

Andothren Master Plan Document

Table of Contents

- A. Map and Geographical Region
- B. City Characteristics
- C. History & Political Situation
- D. Surrounding area
- E. Population
- F. “Ludological” Characteristics

A. Map and Geographical Region

Andothren lies in the Askaaed Coast region, which is a parallel to the safe Ascadian Isles on Vvardenfell. Andothren is a port city facing the Inner Sea.

B. City Characteristics

Andothren is a major Hlaalu settlement (Tier II) with strong ties to the Camonna Tong. Main sources of income come through the port and from the nearby plantations along the River Thirr. The seaside trade concerns itself with the export of Khajiiti slaves towards Vvardenfell, Telvanni territory and nearby plantations. Hlaalu plantations produce corkbulb, scrib cabbage and comberry.

What does Andothren tell about the Hlaalu?

- It shows how the Hlaalu are dependent on trade and what kind of trade.
- It shows the monopolistic and mercantilistic tendencies of the Hlaalu.
- It shows the significance of Khajiiti slave trade to the House.
- It shows the more racist and discriminatory tendencies of the House in subtle ways
- It shows the role of the Camonna Tong in the Hlaalu territories

C. History & Political Situation

How Andothren became Hlaalu

Andothren and its surrounding territory was land belonging to the Andasril family of House Indoril. Through trust and intrigue the Andasril family found itself marrying into the Hlaalu Council Company, which led to the land on the left bank of the river Thirr becoming Company property. The exiled Andasril adopted the name of "Andas", becoming the ruling family of Andothren.

Relation to Old Ebonheart

The appearance of Old Ebonheart created a difficult situation for the Hlaalu port city. In a sense, Old Ebonheart threatened to become a major economical rival. Through smart maneuvering the Hlaalu were able to establish monopoly rights on the exports and imports of certain goods, while relegating the trade of less interesting goods to the Imperial city. They were able to sweettalk the Imperials into this situation by giving them a 5% cut of profits relating to monopoly goods.

Religious background

Andothren's waterfalls are Almalexia's miracle of "bringing the sky low & making the earth cry sweet water" to provide a refuge for the Dunmer armies during the Battle of Red Mountain, when Kagrenac sunk the Valley of Veloth & created the Inner Sea. The fresh water falls still exist here as a reminder of her glory.

Camonna Tong presence

The presence of the Camonna Tong is strong. They have quite a few cornerclubs in the city. The Hlaalu Councilman of Andothren, Tholer Andas, has Camonna Tong ties. For the *Tong* Andothren represents an important city in terms of smuggling, and it's a bit of a logistical centerpiece in relation to the local bandit caves around the coast.

D. Surrounding Areas

Caves: contain Camonna Tong smugglers or unaffiliated smugglers

Ancestral Tombs: these are of course dedicated to Indoril families, as they used to live in the lands

Dwemer Ruins: if any, they are not too high level

Daedric Ruins: quite dangerous

Oran Plantation and Ulen Plantation

Two Hlaalu plantations along the river Thirr are the Oran Plantation and the Ulen Plantation. Back in the indoril days these plantations had different owners and different names. (Oran Plantation was known as Rethil Plantation; Ulen Plantation was known as Mundrethi Plantation).

Tharer Oran is an old racist ass who runs the large Oran Plantation with a posse of Khajiiti slaves. Fun fact: he is the father of Serjo Avon Oran, councilor of Suran. Brelyna Ulen is a younger enterprising plantation owner, who lives in the city of Andothren.

The Port

Ships. The port is first of all filled with ships. Not per se filled, but there are like 3-4 ships. These ships showcase the characteristics of the city. You'll have one filled with slaves for example, one with a shipment of Vvardenfel goodies. One affiliated with the Imperials. And one as filler (probably smuggling). Through scripting, quests in and around Andothren will feature ships. You might find a ship dropping a smuggling shipment at a Camonna dropoff point. You might have a ship being lost, or stranded, or sunk. (A sunken ship filled with drowned Khajiit might be something). You don't want to fill the inner sea with ships, but it would be neat to have some quests feature naval situations.

E. Population

Dunmer

Many Dunmer will be associated with the House in some way or another. Most shopkeepers are, in any case.

You'll also have a significant amount of standard religious Dunmer (Velothi I guess?). From the old days when Andothren used to be more of a religious city.

Orcs

A few. Mostly retired Legion militaries who decided to chill in the port city.

Altmer

Not too many. The more xenophobic and racist Dunmer tend to discriminate against the High Elves. There might be the odd Altmer slave.

Bosmer

Not really taken seriously, might be paupers, small amount present.

Redguards

Redguards seem to be the type to enjoy some aspects of House Hlaalu. You'll have a decent amount of Redguards affiliated with the House. You'll also have some vagabond types in the lower classes.

Nords

Tend to be discriminated against. Not too many in the city. *Idea: there might also be a sizable Nordic slave population. These slaves would be imported from the Redoran regions by boat.

Bretons

Mostly found in the Imperial Guilds. Maybe the odd Breton scribe affiliated with the House.

Imperials

Significant presence (20%). There are quite a few Imperial bourgeoisie. They live in the more lavish houses and have high positions affiliated with trade. They might have an Imperial association or they might have a Hlaalu association. They feel safe and at home in the city, not really suspecting more devious Hlaalu motives.

Argonians

Normal presence. Nothing much special to say about 'em.

Khajiit

Significant presence. Most are in fact slaves.

F. Ludological characteristics

Andothren has most services any adventurer could possibly dream of. Clothiers, outfitters,

smithies, alchemists and so on and so forth. Most merchants are however, in fact associated with the House, and tend to have rather high bartering skills making Andothren an expensive city for buying stuff as a non-member. Sure, the player may choose to get their gear from non-members, but they will tend to have more crappy gear (Hlaalu rules). Non-Hlaalu traders may actually be banned from selling certain goods above a certain quality for example.

Andothren features travel to Old Ebonheart by boat. Travel to Ebonheart on Vvardenfel by boat. And travel to two other logical locations, by boat. (Need map)

Guilds

There's a Mages Guilds with travel towards logical locations.

There's a Fighter's Guild which tends to be involved in rather morally questionable Hlaalu jobs. (The Hlaalu like to outsource certain contracts of low-secrecy to the FG).

There's a Thieves Guild with not too many native Dunmer - why would they joining the TG if the Camonna Tong is right around the corner? Not sure if there should be a major clash with the Tong in this city, even though it seems like an obvious quest theme.