

Notes: Threads of the Webspinner

- Overview
 - **Quest:** Threads of the Webspinner
 - **Writers:** amphrites, ckorkos, joyh, Lava Salmon
- Resources
 - **Item Descriptions:** https://docs.google.com/spreadsheets/d/1-5Xg47mOgpwQ3L_hKI-RbHF_th3ABsa8GtIVkvqSijk/edit?usp=sharing
 - **UESP Page (Lore):** https://en.uesp.net/wiki/Lore:Threads_of_the_Webspinner
 - **UESP Page (Lore):** https://en.uesp.net/wiki/Morrowind:Threads_of_the_Webspinner
- Theme & Ideas (**ckorkos**)
 - Duality of Fate
 - **Mephala:** Represents the “cosmic” aspect of fate - the strings that govern destiny and causality, whose mechanisms and movements are unknowable. The tone for Mephala is one of mystery, darkness, and inevitability.
 - **Sanguine:** Represents the “human” aspect of fate - the passions that govern ambition, morality, ego, and choice. Through these passions, mortals march toward the center of the web, try as they might to overcome such instincts. The tone for Sanguine is one of humanity, joviality, and irony.
 - Writing Style
 - Lore/tone could be delivered through short poem excerpts or mantras of the Morag Tong; player must piece them together to form a coherent story - would fit with the idea of gathering all relics and bringing them together for the guild
 - “Lost” knowledge - these have been out of the guild’s hands for a long time, so we could treat the lore as previously unknown to even the Morag Tong (not necessarily drop any huge lore bombshells, but maybe reveal some aspect of the MT that isn’t discussed elsewhere)
- Proposed Lore Synopsis (**ckorkos**)

Let us bow to the dark

Let its gentleness cradle us
Let its threads move unseen
- *Morag Tong, Mantra of Fate*

The Morag Tong believe that each of these legendary items is linked to a particular thread of fate. As the threads weave into one, the tides of causality coalesce around their bearer, allowing one to perform great deeds that ripple through history. When all are gathered, destiny itself may be defied.

Long ago, Lord Mephala sought to overturn the order of Mundus. Alongside her brother Sanguine, she crafted a set of artifacts which empowered her subjects to refute the order enforced by Nirn's gods.

Sanguine forged the mighty pieces, heating their precious metals over the fires of mortal passion – love, hate, revelry, lust, and longing. Thus would their magic strengthen each art which drives the twin pillars of war and civilization.

Mephala spun these creations along a new web, linking them across space and time. Thus would the tiny beings forever seek out their siblings, and thus would their power over fate deepen when used in concert.

It is said that the instruments were gifted to a circle of murderers who served Mephala in the First Age, and that these threads guided their shrouded ascension to the Morag Tong. With the power to defy the Divines, the Chimer's guild of assassins quelled threats within Morrowind and repelled those beyond its westernmost reaches.

After the Tong's near annihilation by the Akaviri Potentate Versidue-Shaie, disillusioned members of the guild abandoned Mephala for the enigma known as Sithis, the Dread Father. In this bloody schism, members of what would become the Dark Brotherhood stole the prized artifacts.

None outside of the Brotherhood know their location, though it is rumored that they have found their way to Vvardenfell. The tides of time and matter have once again begun to unite Mephala's tools, for their threads are forever entwined.

Amphrites's Notes (Updated for details and clarification)

Dunmer believe sanguine commissioned by mephala to make them (they are gaudy and decorative garments from the god of excess) Mephala's reward for collecting them is the only fortify attack spell in the base game and also a powerful chameleon cast which cannot fail.

Khajiit see Sanguine and Mephala as heads on a coin, ie. Mephala “commissions” Sanguine who is true god of secret murder and blood

Sanguine primarily has pocket dimensions which the “owners/users” can sculpt to their liking provided they continue to please and worship him/commit ge-debauchery; they vary **wildly** in how upbeat/sinister or demented/sadistic they are

(ESO?) Sanguine Vampires, as opposed to Baal Vampires

Leaning heavily into the sinister, bloody, bloodthirsty nature. Maybe bloodwicking garments? Maybe powered by blood and dormant on those who were not actively killing? (explains DB interest) Sanguine also supposedly reveled in the bizarre and “amoral” torturing/flesh/mind-atromancy of the ayleid.

Go for the “dark side of sanguine” which his worshippers don’t talk about; mortals forever trapped as slaves, cooks, entertainers and blood sport (committing suicide to end their entrapment/suffering); blood magic and vampires, torture and flesh crafting.

Potential long-shot angle:

Trapped and tortured savants and souls used in their crafting? Maybe their actual visage able to be seen, maybe only visible after committing a murder? Sinuous and flesh-woven into/ with spider silk, shifting and clearly “alive” or formerly alive, somewhat threadbare to the wearer but normal looking to the outside viewer. Like a horror skinsuit only you can see through the descriptions.

Treat as “people used like daedra” for enchantments? Maybe different pocket realms power each and you are actively siphoning skills/life away from hapless partiers

Some pieces belong to DB agents, **all?** were “stolen” when the DB defected. Mephala long-game?

Second Alternative Angle:

Player slowly becoming aware of how unlikely it has been for them to be able to find all the different pieces spread around vvarденfell, that they would all still be there, that none of the DB defectors knew of their arrival. Slowly starts to suspect they’re being manipulated or driven towards something, maybe a bit of bloodsport feel, bit of boethia feel to it. Maybe the items can themselves convey a shifting, spider-web, or discomfoting/eerie/knowning feel based on their rarity and “out of the way factor”. Almost mocking the player for participating in the cat-and-mouse game.

Mephala god of fate and long-games/plots, both sanguine and mephala gods of various sexual deviancies and orgies [mephala frequently honey-pots people into “web” cults using attractive agents and taboo’s] potentially also part of night-mother, potentially also able to commune or work w/ sithis[chaos] (This is a really, really debated topic lol; the Tong’s war against the DB could be easily reconciled as Vheks’ influence on the guild since they abandoned Mephala

worship “sortof”. Same as you could argue Mephala planned to make Rajhin god of shadows/shadow magic (retroactively limit power of main shadow sorc from shadowkey?), etc.)

<https://en.uesp.net/wiki/Lore:Sanguine>

https://en.uesp.net/wiki/Morrowind:Eno_Hlaalu

<https://en.uesp.net/wiki/Lore:Mephala>

https://en.uesp.net/wiki/Lore:Morag_Tong