

What you see here is not so much my own devising, but rather a collection of the settings, utilities and tips I've found most useful over the years - all in one place and hopefully well organized. Thus I take no credit for any of the content here since it was all culled from other sources. But the overall main function of this guide is to help you get up and running with as little hassle as possible. And let's face it, Morrowind, more than most other games, requires a bit more care & maintenance to keep things in good working order. Everything generally falls into three buckets.

- ❑ *Basic Performance Tweaks* - This is a quick rundown of the most basic means for getting Morrowind to run well on low-end computers; and it's really the reason I started collecting this information in the first place. Most of you probably needn't be concerned with this section, but for those of us still running old computers they can come in pretty handy. And if you're comfortable with tweaking the ini and are curious about what else can be accomplished through that approach visit Torch654 and Yacoby's excellent tutorial at <http://yacoby.silgrad.com/MW/Tuts/IniTut/Initut.htm>
- ❑ *Tools & Utilities* - Over the course of Morrowind's now aged lifespan there have been many great little programs released by some very talented folks, each one aimed at improving the stability and flexibility of Morrowind. You'd need a whole dedicated guide to cover all of em so these are just my personal favorites. While I do offer a short introduction on how to use a couple of them I also can't stress enough the importance of reading through the documentation provided by their creators.
- ❑ *Tips & Tricks* - Every once in a while I come across a useful little tidbit that helps improve my gameplay experience by some small measure; when that happens I jot it down here for future reference.

If you're coming back to Morrowind or (as amazing as that would be) playing it for the first time, do make sure the game is fully patched up before attempting anything here. With both expansions installed you'll want to get the Bloodmoon Patch, which brings it up to 1.6.1820. The use of the two expansions isn't recommended so much for the added content as they are for the improved scripting they bring to the game, which translates to better mod compatibility in the long run. The addition of Mournhold and Solstheim are merely an added bonus.

Let's begin shall we...

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## BASIC PERFORMANCE TWEAKS

### Tweak the Main Settings

With the game running try the following game settings:

Resolution, 800x600  
View Distance, 50-80%  
Real Time Shadows, Off  
AI, 25-50%  
Pixel Shaders, Off (*this option will only appear under certain video cards*)  
Difficulty 65% (*not performance related but you wouldn't want a cakewalk would you?*)

### Adjustments to the ini

CREATE A BACKUP of your original ini file before making these adjustments to it:

Max FPS=100 (or equal to your monitor's refresh rate)  
Interior Cell Buffer=64  
Exterior Cell Buffer=128  
UseLinear=0  
UseQuadratic=1  
QuadraticRadiusMult=2.1 (You can set this lower if you're not using "Illuminated Windows" mod)  
MaxNumberRipples=65  
Max Raindrops=80  
Max Raindrops=160

Also, somewhere under the General section of the ini add this entry:

AllowYestoAll=1 (this will come in handy later on when you begin using mods)

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A Special Note on Renaming Mods: While it's perfectly fine to rename Plugin (esp) files, be sure not to include a question mark or exclamation mark in the name. Otherwise the mod may not function. Conversely, DO NOT rename Master (esm) files - or you may begin to experience 'broken reference' issues with the plugins dependent on them.  
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### TOOLS & UTILITIES

**TES Mod Utility** - This utility has one primary purpose, to cleanly install or uninstall mods that come with a lot of mesh & texture files (also known as nif and dds files). When mods go beyond just tweaking the game to actually changing or upgrading characters, clothing, objects, buildings etc. they often include these kinds of files in addition to the standard esp file. Remember that esp's are the "plugins" you add to the Data Files directory before running the game. When you first download these kinds of mods they'll be in some kind of compressed form such as a zip, ace, rar or something along those lines. Why use TES Mod Utility? Simple, because if you merely extract the contents of a zip file let's say, directly to the Data Files directory (as many mods instruct) there won't be any record whatsoever of where all those files went. And so what happens is when you go to uninstall that particular mod you'll realize that all of its associated files are buried throughout the Data Files directory, adding nothing but bloat & clutter. The neat thing about TES Mod Utility is it will locate and remember exactly where everything went AND perform the installation or removal for you, removing only what was originally placed there by the mod in question. So as you can imagine this is a very helpful utility for not only installing/uninstalling different mods, but also keeping your Morrowind folder clean and in good working order. As an added bonus you can even start using TES Mod Utility despite having a bunch of mods already installed. It will simply perform an analysis to determine what plugins are present and which files are associated with each one.

*Note that some mods, regardless of how they're packaged, still require manual installation. If this is the case you'll need to extract the contents directly to your desktop, then manually drag and drop each folder into the correct location. I recommend doing this in Windows Explorer. And, as always, consult the readme for special instructions.*

Thanks to Macgyver for this great utility.

**Exe Optimizer** - This is a 'one time use' utility from Timeslip that somehow "patches" the Morrowind exe for a potential performance boost. It was also intended to reduce crashes. According to the readme this will not conflict with FPS Optimizer. I can't say for sure how effective it is, only that my game rarely crashes and usually due only to specific mod conflicts. So my personal thanks goes out to Timeslip for this great tool.

**TES Tool** - A mod cleaning utility (by ghostwheel) that also fixes most conflicts between esp, esm and gmst files. Before activating recently installed mods use TES Tool to ensure they are clean and compatible with each other. One recommendation that came out of the forums is NOT to use the "JUST FIX IT!" button since the general consensus on Merged\_Dialogs is that they cause more problems than they fix. In my experience, the best way to use this tool is to:

1. Click the Options button and check the following (you should only need to do this once)
  - Retain file time, when cleaning
  - Ignore tribunal.esm
  - Ignore bloodmoon.esm
  - Restricted dialog cleaning
  - Restricted cell cleaning
  - Do not report mergeable conflicts

**BEFORE YOU PROCEED TO STEP 2:** Always pay attention to a mod's readme for 'Do Not Clean' warnings. If you've accidentally done this already there's no need to panic, just discard the "cleaned" version, which should appear as a duplicate with the word "Clean\_" in front of it. Most mods are safe for cleaning so you won't see this often. But some, particularly dialog intensive ones, aren't. The mod creators seem to be pretty good about letting you know.

2. Clean recently installed mods using the option "Clean ESP/ESM files." When and if a CLEAN version of a mod results from this process start using *it* instead of the original.
3. Activate the mods you're planning to use with "Manage active plugins"
4. Create a new Merged\_Objects esp with "Merge Objects for active plugins"
5. Go back to "Manage active plugins" and make sure Merged\_Objects is checked. Close TES Tool and you're ready to move on to Wrye Mash

**Wrye Mash** - Probably the most important tool you could ever use for keeping your game running smoothly and trouble free. The two main things an average user will use Wrye Mash for is creating a Merged Leveled List (called a "Mashed List") and cleaning Save files. Trust me when I say both of these are essential. The first thing you need to do is download and install the program; you can find it at: [wrye.ufrealms.net/#WryeMods](http://wrye.ufrealms.net/#WryeMods). The latest version, as of this writing, is 0.84. It can be a little difficult to set up but don't let that dissuade you, just print out the installation instructions and take it slow - trust me it's worth it. Once you've done that you're ready to create your first Mashed List. In order to do that you need to go retrieve the Mashed List esp. Navigate to the Wrye Mash "Extras" folder. Depending on where you installed it it'll be under Mopy > Extras. Inside that folder is an esp file called Mashed List. Copy that esp into your Data Files folder. Now start Wrye Mash. When you find the Mashed List esp in the list of mods the first thing you need to do is ensure it's at the end of the load order. If it isn't already then simply right-click the esp and select File > Redate. It should automatically change it to the current date. At this point you're ready to perform some basic but essential maintenance on your mod order and Save file. Here's the basic process I recommend every time you install or uninstall a mod:

1. Open Wrye Mash and make sure the Mashed List mod is checked. *You should also have a Merged\_Objects in here by now from TES Tool (see above)*. Next, right-click the Mashed List file and select Import > Merged Lists. Depending on how many mods you have this could take a minute, but once it's done it'll display the results of the merging process. Close that
2. Now you just need to update your save file. Click the Saves tab then select the save file you plan to use. Notice the small list generated in the bottom right corner. Click anywhere on that list and then press the Save button. In a few seconds and you should be good to go.

There is of course much more maintenance that can be done with this tool but these are just the basic things most average mod users will want to do. It may sound a little complicated at first, but believe me once you get in the habit of doing this it becomes almost second nature, and comes in very handy when you start playtesting a lot of mods...which brings me to another point. Every once in a while, after installing/uninstalling a lot of mods for instance, you'll want to do a little more than the average cleaning described above. In this case (and you should be doing this anyway) make a backup of your save file somewhere. Then perform the steps described above followed by these additional measures:

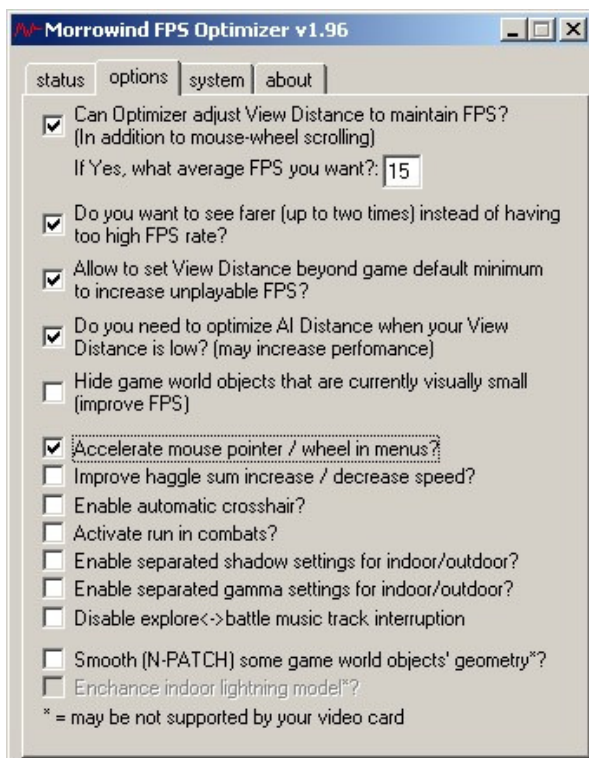
1. With your Save file highlighted right-click on the small "File" column header in the bottom right corner, and select Sync to Load List. Then click Save. What you've just done here is synced your save file to your current Mod List, an important preparation for the next step.
2. Now you're going to "repair" your save file. Right-click on the save file itself and select Repair All. This part may take a few minutes depending on how many mods you're running. After it's done it'll bring up a report of what was fixed. *Btw, if this happens to produce undesirable results it can be undone. See Wrye's readme for further information.*

What you've just done with these two steps is basically an extended "cleaning" of your save file that accounts for major additions & removals of mods. And as I stated before it doesn't always need to be done, just every so often; if you start noticing a lot of "doubling" for instance.

For all other Wrye Mash uses (and there are many) nothing beats the original documentation provided by Wrye. Considering just how powerful this program is, or depending on how curious you are, you might find it worth the time to learn about some of the other things it can do. And, if you run into trouble you can usually contact Wrye via the Elder Scrolls forums, or his webpage.

**TESPCD** - Stands for The Elder Scrolls Plugin Conflict Detector; and just as the name says it helps with tracking down conflicts between mods. To be honest this one's really more for uber tweakers as most issues are resolved behind the scenes automatically if you use TES Tool in conjunction with Wrye Mash. But, none-the-less there may come a day when you really want to start tracking down problems on your own. I did find this handy myself when a particular script kept giving me problems. *You can usually discover these error messages in two places; the first time will show up as a warning dialog during the loading screen. After you exit the game the same message will appear in a text file called "Warnings," which is located in your main Morrowind directory.* Inside the warning message was the exact name of the script that was giving me trouble. So I opened up TESPCD and ran a search for that script against my list of installed plugins. Almost immediately it brought up the mod that was giving me problems. A great little tool by Ely VanReen Soto.

**FPS Optimizer** - In the early days Morrowind had difficulty rendering large, busy outdoor areas, especially if you had an average computer and were running a lot of mods. Then along came FPS Optimizer to help with that problem, getting our frame rates back up to speed. What this tiny, unobtrusive utility does is run quietly in the background (while the game is running) automatically adjusting the AI & View distance to suit a predetermined FPS threshold. Translation, it adjusts the view distance (using a fog effect) in order to keep the game running smoothly, which is much better than playing Morrowind Slideshow...trust me. If performance, rather than picture perfect scenery, is important to you then you'll find it worth the effort to spend some time tweaking around with this until you find the settings you're comfortable with. In the meantime, if you just want an example of one configuration here are the settings I've had success with in the past (see image next page). A huge thanks to Alexander Stasenko for this great performance booster.



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## A Brief Note on Balance Mods

For those looking for the ultimate Morrowind roleplaying experience a variety of excellent mods exist to balance out some otherwise major realism gaps. Most notably are:

- Economy Adjuster (set of mods)
- Complete Trade Fix
- Morrowind Patch (the mod)
- Wakim's Game Improvements (set)
- Galsiah's Character Development (set)

Now one who has become familiar with the TES Tool conflict log might notice that some aspect of these mods conflict. But before you decide to start ditching some of these in deference to others consider that each of these mods tends to specialize in a different aspect of the game. For instance, Complete Trade Fix, while addressing Merchant bartering skills, focuses mostly on the overabundance of goods found at tradehouses. Economy Adjuster on the other hand focuses heavily on all the ways in which it is too easy for the Player Character to acquire money. So in theory, they should be compatible even if there is a slight degree of overlap. *What I do is just use Complete Trade Fix in place of the Economy Adjuster - Merchants module.*

If you're really set on having one balance mod take precedence over another then all you need to do is use Wrye Mash's Redate feature to ensure that your preferred mod is later in the load order than the others. This way you still get the benefits of all mods with a minimum amount of trade-off.

The only exception to the above philosophy is Morrowind Patch (the mod). Since this is an esm file it will (by design) always load before the others, which are esp files. The implication is simply that other balance mods will override any adjustments made by Morrowind Patch, which should be fine since Morrowind Patch is more of a general patch whereas the others, as I mentioned, specialize in tweaking different aspects of gameplay.

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## Other Tips, Tricks n' Random Tidbits

1. While in game use the F1 key to assign spells & items to quickkeys. Each slot in the quickkey panel corresponds with a number on the main keyboard
2. You can do critical hits on targets by sneaking up behind them for a 'backstab' attack. But in order to pull this off they can't have noticed you, meaning your sneak icon must be active
3. Posting your Mod list and Warnings text - Occasionally you may need to ask for help over at The Official Elder Scrolls Forums. If it's related to a mod, which in most cases it will be, you'll need to include two important things in your post - a list of installed mods and your 'Warnings' text. You can find your mods list by opening the Morrowind ini and searching for "game files" at the end. Just highlight and copy the list into your message. Alternatively, you can use the option included with Wrye Mash, which I personally recommend - *Select a save file; right-click on the File column header in the bottom right corner and select Copy List*. Your Warnings messages can be found in the text file by the same name located in the main Morrowind directory. Include those as well.
4. Installing and Uninstalling Mods - Every time you add or remove a mod be sure to use TES Tool and Wrye Mash (in that order) before running the game again. Get in this habit now and you'll be better off in the long run. It wouldn't hurt either to make regular backups of your Save files.
5. A Note on Setting Difficulty Level - Ever wonder what the Difficulty slider actually does? Me too. According to folks on the forums there are only a few basic things affected by the Difficulty Slider. Essentially, enemies are stronger and do more damage; you are weaker and do less damage; potions will be harder to make. Beyond this all other game aspects are unaffected. Pretty cool eh
6. Merchant Clothing Problems - You might have noticed by now that selling clothing or armor to a merchant immediately results in them putting the item on. That could be a problem if you ever want to buy back that specific article, or you might just find it annoying that a merchant is now wearing battle armor whilst running his Pawn Shop. If you'd like to remedy the situation on the spot try this tip from DarkDragon: Open the console, select the merchant and type "sethealth 0" without quotes and then close the console. This should temporarily kill the merchant. Pilfer the item in question from the body then open up the console again. Select on the merchant again, only this time type "resurrect." Alternatively, you could just install one of several mods that address this issue, such as Fashionable Merchants by TakeMeToYourLizard or the excellent Complete Trade Fix by Piratelord. Note however that these only resolve issues with armor. To my knowledge no one has yet found a way to prevent Merchants from putting on whatever *clothing* you sell them.
7. How to do a "Clean Save" - While Wrye Mash is an excellent tool for cleaning save files after adding or removing new mods, it doesn't always fix every little thing. When this occasionally happens you may want to perform what is called a "Clean Save." Start up the game and move your character into a small empty room somewhere. In other words, no NPCs or Companions should be present. Now find a container such as a chest or basket and drop ALL items and clothing in your character's possession into the container. *Remember that you can hold down the Shift key to move items that are grouped together (like coins)*. Now save your game; this is the Clean Save. Finally, reload your game with your Clean Save, pick up your loot and re-equip your character and you're all set to resume your adventures. *Credit for this tip goes to Slartibartfast.*
8. Avoiding CTDs - While it's true there are potentially hundreds of possible causes for Crashing To the Desktop, Raid over at the forums has suggested several good preventative measures. What is that they say about an 'ounce of prevention?' I'll summarize the main ones here but strongly suggest you take the time to read through his sticky post when you get the chance. In short make sure your game is fully patched and that you're computer's in good working order (OS fully updated, scanned for spyware, virus-scan, defragged, all that). Also be sure that your video card is updated with the latest drivers; same goes for your soundcard. Another one suggested by Freddo is to disable write combining [in Windows XP] for your graphics card. To do this right-click the desktop and select Properties. Next go to the Settings tab and click the Advanced button. Finally, navigate

to the Troubleshoot tab and at the bottom of the dialog uncheck the box that says, *Enable write combining*. If your game keeps crashing on start-up don't try to force it and don't go fixing things you aren't sure are broken. Instead, try rebooting...it worked for me.

9. What are "Bound" Weapons and Armor? (by Dragatus) - Bound Weapons and armor are weapons and armor that you summon with spells. For example if you cast the spell Bound Longsword you will summon a Bound Longsword. Bound weapons and armor look Daedric, are just as strong, have 0 weight and carry an enchantment. For example each bound weapon fortifies the skill needed to use it by 10 points, which makes them great for training up a weapon that you are not skilled with. Likewise, the bound Shield fortifies your block skill. However, bound armor is not influenced by any armor skill so the protection it gives you is always the same. It gives you as much protection as Daedric armor would give to a character with a heavy armor skill of 30. You can buy several basic bound spells from the mages in the Balmora Mages Guild.

10. Tearing in the Landscape - When using a lot of mods you may occasionally run into a piece of land that appears torn, as if it's not lining up somehow. You might call this "broken seams" or "tearing," but whatever you call it there is at least one possible solution. First, create a new save game. Now look around the area and try to think about any mods that might be affecting the surrounding landscape. Perhaps two different housing mods or something along those lines. If you can think of two good candidates then you just might have a chance. Exit the game. Now, using Wrye Mash (as explained above), try switching the load order of the two mods. Do all the proper cleaning on the recent save file and go back in. If you're lucky, the problem will be resolved. *Credit for this handy tip goes to Princess Stomper, who is also a very talented modder.*

11. A totally clean install of Morrowind won't have any extraneous files in the top level Data Files folder as the game accesses everything directly from the bsa files. Just a bit of fun trivia there.

12. More random trivia - if you ever happen to be looking for copies of specific 'core' files you can find 'replacements' for them on the original disks, namely Construction Set, Tribunal and Bloodmoon...not the original Morrowind disk. Only more advanced users will find themselves in this situation. Although, it shouldn't take long before you start getting to know your way around this game...and become something of an expert yourself.

13. Help! My World Map is turning Black! - I encountered this problem recently, as did several other people. Fortunately there are two potentially viable solutions to the problem. The first one is to use Wrye Mash. Here's what you do. After backing up your affected save game run it through the standard cleaning procedures - the ones described above. Then, once that's done, right-click on the save file and select Remove > Debris Cells. Once it finishes it should give you a report of the cells that were cleaned. Close that and right-click the save file again. This time select Update Map. This one will also take a minute or two. Now try loading the game again and see how it did. One thing I noticed with my game was I had to revisit the areas that had turned black. But as soon as I did they were back to normal.

Now if that didn't work then Dragon32 has a possible fix. Navigate to the Morrowind/Data Files/Textures folder and look for the following files:

\_land\_default.bmp  
\_land\_default.dds  
\_land\_default.tga

They may or may not be there. If they *are* try moving them to another folder somewhere safe. Now reload the game and see if that does the trick. *Since I haven't actually tried this myself I can't say whether it works or not; but hey it's worth a try.* If it doesn't work then you can always move them back, then head over to the forums for help.

#### 14. Fixing Weight/Encumbrance Issues (from the All Purpose FAQ, managed by Umrahel)

If your weight is too high the fix is easy. Drop everything out of inventory, open the console and type the following commands. Assume your weight is 126 heavy for this example:

```
player -> additem "misc_soulgem_common" 1  
player -> removeitem ""misc_soulgem_common" 127
```

Now your weight should be back to normal.

If your weight is too low the solution is harder, but will still only take a little time. This time assume you are 126 too light

First, go in to the editor (Construction Set) and create a mod that makes a misc\_soulgem\_common weigh 127. Save this mod as "weightfix."

Load up your game using the new mod, drop everything, and using the console type  
player -> additem "misc\_soulgem\_common" 1

Your weight should now be 1 with a 127 pound soulgem. Now save and exit.

Deselect your "weightfix" mod, and if you so desire go ahead and delete it. Now when you reload the game your weight/encumbrance should show as 1, reflecting the 1 pound soulgem

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#### Special Section: Deleting Unwanted Quests

It has taken quite awhile to finally discover a viable means of removing unwanted quests, but I'm happy to report there is indeed a fairly simple way to accomplish this (Note: it may require the use of the Construction Set). Let me begin by clarifying something. I'm not talking about getting rid of journal entries, but actual Quest entries. These are the ones listed when you open the journal, click Options, then Quests. Let's face it; sometimes you start a quest only to decide later on that you just don't want to finish it. Or, in some cases you might talk to some random NPC only to discover they've added a Quest entry even though you never actually agreed to help them. Now you're in a situation where every time you go to check your quest itinerary there are these superfluous entries there cluttering up the list, with no hope of ever being removed...until now. Before beginning I would like to emphasize that adding entries back in, while possible, isn't guaranteed. So please be sure you really really don't want a particular quest item before removing it. Alright, here we go...step by step.

1. Load the game, open your journal, go to the Quest list and determine exactly which Quest entry or entries you want removed. I'm going to use a real life example from my own game. The entry in the journal says "Ladia's Affair." Write that down. Now click on the quest item and note the most recent entry associated with that quest; that is write it down. Once you have this exit the game.

2. Determine whether the quest was included with Morrowind or added by a mod. The best way to do this is to start with the Quest ID database hosted at ElricM.com. Go to the home page and click the link on the left titled "Morrowind Journal." That will take you to the search database. Now type in the quest item you just noted from the game. If the quest is one included with the original game it should come up in the search result. Once you find it compare the journal entry you noted with those from the search database. See the example below - you're doing this just to confirm you've located the correct Quest ID. If one of the entries matches yours you've found it.

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MG\_EscortScholar1 - Mages Guild: Escort Tenyeminwe

10 Skink asked me to escort the scholar Tenyeminwe to Gals Arethi's ship, the Elf-Skerring  
50 Tenyeminwe agreed to follow me to the Telvanni docks.

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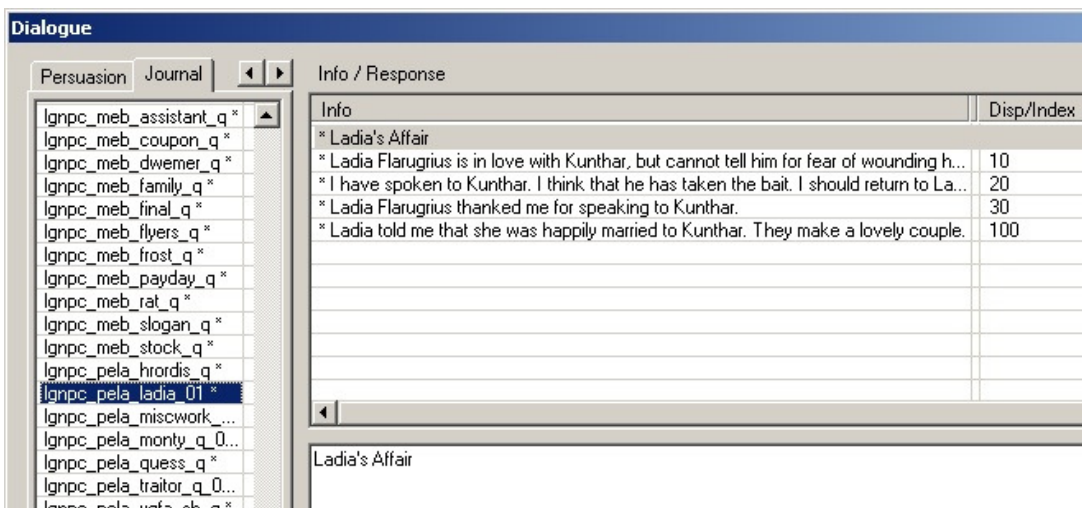
70	Tenyeminwe made it to the Elf-Skerring safely.
80	Tenyeminwe thanked me for escorting her to the Elf-Skerring and gave me some scrolls.
100	Skink thanked me for escorting Tenyeminwe to the Elf-Skerring.

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Now let's pretend for a moment that this was the quest item I wanted to remove. Here you would note two things, the Quest ID and the Number ID of the last entry (100 is a common one). Write this down like so: MG\_EscortScholar1 100. That's how you'd do a Morrowind quest. If you successfully found your quest, and noted the Quest ID, feel free to move on to step 4. But in my case I would have searched for "Ladia's Affair," which would have returned no results. This means that this particular Ladia quest is from a mod, which also means it's time to go to step 3.

3. When you want to remove a Quest from a mod you have to get the Quest ID, and the only way to do that for a mod quest is to look it up in the CS (Construction Set). *Now, before we continue you really ought to have a good notion of which mod the quest is associated with. I know I know, that's not always immediately apparent, but try employing some basic investigative skills. For instance, in this case I know Ladia hangs out at the Halfway Tavern in Pelagiad. I also know that one particular mod, LGNPC for Pelagiad, adds several town related quests. So that's where I'm gonna start.* Assuming you have the CS installed here's how it goes. Start it up. Click File > Data Files. After the little box pops up locate the mod you suspect, double click on the checkbox then click the Ok button. Another dialog box will now show up with the following message, "You have not set a file as the active file. Do you wish to continue?" Click Yes. Give the mod a good minute or two to load. Should yet another dialog box pop up some time during this process asking something like, "bla bla bla, Continue running executable?" click the Cancel button (really, it's ok). Once the mod has fully loaded we're ready to continue.

Now on the main menu click Character > Dialogue. In a few moments another screen will appear. In the upper left corner are some arrows. Click the right arrow until you see the Journal tab. Select it. Once again, time to put our brain to work. Since we're going to be searching through a very long list of journal entries let's try to hone in on the most likely candidate. I'm gonna hope that my particular journal/quest entry starts with "lgnpc" since this is after all an LGNPC mod. So I scroll down the list and guess what, there's an lgnpc entry...several in fact. I also happen to notice there's one entry with the word "ladia" in it. Hmm, could this be the right one? Here's how you find out. Select that Quest ID. This should reveal the text entries in the Info/Response box. *If you pay close attention you'll notice the entries look very similar to the one's we saw at the ElicM database.* Compare those entries to the one you noted from the game. If one of them matches you've found the correct Quest ID. Write down the Quest ID: lgnpc\_pela\_ladia\_01 100



Now that I've got the Quest ID I can close the CS. Do not save anything if it asks you.

4. Load the game and open up the console. Now we're going to add the "finisher" to the quest we no longer want (that's what the 100 signifies). Here's what you type: journal <questID> <number>

In my example case it would look like this: journal lgnpc\_pela\_ladia\_01 100

Or in the case from step 2: journal MG\_EscortScholar1 100

Entering this console command should effectively "finish" or complete the quest, thus removing it from your Quest list. And that's pretty much all there is to it. But, since this is Morrowind we're talking about here, there's always the lingering possibility that some small thing could go awry. Should that be the case my advice is the same as before...Go to the forums. Because that's where the experts are and there's almost always someone who can help you out.

A huge Thanks goes out to Narfblat for this one, who was very patient in answering my questions. And, if someone knows of an even easier way of doing this I'd love to hear from you.

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*Lastly, a personal note on the state of user created content. It is disappointing, though sadly not surprising, that so much Mature content has emerged from within the Morrowind modding community...for a game that never needed it. You could probably say it was inevitable that some users would take things in this direction. But probably the most disappointing aspect of this trend was Bethesda's seeming complicity, through its hosting (and lack of screening) of this sort of content on the official Planet Elder Scrolls/Gamespy network. Whatever your feelings about it, I hope you will find it worthwhile to screen out mods that drastically alter the spirit and intent of Morrowind's original ESRB rating. I really believe that in the long run, if you really enjoy playing this game, you'll find it a much more enjoyable experience without over-the-top mature content.*

Well, that concludes this edition of Morrowind Configuration Guide. I hope you found something worthwhile here and remember-this is just a starting point. For further help and expert advice visit <http://www.bethsoft.com/bgsforums/index.php?showforum=5>

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