

Development:

- Work on *Daggerfall* was started immediately after *Arena* shipped. Since *Arena* encompassed the entirety of Tamriel, the continent was thought to be too generalized, so it was decided that successive games in the series would focus on more specific areas of the Empire, fleshing each of them out individually.
- *Daggerfall* was developed in just 18 months.
- **Mournhold:** The game was originally titled *Mournhold* and set in the land of Morrowind. When originally conceived, Vijay Lakshman was still on board also but it seems he left the company before true production began. Soon enough into development, probably in the first two weeks of design, the setting of the game was moved to the Iliac Bay.
 - **Vijay Lakshman, 1994?:** "We expect *Mournhold* to be much deeper than *Arena*. *Arena* established the world, now each subsequent sequel will continue to 'flesh out' the provinces. The first province we want to pay attention to is Morrowind, (yeah dark elves!). If we get a chance we will try and make each sequel a very interactive story with cool NPC's and such. We want however to maintain the open endedness. We want to have a system in which you can get into the personal biases and wants of the NPC's who populate the area. Without a doubt it will be VERY interactive, more so than anything I've seen up to date. The reason behind this is that our star chief programmer and I are currently working on a scripting system that has not been used before by anyone else but will allow me to make some very and I mean VERY detailed adventures (like reading a book). Hope you guys like it."
 - **Ted Peterson, 2019:** "Vijay possibly may have had a plan for the sequel [to *Arena*], but there wasn't much on paper when I took over as lead designer. There was early discussion of having the game set in Mournhold but they didn't get too far down that before the change in geography."
- The *Missing Prince* quest was inspired by *The Man in the Iron Mask*.
- The intentionally dry *A Brief History of the Empire* book was inspired by *I, Claudius*.

Unrealized Ideas:

- **Port Your Arena Character:** The player would have been able to port their tes1 save over to tes2 and play as the same character with all their gear and skills intact. But with tes2's new skill system, they were unable to smoothly port over characters and decided to cut the feature.
- **Professional Narrator:** Julian Lefay wanted the actor Mako to be the narrator of *Daggerfall*, as Lefay loved his performance in *Conan the Barbarian*. This never came to pass, and Julian ended up narrating the game himself, as he had some prior studio experience from his time in the music industry.
- **Cinematics:** The *Daggerfall* team made a short cinematic video with bits of animation and live action mixed in. The live action bits were thrown together in a few days just for the CES technology convention, and they really only made it to show off some cool stuff and get people excited for *Daggerfall*; they never intended on putting all of it in the game. The animation parts were probably supposed to be put in the game in some capacity, given the amount of art time they had sunk into the video, but it seems that in the time allotted, they never were able to create enough of that cinematic content to make it work well within the context of the game. The

narrator of the trailer was also not Julian; pulling off a pretty good James Earl Jones impression. One bit of the cinematic was also repurposed later on for the *Redguard* intro.

- "After the days of Tiber and the traitor Jagar Tharn, when the Septim dynasty has ruled the land of Tamriel for four hundred and five winter moons, then the White Moon, Camaron, King of Sentinel, will shine dark on his mortal enemy, King Lysandus, the Dragon of Daggerfall. Though the Dragon shall combat with the Moon, there will be no victory in Cryngaine Field. For it is written that dark sorcery, war, and forbidden acts shall bring terror to the heirs in the courtroom of Daggerfall."
- **Mob Profile Icons:** These unused textures can be found in the press pack files. Jumping to a conclusion: the player may have once been able to converse with the creatures they encounter, giving more use to the language skills. A similar idea was implemented in *Battlespire* (minus the language skills).
- **Lord Woodborne** was mentioned in some cut dialogue to have been the cousin of King Gothryd. Woodborne being a surname, their family connection must have had to have been by Lord Woodborne's mother, who would have been the sister of King Lysandus...

Regions:

- Benelorum (changed to Bhoraine)
- Tambriam (changed to Kambria)
- Sarvaius (changed to Urvaius)
- Kalubus (changed to Ykalon)

Demo Items:

- Djinni Bottle: Would allow the player to summon a Genie who would grant one wish in exchange for gold. An unused genie portrait texture is in the files. Possibly this would take place at "Djen Lodge", locations which are still the released game as generic shrines to be found in the wilderness.
- Grimoire: Player spells would have been kept in a grimoire. Text box would appear when a new spell had been inscribed, also, the player could have erased a spell from the grimoire.
- Arabesque Nut (of Hammerfell): Changed to Poppy Petals
- Adonis (of Valenwood): Changed to Domic Redwort
- Narcissus Plant (of High Rock): Changed to Ginko Leaf, and harvest location changed to Hammerfell.
- Medusa Snake: Changed to Gorgon Snake

Skills:

- **Elvish:** is a language skill checked whenever one attempts to speak with a Wild Elf.
- **Faerie:** is a language skill checked whenever one attempts to speak with a Faerie.

Character Creation Question Answers:

- the wild elves from the woodland
- the fey from the haunted glens
- the wild harpies from the islands

- the giants from a nearby mountain
- the small dragons who are kin to the Wyrn
- the shy nymphs from a nearby lake
- the daedra from the plane of Oblivion
- the strange spriggan from the woodland
- the half-man half-horse centaurs
- the mischevious imps of Oblivion

Creatures:

- **Dragons:** Mark Jones had built, textured, and animated a 3D dragon for *Daggerfall*, but it never got implemented. This would have been Skakmat, the dragon familiar, who was going to be your "in" with Nulfaga. The player would befriend him and he would have shown them their way to Shedungent (Nulfaga's home). Alas, this never came to be. The animated wings of the lost dragon critter were reused for the Dark Seducer sprite.
 - A familiar is a demon who obeys the command of a witch, said to assume the form of an animal.
- Wild Elf
- Genii
- Pleiseosaurus

FALL.EXE Fauna List:

A list of animals found in FALL.EXE, used to create tavern titles, which means the following are canon.

- Albatross
- Badger
- Djinn
- Dolphin
- Fairy
- Ghoul
- Gnome
- Griffin
- Hedgehog
- Leech
- Lizard
- Mouse
- Muskrat
- Otter
- Porcupine
- Raven
- Scorpion
- Shark
- Skunk
- Squid
- Whale

- Woodchuck

Tweaked Character Names:

- Moloch Baal (Later changed to Molag Bal): They changed the name to cover up the blatantly nabbed names: Moloch and Baal, from gods in the ancient Canaanite pantheon. In *Arena* there was a religious faction called the 'Conclave of Baal'
- Mala-Car (Later changed to Malacath)
- Akouithi (Later changed to Akorithi)
- Guelelith (Later changed to Greklith)
- Lhotuu (Later changed to Lhotun)
- Myniseva (Later changed to Mynisera)
- Cyadasga (Later changed to Cyndassa)
- Baueuziah (Later changed to Barenziah)
- Mougiah (Later changed to Morgiah)
- Woodbourne (Later changed to Woodborne)

FALL.EXE Faction List:

- Battlelords
- Border Knights
- Crusaders
- Dreadknights
- Gryphon Knights
- Knights of Daggerfall
- Knights of the Book
- Knights of the Isle
- Knights of the Mind
- Knights of the Tide
- Order of Nyeraad
- Order of the Circle
- Order of the Forge
- Order of the Fox
- Order of the Heart
- Order of the Lance
- Order of the Wings
- Temple of Theodorus

Unused Factions:

Unused factions / entities from FACTION.TXT in the release edition of Daggerfall.

Faction:	Power:	Description:	Subfaction:	Power:
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Xedoc of Oblivion	35	In the demo files a faction (which could be synonymous with <i>entity</i> in terms of Daggerfall) labeled "Secret of Oblivion" can be found, when the game officially released this was changed to "Xedoc of Oblivion". Interestingly, when you spell "Xedoc" backwards it spells out "Codex". The faction name eventually got patched back to "Secret of Oblivion" in some later game patch and nothing seemed to have come of this little oddity. The name being considered a secret perhaps hints it might have been a special surprise of some type...		
The Order of the Lamp	35	The player would have originally been able to join this order, though it remains in-game and ultimately unused, it is mentioned a few times in dialogue and books. Interface textures also remain in the data files for the faction. The following information was datamined out of scraps of dialogue from a beta demo of the game. The Order of the Lamp are the protectors of the Mages guild and are led by a figure known as "The Palatinus" under direct orders from "The Archmagister". One's rank within the Order approximates one's rank within the Guild, in terms of rights and privileges. The Order is only open to those who have already demonstrated fighting skills and are in good standing with the Mages Guild.	The Palatinus	25
The Order of Riana				

Cut Factions:

Cut factions / entities from FACTION.TXT in the preview demo of Daggerfall.

Faction:	Power:	Subfaction:	Power:	Subfaction:	Power:
Raen	700	The Conservatory of Raen	400	The Knights of the Field	200
Notorgo	900	The Temple of Notorgo	700	The Order of the Wings	200
The Bandit God	700	The Brotherhood of Bandit	400	The Wharf Rats (<i>†1</i>)	200

Jeh Free	700	The Society of Jeh	600	The Encyclics	50
Vir Gyl (†2)	800	The Communion of Vir	700	The Tide (†3)	400
Q'Olwen	900	The Sodality of Q'Olwen	600	The Order of the Key	100
Ephen	500	The Fellowship of Ephen	500	The Wildlords	200
<i>The Mages Guild</i>	2000	The Agliostrics (†4)	200		

(†1): The Wharf Rats were one of the major factions in *Arena*, and their absence in *Daggerfall* is notable.

(†2): Vir Gyl's name was changed to "Vigryl".

(†3): The Tide was probably going to be changed to the 'Knights of the Tide' (as listed in FALL.EXE) before being cut.

(†4): Only "The Agliostrics" were cut, the Mages Guild of course was not.

Unused Gods:

Unused or cut gods which are listed in the *Daggerfall* exe file (FALL.EXE).

- Raen (God of Agriculture)
- Notorgo (Messenger God)
- Shandar (God of War)
- Vigryl (God of the Sea)
- Q'Olwen (God of Wisdom)
- Ephen (God of the Wild)

Threequel Concepts:

- The third *Elder Scrolls* game was going to take place on Summerset Isle, and was titled Tribunal.
 - ***Daggerfall FAQ, August 1996:*** "Development of TES3 is already well advanced under the stewardship of Bruce Nesmith as Chief Designer and Julian LeFay as Chief Programmer. It is set in the province of Summurset Isle, and will run under a later release of X(n)gine, which incorporates SVGA. It will probably not be a native Windows 95 application. The (first) release date is slated for August 1997."
 - ***Daggerfall Chronicles, Morgiah's Wedding:*** "Princess Morgiah asks you to deliver a letter to the necromancers, specifically to the King of Worms in Scourg Barrow. In return, she will tell you something about the Emperor's letter. Her own letter is an agreement to give the King of Worms "her first" (no, it is not her firstborn child) if he will arrange for her to be married to the King of Firsthold. He gives you a letter to give to Morgiah agreeing to the pact. This sets up part of the story for the sequel to *Daggerfall*. Therefore, no more will be said of it."
 - **Ted Peterson, 2019:** "I wanted it to be clearly implied that her "first" was her first-born, and people whispering about it when she becomes pregnant. There would be rumors that the child heir of Firsthold was a changeling, but the truth which the player would uncover was that wasn't the deal Morgiah had worked out with Mannimarco. I'm not sure I had

ever settled what the real "first" was going to be before I left Bethesda and the design for TES3 went in another direction. I did want to tie it with corrupting the Psijic Order though. They would have been a big part of the game."

- **Ted Peterson, 2018:** "The High Elves have always been the group that maybe I had the most love for; it was the dream, like Morgiah in the Wayrest thing, with her becoming the next queen of Firsthold. As if I were [the player], it's like "That's the ultimate thing you can ascend to, is to join the High Elves, and even be their ruler." [The High Elves] seem like the one [people] that you'd [be attracted to and] want to be part of."
- **Ted Peterson, 2018:** "I kind of dropped the stuff of on Artaeum [in Daggerfall, with Summerset] being the home of the Psijic Order, [that] this is the mysterious Avalon of the game, like in Arthurian mythoses - like this is the ultimate that you can reach to; the Crystal Towers and the Paradise Valley and things like that, where it's like [the people of Tamriel are thinking], "That's what we're aiming for!"
- **Ted Peterson, 2019:** "Tribunal was supposed to be set in Summerset Isle and follow the story of Princess Morgiah of Wayrest who, thanks to the quests of the Daggerfall hero, was now queen of Firsthold. Obviously, there was not going to have anything to do with Vivec, Almalexia, and Sotha Sil being the Tribunal as it evolved into Morrowind. It was all very preliminary because we were still finishing Daggerfall and just brainstorming the sequel."
- Ted was writing in a lot of things in Daggerfall to tease his ideas for Summerset, the Psijic order was one of these, it's possible the setup of the Maomer invasion of Tamriel was another of these teases for Tribunal.
- **Michael Kirkbride, 2019 / 2020 (Paraphrased):**
 - In some obscure interview or something, the guys that did Daggerfall were like, "In the next Elder Scrolls game, we're gonna go to the land of the elves." That *Elder Scrolls III*, the one set in Summerset, was the plan that had been given to Ken, and he rolled with it, he was like, "OK, I can write about elves. Great." That involved a lot of Elizabethan, court-intrigue kinds of things, he tried to transplant some of that to the dark elves for the *Morrowind* switchup, because they're sexier, and in D&D the dark elves were all about court intrigue.
 - Regardless if Ken had done any amount of work on his Summerset design, those documents have been lost to time.
 - "Tes3 as a setting was already Maybe Summerset Maybe Morrowind when I got there, though I have no idea if Ken's start on it was Morgiah stuff and nonsense. It was definitely not named "Morrowind" yet. I convinced Todd to switch it from Tribunal later. Like all great plans, the release schedules fractured after Daggerfall, with everyone switching roles or starting up games that were Elder Scrolls adjacent. By the time things had coalesced into tes3 or bust, the Elizabethan court intrigue version had been hammered away by the land of ash and warrior-poet version."
 - That game was originally called *Tribunal* then, that's how the Tribunal ended up in *Morrowind* and then later as the title of an expansion. We basically repurposed that idea of three elves in charge. They weren't gods at the time.

- **PC Gamer Magazine, 1997:** "Elder Scrolls: Tribunal | *Daggerfall* is still making waves, but we've got some inside information of the series' future. The third chapter of the Elder Scrolls series is tentatively titled *Tribunal*. It will basically use the *Daggerfall* engine, but with some enhancements that Bethesda tried to work into *Daggerfall* but didn't finish in time, primarily a new fractal terrain generator. Also, expect it to add Super VGA graphics, and to take place in Morrowind, where the Dark Elves dwell. It should be about a year in development. Even further out on the horizon is the fourth chapter, tentatively called *Elder Scrolls: Oblivion*. It will reportedly take place on Summerset Island, although since it's years away, anything is possible at this time."
- **Eric's Elder Scrolls Page, 1996:** Designs for Oblivion, from second hand sources:
 - Join a guild.
 - Run a kingdom.
 - Lead armies into battle and remotely control units.
 - Would be on a new engine, seperate from *Daggerfall* or *Tribunal*.
- **Julian LeFay, 2017 (Paraphrased) WIP:**
 - Multiplayer was something that was very much kept in mind when coding the games, he developed a self admittedly overly complex tree system. The whole idea was that there was nothing to distinguish the player from any NPC beyond the immediate visual rendering from the first-person POV. The whole thing was set up so NPCs could be replaced with real people. The idea was not meant to be just a social experience (not just Facebook but in fantasy worlds), it was meant to have the same depthful stories as *Daggerfall*, except that some of the NPCs are now replaced by real people.
 - There was this enormous world, where you can do all this stuff... But you can't live there - there are too many things the player just couldn't do to make it a real functioning world. The idea was that we would implement enough functionality for players to feel like the world was alive and real, where the digital dungeon master would keep the world going.
 - By the time *Battlespire* was done, Bethesda wasn't really ready to get started on TES3, so I worked on another project outside of the studio. And before I was done with that game and ready to get on board, they just kind of let the guys who were already working on *Redguard* go ahead and start working on *Morrowind*, they picked people I would not have picked. People who were very into originality, and they designed stuff that was pretty and inventive, but the focus on originality just wasn't necessary in my view, and I thought some of the ideas just wouldn't fly in the marketplace and with corporate.
 - The world design they went with was also far more handcrafted. I was more interested in a vast scope like we had done with *Daggerfall*, you don't get the same sense of this huge world if it feels like you can hit a baseball a couple times and have it get to the other side. I think that handcrafted style has been done well in other games, like *The Witcher III*, but even that is still too small to really be a believable world. And the idea was not that you should have to leg it everywhere,

since it could take literal days to get from place to place on foot. I wanted a real world, so it needed real world size as well.

- There was always talk about where we would place the games, some options I recall specifically: Skyrim was one. Hammerfell was one, Julian thinks a title was made for that one.

Retconned Content:

- **Siths and the Dark Brotherhood:** In *Arena*, the Dark Brotherhood was said to specifically worship Sithis, the God of Death. In *Daggerfall* the Dark Brotherhood was retconned into worshippers of Mephala. This issue was addressed and un-retconned in later games.
 - Todd talked about this on the 25th anniversary panel in an anecdote, that because the *Arena* manual is considered such a definitive text -- in the regard to the Dark Brotherhood worshipping Sithis, the Player's Guide trumped the other more "minor" references in later games about the Dark Brotherhood worshipping Mephala.
- **Starfall and Iliac:** In *Arena*, the bay between High Rock and Hammerfell was specially named the "Starfall Bay", as mentioned in the Sentinel city introduction text. In *Daggerfall*, this body of water is referred to as the "Iliac Bay".