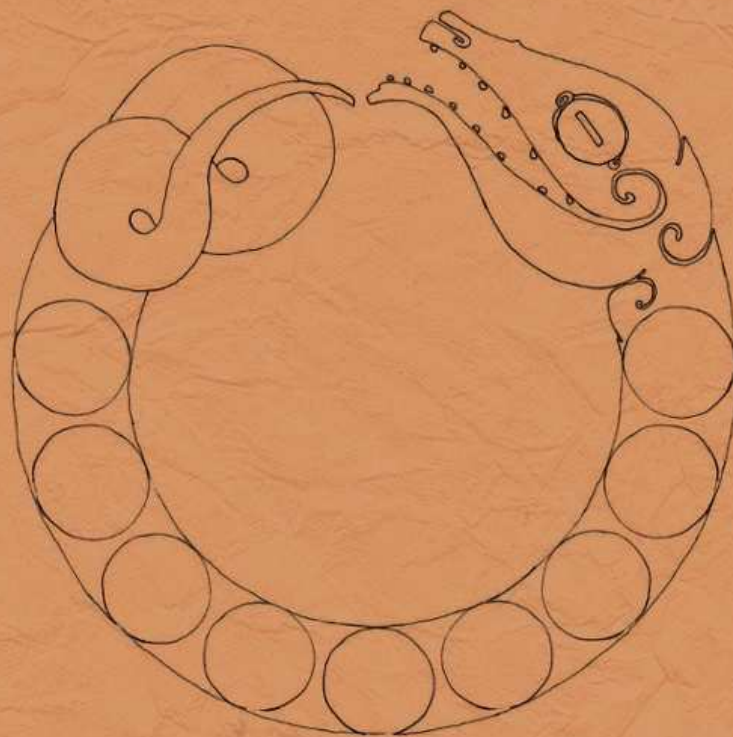


THE ART OF HAMMERFELL



AN ARTBOOK BY THE
TAMRIEL REBUILT COMMUNITY

It seems now that the Tamriel Rebuilt project has been around forever. It was conceptualized by Ender even before Morrowind was released. To recreate all of Tamriel as lore reveals it to us, that was his dream. An ambitious dream, and perhaps not very realistic. But that does not matter when you see what it has brought about. Through years of tireless work by an astounding number of dedicated modders we are getting ever closer to a complete Morrowind for TES III.

In the course of 2005 news and discussion of a new game, TES IV: Oblivion, circulated the forums. Members felt that TR needed to branch out. And in the course of 2006, new projects were envisioned: the creation of the isle of Stirk (which was finished and released in early 2009) and the much more ambitious recreation of Hammerfell.

Concept art has always been a part of TR, but back in the day it was barely organized. Since Morrowind didn't need many new concepts, most works were a type of fan art often relating to areas of Tamriel that weren't even within the project's scope. It was a place for modders who also fancied themselves artists to show their work. But when Hammerfell became a tangible goal, the concept art department truly began to shine. Before anyone could start building the province, they would have to know what Hammerfell looks like. Culture and environment had to be visualized. And for that, we needed concept art. The concept art department (like the rest of TR) became more efficient and organized. The new project proved to be a great opportunity for aspiring talent, eager to offer their skill and conceptual ideas to the team. We've had some amazing artists here over the years, and a treasure trove of conceptual gems to show for it.

Recently, TR abandoned the Hammerfell project due to a lack of modelers. Perhaps that project was too ambitious after all. Were these four years of work all in vain? I'd like to think they weren't. I believe the artwork drawn for Hammerfell is one of TR's greatest achievements. Even if we couldn't virtually rebuild the province, we *can* say we've rebuilt it in our minds.

That is why we now release this artbook. We want to show what *has* been done. We want to make sure these works don't sink away into the waters of Oblivion (no pun intended). We want the golden days of TR concept art to end with it's own final release. We want to present this artbook as a community resource, so that everyone can see our vision of Hammerfell and, perhaps, someday realize it in game.

- Myzel, Head of Concept Art
December 2009

Legal notes

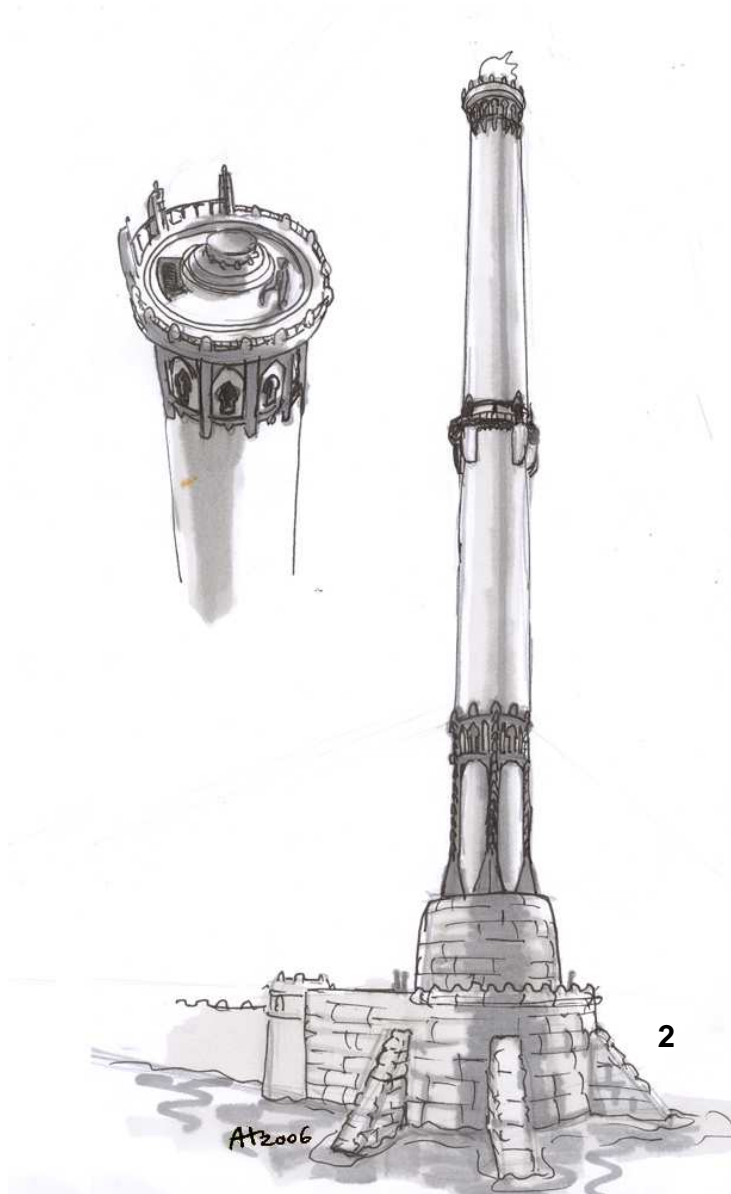
All artwork this book contains is owned first by the respective artist, second by the Tamriel Rebuilt project collectively. This book is partly meant as a community resource, but nevertheless we ask to always contact an artist and get permission for any use of his or her work. If an artist proves to be unreachable, you may use the artwork in this book without his or her consent. When you use art from this book in any way, always credit the artist as well as the Tamriel Rebuilt project collectively. None of the work in this book may be used for commercial ends.

The Land of hammerfell

Hammerfell (where the hammer Volendrung fell) is a dry and arid land. Most of it's terrain is covered with desert, dry grassland and barren mountains. In the east, both the Goldmoor and Helkori regions border on Cyrodiil. These are rolling hills and vast plains and savannah, only interrupted by strange rock formations and small farming villages. In the north lie the vast and treacherous Dragontail Mountains, and the lush but boggy Totambu Forest. The western center of the province is characterized by the Alik'r Desert, a scorched wasteland almost impossible to survive in. But even the desert is not a complete void. It is home to monsters and nomadic Dunedwellers, and the sand dunes are interrupted by oases and forgotten ruins. Most of Hammerfell's large cities lie on it's long coastline, the coastal climate being much more bearable than the dry inland regions. This is the true center of Redguard civilization, characterized by political conflict, sea trade, and very ancient cultural roots.



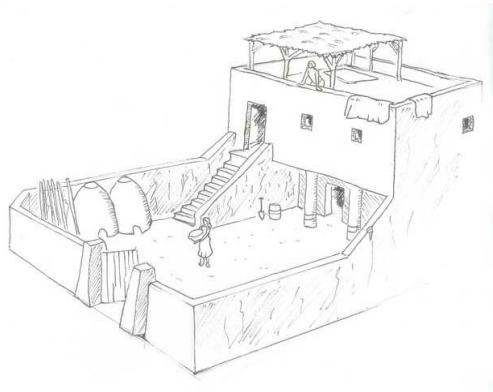
¹ The coastal city of Rihad. (Nyren)



² The Lighthouse of Rihad. (Nyren)

³ Clavilla, duchess of Taneth. (Lady Nerevar)





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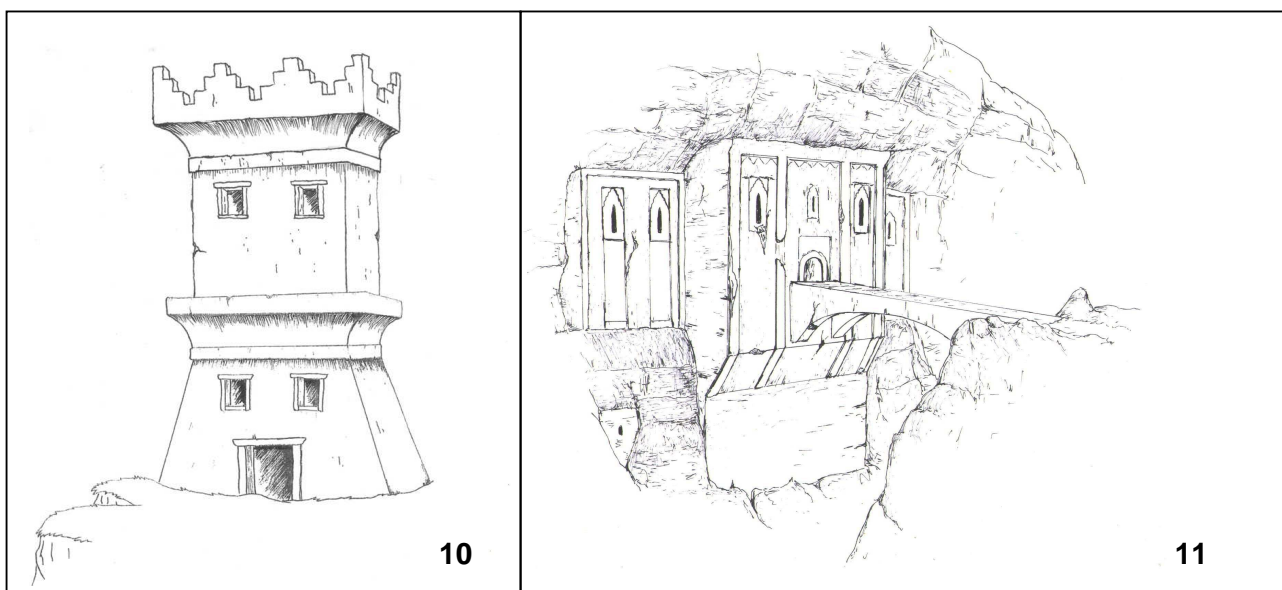
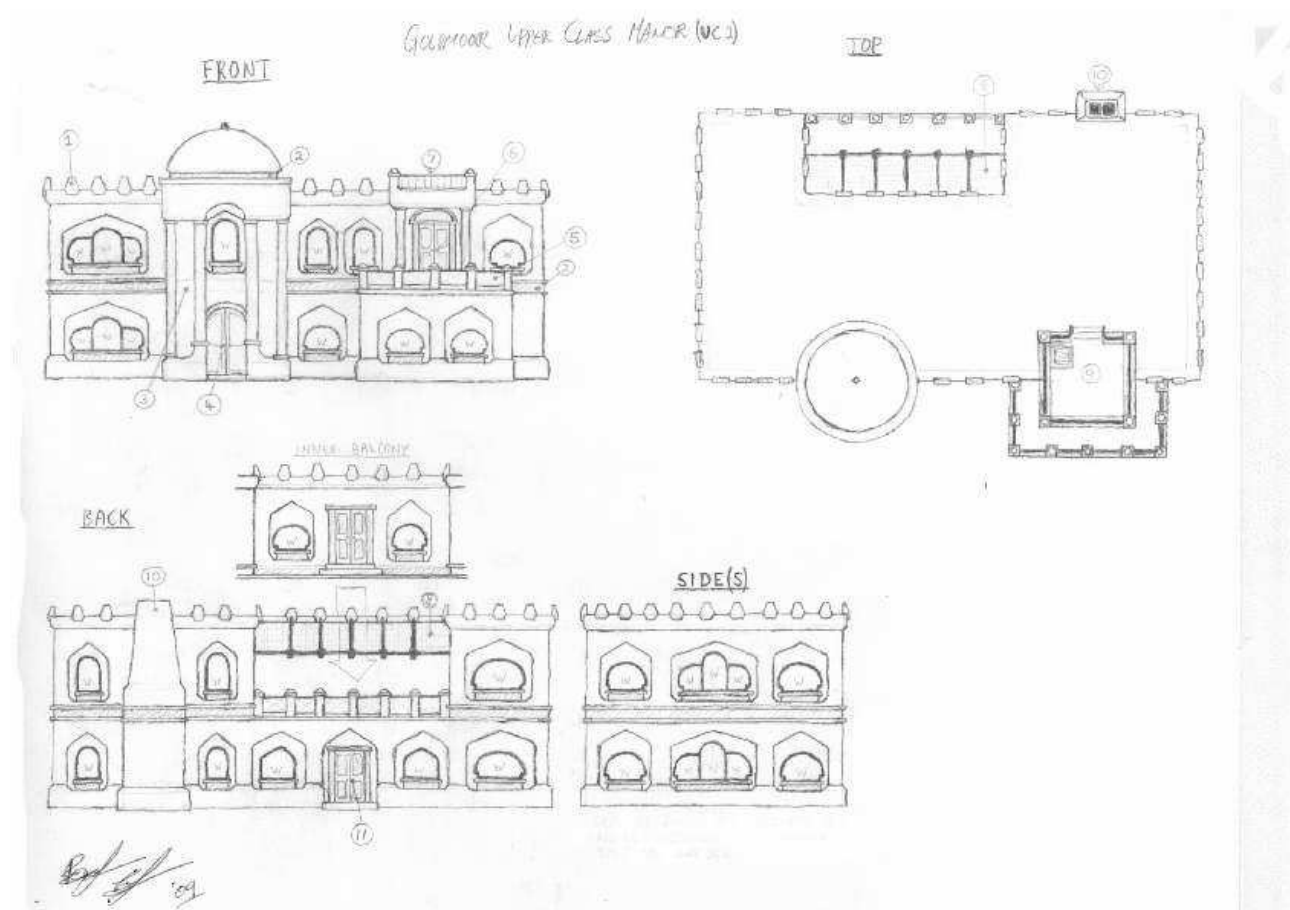


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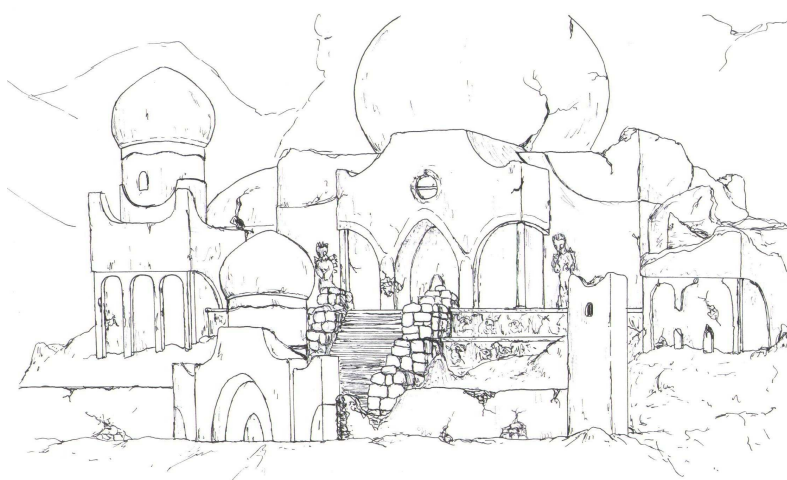
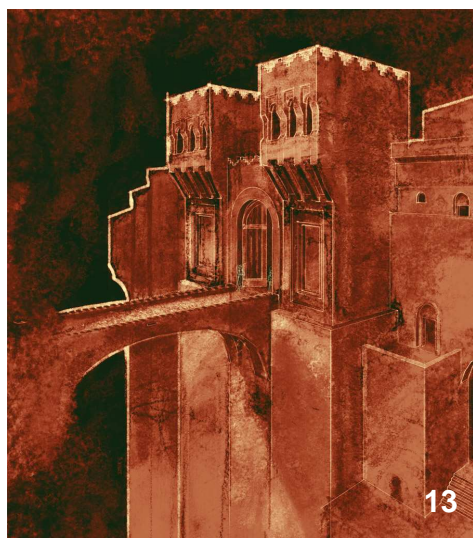
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- ⁴ Farmhouse. (Elfane)
 - ⁵ Upperclass house. (Elfane)
 - ⁶ City Street. (Elfane)
 - ⁷ River town. (Lutemoth)
 - ⁸ Lower class houses. (Elfane)



⁹ Upper class mansion for the Goldmoor region. (Jonarus Drakus)

¹⁰ Military tower. (Elfane)

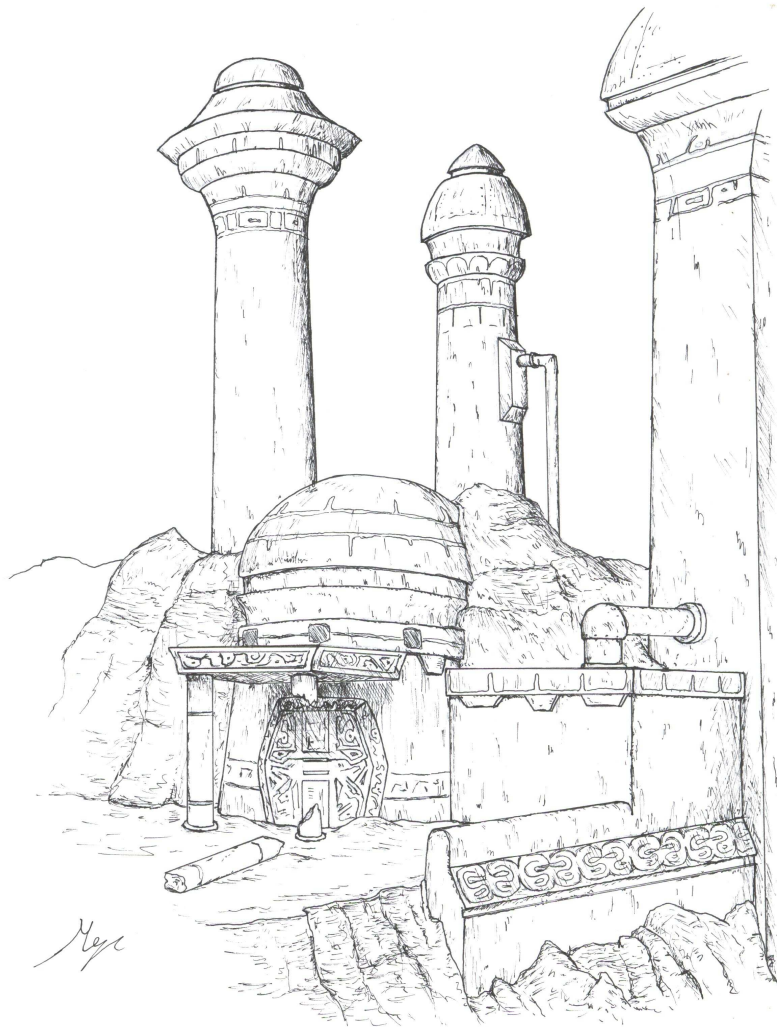
¹¹ Fort inside a cliff. (Myzel)



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^{12 and 13} Mountain city. (Napoleoman)

¹⁴ Hammerfell ruins. (Myzel)



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¹⁵ Dwemer ruins of the exiled Rourken clan, who migrated from Morrowind to Hammerfell during the forming of the First Council. (Myzel)

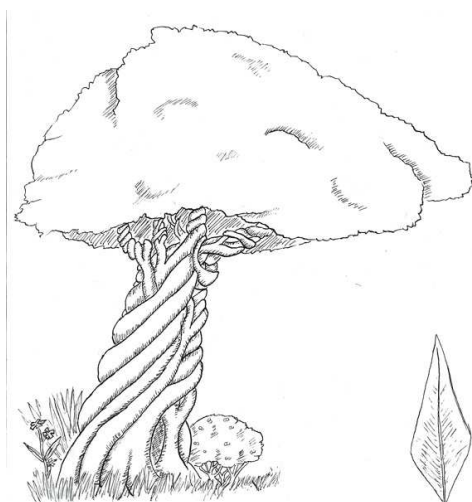
¹⁶ Desert scene. (Morden)



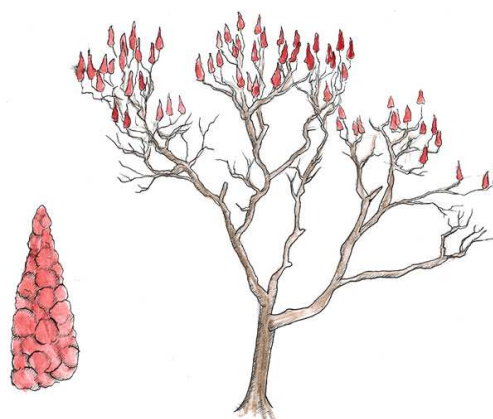
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¹⁷ A lone traveler moves through the desert. (Pound)
¹⁸⁻²⁰ Plant life of Hammerfell. (Elfane)

Redguard Culture

The uniqueness and depth of culture makes the difference between an interesting or bland fantasy world. That is why we've invested time and resources to define and visualize Redguard culture for ourselves. Naturally, concept art is a huge part of this.

Culture is everything. It's not only in literature and artwork, but also (for example) in architecture (already shown in previous pages), clothing and everyday objects. So to visualize our culture in a way that makes it unique, it was important to come up with a pervasive art style that can be seen in everything. Lutemoth was the one who took the important first steps in this. With the help of other artists who added new ideas and expanded on his work, we can proudly say we've created a style that is both unique and interesting.



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²¹ Satakal, Yokudan god of everything. (Lutemoth)

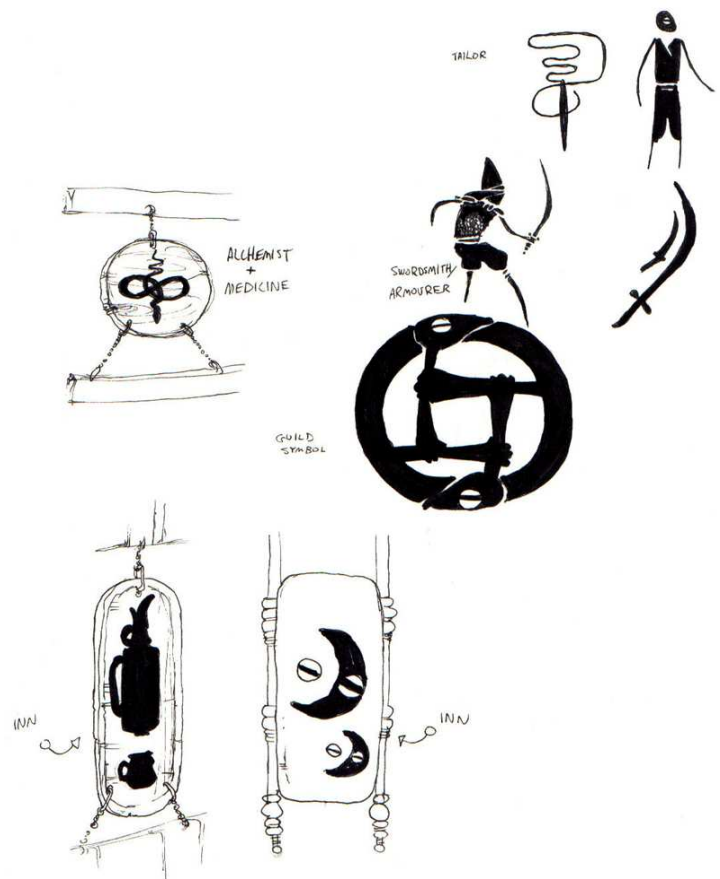
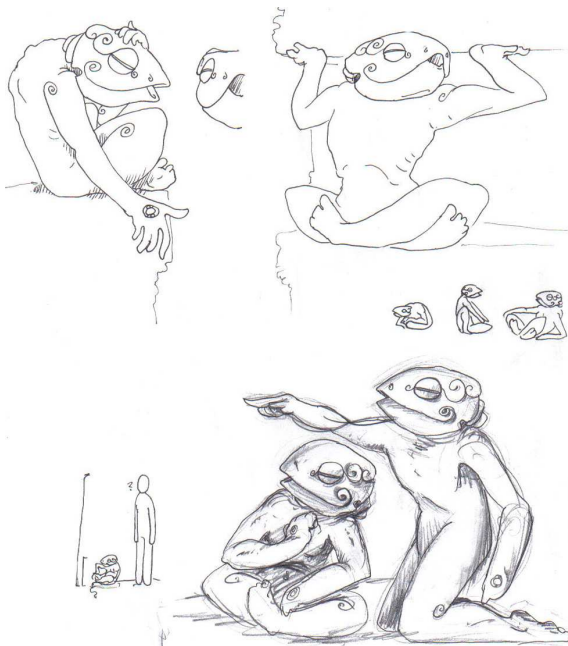
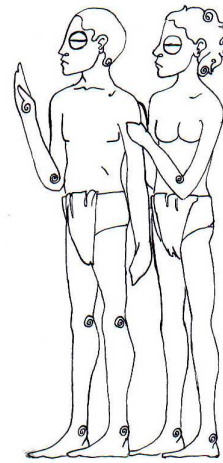
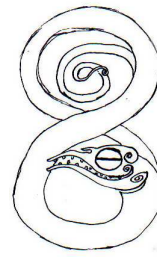


²² Oshiru, also known as Diagna, was a historical Yokudan emperor. (Myzel)

²³ Redguard imagery on a tapestry. (Lutemoth)

²⁴ Redguard imagery. (Myzel)





25-29 Redguard imagery on signs, stonework and pottery. (Lutemoth)

The ancients from Yokuda

The Redguard people are originally from Yokuda, a continent that once lay in the Eltheric Ocean to the west of Tamriel. After a cataclysm said to be caused by the Yokudans themselves in war, the continent sank into the ocean. The Yokudan people sailed east and eventually settled in Hammerfell. Much of this ancient culture has survived in Hammerfell, like, for example, it's religion.



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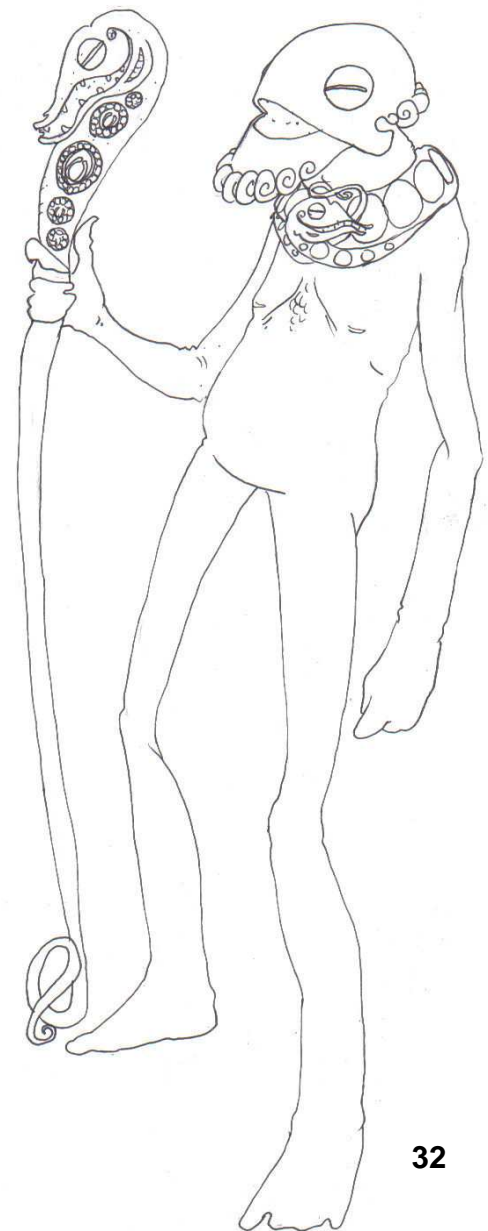
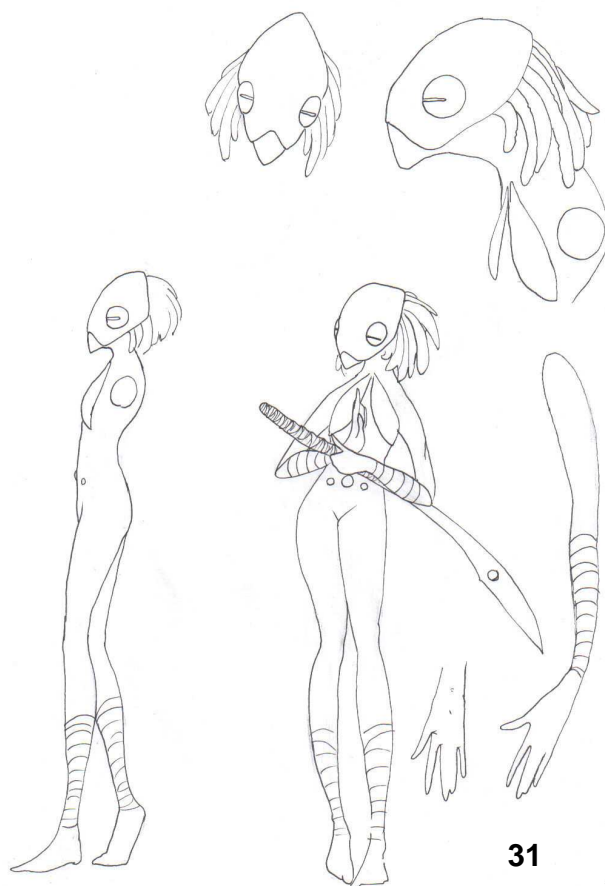


³⁰ Once upon a time in a city on the ancient now sunken continent of Yokuda, the Rainbow Choir created rainbows with their voices once per season in worship to the gods. (Pound)

Redguard religion

When the Yokudan people came to Hammerfell, they took their beliefs with them. This religion still survives in Hammerfell among traditionalists, while rulers with a more cosmopolitan approach choose to adopt the Imperial religion. Their stance towards the old religion mostly remains tolerant. Only in Taneth is it actively suppressed.

The Yokudan pantheon is separate from the Imperial one, but some Yokudan gods have been associated with Imperial gods.

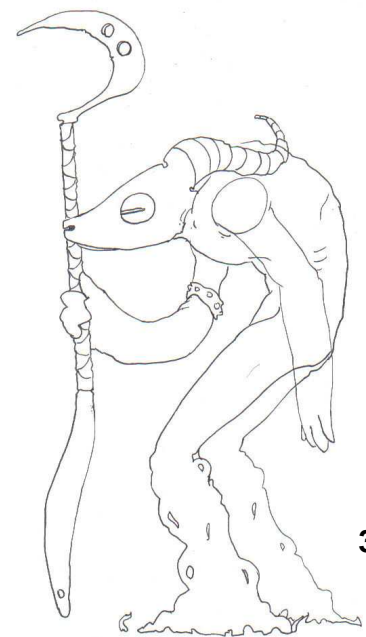
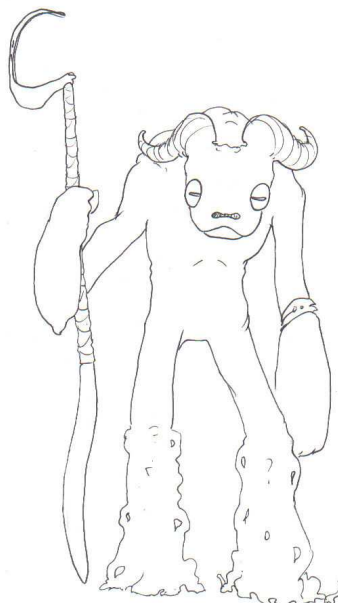




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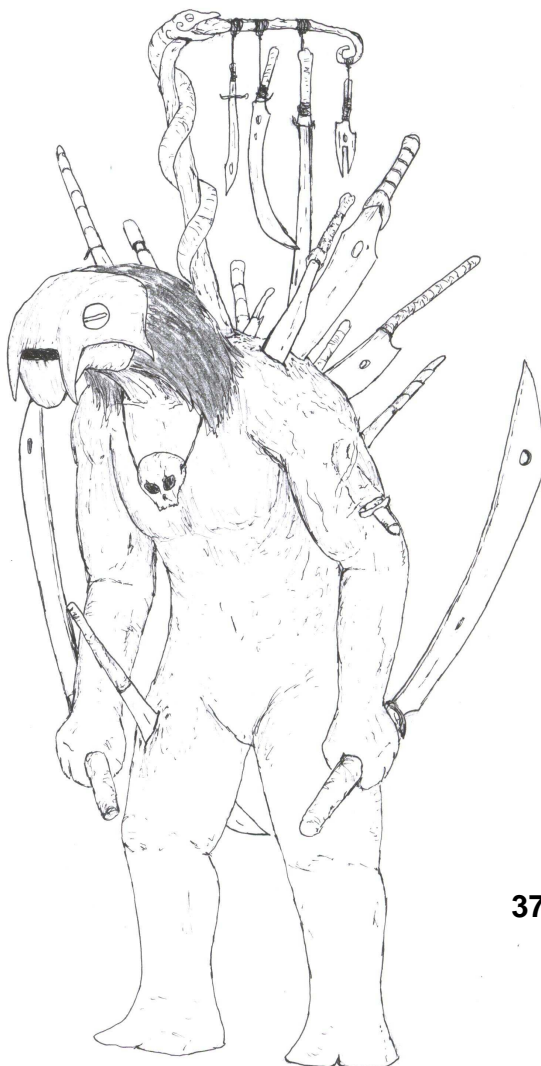
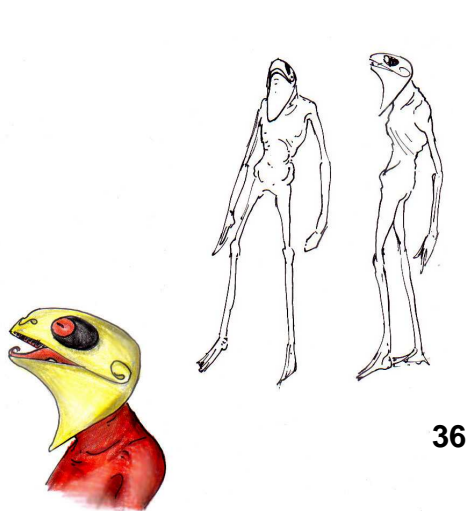
³¹ Daughter of Tall Papa, Leki is the goddess of aberrant swordsmanship. (Lutemoth)

³² Ruptga, chief deity of the Yokudan pantheon. Ruptga, more commonly 'Tall Papa', was the first god to figure out how to survive the Hunger of Satakal. Following his lead, the other gods learned the 'Walkabout', or a process by which they can persist beyond one lifetime. (Lutemoth)

³³ Tu'whacca, Yokudan god of souls. (Lutemoth)

³⁴ Morwha, Yokudan fertility goddess. (Lutemoth)

³⁵ Zeht, Yokudan god of agriculture. (Lutemoth)



³⁶ Sep, a Yokudan version of Lorkhan. (Lutemoth)

³⁷ Onsi, a notable warrior god of the Yokudan Ra Gada. Onsi taught Mankind how to pull their knives into swords.

(Myzel)

³⁸⁻⁴¹ Tava, Yokudan spirit of the air. Tava is most famous for leading the Yokudans to the isle of Herne after the destruction of their homeland. (Lutemoth, Lighter Than Some, Myzel)



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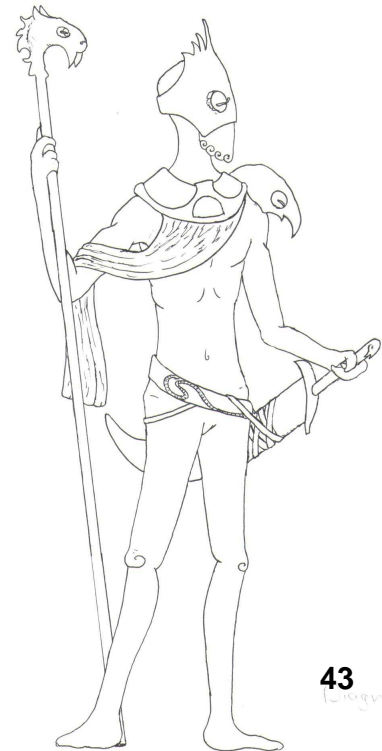


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⁴² Redguard religious fresco. (Myzel, Adanorcil)

⁴³ Diagna, once a Yokudan emperor named Oshiru, played a major part in the defeat of the elves on Yokuda as well as the holy Ra Gada conquest in Hammerfell. He is worshipped as Diagna in a small cult that survives in the Dragontail mountains. (Myzel)

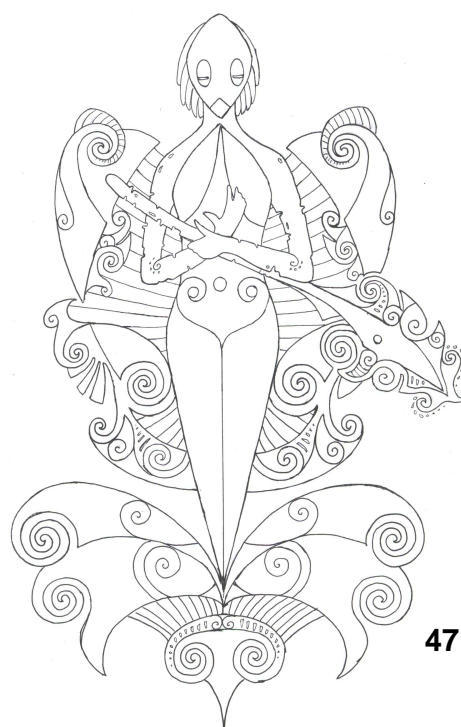
⁴⁴⁻⁴⁹ Redguard religious imagery. (Myzel)

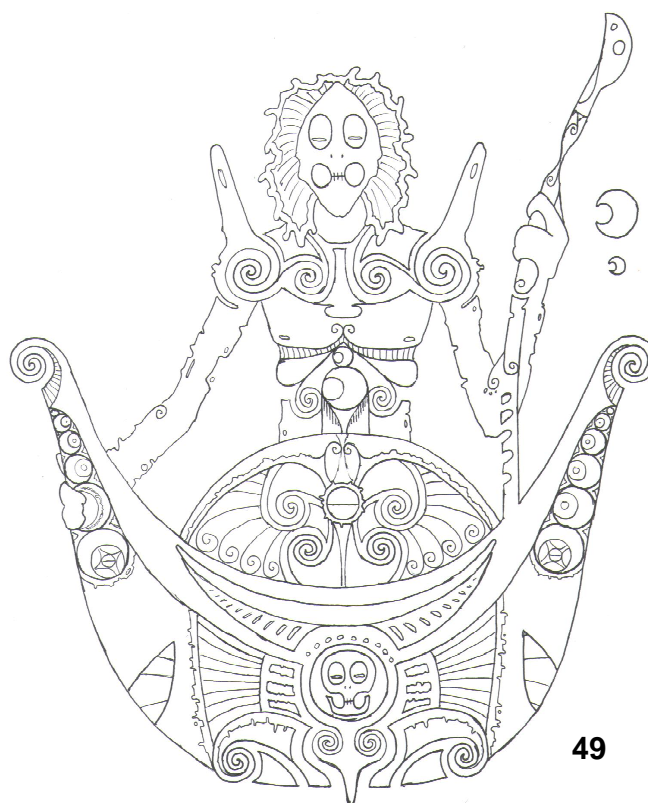


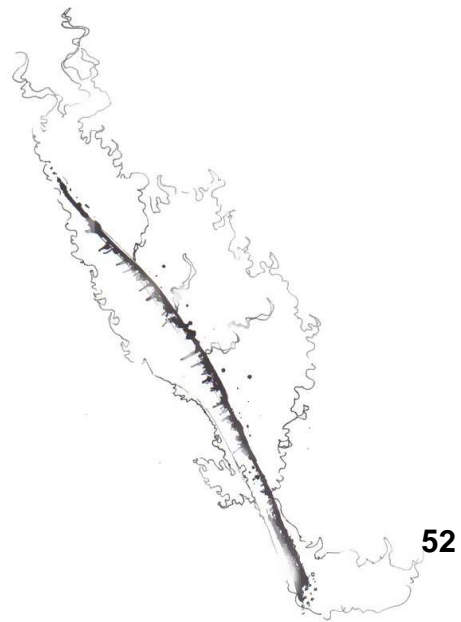
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⁵⁰⁻⁵¹ Swordsingers are an ancient element of Yokudan culture. These monk-like warriors dedicated their lives to 'the way of the sword', and developed magical swordfighting techniques. The greatest of the Swordsingers became known as Ansei, or 'Saints of the Sword'. (Lutemoth, Nyren)

⁵² One of the Swordsinger powers is 'Shehai', the way of the spirit sword. This allows the Swordsinger to form a sword from pure thought. (Lutemoth)

⁵³ Tall papa, and the spirits he taught the Walkabout. (Lutemoth)



The Dunedwellers

Nomads roam the vast Alik'r desert, and they are known as Dunedwellers. They are Redguards, and have the same cultural heritage as the rest of their kin. However, in their isolation and unique lifestyle they have come to differ greatly from other Redguards.



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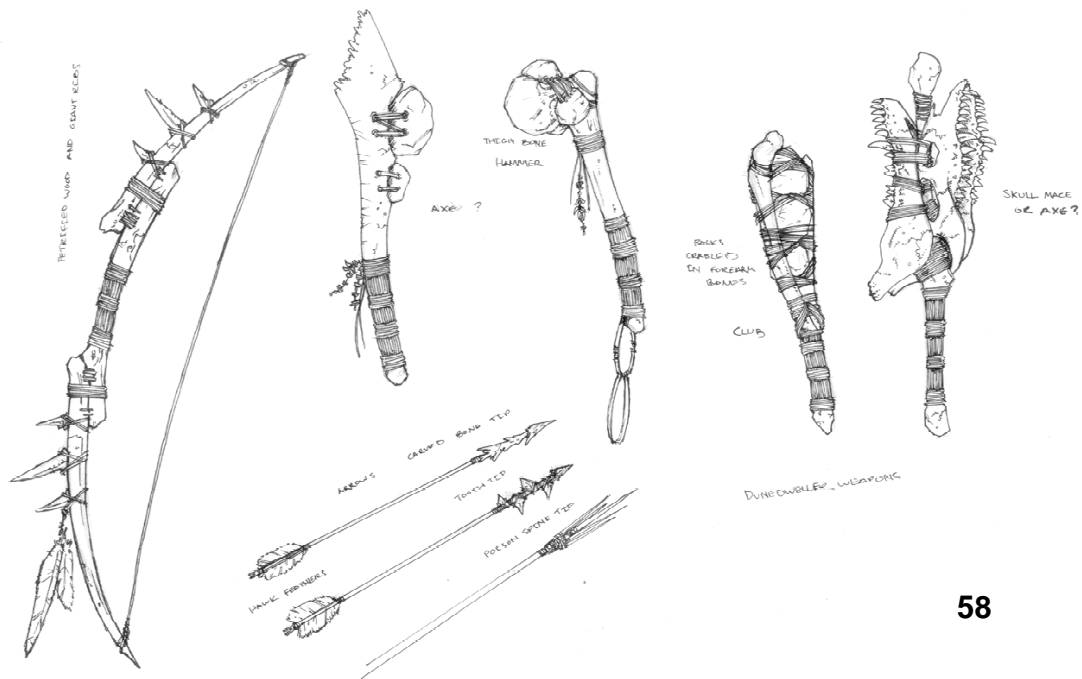


⁵⁴ Various Dunedweller blades. (Lighter Than Some)

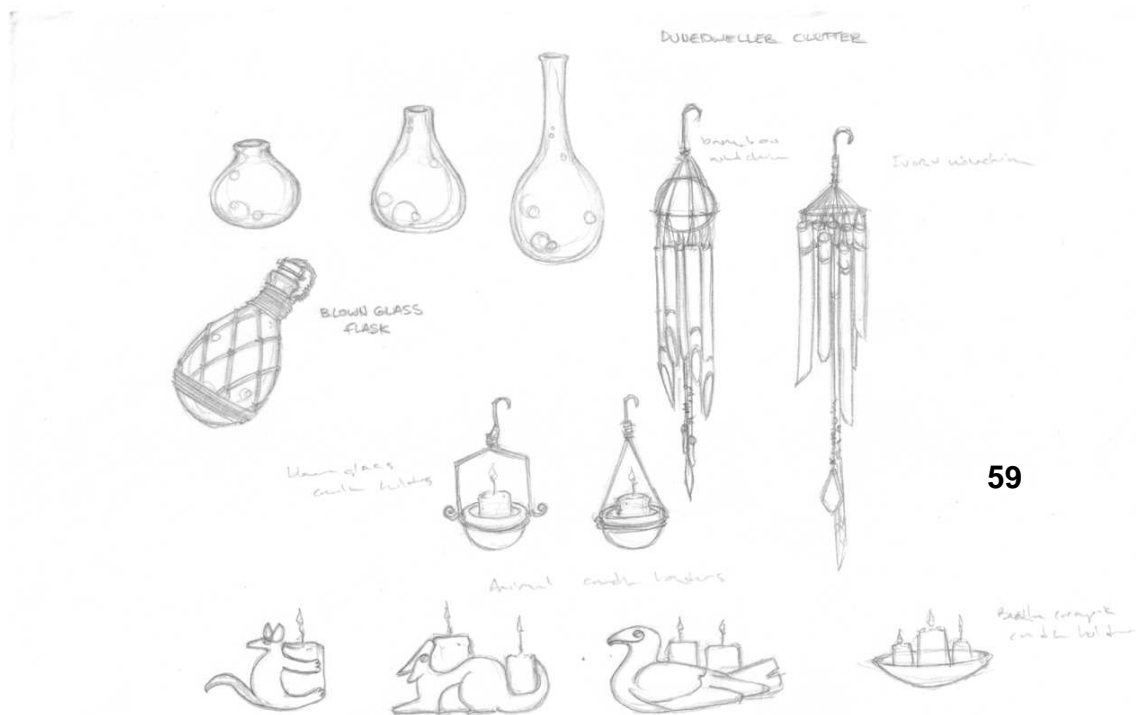
⁵⁵ A Dunedweller riding a camel. (Lutemoth)

⁵⁶ The appearance of the Dunedwellers. (Lutemoth)

⁵⁷ Dunedweller tent. (Lighter Than Some)



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⁵⁸ Dunedweller weapons. (Lighter Than Some)

⁵⁹ Various Dunedweller objects. (Lighter Than Some)

Clothing and Equipment





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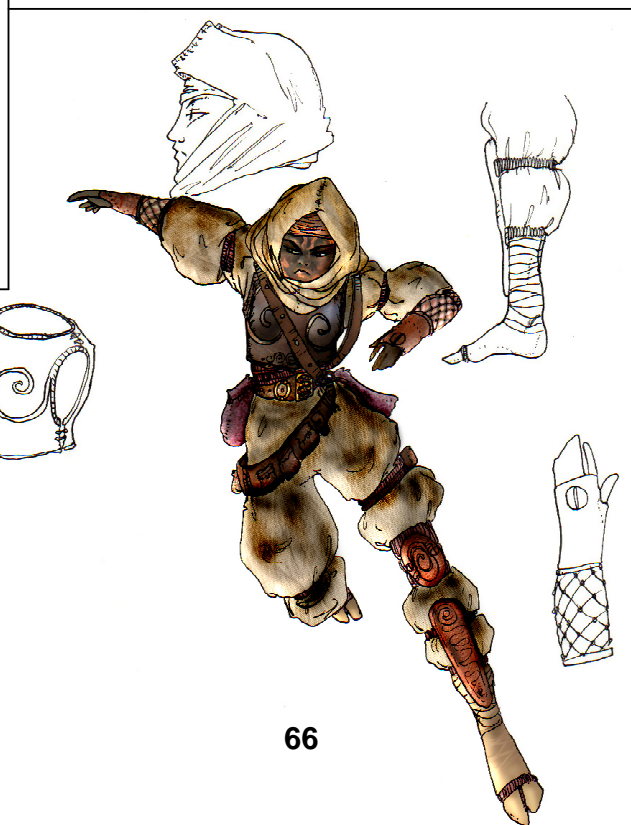
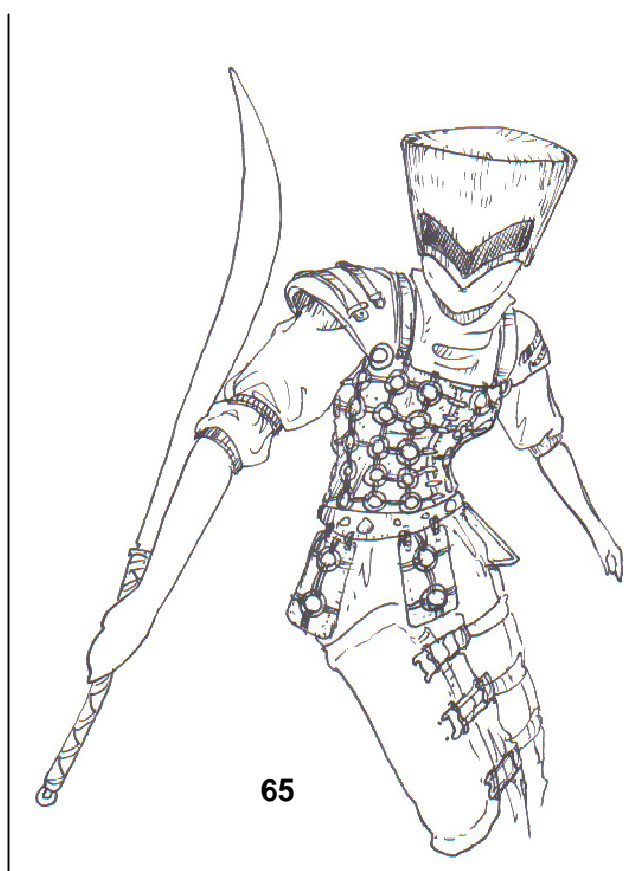


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60-63 Various Hammerfell armor concepts.
(Lutemoth, morden)



⁶⁴ Dark Brotherhood gear for Hammerfell.
(Lutemoth)

⁶⁵ Raider armor. (Lady Nerevar, Lutemoth)

⁶⁶ Rogue armor. (Lutemoth)

⁶⁷⁻⁷² Various clothing and armor concepts.
(Pound, Elfane, Lady Nerevar, Lutemoth)



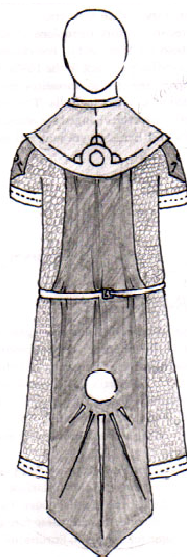
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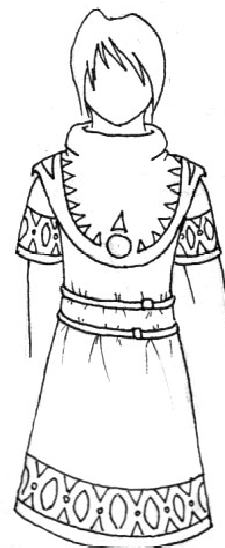
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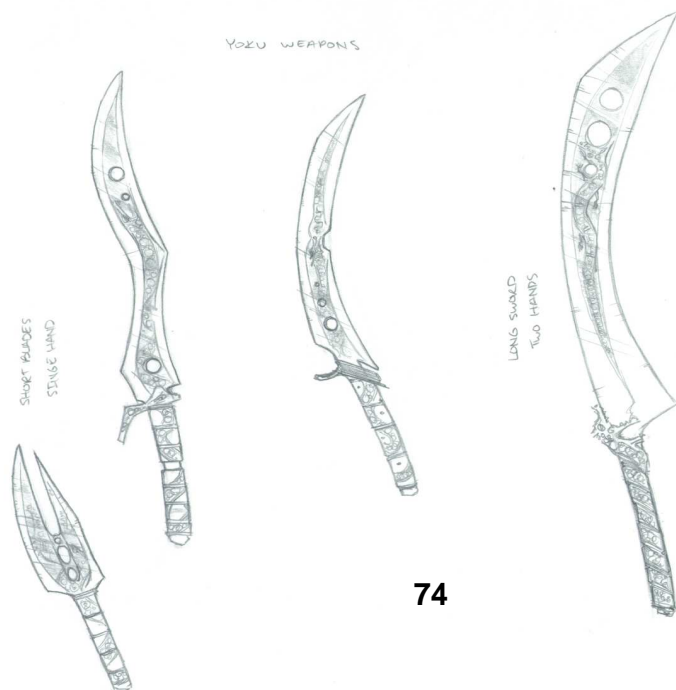
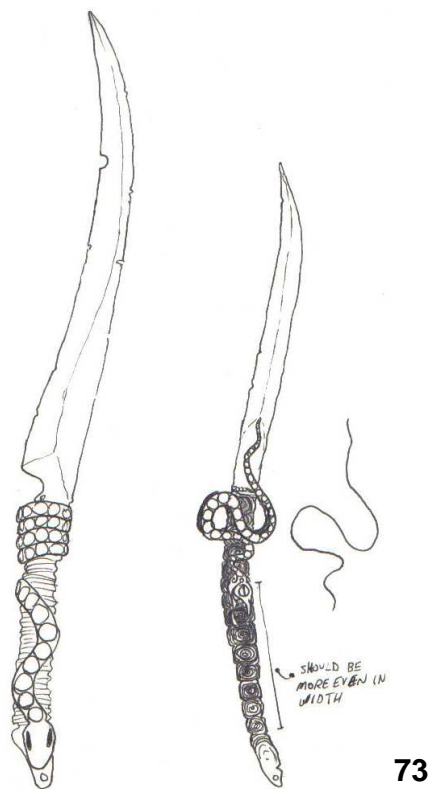
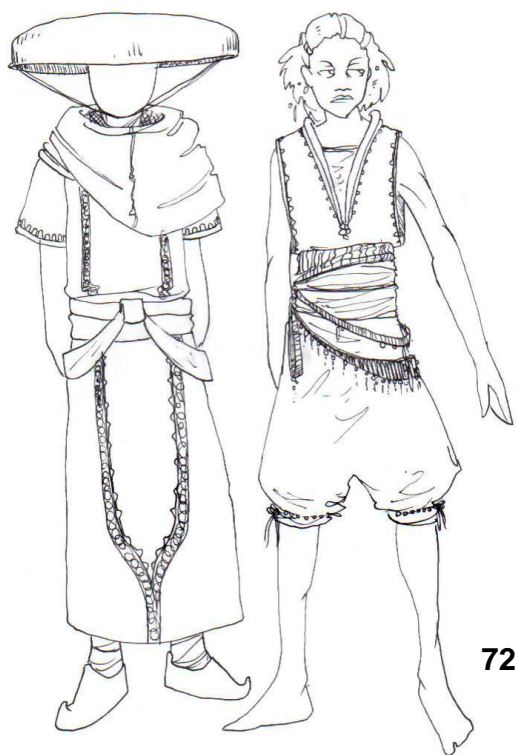
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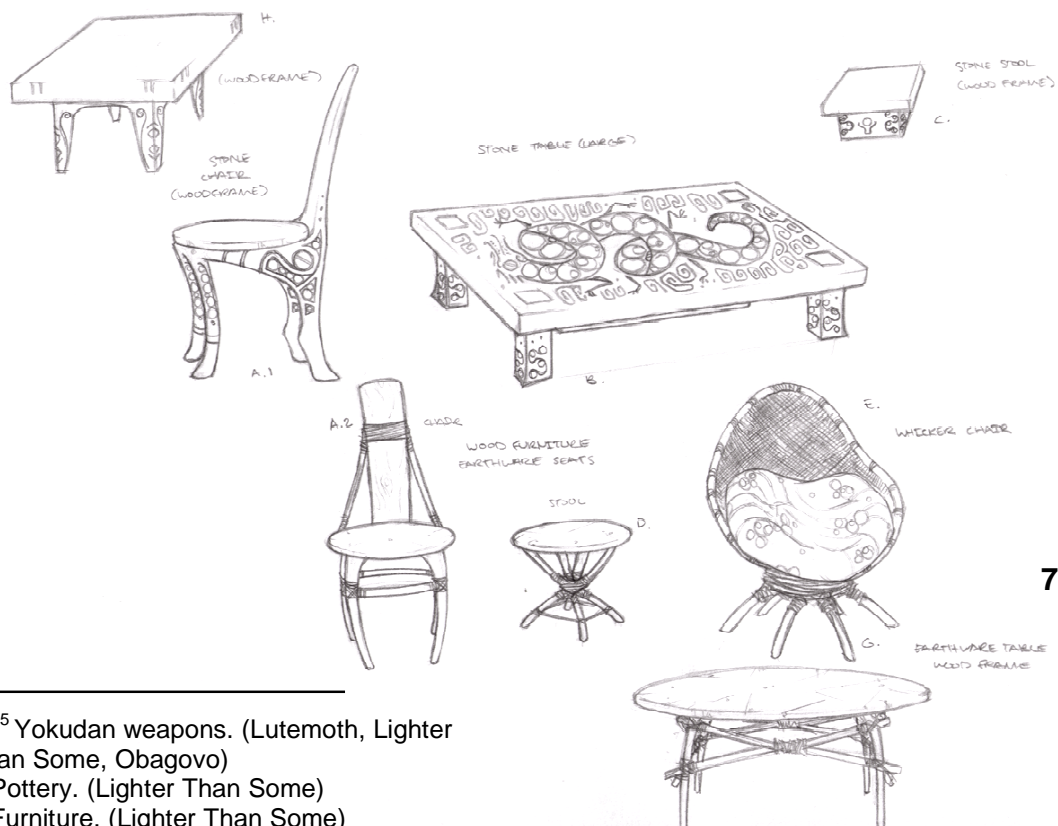
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Everyday objects

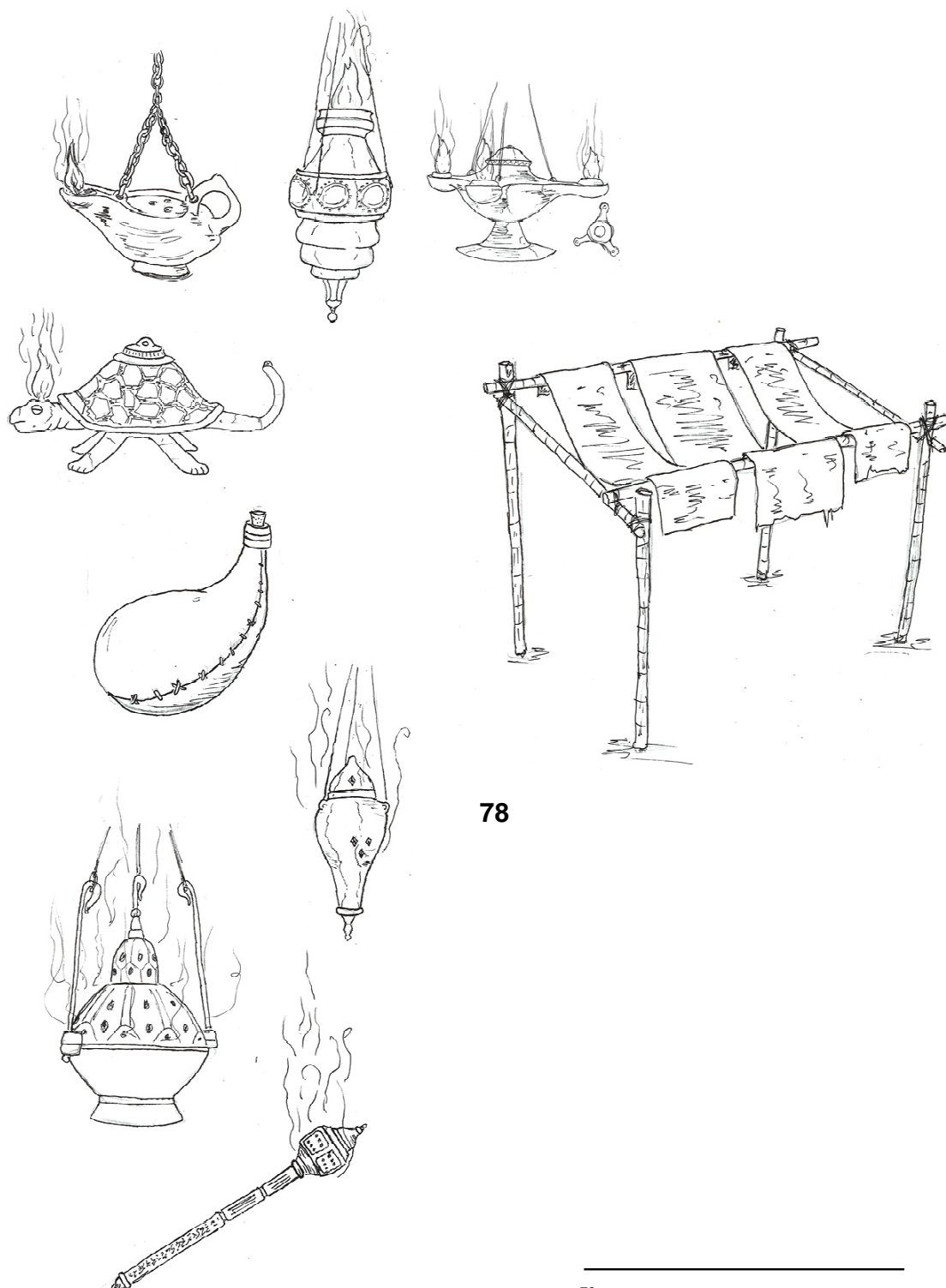


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- 73-75 Yokudan weapons. (Lutemoth, Lighter Than Some, Obagovo)
 76 Pottery. (Lighter Than Some)
 67 Furniture. (Lighter Than Some)



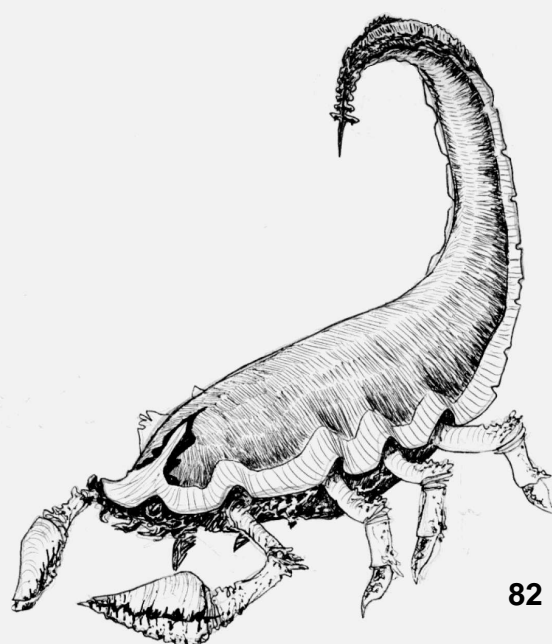
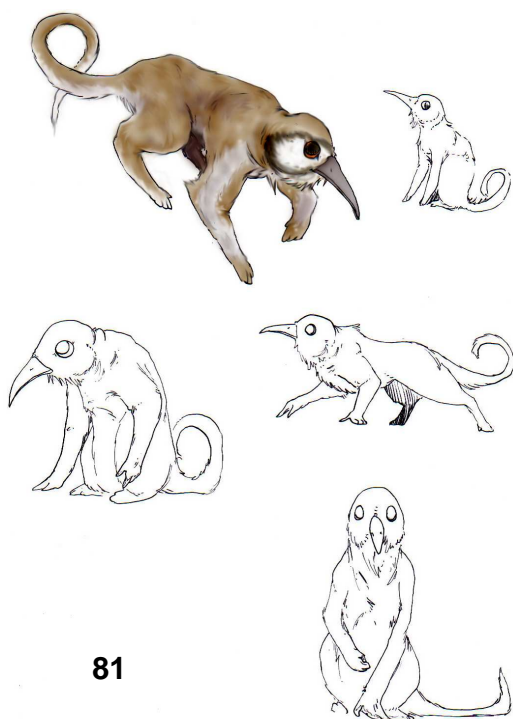
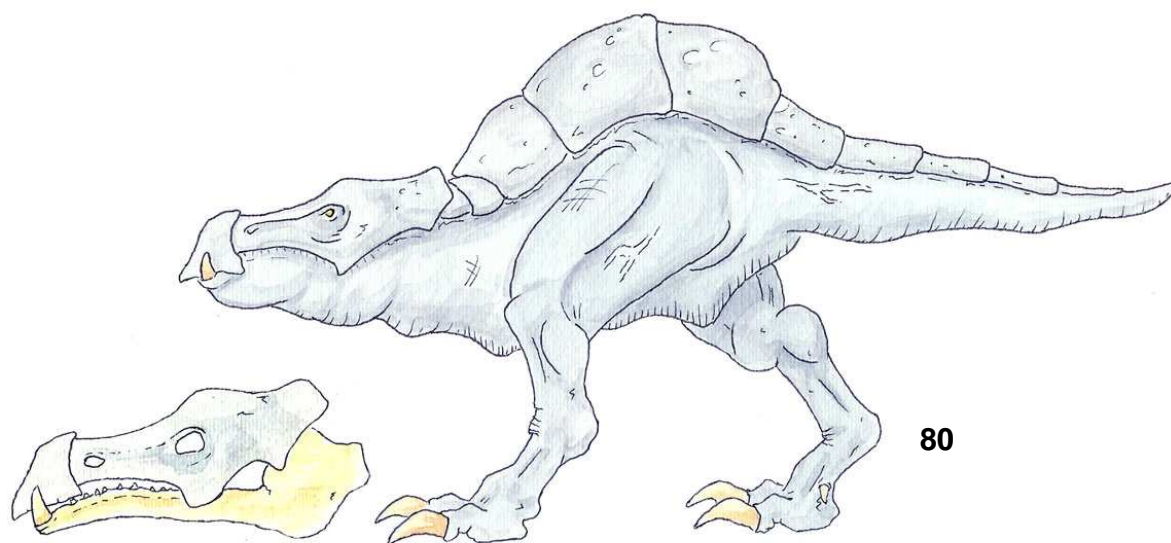
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⁷⁸ Various miscellaneous objects. (Elfane)

Monsters and wildlife



⁷⁹ A monstrosity called Mad Hoosa by Redguards, corrupted to Medusa in the imperial tongue. (Lutemoth)



⁸⁰ A reptilian beast of the deserts. (Elfane)

⁸¹ The Tantha, a small tree-dwelling herbivore. (Lutemoth)

⁸² A monstrous scorpion, inhabiting Hammerfell's deserts. (Pound)



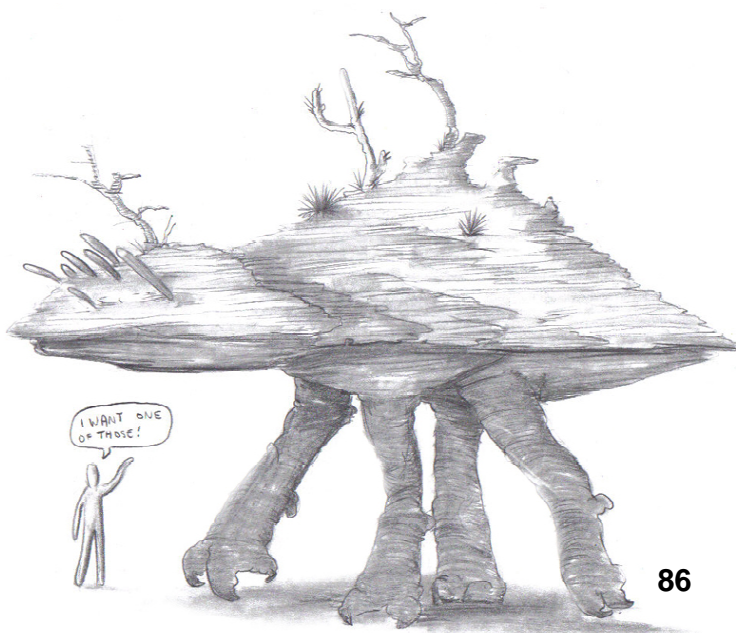
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⁸³ Harpy concept. (Lutemoth)

⁸⁴ Wind and fire spirit. (Lutemoth)

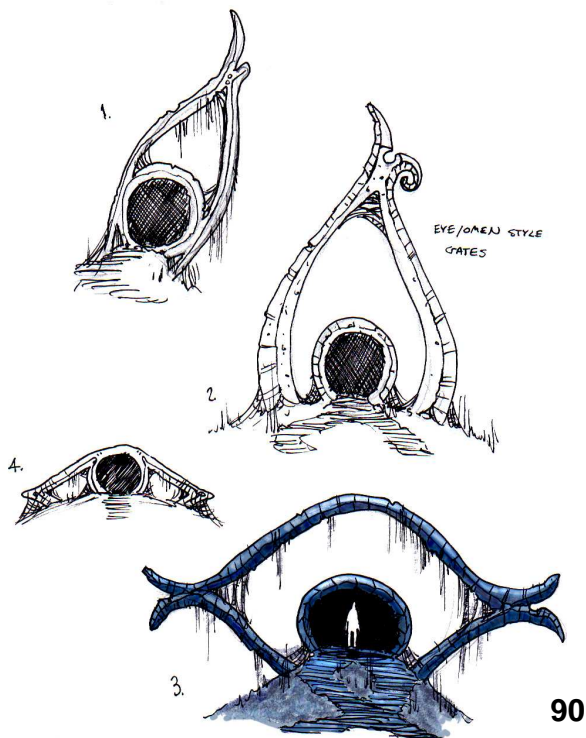
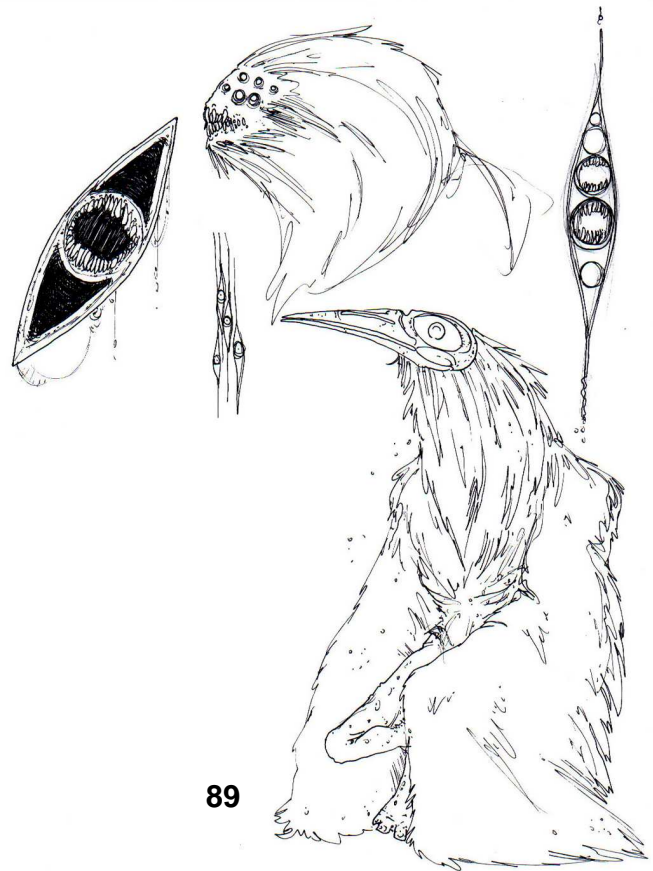
⁸⁵ Featherback, a strange hybrid of a parrot and ape. (Myzel)

⁸⁶ Kagwola, a strange but gentle desert dwelling beast. (Lutemoth)

Quagmire

To stay with the theme of the original game, people at TR entertained the idea of giving visitors of Hammerfell the opportunity to enter a new plane of oblivion. Just like the player could enter the realm of Mehrunes' Deadlands and Sheogorath's Shivering Isles in the original game, so would he be able to enter Quagmire, Vaermina's realm. A realm of twisted nightmares and horrors would certainly be an interesting place to visit. Work never truly got started on this project, but our artists did produce a lot of great concept art for it.



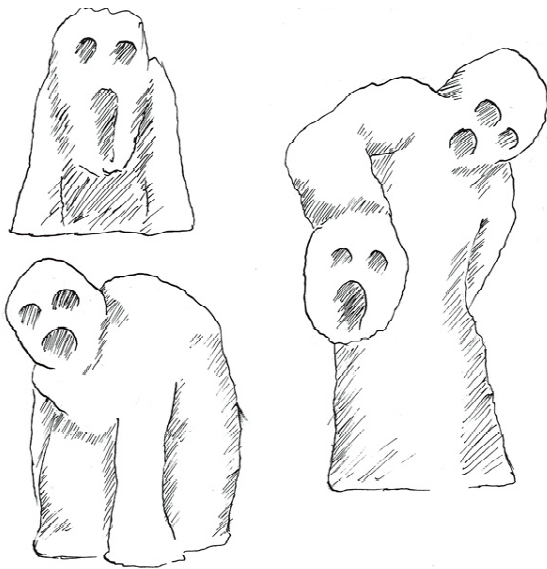


⁸⁷ Quagmire gifter, one of Vaermina's daedra. (Lutemoth)

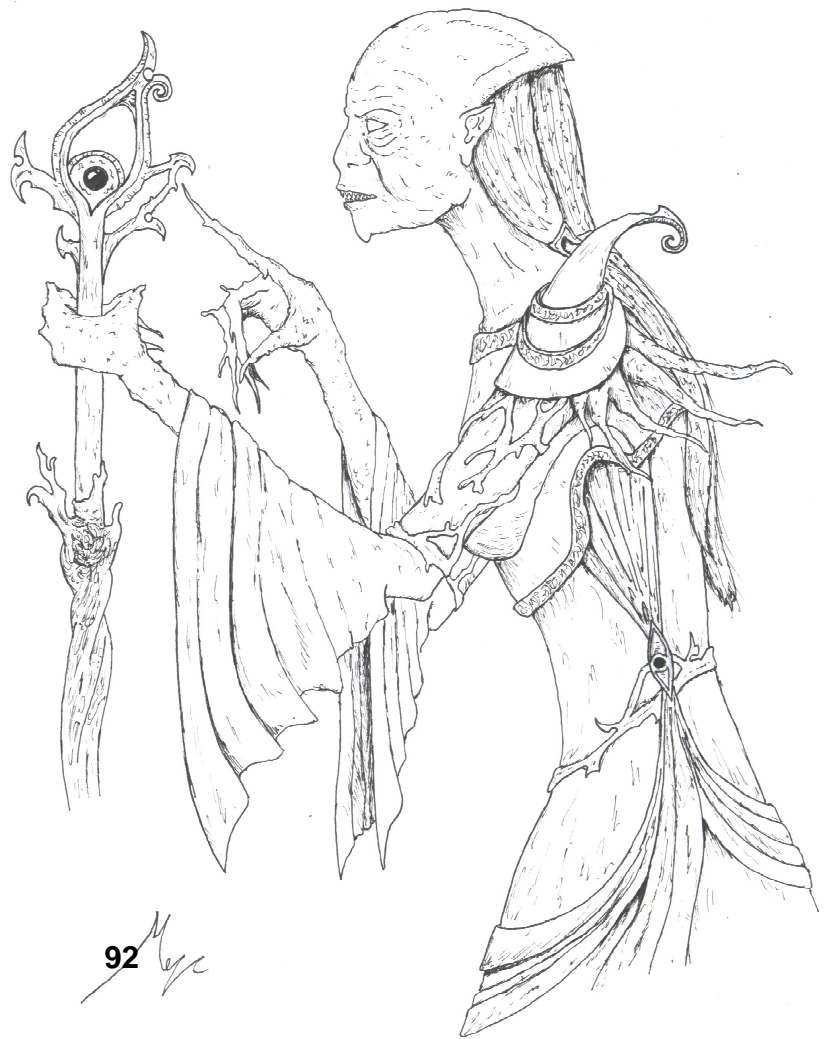
⁸⁸ Another quagmire daedra. (Myzel)

⁸⁹ A collection of quagmire beasts and horrors. (Lutemoth, Pound)

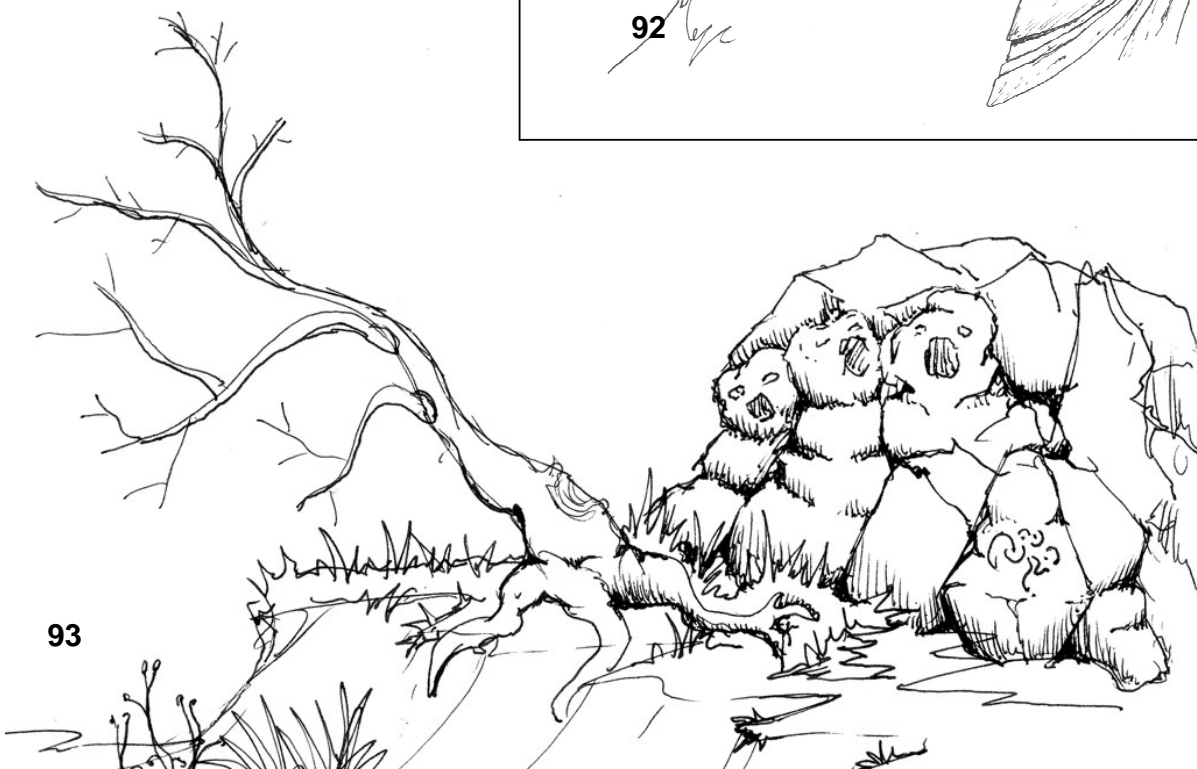
⁹⁰ Concepts for oblivion gates leading into Quagmire. (Lutemoth)



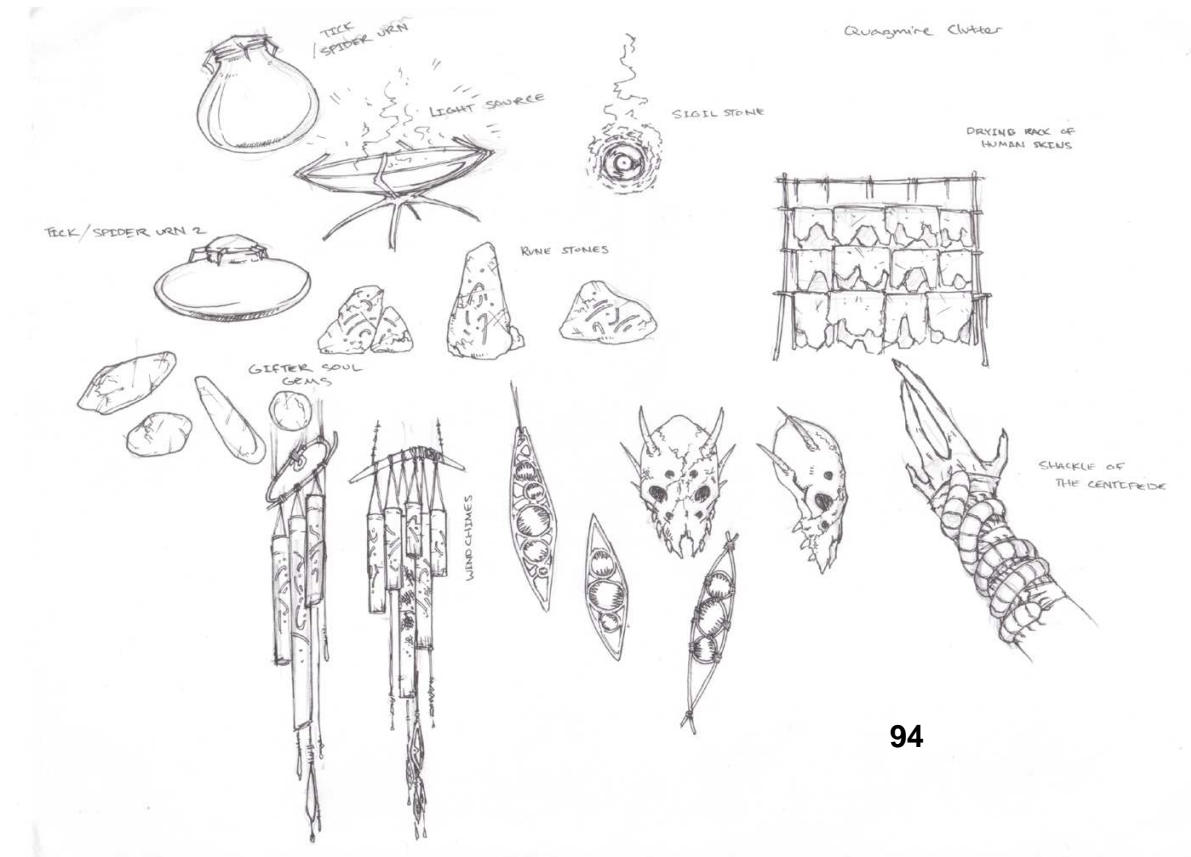
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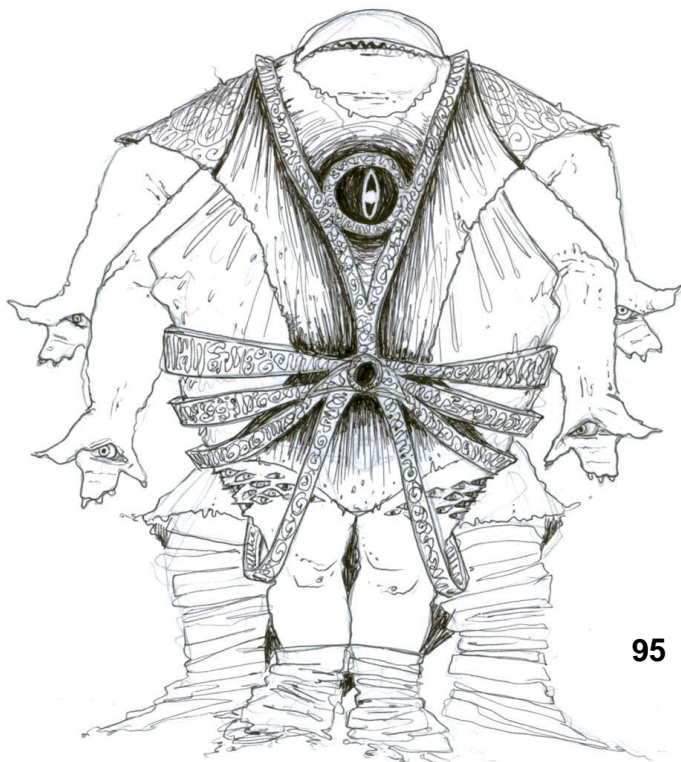
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- 91, 93 Ghastly rock formations. (Elfane, Morden)
 92 Vaermina herself. (Myzel)
 94 Various clutter objects found in the Quagmire realm. (Lighter Than Some)
 95 Quagmire beast. (Pound)

Credits

Heads of Concept Art

Morgoth (ancient history – sep 2006)

Lutemoth (sep 2006 – apr 2008)

El Scumbago (sep 2006 – feb 2007)

Gez (apr 2008 – jul 2009)

Myzel (jul 2009 – present)

Featured artists:

Adanorcil

Elfane

Jonarus Drakus

Lady Nerevar

Lighter Than Some

Lutemoth

Myzel

Morden

Napoleoman

Nyren

Obagovo

Pound

Tamriel Rebuilt Website:

www.tamriel-rebuilt.org

More art and artists found at:

<http://tamriel-rebuilt.deviantart.com/>