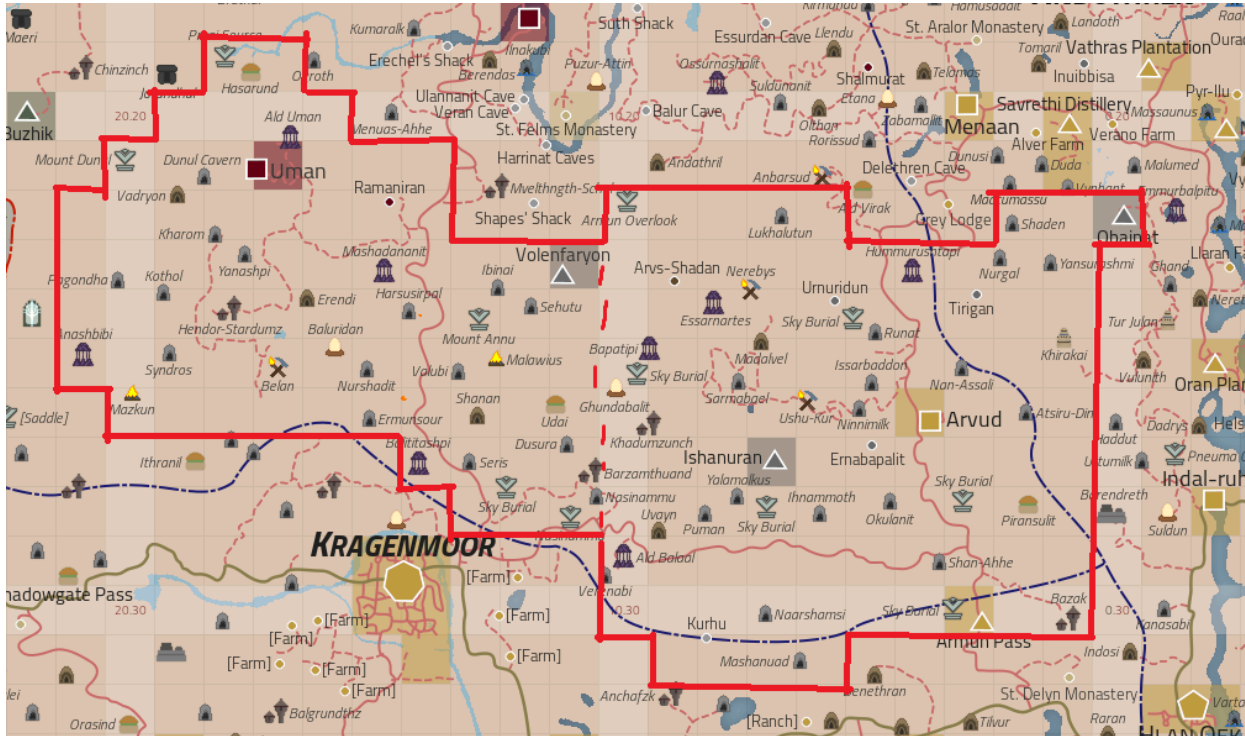


Armun Ashlands and Southern Velothi Mountains Interior Survey



This survey will be covering the Armun ashlands and mainland portion of the velothi mountains in advance of the creation of the new Kartur Dale region and general revamp of SVM, as well as future rework of Armun ashlands into “Armun Wastelands”.

This survey is divided along the line between the two work areas to help with organisation.

Key

Good: only personal taste concerns

Okay: minor errors that can be fixed in section

Needs Work: Needs to be fixed as its own claim and then re-reviewed

Scrap it: Needs a new claim to be opened to replace it.

Hard Delete: When both the interior is bad and the corresponding entrance should not be replaced with a new interior.

West Armun and SVM

Uman

General Note: I know this is a small hamlet-village, but I think the addition of an extra building or another two huts would be good.

- “Just noting here that when I wrote Uman's dialogue, one of the folks there (the scout?) had some weird daedric paraphernalia in their basement. So I wrote a rumor suggesting they may be a daedra worshipper. Not sure if said paraphernalia is still present, but something to be kept in mind.” - Sultan of Rum

Uman, Derana Galvith's House

Okay

Basements improperly made, should be using a regular hut bottom floor rather than the way its been done. Clutter otherwise is good.

Uman, Gidren Sandolas: Trader

Okay

Could use a clutter pass adding more TD miscs, is fairly vanilla heavy at present.

Uman, Hound's Rest Inn

Needs work

Similar deal to Derana's house, this has a non-standard lower floor, but requires more extensive work to amend and the int could over-all use a clutter pass.

Changing this to a larger shell (not necessarily the redoran tavern one) would possibly be a good idea.

“Tavern shell maybe a good idea due to small area for large basement” -

CdoubleOK

Uman, Outpost

Okay

Needs a pretty extensive update (though still within the bounds of a bugfix), furniture needs updating to de_m and a clutter pass including the addition of tapestries

Mazkun

Until the Malahk Orc clutter has been made

<https://www.tamriel-rebuilt.org/asset/malahk-orc-furniture-and-clutter> Its not really worth re-checking these at this time. (When those assets are made these need a do-over by default)

Volenfaryon

No outstanding issues, but I would like to advocate the addition of some yurts to the platform and the creation of a vault layer accessible from one of the huts, to help with dungeon diversity.

Volenfaryon, Assemmus Leddas' Hut

Good

Volenfaryon, Dome

Okay

Furniture should be swapped to de_p, minor clutter pass

Volenfaryon, Prisoners' Hut

good

Volenfaryon, Propylon Chamber

Okay

Could use more TD clutter

Volenfaryon, Thaar Hut

Good

Caves & Mines:

Mount Dunul, Cavern

Okay

Still feels undercooked, but absent new assets not much that can be done.

- “Could use a minor update pass to fix some rock placement/shell issues and probably some flora diversity.” - CDoubleOK

Kharom

Okay

This would be good, but after the SVM rework this probably will need a pass to make sure it still fits the exterior. Ideally this should also be getting new clutter if/when the additional goblin assets are made.

Yanashpi

Scrap it

Lotta rock spam in both cells with the upper cell having a cobbled centerpiece and the lower cell likewise feeling a bit over cooked. Rather than fixing this I would suggest scrapping it and replacing it with a more normal bandit cave.

“I think it can be salvaged and parts of it are worth keeping, but I agree it at least seriously needs work. On the fence of needs work-scrap it” -Tim Stonks

“I wouldn't complain if this got scrapped and redone from scratch, (might be easiest in all honesty), but I agree with Tim that some parts of this are decent. Severely needs a de-rocking pass, the passages nearly clogged with rocks are especially bad.” - Aidan

Pagondha Cave

Good

Kothol

Scrap it

Unless this is used for a quest currently in mainland I would seriously advocate scrapping this entirely. At this altitude it should be a snowcave and wolves arent

even SVM levelled creatures with this lacking clutter towards being another creature. Scrap it, new snow cave with a new premise.

“Always happy to see more snow caves.” - Aidan

Syndros

Scrap it

I’m assuming the pilgrim here is used for a quest, but this still needs to be remade into a proper snow cave now that we have assets for it. The entrance here is just nasty

- “The NPC in here is the target of a bounty quest. If the location and NPC are retained, but it's just made into a snowcave, then that won't interfere with the quest” - Pralec

Belan Mine

Scrap it

This is a “mine” without any structures or signs of habitation, that has too many nodes for the size it is and is a nix den. This should either be a proper abandoned mine which would require functionally a new int with the amount cut and replaced, or just be a nix den which has the same issues. As such, scrap it for a new claim.

“Suggesting this one be Needs Work - we can make it a mine that's been abandoned for many years, put in signs of collapsed/decaying structures without too much work.” - Tim Stonks

“I'd say scrap it, new abandoned mine claim.” - Aidan

Baluridan

Needs work

Not bad, just needs TD kwama assets added and since this is a wild den it should get an acid pit protecting the queen.

Harsusirpal

Hard delete

A cave with water under an active volcano. Even with the region change the rest of the caves undercooked and better of replaced or just deleted for convenience.

- “Agreed delete. If the post-redo exterior still allows for it, a volcano up top screams for an intense lava-filled cave beneath. Aveno made a brilliant volcano cave over in Sundered Scar.” - Aidan

Nurshadit

Needs Work

Will need an asset swap to mold cave, current layout has rock spam and the necromancers chamber needs some love.

Ermunsour

Needs work

So this a fairly chunky dungeon thats going to need to either be moved further up into SVM or moved into armun east to really make sense since its main feature is a large ancestral tomb chamber concealed at the end. The connection between the cave and the chamber on the chamber side uses cave despite having a door on the cave side which should be fixed. The chamber should probably get a proper ancestral tomb name attached. Meanwhile the cave portion being set up like a mine or bandit cave thats since been overrun with undead could stand to get some extra context clues as to which it was (either adding ore or adding visible signs of criminal activity).

“Agreed should get moved. Cave section can use a touch up, tomb section needs some work, and maybe a bit of a scale down to not be so large.” - CDoubleOK

Ibinai

Scap it

Too many rocks, then beneath that roots which dont make sense and a lot of flora. Even in the new region with the set swapped this wouldnt work. New claim, new premise if the current inhabitants arent being used in an existing quest.

- “Quest related:
https://en.uesp.net/wiki/Tamriel_Rebuilt:Power_through_Destruction” -
Pralec

Valubi

Needs work

So this either will need its ext moved over to east armun to retain its lava pools or have its rock set replaced with moldcave to stay in the PG region. In either event rocks could use a light cull and an overall clutter pass.

“Leaning towards east armun move” - Time Stonks

Seris

Needs work

Iornically this doesnt need a rock swap since it was already using moldcave (which woulda been a mark against it if we werent doing PG/KD. Does need the rocks culled, water removed (and cave plants with it), the vvardeenfell mushrooms to be swapped for OW alternatives and a clutter pass.

Sehutu

Scrap it (redesign)

This dungeon needs to be rebuilt from scratch to bring it in line with project standards. The labyrinth door-puzzle is bad game design especially with the use of black squares to deny players a map which is how your supposed to figure out a maze. It should either be an actual maze or linear set of portals which present something interesting not this weird bastard child. The sanctum of souls needs to be rebuilt with actual interior pieces instead of the bizarre ext coble it is currently using. The “tabernacle” (which should be renamed since the word comes from a religion that doesnt exist on nirn) needs to be renamed and likewise rebuilt, either being integrated in the remade sanctum cell or just to be a better showcase of its assets than the current crystal closet is.

- “This will be complicated and require the cooperation of someone on the quest team, since there is a large amount of quest content in this location.” -
Pralec

Dusura

Scrap it

Mudcave horseshoe with bittercoast mushrooms, water and a single hunter. Scrap it and replace with an actual dungeon.

Addai Mine - Marananit

Scrap it

An ebony mine in southern morrowind nowhere near red mountain or the trajectory of lorkhans heart which is right next to Kragenmoor but overrun with bandits is a bad enough premise, but it also is a two entrance three cell affair that sits right in the middle of the PG area. The actual interior would be barely passable but is right in the middle of some of the heaviest ext reworks and is too large to be preserved without major work that the interior doesnt justify. As such scrap it and replace with a Hlaalu controlled glass mine in the new area.

Nasinammu

Scrap it

Heavy rock spam, mediocre clutter and again right in the middle of an intensive ext redo area. The dwemer ruins at the end are a nice touch but I dont think nice enough to justify keeping this int.

Velothi Towers:

Hasarund

Good

Ramaniran

Scrap it

Redoran occupied velothi tower is a bizarre premise given that the Redoran were supposed to have been in the region for millenia, with the current reworks this should be replaced with a proper redoran watch tower.

Udai

Scrap it

While this is occupied by necromancers the lower level is designed like an ancestral tomb with frescos, altars and an ashpit, meanwhile the upper floor has cells cobbled into the dome and too much flora for an interior in the wilderness. The fact its two cells at all is an issue. This needs to be remade from scratch either a velothi tower or ancestral tomb that has been occupied by necromancers, rather than the awkward mix it is now.

Ancestral Tombs

Vadryon Ancestral Tomb

Okay

Vivec fresco and shrine of vivecs fury should be replaced with one of veloth.

Personally think its a little small, but is honestly fine as is.

Erendi Ancestral Tomb

Good

Could use another creature spawn

Shanan Anscertal Tomb

Okay

Should include velothi rubble. If memory serves this was supposed to be an ancestry burial that was being converted into a tomb but the family died out before the work finished. If this is that claim, it would make sense that the unfinished parts have then also fallen into disrepair, thence rubble.

Dwarven Ruins:

Hendor-Stardumz

Scrap it

While no single cell of this is bad per-se (incorrect use of mudcave rather than pycave aside) the overall dungeon is over all boring and directionless without major points of interest. This is a major dungeon and the interior needs to reflect that which trying to work around whats there now doesnt accommodate. New ints with the new ext which give each half its own unique concept.

Barzamthuand

Needs work

Dungeon itself is pretty solid but would benefit from some selective cuts, the removal of the observatory (there are too many in mainland ruins) and the lower entrance removes the interesting obstacle posed by the main entrance being on the collapsed bridge. There are also some old-TR oddities here as wellm the ex_dwr_v_ruin60 and ex_dwr_v_alcove00 dont belong in an interior and the palace where blocks are being used too cover doorframe pieces not matching should be fixed. After those a general clutter pass to add any new TD dwemer clutter would be good.

- “When reworking this, please retain the pieces of Finely Tunes Scrap Metal (quest item). They are in the Observatory, so if that's getting scrapped they'll need to be moved elsewhere.” - Pralec

Daedric Ruins:

Ald Uman

Needs work

Very much an old TR int, I am in two minds about what it needs. Either this version of the shrine needs an additional cell between the exterior with the current two cells merged into a single “inner shrine”, or the the interior needs to be remade entirely to bring it more in line with the sets standards. Mixing interior/exterior and cave pieces in a daedric ruin makes for good exceptions, the caveat is that these parts are located much deeper under the ruin than is the case here, thus needing an extra cell. Alternately this is abnormal enough that part of me wants to suggest taking the current interior and “hiding it” within a cave and put a normal daedric rui in its current place.

“Leaning towards this option -add additional cell-, either way it could do with an additional entry cell that's more intact.” -Tim Stonks

“Quest-related location. As long as the NPC Krog gro-Borbul is retained then we're fine.” - Quest-related location. As long as the NPC Krog gro-Borbul is retained then we're fine.

Anashbibi

Needs work-okay

Dungeon itself is fine, but I think its two cells should be merged into one.

Mashadananit Fire Halls

Scrap it

Current interior doesn't work with the new ext, new ext needs a full shrine and is no longer in ashlands or close to volcanic activity so doesn't make sense either.

- “Quest related

https://en.uesp.net/wiki/Tamriel_Rebuilt:Bounty:_Drunna_Fire-Eater_and_Geirfinna_the_Destroyer” - Pralec

Balititashpi

Needs work

Lava Cave needs to be replaced with pycave or moldcave, the entrance to the gedran burial and inner shrine should be flipped and the gedran burial made part of the hall of reverence cell. Also I'm curious why a shrine with Bal in the name has a shrine to Sheogorath, feels illogical in a non-thematic way.

East Armun

The overwhelming majority of dungeons in current Armun have issues that require extensive reworks, meanwhile the main dungeons are all in a fairly tight band of cells running down the middle of the region/along the border of the new region.

Arvud:

Arvud in general needs a redesign since it predates almost all of TD's Hlaalu assets, internal and external. My honest opinion is that it should be remade from scratch, rather than going through the time consuming and restrictive process of

trying to accommodate and then fix the old ints. However I will still cover the old ints for posterity's sake.

Arvud, Atriban Deras House/Alchemist

Scrap it

The cluttering of the two consitunet parts is “fine”, just needing updates for new clutter and amending some oddities (like the rotated winerack), however the overall design with the store being cramped upstairs, then the residence is over large for a single resident in a fairly poor town. This could all be fixed, but I think a new shell and new clutter would be better.

Also re the quest here, Shalk arent going to be in nu-armun as (last I knew) they were being made a unique creature to Vvardenfell, so like as not some edits would be dueto that anyway (makes more sense that he’s gonna turn into something local).

Arvud, Bazaar

Scrap it

Honestly this would be bad even without new options in TD, the space is too cramped with not enough actual variety between the stalls along with the ladder connections to the upper floor which doesnt have any point. Replace with a shell large enough to actually house a bazaar in the first place and redo with a healthy variety of store types and a basemetn for storage.

Arvud, Eastern Guard Tower + Lucky Shalaasa's Caravanserai

Scrap it

Just from the jump this doesn't fit the shell or how wwe’ve standardised using these shells in TD, but the shape and design of the common room is bad (between the cobbled stage and giant bar) the downstairs rooms shouldnt be a separate shell and thenir over designed and ugly looking. Scrap the whole thing and again new shell that actually has the room for its conqiunet parts. Guard tower should have been separate in the first place.

Arvud, Hlavora Tilvur: Trader

Needs work- scrap it

Really this just needs a clutter update, both to add new clutter and slightly cut back down. However this is also redundant in Arvud when theres already a bazaar proving the “general” trader aspect and this isnt specifically a higher end trader or inversely something like a sketchy pawnbroker. I’d say scrap just so theres less hurdles for the new ext

Arvud, Mels Berano: Clothier

Scrap it

This one I'll just say scrap without caveat. Its cluttering is sub-showcase quality.

Arvud, Nappaahutu: Armorer

Scrap it

Halfway decent but it doesnt fit the shell, and then juggling all its clutter (which needs updating), doesnt seem worthwhile.

Arvud, Uvayn Manor

Scrap it

Doesnt fit shell, because of the stairway at the back, it’d require extensive work to replace with new stairs, but this int is *dense* with small barely cluttered rooms.

Replace is a more forgiving shell and start over.

Arvud, Western Guard Tower

Scrap it

Unlike some of the other ints this one is actually over cluttered, with lots of planters and decorations that dont belong in a guard tower and then to add insult to injury the claimant again used a ladder to connect to the lower floors which are once again over cluttered.

Arvud, Ald Erfoud Ruins / Nan-Assali

Scrap it

This version of Ald Erfoud was always a compromise given how deeply opposed the leads were to actually using names and references from 2920, which lead to it

being made in secret and not integrated into either the town of Arvud or the baluth questline in ways that I'd intended. With the changes in admin and the new redoran pieces It'd be pure vanity to suggest keeping this version rather than making a new, less cobbled one which has a real ext elsewhere in Armun or RR. I am a vain motherfucker so I'd not argue too much if someone felt like this deserved to still exist as a (much less notable) redoran ruin buried somewhere else, butt still Ald Erofud could be done significantly better than this.

Ishanuran Camp:

I will note that I am marking most of the ints here and at the Obnait camp "okay" except when there are obvious issues, but the lack of ashlander specific clutter definitely makes all of them fairly lackluster. If we got something like a chitin clutter set or any form of unique ashlander items it'd be worth going back all of these with some more intensive reworks. Absent that there isnt really much that can be done with the amount of space in a yurt.

Ishanuran Camp, Ashkhan's Yurt

Needs work-scrap it

Doesnt look fit for an ashkhan, its using the small tent, has lots of containers and container type clutter, minimal ornamentation and is very dimly lit. I think a new version should be made and this moved to another use (lone dwelling or simply a different character in the tribe). Even if their a poor tribe, the design should still be clear. If we get the Husk Halls it might actually be an idea to make *that* the Ashkhans dwelling instead.

Ishanuran Camp, Dakin's Yurt

Okay

Clutter update with new regional ingreds

Ishanuran Camp, Mimanu's Yurt

Okay

Ishanuran Camp, Nirait's Yurt

Okay

Ishanuran Camp, Raishi's Yurt

Okay

Slight clutter update might be doable for new trade goods.

Ishanuran Camp, Wise Woman's Yurt

Okay

Needs a clutter and lighting update

Ishanuran Ancestor Burial

Needs work

Entrance needs to be fixed to use the nat entrance, AC menhirs need to be removed (despite the texture of the bases those aren't used in ashlander burials). I would strongly suggest removing the water, both because of how we have too much in the region as-is and also to help give the Ishanuran tomb its own identity apart from the old Urshikaliku one. Also the grand burial chamber has a load door between areas in itself, this should be cut either outright or into a separate cell and expanded slightly.

Overall the cluttering feels a bit patchy and below standards for an important dungeon, while also being a bit undersized. A general overhaul, while keeping the core seems more reasonable here than a fresh start.

Obainat Camp:

Ext note: I'm aware of the conceit that the Obnait are not a real tribe and instead a bunch of exiles from the surrounding regions, they either should be properly placed under the overhang or the overhang be removed, the current use is just dumb. A slight expansion would be good as well.

Obainat Camp, Massur-Dan's Yurt

Okay

Obainat Camp, Nirara's Yurt

Okay

Obainat Camp, Ulannasun's Yurt

Obainat Camp, Undunbael Yurt

Obainat Camp, Wise Woman's Yurt

Obainat Camp, Zassar's Yurt

Armun Pass Outpost:

Armun Pass Outpost, Bala Dralor: Outfitter

Armun Pass Outpost, Guard Tower/Armun Pass Outpost, The Guar With No Name

Dwellings and outposts:

Urnuridun Camp, Shutatarrit's Yurt

Ernabapalit Camp, Yakasamshi's Yurt

Tirigan Camp, Masu's Yurt

Tirigan Camp, Vabal-Ajunta's Yurt

Caves & Mines:

I want to note upfront that Armun like Roth Roryn has an obscene number of caves which include water for no discernable reason and additionally very few which make use of either being in ashlands or the presence of ashlanders, so I am being

especially ruthless with suggesting cuts in the interests of getting new more thematic dungeons during the redo.

Ghundabalit Egg Mine

Needs work

Needs a lot of work. The entrance needs to be replaced with the eggmine entrance, the water and vanilla flora need to be cut along with a rock cull just to start with. After that there is a conceptual question of if this should be an abandoned mine inhabited by vampires, in which case this needs all of its eggs removed and more signs of neglect to be added. Or the vampires should be cut and this made an active/feral kwama mine, in which case it needs new TD kwama assets (including Bloatspore, thats been getting missed lately) and live kwama. Personally I am in favor of the latter as the vampires in this cave arent tied to any quests and the feral baluth are supposed to be reshuffled into tombs as well.

Verenabi

Scrap it

An ugly lava cave which connects to Ald Balal for no apparent reason, with a necromancer's lair that is a wood platform over lava. Even if all these elements are considered good/relevant I still think it would be better to have a new int that combines them cleanly.

Puman

Needs work

Honestly pretty good, vanilla mushrooms need to be replaced and it could use an over all clutter pass though.

Kurhu

Hard delete

KILL IT WITH FIRE. This, this is the int that made me say DoD needed a dungeon overhaul all the way back before the fatwah on Redos was lifted. It commits all the sins. Too many rocks, an all rock portion, visible and ugly set mixing, water despite being ashlands. If people really like the idea of a smuggler-trader hideout it could be done a hell of a lot better.

- “This is used in the Andothren MG questline. A fix which retains its overall shape, character, and NPC placements would be vastly preferable to a delete.” - Pralec
- “Premise and NPCs sure, the shape and character that's there now is pure poison” - Vern

Nerebys Mine

Scrap it

Ebony mine/lava cave so already a bad start, but heavy rock spam, minimal real clutter and again vampires in an improper placement. Scrap and replace.

Sarmabael

Needs work-scrap it

Bones of a good int here but i'm not sure its worth saving. Water should be removed, even if the original claimant had the presence of mind to add a spring (which I approve of) a giant grotto right in the middle of the wasteland is just bad region design. However as the entire area is properly connected the water could just be removed and additional bandits or feral monsters could be added to the lower sections. The main chamber needs a rock cull, the entrance needs to be fixed and the whole thing needs a general clutter update. Also to delete

TR_m4-316_Bandit_Alchemy, a unique note whose content would be completely incorrect (no need for water breathing potion using vanilla ingredients)

Yalamalkus

Scrap it

There's no difficult mechanical fixes here, however conceptually this is an odd cave. I thought initially it might have been intended as one of the ancestral tombs, but doesn't actually have any such clutter, it's just a lot of skulls and skeleton.

Tbaling that. The interior at minimum needs to be swapped to py_cave, the vanilla mushrooms be removed and the cobbled ramp get redesigned to be less obvious. However its conceptual oddities make me think this might be better off getting scrapped. It's too small for an ancestral burial and it's too cramped to add proper cluttering to be a necromancer's lair or even a baluth lair. Doesn't even have space to add crystals to act like this is just random undead that emerged.

Lukhalutun

Scrap it

I actually like the over-all design that's under all the rock-spam, however the rock spam is an issue (crossing the line into being an all-rocker in over part of the main cell) and is combined with improper flora use (IE BC ferns and vines). The final cell having both issues, while also having some oddities (the npc guarding a helmet in an area that no one can get into or out of and the two dark seducers). If this was tied to an existing quest that provided justification for some of the oddities I'd be saying to fix the claim, but as is I'm suggesting scrapping. The well of spirits might have defenders who wish to see it kept and fixed separately to the main int, but even in that instance I'd suggest removing it from Armun and using it separately elsewhere.

Naarshamsi

Needs work-okay

Might not need a full claim, but this int's just a little undercooked. Rare old int that doesn't have enough rocks, but also very, very thinly cluttered. Need, Fairly straightforward to fix.

Mashanuad

Needs work

Either this needs the moldcave replaced with pycave, or it needs to be moved. (Small enough it can be placed basically anywhere). But also needs some stuff fixed, having a door right in front of the entrance which is a door is dumb, as is the mine cart with no rails for it to go on. Remove vanilla mushrooms.

Ushu-Kur Mine

Needs Work

If this didn't have a major questline centered around it I would be wanting to scrap this and start fresh. And I don't even like the questline here. That said let's get list the issues here. The lifts need to be removed and replaced with normal tunnels. The water should be removed and the relevant misc quest amended, the dock pilings should be removed. The miners quarters should be updated with bunks or hammocks and possibly expanded further. Company offices need rocks and beams

cut down. Over-all number of iron viens reduced. The ancestral Burial lacks a lot of tomb clutter relative to how many rocks and platforms are present, while also lacking enemies (even if mummies would struggle with the terrain ghosts seem like they should be pretty obvious). Needs a general clutter update.

Even after fixing all of the above the mine itself is actually smaller than it should be given the number of quests based around it, being on the smaller side of “large mines” so by all rights should be expanded which is difficult exactly because of everything going on in it.

Ihnammoth

Scrap it

Another Armun cave with water and BC flora. Once those are removed there are the improperly used pathspears and the final platform area which is dubious. This isn “the worst” but its doing a bad job justifying itself.

Ninnimilk

Scrap it

Vitually no clutter here and it needs a rock swap. Delete and move on.

Runat

Scrap it

More water and BC furniture, commits the sin of mixing de and com platform pieces. Ugly and over-designed, not worth fixing.

Issarbaddon

Scrap it

The border line between all rock and rock spam, there is still a shell but basically everything except the floor and some of the ceiling is rocks. The platform sections that are concealed underneath all the rocks arent terrine, but the cluttering is very repetitive. It would be easier to make a new big bandit cave than it would be to make this one good. Oh and its using mudcave, not even the correct set for the region.

Okulanit

Okay

Breath of fresh air, this ones actually pretty good, though it does have a handful of issues. Once again we've got vanilla mushrooms being used and the rock count is on the higher side. The transition between the upper and lower burials might be better as natural cave doors moreso nat caves. There is water here however its only small pools and this is on the southern side of Armun away from most of the volcanic activity, along with being nice and deep. The dummy "Okulanit" cell probably could go though.

Shan-Ahhe

Needs work

Needs more work than the previous but still pretty good, its over-reliant on large rocks so could use a few more of the small kind and needs a clutter update.

Nurgal

Hard delete

The one with the shacks at the end. That alone should be grounds to delete this entire thing, but the cave itself is badly designed. "In_pycave_28_1" should not be used that many times in a single cave. If someone pipes up saying "Dont be a buzzkill the hidden shacks are cool" I could maybe agree a hidden village or refuge is a fun idea, however the shack set specifically is for woody coastal regions, not the bottom of a cave in a region which hasnt got any tree which arent petrified. This is just moody nonsense, plain and simple.

Shaden

Needs work

Rather than scrapped I think a pretty intensive rework could save this one. First off, cut the tomb to its own cell (With a proper tomb name attached) and close the current part of the cave its accsed from. Delete remove the water and place the door to to the tomb where the water part was. Within the tomb remove the rocks at the end of the main chamber giving it a proper endcap. The random red lights in the cave need to be removed and replaced with torches. General clutter pass. Should get a quest targeting the location.

Yansurashmi

Scrap it

If you take away the water and the exterior flora that shouldnt be in this, this is functionally an empty cave. Scrap it.

Atsiru-Din, Fissured Burial

Good

Given that its only one cell I'd suggest renaming this as just "Atsiru-Din ancestor burial" but thats possibly more effort than its worth.

Velothi Towers:

Arvs-Shadan

Okay

Could use more tapestries and a clutter pass. Also isnt properly marked on the gridmap.

Piransulit

Scrap it

Initally I was just thinking this would just need a light fixing to bring its overly long hallways down to size and then add new clutter, but after a closer look I'd advocate scrapping and replacing with a new tower. Armun currently has an over-abduance of wizards hanging around the bottom of caves *and* smuggler dens, so its somewhat irksome seeing a velothi tower which is supposed to be for mages/mystics being used as yet another den.

Ancestral Tombs:

So I've just got to note, the two actual ancestral tombs in this region are smaller and less interesting than the buried ones. Fucking Old TR.

Uvayn Ancestral Tomb

Okay

Lighting sucks and needs a clutter pass

Madalvel Ancestral Tomb

Needs work

Doesnt have any light sources and there is a baluth necromancer here, but zero undead. This could use an expansion and be made more interesting.

Dwarven Ruins:

Khadumzunch

Good

Lighting could use a once over and any new dwemer clutter be added if needed but this seems solid honestly.

Bazak

Needs work

Less an interior and more a questing issue, once again we've got an Armun ruin with smugglers where another enemy type would be better IE dwemer automata. If not replacing the smugglers I'd like to see the area they've had to lock cover more of the lower level and there be more automatons for variety.

Daedric Ruins:

Ald Balaal

Needs work

Rocks should be removed from the upper levels and gaps filled in with relevant pieces, rocks in the vault should be made pycave. Connection with verenabi should be deleted.

Despite lots of NPCs being moved here during the questline there is a lack of living areas and clutter that I would expect, consult with the quests department about best way to remedy that.

- "This would require a quest refit. Please retain the connection to Verenabi." - Pralec

Bapatipi

Needs work

Tiny compared to its ext and nearly completely lacking light sources and clutter, this should be heavily expanded. Also ext cell should be named, again size.

Essarnartes

Needs work

The rocks need to be deleted (not the least because their not even lave or py rocks, their mud). The way the two entrance loop around rather tahn the complex just going into the cliff is bizarre and should be remedies. Rather than be caved in I think this should have siderooms/passages. The main chamber desperately needs additional cluttering. And again virtually no light sources despite being pitch black.

Hummurushtapi

Scrap it

I want this scrapped less because it is cobbled and more because of how its cobbled, with the use of exterior rocks and all-rock sections to cover over gaps. This also bugs me as a case of style over substance, in that while a lot of attention was paid to the cobbling, there is virtually no clutter or evidence of excavation creating the bizarre impression that the ruin was always caved in rocks and ash rather than having been buried.

Indoril Ruin:

Khirakai

Scrap it*

Already this should be replaced with proper indoril pieces when the interior set is settled on, however I dont believe the location makes much sense within the terms of how the indoril set is supposed to be used re chapels. Along with the “ruins” nearby I’d suggest swapping this to a velothi, daedric or dwemer ruin instead given Tur Julian is nearby but all of the above are much further.