

****Domestic Forces****

House Redoran seems to have unprecedented power for a Great House in the wake of the Oblivion Crisis and the Argonian invasion. They control Morrowind's standing army, and seem to have dominated Grand Council politics.

House Telvanni is unlikely to take part in a war, given that they almost never do so. Their support would be hard to come by, and whatever they do give out would be paltry compared to their potential. However, they could have a large effect on the war if they chose to, which I imagine would only occur under the utmost necessity or as the result of outside meddling in their politics (read: assassinations). Both of these are rather far-fetched, but they should be considered.

House Sardas is an unknown, but would most likely support House Redoran, as they owe their Great House Status to them. However, if House Sardas takes after House Hlaalu, they might have advanced themselves through more cunning means, and would not take action in war without ulterior motives. Of course, they are still an unknown. They are most likely puppets of Redoran, but they also be something more.

House Dres is likely vastly weakened, due to the loss of their entire workforce and the Argonian occupation of their lands. If they have adapted, they would likely represent a fair portion of Morrowind's agricultural output.

House Indoril would possibly regained some of it's old standing with the collapse of House Hlaalu, but that's hard to know for a fact. If they have adapted, they would remain in command of the Ordinators, who would likely represent the largest military force after House Redoran's army. If they haven't adapted, then they've lost their land, their pride, their strength and their patroness-goddess.

House Hlaalu lives on as a shadow of it's former self. They were in power during the Third Era, but House Redoran now usurped Hlaalu's position and disgraced their name. Hlaalu's holdings and influence are lost to House Sardas. However, Hlaalu apparently possessed resources beyond Redoran's reach, as they still operate two whole centuries after their fall from grace. House Hlaalu may be a secret network of anyone who'll help their cause. Merchants, thieves, unhappy nobles and citizens. There is no definite source on the matter, but Hlaalu clings to life. They seem to still possess their talents for statecraft and manipulation, and for the time being that's their primary weapon. As seen in Raven Rock, people can still be partial to House Hlaalu.

The Morag Tong is only now re-gathering it's strength. However, only one known "guild-hall" exists, and they're apparently illegal. For this reason, I believe that the "true" Morag Tong does not currently exist. They disbanded following the Red Year, promising to re-group. However, the only ones acting on that promise are the Ashfallow Tong. I believe House Redoran is deliberately suppressing a resurgent Morag Tong. Redoran currently has a solid grip on

Morrowind's governance. They control all the practical aspects of government, notably the army. The greatest threat is subterfuge, where they lack strength. The obvious way to stop subterfuge is suppress the means to do it- namely, the Morag Tong. Redoran can control affairs that occur "out in the open", but not secret ones, except by denying them outright.

The Ashlanders are likely to oppose anyone who isn't them, just as a general rule. However, with the fulfillment of the Nerevarine Prophecies, the Ashlanders would quite likely gain some respect. This means that they could take sides in a House-to-House battle.

Since the Incarnate, the Temple has been deeply divided between adherents to ALMSIVI and followers of the Good Daedra (AZUMEBO, if you will). I believe this divide is the most well-felt in Morrowind. Religion is important to the Dunmer people (see how quickly the ideas that Morrowind would become East Cyrodiil, complete with "High/Western" culture and the Nine, died down) and the question of ALMSIVI vs. the Good Daedra is on the forefront of everyone's minds. The Daedric priests have the upper hand and seem to have pushed out most of the ALMSIVI priests, but they aren't out yet. In fact, it seems ALMSIVI is only lagging behind enough that they can't openly preach.

****Foreign Forces****

Outland Dunmer, raised in the Imperial tradition, would likely see things from House Hlaalu's point of view. They may come home and feel inclined to House Hlaalu's cause. Also, if a war did start in Morrowind, outland Dunmer returning home to fight would likely side with whatever army Hlaalu has.

For an independent Skyrim, Morrowind is a huge question mark. An independent Skyrim would not have many friends. Morrowind and Hammerfell are their only chances as potential allies, and I do not think it needs to be said both of those are far-fetched. In extremis, they could turn to Morrowind, citing the Act of Monument. On the other hand, Morrowind and Skyrim have something of a blood-feud.

Argonia will by now have recovered from any losses sustained during the Second Arnesian War. They might seek to "finish the job" in Morrowind, or they might decide that vengeance has been wrought and there is no practical benefit to starting a new

The Empire has it's hands full. It likely does not have the forces to spare to initiate a new conflict. However, it is possible (and suggested) that if the Stormcloak rebellion is defeated they could march on Morrowind. Considering that the legions sent to Skyrim were hardly sufficient to capture half a country, let alone the country that fought the singularly focused might of the entire Second Era for eighty years and brought Tiber Septim to the negotiating table. Invasion of Morrowind by Legio Skyrimica would be an action supported by a faction already fighting, with a fair chance of winning.

The Aldmeri Dominion would not stop themselves from interfering indirectly in Morrowind politics. We must remember the feud between Dunmer and Altmer is ancient, and has involved god-eating, a comet, a robot-god and the Eye of Magnus. If the Thalmor hadn't intentionally provoked a war in Morrowind, they would at least try to find a way to let it further ruin Morrowind.