

Morrowind Factions

Primary Factions

Category A:

Guild of Fighters; Guild of Mages; Guild of Thieves

These core factions' quest-lines do not at any point conflict with any other faction's quest-line, including each other. They contain a central narrative, but also many superfluous quests. The function of these factions is to provide players with appropriate skills easy access to structured quests in all parts of the game world. Participating in them should not very strongly define the player's character, politically, socially, or ideologically.

Category B:

House Dres, House Hlaalu, House Indoril, House Redoran, House Telvanni

These factions form the central backbone of the player's self-identification, provide the player with the most resources, and contain the greatest and most influential narrativity of any faction. They serve as a way for the player to define themselves. The vast majority of the quests in these factions serve to advance a central narrative and the player's advancement. Joining any one of these factions precludes the player from joining any other faction.

Secondary Factions (*Category C*)

Imperial Cult, Imperial Legion, Morag Tong, Tribunal Temple, *et cetera*

These factions are secondary means by which the player can develop their character, as well as providing additional quests to characters of the appropriate type. They are at least somewhat trans-regional in nature and player prominent parts in the narrative development of the entire game. At higher ranks, they may conflict with each other and with Category B factions. If they conflict with a Category B faction, the conflict should be structured in a way that guarantees the Category B faction precedence. Like Category A quests, these feature a core narrative quest-line

Tertiary Factions (*Category D*)

Imperial Archaeological Society, Daedric Cults [possibly], *et cetera*

These factions exist to facilitate a particular, locally contained quest-line for the player to participate in. While they help the player in developing their character, their main purpose is to give players more things to do in each part of the map. They should never prevent the player from completing a Category B or C faction.

Notes

There are some factions (East Empire Company & Twin Lamps come to mind) which could conceivably be made as Category C or Category D factions. The mod should make a conscious choice about whether or not a faction is to be localized or to involve the whole game-world.

In general, conflicts should be horizontal or descendent: a lesser category faction should not prevent a player from completing a more significant faction, but a greater faction can prevent a player from completing a more minor faction. This should be part of a policy of keeping the player from accidentally locking themselves out of a faction.