

## Chapter 1 : The Elder Scrolls - Wikipedia

*The official site for The Elder Scrolls series, including The Elder Scrolls: Blades, coming fall*

Designer Ted Peterson recalls: Crusaders of the Dark Savant at the time, and them literally laughing at us for thinking we could do it. Arena Peterson and Lakshman were joined by Julian Lefay who, according to Peterson, "really spear-headed the initial development of the series". As the process of development progressed, however, the tournaments became less important and the side quests more. The packaging included a scantily clad female warrior, which further contributed to distributor concern, leading to an initial distribution of only 20, units. Having missed the Christmas sales season, the development team was concerned that they "had screwed the company". Nevertheless, sales continued to grow, month after month, as news of the game was passed by word-of-mouth. Game historian Matt Barton concluded that "the game set a new standard for this type of role-playing video game , and demonstrated just how much room was left for innovation. The Elder Scrolls II: Daggerfall A first-person screenshot from Daggerfall, demonstrating the user interface and graphical capabilities of the game. Daggerfall realized a game world the size of Great Britain, [8] filled with 15, towns and a population of , This experience led to a more prudent release schedule for future games. An Elder Scrolls Legend: Battlespire , The Elder Scrolls Adventures: Redguard , and Morrowind. Battlespire, originally titled Dungeon of Daggerfall: Battlespire, was the first of the three to be released, [12] on November 30, Battlespire focused on dungeon romping and offered multiplayer gamingâ€” player versus player deathmatch â€” the only series title to do so [12] before the release of The Elder Scrolls Online in Redguard was the second of the three titles to be released, on October 31, Instead, players would play the prefabricated "Cyrus the Redguard". Players used to the vast open spaces of Daggerfall did not take well to the reduced worlds of Redguard and Battlespire. Pixel-shaded water, "long" render distances, and detailed textures and models. The third title in The Elder Scrolls series was first conceived during the development of Daggerfall. This allowed the game staff to easily balance the game and to modify it in small increments rather than large. Tribunal went gold on November 1 [26] and was released, with little fanfare, [27] on November 6. The prior existence of the Construction Set, however, meant that the team "already had the tools in place to add content and features very quickly. Bloodmoon, went gold by May 23, [31] and was released on June 6. The Elder Scrolls IV: Developers working on Oblivion focused on providing a tighter storyline, more developed characters, [39] [40] and to make information in the game world more accessible to players. The Elder Scrolls V: Skyrim A third-person screenshot from Skyrim. In August , Todd Howard revealed Bethesda was working on a game that had been in development since the release of Oblivion, and that progress was very far along. At the Spike Video Game Awards in December, Todd Howard appeared on stage to unveil a teaser trailer and announce the title of the game. Skyrim was released on November 11, to widespread critical acclaim. The game is set after the events of Oblivion, when the great dragon Alduin the World Eater returns to Skyrim; a beast whose existence threatens all life in Tamriel. Dawnguard added two joinable factions and an associated questline revolving around Vampires, while Hearthfire added more home customisation options including a house creation kit and the ability to adopt children. Dragonborn added the island of Solstheim to the northeast. On October 28, , Skyrim â€” Special Edition was released. Additionally, the optional subscription grants various perks that allow players to progress slightly faster than a free player, and grants them a payment of crowns per month. Legends , a collectible card game, was announced by Bethesda during the Electronic Entertainment Expo Blades, expected to be released in Q3 The player will be able to play as a member of the faction the Blades who has returned home to their town to find it destroyed. There will be a survival, arena, and town-building mode, with multiplayer support through its arena and town-building mode, as well as cross-platform. The game will also be able to be played in portrait mode, unusual for an RPG. In Arena players advance by killing monsters and thereby gaining experience points until a preset value is met, whereupon they level-up. However, in Daggerfall, Morrowind, and Oblivion the series took a skill-based approach to character advancement. Skyrim took a new approach, where the more a skill is leveled, the more it helps to level the character. This shifted the focus away from character creation and more onto character

development. The Elder Scrolls main series of games emphasizes different aspects of the gaming experience than most role-playing games. Bethesda has described their motivations in creating the first series game, Arena, as those of any good pen-and-paper role-playing games: During the development of Morrowind, Bethesda tripled its staff, so as to perfectly color its newly hand-made world. In their own words, "We knew we had to exceed the visual polish of the other games on the market, and we made it our goal to put The Elder Scrolls back into the forefront of game innovation. Like most works of high or epic fantasy, The Elder Scrolls games are typically serious in tone and epic in scope, dealing with themes of grand struggle against a supernatural or evil force. Many races exist in the world of The Elder Scrolls, some typical of high fantasy works, such as humans, orcs and elves; some atypical, such as the lizard-like Argonians and cat-like Khajiit; and some subversions, such as the extinct Dwemer, known colloquially as "dwarves," who follow the high fantasy stereotype of being subterranean, skilled metallurgists and masons, but are here a variety of elf. As is also typical in high fantasy works, magic and sorcery, mythical creatures, factions with their own political agendas, walled medieval cities and strongholds, and plot elements driven by prophecies and legends can be found in abundance as well. In accordance with many literary high fantasy works, the world of The Elder Scrolls is known for its attention to detail, including well-developed lore and back story. This includes a vast amount of information such as names, dates, and places that constitute its history and the interconnected structure of its various societies, cultures, and religions. Lore, including histories and legends, are contained in thousands of readable in-game books that are scattered throughout the game world. The Elder Scrolls games primarily take place on the continent of Tamriel, located on the world of Nirn. The exceptions are The Elder Scrolls Legends: Battlespire , which is set in a "slipstream" dimension found between the mortal plane of Mundus and the myriad otherworldly planes of Oblivion; portions of The Elder Scrolls IV: Other continents exist on Nirn aside from Tamriel, such as Akavir, Yokuda, and Atmora, [71] but none have been used as a setting for a game in the series. Tamriel itself is divided into nine provinces or regions, each of which is dominated by a distinct race: A tenth race, the Orsimer, or Orcs, reside in settlements scattered across Tamriel and, at some points in history, a kingdom inside High Rock known as Orsinium. The Empire was founded by Tiber Septim also known as Talos Stormcrown , who as a Dragonborn, had powerful magical abilities called Shouts. Tiber Septim conquered Tamriel and his dynasty ruled the Empire for several hundred years, at times prospering in peace and other times marred by civil wars and succession crises. The Daedra, beings from the Planes of Oblivion, were eventually defeated, but the end of the Septim dynasty left a severely weakened Empire, which eventually erupted in civil war, allowing many Imperial provinces to break away. As of The Elder Scrolls V: Skyrim , chronologically the latest-set game in the series taking place in the 5th year of the Fourth Era of recorded history, abbreviated as 4E , the balance of power in Tamriel has shifted dramatically. The Third Empire of Tamriel, which once controlled the entire continent, has declined significantly under the new Mede dynasty of emperors; the Empire can claim only High Rock, Skyrim, and the capital province of Cyrodiil for its own. Black Marsh and Hammerfell seceded from the Empire, while Imperial forces withdrew from Morrowind after a volcanic eruption and invasion from Black Marsh devastated it. Rising to rival the Empire is the Aldmeri Dominion, which rules the Summerset Isles and Valenwood outright, and claims the kingdoms of Anequina and Pellitine the remnants of the province of Elsweyr as client states. The Elder Scrolls themselves are rarely referenced in-game. Oblivion marked the first actual appearance of the Scrolls in the final quest of the Thieves Guild questline. The Scrolls themselves usually cannot be translated nor transcribed. There exists a sect of monks—the Order of the Ancestor Moths—who devote their lives to the reading and interpreting of the Elder Scrolls. Attempting to read the Elder Scrolls without training always results in failure and immediate blindness. Cosmically important individuals, or individuals that are the subject of prophecy, have been able to see the unencrypted writing on the Elder Scrolls without the associated rituals or resulting blindness. A book entitled Lost Histories of Tamriel provides further insight on the Elder Scrolls, stating that when any event has actually occurred, it sets itself unchangeably into the Scrolls, and no action, magical or otherwise, can alter this. Skyrim, the Scrolls are described as "fragments of creation" a reference to the creation-myth associated with the Aedra , and play a vital role in the main quest-line. They are said to be very powerful artifacts and without training or worthiness, one may go insane trying to decipher them. The player

is tasked with retrieving an Elder Scroll from an expansive Dwemer ruin known as Blackreach, located underground. During gameplay, if the player tries to read the Elder Scroll, they will go temporarily blind. It is discovered that the Elder Scroll was used by the ancient Nords to battle Alduin, the ancient Dragon prophesied to swallow the world, inadvertently sending him forward in time. The player character uses the Scroll to travel back in time to gain the knowledge of how the Nords were able to combat Alduin. It is also described that the number of the Scrolls is unknown not because of their immense quantity, but because the number itself is unknowable, as the Scrolls "do not exist in countable form. This makes their predictions difficult to cite authoritatively because entire Scrolls or entries can change or vanish as events transpire. This unpredictability has caused other ascetic groups, such as the Greybeards from Skyrim, to find the existence of the Elder Scrolls a blasphemy. In *The Elder Scrolls V: Dawnguard*, Lord Harkon attempts to use the Elder Scrolls to blot out the sun so that the vampires can overwhelm Tamriel. Whether the player joins the vampires or the vampire hunters referred to as the Dawnguard, they will find a Moth Priest, Dexion Evicus, to read the Scrolls that are collected. Once collected, the Moth Priest reveals that he has become blind, not having prepared himself properly in his hurry to read the first Scroll. So he tells the player of a ritual allowing the player to read the Scrolls. The Moth Priest Dexion states that Ancestor Moths can give a person the connection to the divine augur that is necessary to truly read the Scrolls. Future[ edit ] At E3 , Bethesda Game Studios director Todd Howard reported that the studio was already working on a sixth installment in *The Elder Scrolls* franchise, although it would still be "a very long way off" [75] and at E3 , Bethesda Softworks vice president of public relations stated that no new title was in active development, and that they have "at least two major titles" to complete before this would change. *The Infernal City* , a novel set approximately 40 years after the Oblivion Crisis.

*The Elder Scrolls II: Daggerfall. The Great Machine Awakens The ancient golem Numidium, a powerful weapon once used by the great Tiber Septim to unify Tamriel, has been found in Iliac Bay.*

The city of Daggerfall is the capital of the Kingdom of Daggerfall, which is one of the larger nations of the Iliac Bay. The region is located on the western shores of the Bay, and is on the northern end of the Iliac Estuary, from the Eltheric Ocean. The Kingdom is bordered by several smaller regions including the Barony of the Ilesan Hills and the March of Glenpoint, among other areas. Smaller settlements thrive in the Kingdom of Daggerfall, each depending on the capital city. These settlements include the townships of Singmoth and Newwood Wood. As time went on, the Kingdom of Daggerfall began to absorb other regions, from as far as the Barony of Phrygius to the Barony of Glenumbra Moors. The local deity of Daggerfall is the divine, Kynareth, who has the Temple of Kynareth worshipping them around the city. The local knightly order is the Knights of the Dragon, who have protected the Kingdom of Daggerfall for generations. Because Daggerfall is a somewhat significant city, it is one of the largest cities in the Iliac Bay, at one point, having a monopoly on the sea trade and being a part of the Masconian Trade Way between Wayrest and Sentinel. Daggerfall is situated on a mountain, in an area considered the Daenia Mountains and Daggerfall Bay. Daggerfall is a heavily walled city that goes along the mountain. Northwestern Daggerfall is where many of the traders visit since the ports are larger than the Southern Ports, and is the home of several local Guild Shops. Castle Daggerfall is located in between both Northern and Southern Daggerfall and is the seat of power in the Kingdom. It is a day of celebration where the drinks are free and people party in the streets all day. It truly is, a day of merriment. It is a day to pray to the Gods for a bountiful harvest and it is for citizens who cannot afford to heal from the local temple to get healed from an ailment. It is in honor of a legend passed down from generation to generation about a couple named Polydor and Eloisa. Every Inn in Tamriel become free for visitors arriving into town. It is the day that begins the harvest, where neighbors reconcile their difference, bad habits are dropped, and the clerics heal people for free. It is a day to play pranks on each other and to have overall fun. A day to distract everyone from the increased taxes. It is a day celebrating the halfway mark in the year, where many warriors feel blessed and venture to dungeons they normally cannot defeat. It is a day that benefits the consumer in the market. Traders and Gypsies drop the prices on their stock. The only place that does not celebrate it is the Mages Guild. This is the same day as the Summoning of Boethiah. It is a day when the workers of Tamriel take a day to relax, businesses across town are closed in observance of this day. Some people have to have to leave the province to actually buy something. It is the final day of the harvest and it is where the people eat the crops they have grown since the First Planting. It is the day of superstition where the elderly do not speak for an entire day, in fear of evil spirits entering their body. The Mages of Tamriel favor this day since it is a day to study the oldest forms of magic. A day where the creepy ghouls and creatures of the night gather to terrorize the denizens of Tamriel. Many have not dared to wander the streets at night, in fear of being nabbed by a creature. It is a day where many warriors gather to practice their fighting prowess. Young children foolishly buy weapons, only to stab themselves by mistake. It is a day when the local temples heal and bless anyone for a lower price. It is a day of rest, where many leave the events of the passing year behind and to reflect their past. They rest for the New Life Festival. It is intentionally the summoning day of Sheogorath. The Bretons of High Rock celebrate Flower Day on the 25th of First Seed, where the Children would pick new flowers from the spring while older Bretons would come out from home and dance the night away. Bretons become so loud and rambunctious that it scares the fishes for weeks, which is odd since the Bretons are not usually so flamboyant. It is a superstitious day in the Kingdom of Daggerfall, it is when the dead rise from their graves and roam around the region. It is a time-honored tradition that dates back to the reign of Red Prince Atryck in the second era. It is a day of celebration from peasants to nobles.

## Chapter 3 : [www.nxgvision.com](http://www.nxgvision.com): The Elder Scrolls Chapter II: Daggerfall: Video Games

*The Elder Scrolls II: Daggerfall is a fantasy open-world action role-playing video game developed and published by Bethesda Softworks and released in for [www.nxgvision.com](http://www.nxgvision.com) is a sequel to The Elder Scrolls: Arena and the second installment in The Elder Scrolls series.*

Gameplay[ edit ] A first-person screenshot from Daggerfall, demonstrating the user interface and graphical capabilities of the game. In Daggerfall, as in all The Elder Scrolls games, players are not required to follow questlines or fill specific character types. Daggerfall features a spell-creation system where, through the Mages Guild, players can create custom spells with several different effects. The game will then automatically generate the magicka cost of the spell based on the power of the effects chosen. Other features include an equipment enchantment system similar in concept to the spell creation system ; the ability to buy houses and ships; a variety of clothing and equipment; dynamic political relationships between kingdoms; the ability to become a vampire , werewolf , or wereboar ; and the combat system, which uses mouse movement to determine the direction and effect of weapon swings in melee combat. The political system is supported by a net of guilds, orders, and religions, all with unique tasks and quests. Joining and contributing to these organizations allow the player to raise ranks and gain a reputation in the game world, which affects how NPCs and other factions view the player. Daggerfall has genre-typical gore elements and some sexual topics. It displays cartoonish nudity including male and female genital areas when all equipment is removed. The game installer includes a password-protected childguard feature that hides blood and corpses instead showing just the skeleton of the corpse , disables sexual topics though not removing all nudity , and ensures the character portrait is wearing underwear at all times. Daggerfall, like the other games in The Elder Scrolls series, takes place on the fictional continent of Tamriel. A wide range of formidable enemies, the strongest of which are the demonic Daedra, make the journey through these realms difficult. Bethesda claims that the scale of the game is the size of Great Britain: Morrowind , is 0. An automap was implemented to help players navigate through the lengthy tombs and ancient underground fortresses. Players have to visit approximately areas in order to finish the game, although a total of 47 areas are present. In , Morrowind, the third game in the series, responded to this issue with a smaller, more detailed world containing unique-looking cities and NPCs with greater individuality. The player is sent here at the personal request of the Emperor. He wants the player to do two things: First, the player must free the ghost of King Lysandus from his earthly shackles; Second, the player must discover what happened to a letter from the Emperor to a Blades spy in the court of Daggerfall. The emperor wants his spy to force Nulfaga into revealing the location of the Mantella so that the Blades can finish the reconstruction of the Numidium. Through a series of mishaps and confusions the letter fell into the hands of an orc by the name of Gortworg. During this time the Underking, who originally destroyed the first Numidium because of its misuse by Tiber Septim, is recuperating deep within a tomb of High Rock after expending so much energy destroying it the first time. After accomplishing this, the player must steal the totem of Tiber Septim from King Gothryd of Daggerfall, and free the Mantella from its prison in Aetherius. Following this the player has six choices of how to deal with the Mantella. Daggerfall has six endings: If the player activates the Mantella himself while in possession of the totem the controlling device of the Numidium , the Numidium will slay the player, go out of control, and be destroyed by Imperial forces. This ending is possibly just a rumor which even staff of Bethesda that did not work on the development of Daggerfall were led to believe was true. It is possible to achieve this ending through hacking of game files. However, the end result is unfinished and nearly unplayable due to bugs. If the player gives the Mantella to the Underking, he absorbs its power, passes into eternal rest, and creates a large "magicka free" area around himself. If Gortworg is victorious, he uses the Numidium to destroy the Imperial forces and the "Bay Kings", the rulers of the several provinces of the Iliac Bay. The Underking arrives shortly thereafter to destroy the first Numidium once and for all, losing his own life in the process. Gortworg then succeeds in creating Orsinium, a kingdom of Orcs. If the Blades are victorious, they succeed in recreating the first Numidium and use it to defeat the Bay Kings and the Orcs as well as unite all the provinces of Tamriel under the empire once again. If any of the Bay

Kings win, that king will use the first Numidium to defeat all the other kings just before the Underking destroys him and itself. If Mannimarco receives the Mantella, he uses it to make himself a god. The player can travel almost anywhere on the map, each area with hundreds of visitable locations. Each dot on the map represents an entire town, city, or dungeon. By mid Daggerfall was the new name. Daggerfall realized a gameworld of , square km, [5] filled with 15, towns and a population of , The Masquerade , which influenced "the idea of vampire tribes throughout the region. It was patchable code, however, a fact that nonetheless left consumers disgruntled. This game installer setup contains many official and unofficial patches and also fan translations for several languages, including French, Russian, Spanish, and German. There are also fan-made game engine rewrite projects for Daggerfall, which aim for native compatibility with modern operating systems and hardware as opposed to being run in DOS, or through DOSBox [22]. The final goal of the XL Engine is the support of many classical 3D game engines. As of August , DaggerXL supports character creation, the rendering of all provinces and dungeons, user-definable display resolution including smoothed terrain and Bloom , and basic gameplay. Daggerfall using the Unity game engine with active development as of October As a result, a number of additional quests, graphical enhancements, and gameplay features were developed by third parties. Notable works include AndyFall [30] and DaedraFall. As a result, supplies were depleted at many retailers. While a second printing of Daggerfall was shipped on September 24, Next Generation reported at the time that "this shipment is expected to be considerably smaller than the first due to production limitations.

### Chapter 4 : Elder Scrolls II: Daggerfall Windows game - Mod DB

*The Elder Scrolls II: Daggerfall is the second installment in The Elder Scrolls series. It is set in the Iliac Bay area of High Rock and Hammerfell during the Third Era of Tamriel's history, ending in an event called the Warp in the West.*

It includes a massive gameworld and pioneering freeform play. It was well received for these factors, but was criticised for a number of crippling bugs. Daggerfall is a sequel to The Elder Scrolls: Arena ; it is set in the same medieval fantasy world Tamriel – more specifically, in the homeland of the Breton race, known as High Rock, and the province Hammerfell, home of the Redguards. Play The Elder Scrolls: The main protagonist travels to Daggerfall at the request of the emperor Uriel Septim. His mission involves freeing the ghost of the late King Lysandus. Apparently, a letter concerning the king and sent by the emperor to the court in Daggerfall contains information about a dangerous ancient power. Like its predecessor, Daggerfall is an open-ended role-playing game, in which the main quest is but a small fraction of the various missions and assignments the player is able to undertake. The game is notable for breaking records concerning the size of its world though much of it has been generated randomly. Interaction with hundreds of thousands of non-playable characters is possible. The player is free to join one of the many political and social organizations of Tamriel, as well as pursue a personal quest for power. The player is able to buy houses, ships, and horses, as well as become a werewolf, a vampire, or a wereboar. Combat in Daggerfall is action-based: Character growth is handled somewhat similarly to that of Quest for Glory games: This extends to non-combat activities such as jumping, bartering, speaking foreign languages, etc. Leveling up occurs when several main and secondary skills have been raised sufficiently. During character generation the player is given the option to create and name his or her custom classes by combining attributes and skills. Daggerfall online You can play The Elder Scrolls: Daggerfall online here, in web browser for free!

### Chapter 5 : GAMES for FREE: The Elder Scrolls Daggerfall & Arena + HOW TO

*The Elder Scrolls II: Daggerfall is a fantasy open world action role-playing video game developed and published by Bethesda Softworks and released in for MS-DOS. It is a sequel to The Elder.*

Hints Rob Store Enter a store and wait until it closes. Then, the shopkeeper should disappear. Examine the shelves to remove the items. Travel Six Times Faster While playing a game, press 1. Increase Stats alternate While playing a game, press [F5] to display the stats screen. Then, click on a stat and position the mouse to where the bonus point icon usually appears. Click where the up arrow usually appears to add up to six points to the selected stat. Exit the screen and repeat this procedure to add more points. This code may only be enabled on the original version of the game. Increase Stats While playing a game, press [Plus] to increase all stats by 1. Increase Reputation While playing a game, press [Minus] to increase your reputation in all skills by 5. Screenshots Create a directory named "pics" in the "dagger" directory. Then, press to save up to ten screenshots. Press this key combination several times if your character falls into a pit. Enable Cheat Mode Note: This procedure involves editing a game file; create a backup copy of the file before proceeding. Using a text editor, edit the "z. Then, add the line cheatmode 1 to the file. Unlockables We have no unlockables for The Elder Scrolls: If you have any unlockables please submit them. Easter eggs We have no easter eggs for The Elder Scrolls: Glitches We have no glitches for The Elder Scrolls: Achievements We have no achievements or trophies for The Elder Scrolls:

**Chapter 6 : The Elder Scrolls 2 Daggerfall Download Free Full Game | Speed-New**

*The Elder Scrolls Chapter II: Daggerfall, the second game in the Elder Scrolls series, takes place in the provinces of Hammerfell and High www.nxgvision.com Emperor recruits you to exorcise the restless spirit of the late King of Daggerfall, but soon the story unfolds to something far greater than avenging the death of a noble.*

It is a sequel to The Elder Scrolls: Arena and the second installment in The Elder Scrolls series. It is the first game in the series to be rated M. On July 9, , Bethesda made Daggerfall available as a free, legal download on their website, commemorating the 15th anniversary of The Elder Scrolls franchise. Gameplay In Daggerfall, as in all The Elder Scrolls games, players are not required to follow questlines or fill specific character types. Daggerfall features a spell-creation system where, through the Mages Guild, players can create custom spells with several different effects. The game will then automatically generate the magicka cost of the spell based on the power of the effects chosen. Other features include an equipment enchantment system similar in concept to the spell creation system ; the ability to buy houses and ships; a variety of clothing and equipment; dynamic political relationships between kingdoms; the ability to become a vampire, werewolf, or wereboar; and the combat system, which uses mouse movement to determine the direction and effect of weapon swings in melee combat. The political system is supported by a net of guilds, orders, and religions, all with unique tasks and quests. Joining and contributing to these organizations allow the player to raise ranks and gain a reputation in the game world, which affects how NPCs and other factions view the player. Daggerfall has genre-typical gore elements and some sexual topics. It displays cartoonish nudity including male and female genital areas when all equipment is removed. The game installer includes a password-protected childguard feature that hides blood and corpses instead showing just the skeleton of the corpse , disables sexual topics though not removing all nudity , and ensures the character portrait is wearing underwear at all times. Daggerfall, like the other games in The Elder Scrolls series, takes place on the fictional continent of Tamriel. A wide range of formidable enemies, the strongest of which are the demonic Daedra, make the journey through these realms difficult. Bethesda claims that the scale of the game is the size of Great Britain: The explorable part of Morrowind, Vvardenfell, is 9. Oblivion is approximately 22 square miles, or However, the geography and the characters in these later games are much more detailed. An automap was implemented to help players navigate through the lengthy tombs and ancient underground fortresses. Players have to visit approximately areas in order to finish the game, although a total of 47 areas are present. In , Morrowind, the third game in the series, responded to this issue with a smaller, more detailed world containing unique-looking cities and NPCs with greater individuality. Plot Daggerfall is a city in the Breton homeland of High Rock. The player is sent here at the personal request of the Emperor. He wants the player to do two things. First, the player must free the ghost of the late King Lysandus from his earthly shackles. Second, the player must discover what happened to a letter from the Emperor to a Blades spy in the court of Daggerfall. The emperor wants his spy to force Nulfaga into revealing the location of the Mantella so that the Blades can finish the reconstruction of the Numidium. Through a series of mishaps and confusions the letter fell into the hands of an orc by the name of Gortworg. During this time the Underking, who originally destroyed the first Numidium because of its misuse by Tiber Septim, is recuperating deep within a tomb of High Rock after expending so much energy destroying it the first time. After accomplishing this, the player must steal the totem of Tiber Septim from King Gothryd of Daggerfall, and free the Mantella from its prison in Aetherius. Following this the player has six choices of how to deal with the Mantella. Daggerfall has six endings: If the player activates the Mantella himself while in possession of the totem the controlling device of the Numidium , the Numidium will slay the player, go out of control, and be destroyed by Imperial forces. This ending is possibly just a rumor which even staff of Bethesda that did not work on the development of Daggerfall were led to believe was true. It is possible to achieve this ending through hacking of game files. However, the end result is unfinished and nearly unplayable due to bugs. The Underking arrives shortly thereafter to destroy the first Numidium once and for all, losing his own life in the process. Gortworg then succeeds in creating Orsinium, a kingdom of Orcs. If the Blades are victorious, they succeed in recreating the first Numidium and use it to

defeat the Bay Kings and the Orcs as well as unite all the provinces of Tamriel under the empire once again. If any of the Bay Kings win, that king will use the first Numidium to defeat all the other kings just before the Underking destroys him and itself. If Mannimarco receives the Mantella, he uses it to make himself a god. Daggerfall realized a gameworld twice the size of Great Britain,[7] filled with 15, towns and a population of , The Masquerade, which influenced "the idea of vampire tribes throughout the region. It was patchable code, however, a fact that nonetheless left consumers disgruntled. Just download torrent and start playing it.

**Chapter 7 : The Elder Scrolls: Daggerfall Cheats & Codes for PC - [www.nxgvision.com](http://www.nxgvision.com)**

*The Elder Scrolls Chapter II: Daggerfall is probably one of the best games ever made and helped Bethesda create more awesome games such as Morrowind Part III of the Series, Oblivion Part IV and currently Skyrim, part V of.*

For other uses, see Dagger. Daggerfall is the second installment in The Elder Scrolls series. Contents [ show ]  
Gameplay The key feature of Daggerfall, as in all The Elder Scrolls games, is the freedom the game offers to players. Players are free to play the game in any style, from an honorable knight to an evil assassin. Players are also free to stray from the main quest at any time and can choose not to do it at all, and instead explore around or join factions. Daggerfall features a spell creation system where, through the Mages Guild , players can mix a variety of different effects, such as fire damage and levitation, into custom spells. The game will then automatically generate the mana cost of the spell based on the power of the effects chosen. Daggerfall shipped with several spell effects that did not function correctly, or simply did not function at all, namely the transformations. Other features include an equipment enchantment system similar in concept to the spell creation system , the ability to buy houses and ships, vast amounts of clothing and equipment, dynamic political relationships between kingdoms, the ability to become a vampire , werewolf , or wereboar , and the combat system, which utilized mouse movement to determine the direction of sword swings in melee combat. The political system is supported by a net of guilds, orders, and religions, all with unique tasks and quests. Joining and contributing to these facilities allows the player to raise ranks and achieve a higher reputation in the game world. Options to turn off both nudity and blood are available. Setting Daggerfall, like the other games in The Elder Scrolls series, takes place on the continent of Tamriel. The journey through these realms is made difficult by a wide range of formidable enemies, the strongest of which are the Daedra. Vvardenfell , the explorable part of the province of Morrowind in the third game has The Elder Scrolls IV: Oblivion has approximately It should be pointed out that the geography and the characters in these later games are much more detailed. An auto-map was implemented to help players navigate through the lengthy tombs and ancient underground fortresses. There is a search bar to type in locations and travel the player could select if they wanted to sleep in inns, camp out, use a horse, etc. Players have to visit approximately 6â€”8 areas in order to finish the game, although a total of 47 areas are present. In , Morrowind, the third game in the series, responded to this issue with a smaller, more detailed world with unique-looking cities and characters with greater individuality. Story "You wake and look around the room. Some hours ago, you were in a boat, en route to Daggerfall, when a storm of supernatural strength boiled over the Iliac Bay like a malefic creature. Your boat was destroyed, but you managed to swim through the churning water to a promontory rock. There you found a cave and escaped the fury of the storm. You had only just lit a small fire when a mudslide sealed you within. Your fear of being buried alive calmed when you saw the corridor leading out of the cavern. Perhaps there is a way out of this cave after all. The player is sent here at the personal request of the Emperor. He wants the player to do two things. Firstly, the player must free the ghost of the late King Lysandus from his earthly shackles. Secondly, the player must retrieve a letter from the Emperor to a Blades spy in the court of Daggerfall. The Emperor wants his spy to force Nulfaga into revealing the location of the Mantella so that the Blades can finish the reconstruction of the Numidium. Through a series of mishaps and confusions, the letter fell into the hands of an orc by the name of Gortworg. Gortworg, not knowing what the Mantella is, consults Mannimarco , the King of Worms the leader of the Necromancers. During this time, the Underking , who originally destroyed the first Numidium because of its misuse by Tiber Septim , is recuperating deep within a tomb of High Rock, after expending so much energy destroying it the first time. Endings Daggerfall has six different endings: If the Hero activates the Mantella themself while in possession of the Totem of Tiber Septim the controlling device of the Numidium , the Numidium will slay the Hero, go out of control, and be destroyed by Imperial forces. This ending actually did not exist in the game. It is possible that this ending was planned for the game but was never added into the finished game, as it is mentioned in The Daggerfall Chronicles strategy guide. If the Hero gives the Mantella to the Underking , he absorbs its power, passes into eternal rest, and creates a large " magicka free" area around himself. If Gortworg is victorious, he uses the

Numidium to destroy the Imperial forces and the "Bay Kings," the "rulers" of the several provinces of the Iliac Bay. The Underking arrives shortly thereafter to destroy the first Numidium once and for all, losing his own life in the process. Gortworg then succeeds in creating Orsinium , a kingdom of Orcs. If the Blades are victorious, they succeed in recreating the first Numidium and use it to defeat the Bay Kings, defeat the Orcs, and to unite all the provinces of Tamriel under the Empire once again. If one of the Bay Kings wins any of them , they use the first Numidium to defeat all the other kings just before the Underking destroys it and himself. If Mannimarco receives the Mantella, he uses it to make himself a god. Continuity Since Daggerfall had six very different endings, the writers of The Elder Scrolls series had to be creative when writing the sequel. Therefore, all of the endings of Daggerfall occurred simultaneously: However, in Oblivion, treasure hunters claim to be hunting for treasure on behalf of Orsinium and Gortworg. Planned Content Originally it was planned for the player to have sex with characters, but it was cut out in the development. Daggerfall was planned to have an expansion, which instead became a standalone game released as the spin-off An Elder Scrolls Legend:

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*The Elder Scrolls: Chapter II: Daggerfall has now been made free to download. Someone has finally returned to the RPGs of the old school and created an adventure that will take even the most.*

Daggerfall Unity Unlike later games in the series, diseases in Daggerfall are more than a mere annoyance. They mean serious business and could spell a permanent end to your adventures if left untreated. So good news everyone! Starting with latest Live Builds you can become infected with diseases in Daggerfall Unity thanks to dirty creatures like bats, rats, and mummies. Diseases actually began development a while back. Most of the research and back-end framework was built out by two rockstar contributors you should already be familiar with: Diseases have just been waiting for me to implement effect system to handle their payload and support their curing by spell effects. This is another great example of a successful collaborative effort for Daggerfall Unity. This is also great opportunity to show just how far gameplay has come, as everything that follows is something that could play out in Daggerfall Unity right now. Your bank loan is due and your room at the Pig and Cat is almost up. Would you mind popping over to the Ruins of Wicksmith Court to get them for him? Not much left of this place, is there? Just a few crumbled building and an entrance to some below-ground hellscape. Maybe the property tax is lower or something? After a few hours of searching dead-ends, you finally encounter the mummy Maruag itself. Looks like some other adventurer has taken the time to put it in a cage. Maybe they needed wrappings too? Live and let live right, the poor thing is already trapped in a cage. But Maruag is less than impressed and claws at your arm, drawing blood. On its double-dead corpse you find another pieces of gold score! You rest up and use your Medical skill to treat that scratch Maruag gave you earlier, then head back to Gothway Garden. The Homeward Journey You look at your map to plan your journey home, and this is where you get your first sign of trouble. Probably from that mummy scratch. You think it over for a minute and determine that you feel healthy right now. You know from experience that diseases have a short incubation period. If you were several days from the nearest town with a temple, things might be different. Thankfully you made to town without wasting any time! A Temple Cure The quickest way to heal is by visiting the local temple if one is available. You make your way through the sleeping town in darkness, accompanied only by the sound of crickets. A temple healer is on duty at all hours, and she offers to cure your Red Death for the low price of gold pieces. You pay the fee and are healed in short order. You have some skill in Restoration Maybe instead you can heal your own disease and save yourself some gold. The first problem is that you travelled to town as quickly as possible and the Mages Guild is currently closed. At least you can rent your room at the Pig and Cat for another 30 days and try to create yourself a cure in the morning. Later that morning, you visit the Mages Guild again and head straight for the spell maker to create a Cure Disease spell. Here you strike another problem. You create a Cure Disease spell with the best chance of success you can for under spell points. Unfortunately it costs gold pieces, which is more than the temple was offering. But at least now you can cure your own diseases whenever you need to. Anyway, who cares about stupid numbers? A crackle of fierce magical energy erupts from your hands and flows around your body. You feel the healing energies seep into your A better than half chance of success still means you have about a half chance of failure as well. Not to be defeated, you return to the Pig and Cat to recover your magicka reserves to rest and try again. But first you give Tristyn Hawkton have his stupid mummy wrappings on the way out. After several hours of rest and a second attempt, you finally clear yourself of that disease. Epilogue With some gold in hand, you visit the local Bank of Daggerfall and pay back that loan for the Daedric Dagger.

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*While Arena may have set the stage, Daggerfall took it to another level entirely. Explore one of the largest game worlds ever in Chapter II of The Elder Scro.*