

## Personality of House Hlaalu

The Hlaalu's specific Tribune in Almalexia.

The subtleties of economics do not matter a great deal in the design of video game worlds, but one thing should be understood about the Hlaalu ideology: it is *not* capitalism. The Hlaalu ideology has much more in common with mercantilism. The Hlaalu seek to profit themselves, the house, and Morrowind through economic activity. They are generally unscrupulous. They use force to set up house-enforced monopolies and economic regimes.

The Hlaalu value personal self-sufficiency & autonomy, ingenuity & entrepreneurship, and cunning. They are playing a game that is bigger and more self-conscious than any other Dunmer. They have no objection to lying, in general.

Hlaalu society is a society of disguises in which things are frequently not as they seem. An open port full of commerce is run by cheating, chauvinistic tongs. A small publican's hides a Twin Lamps safehouse in its basement. A shipping magnate carries a fortune in skoom in the hull of his boats. And most importantly – find out the Hlaalu's big secret at the end of this document.

## **General Structure of the House Hlaalu**

Like all the Great Houses, Hlaalu is political machine, acting as a patronage system and governance structure in areas it controls. Most Hlaalu members are independent merchants, yeomen, and artisans who are in business for themselves. Their connection to the house gives them a competitive advantage, connecting them with other traders, protecting them from thieves and contract violators, and so on. The most successful of these sort of traders can be recognizes as House Peers, the Hlaalu social elite.

The core of the house, however, is the Hlaalu Council Company, which acts as the central administrative organ. The Company does not itself participate in any productive industry, but it controls the vast majority of the freight infrastructure, is the only legal Hlaalu lender, and regulates a wide variety of trade activities. To advance above the rank of “Tradesman” in the faction, the player will have to work for the Company.

The fact that Hlaalu is controlled through the Company does not mean that it has a unitary will: conflict is just instead over control of the Company. One of the most powerful Hlaalu factions is the fraternal organization called the Camonna Tong, but it is not the only faction.

See also the last page of this document.

## Key Historical Events Influencing the Present Situation of the House Hlaalu

After the Anunciation of the Tribunal, while House Redoran set about to rebuilding the borders and House Indoril set about to generating the theological and juridicial governance of Morrowind, many of the other houses set about to actually rebuilding Resdayn, after decades of war, the disappearance of a large & economically important minority of the population (the Dwemer), and the ecological damages of the eruption of Red Mountain. Foremost among those who took up mundane matters of rebuilding were the houses of the Othreleth Woods & the upper Thirr, including such houses as Hlaalu & Narsuaes.<sup>1</sup>

These houses were also able to sustain their independence when the bulldozer that was modern House Indoril began absorbing other houses into its mass. Their competitive advantage was their connection to trade with Cyrodiil and beyond, including the import of Khajiit slaves traded to them by catcatchers, rivergoing nedes who harassed the shores of Ne Quin-al<sup>2</sup> during the degenerate periods of the First Empire. These houses, less committed to the theosophic & theocratic bent that the Indoril took, had vague notions of separate realms for the temple and the house, while still being devoted to the Tribunal. In their perception, the Tribunes were Nerevar's successors in matters of faith,<sup>3</sup> while the houses were Nerevar's successors in matters of everyday life.

By the Second Era, these houses had coalesced under the leadership of Hlaalu, and were recognized in Dunmer social theology as one of the Great Houses, a worldview that has been anachronistically stretched back to the days of the Chimer. They took on the role of mediating trade with the outside world, and so long as Morrowind was fully independent, they were widely regarded as the least significant house. However, with the Armistice, which recognized Morrowind's sovereignty while creating a role for the Empire in its governance, the Hlaalu's opportunities for power greatly expanded. In narratives of the Indoril, Dres, & Redoran, the Hlaalu have come to be seen as traitors for their relationship with the Empire, including aspersions on their role in the period leading up to the Armistice.

In about 3E 425, political maneuvering led to the replacement of the Chancellor of House Hlaalu. Previously, this position had always been held by members of the personal Hlaalu family, a status that no other Great House had maintained. The new leader, a self-made woman, is visionary, brilliant, and cutthroat, and is playing the other actors of Morrowind like chumps for the betterment of herself & her house.

Also see the last page of this document.

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1 And more!

2 Ne Quin-Al, or Anequina, is the Khajiit kingdom of the northeast of Elsweyr, including the city of Rimmen.

3 Faith in Dunmer society being extended to more existentially important roles than in our society. The Tribunal's role in defending Morrowind's borders is a natural extension of their role as leaders of the faith, as faith is the structure by which the Dunmer find their personal and national identity.

## Hierarchy of the House Hlaalu

**I. Chancellor (Narsis)**

*Head of the Hlaalu Council Company & leader of the House in general.*

**II. Council Elector**

*Sit on the Hlaalu Council.*

Dram Bero

Orvas Dren

1 in Andothren

2 in Kragenmoor

2 in Narsis

1 in Othreleth Woods

2 in Thirr Valley

**III. House Peer**

*The peers are the highest rank of House Hlaalu, nobles essentially.*

**IV. Gnostic Officer**

*A –secret– rank, with –secret– knowledge (see also the last page of this document).*

**V. House Officer**

*An officer of the Company.*

**VI. Bonded Agent**

*Bonded to the Company, a permanent part of the bureaucratic structure of the Hlaalu.*

**VII. House Contractor**

*A contractor for the House Hlaalu Council Company.*

**VIII. Tradesman**

*A House Hlaalu member who has taken up a trade for themselves & is financial independent.*

**IX. Kinsman**

*An initiated member of House Hlaalu.*

**X. Oathman**

*Taken an oath to serve House Hlaalu exclusively.*

## **Secrets of the House Hlaalu**

The Hlaalu perceive in their work a secret mission, and they are the furthest thing from traitors to the Dunmer. They are the last defense of the Dunmer against their enemies, fervent nationalists who only pretend to do the bidding of the Empire. Every member of the Hlaalu council, much of the House Peerage, and many of the officers of the Council Company are part of a secret conspiracy to defend Morrowind to the last, not even known to the leaders of the other houses.

Their traitorous actions during the war with Septim was the enactment of a secret plan to ensure the Armistice would occur, because they like the Tribunal saw that Morrowind could not stand militarily. In the present, they take over territory, place one of their own on the throne of Morrowind, engage in trade with the Empire, et cetera, so that when the Tribunal end their reign, Hlaalu can guide Morrowind into the future. They are aware of the weakness of the Empire, and they are ready to pounce on any opportunity provided by its decline.

Hlaalu has little loyalty the present form of the Dunmer society; social structures can be fleeting. But their loyalty above all is to the Velothi project, to the Dunmer people, with or without the houses and the Tribunal.