dunmer civilization. Some regions, for this very reason, may have noticeably low amounts of ancestral tombs. Common creatures include: Greater Bonewalkers, Lesser Bonewalkers, Bonelords, Skeletons, Liches, and Ancestral Ghosts. Uncommonly, Daedra may reside in ancestral tombs, replacing any undead that may have been there before. Man and mer often inhabit the tombs as well, commonly acting as bandits or smugglers.

***Caves:*** The landscape of Morrowind is dotted with caves of many varieties. The player may find smugglers' dens, bandit hideouts, Sixth House bases, natural caves, ice caves, necromancers' dens, and many more. Usually, these places are considered low-level, though they commonly contain a wide variety of loot. These dungeons are found throughout every region of Morrowind, and are usually made in substantial numbers. Creatures of all shapes and sizes dwell in the caves of Morrowind. Smugglers, bandits, and other outlaws are very common as well.

***Daedric Ruins:*** The ancient shrines of Morrowind, where the Chimer once worshipped many of the notorious Daedric Princes. By the Third Era, Daedric shrines are thought of as evil and dangerous locations. They are regularly considered high-level, and frequently contain great loot. The most difficult of Daedric ruins become more frequent in places farther from civilization. Those which lie near civilization are typically void of Daedric presence, as members of the Tribunal Temple constantly take down the ruins' possible threats. Common creatures include: Flame Atronachs, Frost Atronachs, Storm Atronachs, Clannfear, Daedroths, Dremora, Golden Saints, Hungers, Ogrims, Scamps, Winged Twilights, and Vermai. Dridrea are found only in specific locations, and can prove to be very rare. Cultists, mages, and necromancers are noted to dwell in Daedric ruins as well.

***Dunmer Strongholds:*** Large, imposing stone structures built before the rise of the Tribunal. These strongholds acted as checkpoints and trading posts for travellers and warriors on the plains of Morrowind. On most occasions, these dungeons are fairly high-level, and have provided good loot on numerous occasions. Dunmer strongholds are somewhat rare throughout Morrowind, and are most numerous on the island of Vvardenfell. A wide range of creatures tend to inhabit these dungeons, and has notably included the infamous servants and deformed beasts of the recovering Sixth House. Smugglers, bandits, and slavers have also set up base within the strongholds.

***Dwarven Ruins:*** The ancient fortresses and holdings of the long-lost Dwarven race, built long before the rise of the Tribunal. These advanced ruins have brought much curiosity to both outlanders and natives in the land of Morrowind. Around 1E 700, when the Dwemer vanished in the midst of the Battle of Red Mountain, they left all of their brilliant machines, tools, and holdings behind. The Dwarven ruins are considered mid-level dungeons, and usually provide average to good loot. They are most commonly found near Red Mountain, as well as on the western slopes of the Velothi Mountains. Typical creatures and constructs include: Dwarven spectres, centurion spheres, centurion spiders, steam centurions, and centurion archers. Smugglers and bandits will occasionally take up residence in these ancient halls, and Imperial archaeologists are not too rare of a sight.

***Grottoes:*** Caves which are partially or entirely submerged in water. They are typically located in close proximity to lakes or oceans. These caves are considered low-level dungeons, and tend to contain poor loot. Expansive grottoes, however, can prove to be challenging, and may provide worthy loot. Dreugh and slaughterfish are the two most common creatures in grottoes, though other beasts are known to inhabit these underground waters.

***Imperial Ruins:*** Imperial forts left to gather dust in, most commonly, the more desolate areas of Morrowind. Several might date back to the Second Era, and could possibly hold clues of the Septim Empire as it was centuries ago. A few ruins on the east coast might have served as forts to hold back the Akaviri invasions. The Imperial ruins are mid-level dungeons, and usually contain good loot. Most of these dungeons are located in bleak locations, and are often difficult to reach. They are typically found in the eastern and southern regions of Morrowind, though there are some in the Velothi Mountains, where Cyrodiil lies in close proximity. Inhabitants of Imperial ruins vary greatly, though undead are the most common.

***Indoril Ruins:*** The old and abandoned cities, towns, and outposts of Great House Indoril. They represent a unique and archaic style of architecture which only appeared around the First Era. The most distinguished example of this dungeon type is known as Old Mournhold, a ravaged collection of buildings under the modern-day city of Almalexia. Indoril ruins are high-level dungeons, and repeatedly contain good loot. They are found within close proximity to House Indoril's current territory, though they are actually uncommon within it. Indoril ruins often symbolize the House's weakening grasp on Morrowind's lands. These ruins are inhabited by a wide variety of creatures, from the lizard-like Durzogs to undead soldiers. Occasionally, bandits, smugglers, and even assassins will dwell within the depths of Indoril ruins.

***Mines:*** Caverns deep under the earth where man, mer, and beast struggle to bring up precious gems, foods, and minerals. Several varieties of mines are known to exist in Morrowind, and a few examples are: Kwama, diamond, ebony, gold, and glass mines. Kwama egg mines, often run by the Kwama beasts themselves, help produce a main food for the people of Morrowind. Ebony and glass mines are almost exclusive to Morrowind, and are therefore protected by the Empire. Mines can be found in just about every corner of Morrowind, and are most numerous in mountains and highlands. The mines of Morrowind are low-level dungeons, and commonly contain poor to average loot. Inhabitants of these rugged places are usually made up of hired workers, although slaves occasionally work in mines as well.

***Nordic Barrows:*** The ancient tombs and burial grounds of the Nordic people. In the First Era, as the Nords were invading the western lands of Morrowind, they used these barrows to inter the dead. Nordic barrows are very high-level dungeons, and usually contain great loot as a result. Within the province of Morrowind, these dungeons will only be discovered in the mountainous regions of the northwest. Common creatures of the Nordic barrows include Draugr and bonewolves.

***Skyrender Nests:*** Massive nests belonging to the fast and agile Skyrenders of the south. These will likely be considered mid to high-level dungeons, and may or may not contain good loot. Skyrender nests will be found only in the extreme southern parts of Morrowind, deep within the lands of Great House Dres. Inhabitants will solely be the Skyrenders themselves.

***Velothi Towers:*** Large and ancient Velothi structures which were supposedly built by proto-Telvanni wizards. Most of these dungeons are believed to stand over the ruins of *even older* Aldmeri towers. Velothi towers are mid-level dungeons, and often contain average loot. These structures can be found throughout Morrowind. However, they are most numerous in the eastern regions of the province, where Great House Telvanni still has control. Common inhabitants include: sorcerers, necromancers, alchemists, members of House Telvanni, and occasionally, undead or daedra.

***Argonian Ruins:*** A proposed dungeon. These would be the archaic ruins of the mighty Argonian race. In Morrowind, they would scarcely be found within the wet swamps and bogs of the Argon Jungle.

***Withered Towers:*** A proposed dungeon. These structures would be the dead shells of once strong Telvanni strongholds. The towers would lie only within the Telvannis District of eastern Morrowind.