

# Morrowind Tips & Troubleshooting

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*Every once in a while I come across a useful little tidbit, or engage in a concerted effort to resolve a specific problem, that helps improve my gameplay experience by some small measure. Whenever that happens I generally organize my notes and add them to this document, which serves as a kind of Morrowind Troubleshooting and Collected Wisdom Logbook. Having played this game (and playtested many mods) on and off since 2005 the information culled here has grown into something substantial. Perhaps you've already seen or found yourself doing something similar? The concept is by no means new. This is simply my own contribution to that philosophy toward managing Morrowind, which by now many of us have come to realize is more than just a game, but rather an entire hobby unto itself. I seem to come around to Morrowind in brief patches so don't expect frequent updates to this and other documents. But even in its current state I imagine there is enough useful material here for newcomers (possibly even seasoned players) to work with.*

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This guide is broken into four basic sections, with one or two lengthy appendices tacked on at the end.

**General Tips**, things that are good to know

**General Troubleshooting**, dealing with basic issues and fixing them

**Companion Matters**, working with companions and fixing problems

**Out of Curiosity**, answers to questions that seem to come up after playing for a while

**Appendix A** – Deleting Unwanted Quests

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## General Tips

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Patching up the game – A fundamental necessity

If you're installing Morrowind for the first time, do make sure the game is fully patched up before attempting to play the game (or install any mods). With both Expansions installed you'll want to get the Official Bloodmoon Patch, which should bring it up to version 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. *Plus it just so happens you get two more playable areas in the form of Mournhold and Solstheim...new NPCs...Quests...Items, weapons & armor...*

Renaming Plugin Files

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.

## Using Multiple, Concurrent Game Balancing 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 - modular)
- Complete Trade Fix (a standalone mod)
- Morrowind Patch Project (a comprehensive unofficial game patch in the form of an esm plugin)
- Wakim's Game Improvements (set of mods - modular)
- Galsiah's Character Development (set of mods - modular)

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 the Morrowind Patch Project mod (or "Master plugin"). 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 the Morrowind Patch Project, which should be fine since MPP is more of a general patch whereas the others, as I mentioned, specialize in tweaking different aspects of gameplay.

## Quick Keys for Spells, Scrolls and Magic Items

While in game use the F1 key to assign spells & items to quick-keys. Each slot in the quick-key panel corresponds with a number on the main keyboard.

## Installing and Uninstalling Mods

Every time you add or remove a mod be sure to use TESTool 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. *Basic usage is covered in my External Utilities guide.*

## 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.

## 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.*

## Evidence of a Clean Installation

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. Therefore, anything that isn't a bsa file must have been put there by something else. *Something that's possibly good to know.*

## Replacing Core Game Files

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...but ironically, 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.

## Healthy Journal Management for a more Enjoyable Game

Checking off Quest Items can easily become an obsessive activity in Morrowind. *If only someone had devised a way to delete unwanted (non-essential) quests at the click of a button.* Try not to get too caught up with keeping the Quest log squeaky clean. There's no way to completely stay on top of this since (1) many 'Quests' are going to appear without your character's consent and (2) immersion into the lives of NPCs, which is a huge part of the game's atmosphere, simply won't happen without amassing a ton of menial side quests. You don't really want to reach the point where your character is avoiding NPCs just to avoid superfluous quest entries...do you? Better to accept that the quest log is going to remain cluttered, and focus instead on enjoying the game's atmosphere, being sure to check through the Quest log whenever entering a village, town or city.

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## General Troubleshooting

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### 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. For a complete fix, including issues with clothing, you will want to run the Morrowind Code Patch (MCP), an external utility that patches the Morrowind .exe file.

### There is some kind of bizarre corruption 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, 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 tip goes to Princess Stomper.*

### 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.* If it doesn't work then you can always move them back, then head over to the forums for help.

## My Character Has a Weight Problem

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. Credit for this goes to the *All Purpose FAQ*, managed by *Umrahel*.

The Mouse-over text in the Character Inventory has stopped showing

Every so often, *possibly as a result of running Morrowind Graphics Extender*, mouse-over text may stop appearing in the character's inventory menu. A quick fix that worked for me was going into the game Options and wiggling the 'Menu response' slider a little, letting it rest on the far left – at the 'Fast' position.

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## Companion Matters

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My Companion is Stuck in Combat!

...and the combat music keeps playing and now he/she warps from point to point instead of walking normal. Sometimes a Companion gets stuck in combat mode and stops responding (or behaves strangely in some form or fashion) even though all threats have been dealt with. There is a simple fix for this. Open the console, then select the Companion in question. Now type 'stopcombat' without the apostrophes and hit Enter. That should resolve the issue. By the way, this can be used on other characters & creatures as well. If you're not familiar with the Console you may want to take a look at my other guide *Beginners Guide to Console Commands*.

Sharing Health Potions

Don't be stingy with Health Potions. Your companions should always have one or more in their possession prior to combat, as they will use these automatically during battle. The trick here is distinguishing intelligent companions from unintelligent ones. Some of the more well-scripted companions, such as those by Emma and Grumpy, are smart enough to only consume one potion at a time. Other, more generic companions won't bother conserving them and will use them all at once (so there's no point in giving these guys more than one at a time). The simplest way to eliminate this issue altogether is to use the Morrowind Code Patch, which is designed to work with existing save games. One of the features of the MCP causes all companions to use potions conservatively. Be sure to also check up on your companions following a battle. Quite often they will have run out of health potions and still be injured. In some cases you can ask the companion to heal

themselves. Others will need another Health Potion – and you'll have to tell them to use it. Others will use it as soon as you give it to them. The main idea is to ensure they are healthy before moving on.

### Special Rings and Amulets

Many of the custom made companions come with a special ring or amulet, to help you reconnect in case the two of you somehow get separated. Don't lose these. In the case of Thief Companion Constance she won't give you her amulet until the two of you have traveled together for a while. If you ever do manage to lose the amulet the following console command can be used to bring it back: `player-> additem aa_con_amulet 1`

If Constance gets lost and doesn't come back in response to the amulet she can probably be found in the tradehouse in Gnisis. If lost, Wolf Companion Spot can be found in Arielle's Tradehouse in Seyda Neen.

### Resurrecting a Dead Companion

Those familiar with the Console may be aware of the 'resurrect' command, often used to bring back NPCs unwittingly killed. Resurrecting a dead companion however is often a bad idea - it risks breaking related quests - so it's usually better to reload the last save. *Credit to Emma for this tip.*

### Companions and Enchanted Equipment

Enchanted equipment seems to have a funny effect on companions, such as causing them to lose strength or other abilities. Many enchantments, *Fortify* and *Feather* for example, have the reverse effect on companions and will instead drain or burden them. This usually doesn't happen instantly, but as soon as you start to move around in the game world and change cells it is likely to kick in. So, keep these kind of enchanted items for yourself, and give your companion good, non-enchanted items instead! *Thanks to Emma for this tip.*

Emma: *"Your companion can also have a disease. The companions I have made have either an option to cure themselves, or their attributes will be set each time you talk to them. So, if your companion loses strength and has no enchanted items, tell him/her to cast a cure spell and a restore attributes spell. That should help! (Other companion mods might not have this option - in that case, you can buy scrolls or spells to heal them)."*

Source: <http://emmates.proboards.com/index.cgi?board=morrowind&action=display&thread=1>

### Combat Tips

A kind of "list" is set up for companions that are engaged in combat with multiple opponents. You can target an opponent for the companion and move on to another opponent while you deal with a second. You can do this with a ranged weapon most effectively. Take a bow shot at one. This will cause the companion to target that opponent, then you go after another.

Opponents attack the closest thing to them. Attack an opponent with a melee weapon, then leave that one for the companion and literally "run away" to another opponent. Opponent's priority is to target the player, but once you are farther from them (opponent) than the (now attacking) companion, they will engage the companion. *Credit for these tips, I believe, goes to Grumpy. Sorry, can't remember where I found this.*

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## Out of Curiosity

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What does the Difficulty Slider in the Game Options menu do?

I have often wondered the same thing. 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. *Neat.*

What are "Bound" Weapons and Armor?

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. *Credit for this answer goes to Dragatus.*

Why do Armor Ratings seem so illogical and inconsistent?

I started looking into this. From what I can gather so far it has something to do with the class of armor (Light, Medium, Heavy) versus the character's 'Base Armor Skill' (I think within the respective class). So, by my reckoning, the armor value you see in the game, might probably be taken with a grain of salt. I would further speculate that what matters more than anything is that the character in question be wearing armor conducive to their highest Armor skill 'type.' Although...characters [can] develop their lesser abilities.

A helpful reference/index can be found at:

[http://www.uesp.net/wiki/Morrowind:Base\\_Armor](http://www.uesp.net/wiki/Morrowind:Base_Armor)

What is the difference between *Divine Intervention* and *Almsivi Intervention*?

Divine Intervention takes you immediately to the nearest Imperial Cult Temple, and Almsivi Intervention takes you immediately to the nearest Tribunal Temple. *From a kind contributor at Yahoo Answers.*

Why Does Every Inhabitant of Morrowind want to talk about "Tailoring Kit"?

In Short, this was a feature added by the *Better Clothes* mod. From the ReadMe: The first thing you need to do is find the nearest seller of clothing and talk to them. This is defined as an NPC with the "Clothier," "Trader Service," or "Pawnbroker" class. Talking to them will add the "tailoring kit" and "clothing fit" dialog topics to all characters in the game [emphasis added], and will start a script that fixes the shirts on the 20 female Argonian NPCs that wear them in the standard game. The message might seem a little out of place, but doing it this way allows us to support the original Morrowind, as start scripts were added by Tribunal.

## 2) The Tailoring Kit (for female characters only)

The tailoring kit is a weightless item that you can get for free from the clothes sellers mentioned above by talking to them and clicking the “tailoring kit” topic. The tailoring kit is used to fix clothing on your own character to have the correct shape based on race. Whether or not your character is an Argonian, you may end up with clothing of the wrong type (breasts or no breasts) for various reasons, and equipping the tailoring kit will fix all such BC clothing in your inventory.

If you lose your tailoring kit, you can get another one from anyone who likes you enough. Argonian NPCs are especially willing to give out tailoring kits to fellow Argonians.

## 3) Fixing the Clothing on NPCs (For everyone)

For various reasons, you may run into female NPCs that have wrong-looking shirts. They may be from a mod or from one of the expansions, or you may have passed them the wrong type of shirt during a bartering transaction. Whatever the reason, if the problem is caused by a piece of BC clothing, you can fix it simply by talking to them and clicking the “clothing fit” topic. This will cause their clothes to instantly swap to the correct version for their race.

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## Appendix A – Deleting Unwanted Quests

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It has taken quite a while to finally dig up 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. 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.

Here's an Example

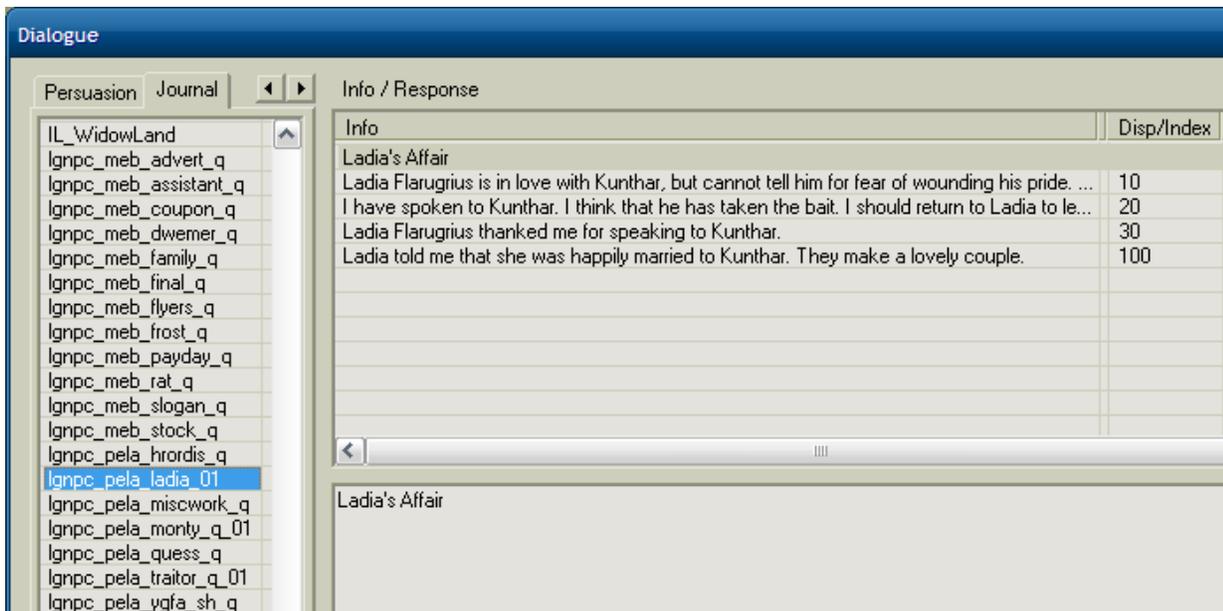
MG_EscortScholar1 - Mages Guild: Escort Tenyeminwe	
10	Skink asked me to escort the scholar Tenyeminwe to Gals Arethi's ship, the Elf-Skerring
50	Tenyeminwe agreed to follow me to the Telvanni docks.
70	Tenyeminwe made it to the Elf-Skerring safely.
80	Tenyeminwe thanked me for escorting her to the Elf-Skerring and gave me some scrolls.
100	Skink thanked me for escorting Tenyeminwe to the Elf-Skerring.

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. 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 "Ignpc" since this is after all an LGNPC mod. So I scroll down the list and guess what, there's an Ignpc 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: Ignpc\_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 Ignpc\_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.*