

Great House Indoril

Master Planning

Version 1.0 – 14 March 2015



Foreword

If there is a single kernel of truth which can encompass all one must know of Indoril's illustrious house, it is simply this: ours is the house most fervently dedicated to the preservation of the ideal of the Dunmer. When the children of Veloth wandered orphaned in the Ashland wastes, it was the Indoril knights that founded Mournhold and brought the itinerant Chimer into civilized Houses; when the Nords came from Skyrim with axes and storms, it was our warriors under Mother Ayem that staved off their assaults; when the Deep Elves wrought a god of blasphemy, it was the army of Serjo Indoril Nerevar Mora that spearheaded the crusade; when the Temple called for men-at-arms, Indoril pledged itself so fully that behind nigh-on every Ordinator's helm there is the keen face of one of our own. An Outlander asks what a Dunmer is, and learned men point to House Indoril.

– *The Truth of Indoril Fidelity*

This “master planning” consists of two parts. The first part (sections 1-5) being an analysis of what we have on Great House Indoril, arranged in sections of macro-factors. It is a summary of things that have been discussed about the faction. The second part is more focussed on player-relevant information such as the Indoril quest line and in future versions possibly dialogue.

Personally I like to see this planning as an analysis of ‘what we have up until now,’ rather than a guide of ‘what it’s supposed to look like.’ It is meant to act as a substantial summary of large discussions throughout the years, as they can be hard to follow, especially if a wide variety of ideas are developed and discarded over several pages, threads or means of communication. This means that this file can be used as reference or to look up things concerning House Indoril that (may) have been discussed in the past, but also as a starting point for new discussions and ideas.

-klep

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1 HISTORY

Note: Vanilla Morrowind and Tamriel Rebuilt have inconsistencies in their histories, and are therefore kept separate. This may be subject to change in the future.

1.1 MW History

During the fall of High Velothi culture in the late Merethic Era (Somewhere between ME 2000 and ME 1000) the Velothi degenerated into tribal cultures, which, in time, evolved into the modern Great Houses of Morrowind, or persisted as the Ashlander tribes. This is when the Great Houses were initially founded. The founders of each individual House are unknown. (Before the Ages of Man)

1E 416 During the War of Succession the united Chimer and Dwemer drove the Nords out of modern-day Morrowind, which was then called Resdayn. Indoril Nerevar and Dwarf king Dumac became leaders of the First Council of Resdayn, ruling jointly. Within a few hundred years, however, the alliance between Dwemer and Chimer disintegrated into battle, the War of the First Council. The Dwemer were vanished into extinction, Lord Indoril Nerevar deceased, the Tribunal became gods and the Chimer were transformed into the red-eyed dark-skinned Dunmer. (Pocket Guide to the Empire, 3rd Edition: All the Eras of Man) (Pocket Guide to the Empire, 1st Edition) (The Battle of Red Mountain)

1.2 TR History

Of the becoming of the Hortator and the liberation of Resdayn

Nerevar was born in the mid to late 1E 300s. He was a low-born Chimer, with no name, who became a mercenary and was very good at it. While he served as a spear-rider for a caravan led by a minor House Chimer and heading towards Mournhold, the capital, his caravan discovered one of the first Dwemer war centurions, which bore the mark of the Nordic kings. The caravan was divided between two sides: one wanted to bring it to Mournhold to show the council of House Fathers there what new weapons the Nords had, while another wanted to bring it to nearby wizards (proto-Telvanni) who would pay well for dwemercraft. Nerevar couldn't have a detour off their course for personal reasons – he was escaping debts, he had plans in Mournhold to set things straight. So when the caravaner decided to go sell the dwemercraft, he ended up killing the caravaner, stealing the dwemercraft, and riding off with the caravaner's banners.

In Mournhold, he presented himself as a Chimer of the house of his banners. He met Vivec in the street. Vivec was not named Vivec then, but he erased his first name from the memory in the Red Moment so we don't know what he was called. At the court of the House Fathers, Nerevar met the others who would be his cohort: Sotha Sil, Dagoth Voryn, and Indoril Laesa. All four were younger and less experienced than Nerevar. He was sworn to House Dagoth as a master-at-arms to train Dagoth Voryn, their heir, and would eventually marry Indoril Laesa. At some point, members of the house he had been claiming to be arrived in Mournhold, revealed his lie, and demanded he pay for his crime. But now he was an Indoril by marriage, and they protected him; Nerevar couldn't be judged and made to pay like a lowborn, so if they wanted his blood they would have to declare a house war.

The Chimer and Dwemer united in 1E 416 to liberate Dwemereth from the Nords. Nerevar became a general in the war and was ultimately declared as Hortator of the Chimer. After the war, he and Dwarf king Dumac formed a fragile peace and created the kingdom of Resdayn. (Sload, Establishing Background Lore, 2014)

Of Resdayn, the fall of Indoril Nerevar, and the rise of the Tribunal

The kingdom of Resdayn had peace for more than 200 years. There was significant technological advancement and everything was flourishing and great; this was the golden age of the Chimer.

Dagoth Voryn ruined it by discovering the Earthbone research of Kagrenac and the Tonal Architects. They were messing with the fundamental laws of the universe and behaving like gods and the Chimer thought that very profane and wrong. Ultimately, the Chimer declared war and it led to the Battle of Red Mountain. As they were being defeated on the battlefield, Kagrenac completed his experiment and the Dwemer disappeared to become the golden skin of the Anumidium. Only one Dwemer remained, Yagrum Bagarn, who had sacrificed his salvation so that he could hook the Anumidium up to the Heart of Lorkhan and the Dwemer could transcend reality.

Unfortunately for the Dwemer, Nerevar and Voryn discovered the profane tools. Nerevar had Voryn guard them while he sought counsel from his other advisors, 'Vivec,' Sil, and Laesa. He returned to Red Mountain with them to discover that Voryn wouldn't give up the tools. There was a fight, Voryn escaped to eventually become Dagoth Ur the Sharmat, but Nerevar and his advisors took hold of the tools. Nerevar was going to destroy them, when his council killed him. Nerevar's shield-bearer, Sul Alandro, witnessed this. He was silenced hereafter, and by unknown means his mind was blasted into his chainmail headpiece. Then the Ashlanders got hold of it and Sul could possess their minds when they wore it, making them see what he did, or thought he did. And then, of course, this got scattered and spread among the tribes, so that eventually Ashlander tribes would all be wearing earrings made out of the chainmail ringlets, each one hearing the profane whisper of Truth. Sotha Sil activated the Dwemer tools and the Red Moment happened. The Chimer were transformed in the red-eyed, dark-skinned Dunmer. Nerevar's council became gods, Vivec took his new name, Laesa took the title Alma Laesa, which has been imperialised to Almalexia, and the reign of the Tribunal began. (Sloed, Establishing Background Lore, 2014) (Kirkbride, 2006) (klep, Establishing Background Lore, 2015)

Of Great House Indoril

After the Proclamation of the Tribunal, a particularly zealous and devout group, many of whom had previously been the hand servants, secondary advisors, and shield-companions of the Tribunes in Their mortal history, set about proselytizing the newly ashened Dunmer and setting the order of Morrowind to right. This group included figures like Olms, Delyn, and Llothis. They regarded their actions as the continuity of the Second Council in keeping the laws of Morrowind; they regard Indoril Nerevar as the first leader of their house.

This house came to dominate Morrowind by virtue of controlling the Temple and regulating the law. The Telvanni abandoned the rest of Dunmer society, and the Dres operated in stubborn heterodoxy on the Deshaan, so both of those houses were largely outside of the Indoril sphere. But in the rest of Morrowind, the Redoran guarded the border and the Hlaalu mediated Morrowind's relationship with outlanders, but the Indoril *ruled*.

The Armistice which ended the second era cracked the Indoril's system. They declined in strength after the Armistice, when a great number of its nobles committed suicide, unable to accept Morrowind's new role as a province of the Third Empire. They weren't stubborn or arrogant, they just couldn't make sense of Morrowind losing its independence, because this was not consistent with determined law. The remainder of the house had a tough time adapting to the new situation, with all sorts of Dukes, Kings and a host of Imperial dignitaries being introduced to Morrowind's governmental structure, and the presence of Almsivi ever decreasing. A flurry of exegeses were written to explain

the Armistice in terms of determined law; these tended to present the situation in a way that maintained the Tribunal's total sovereignty over Morrowind.

As the third era has progressed, the Indoril faith has been further shaken. Events are increasingly discordant with the laws of the Tribunal, and the Triunes themselves no longer appear in public. Hlaalu have taken authority over much of the territory that was once Indoril – all of it west of the Thirr. Things were looking bleak – they weren't even able to participate in the opening of Vvardenfell – until the last couple of decades, when Indoril has been under the strong leadership of Grand Ascendant Neril Sevuro, the brother of the Alma Rula and an experienced politician who reconciled the orthodox pacifists in the heartland and the traditional conservatives at the House's territorial borders, managing to muster a firm response to Hlaalu's expansionist policy and championing the House's true values. But he was already aged, and he's ill. Rumour is that he hasn't been seen outside his cloister in months. (Sload, Notes for House Indoril, 2014) (Why, Great House Indoril quest line, 2013)

2 GEOGRAPHY

This section covers the geographical features concerning House Indoril. The land currently ruled by House Indoril is referred to as Indoril territory, while the Imperial administrative region in which the Indoril territory resides is referred to as Mournhold District.

Unfortunately any information concerning fast-travel locations and routes is still subject to abundant change, and is therefore not mentioned in this document.

2.1 General layout

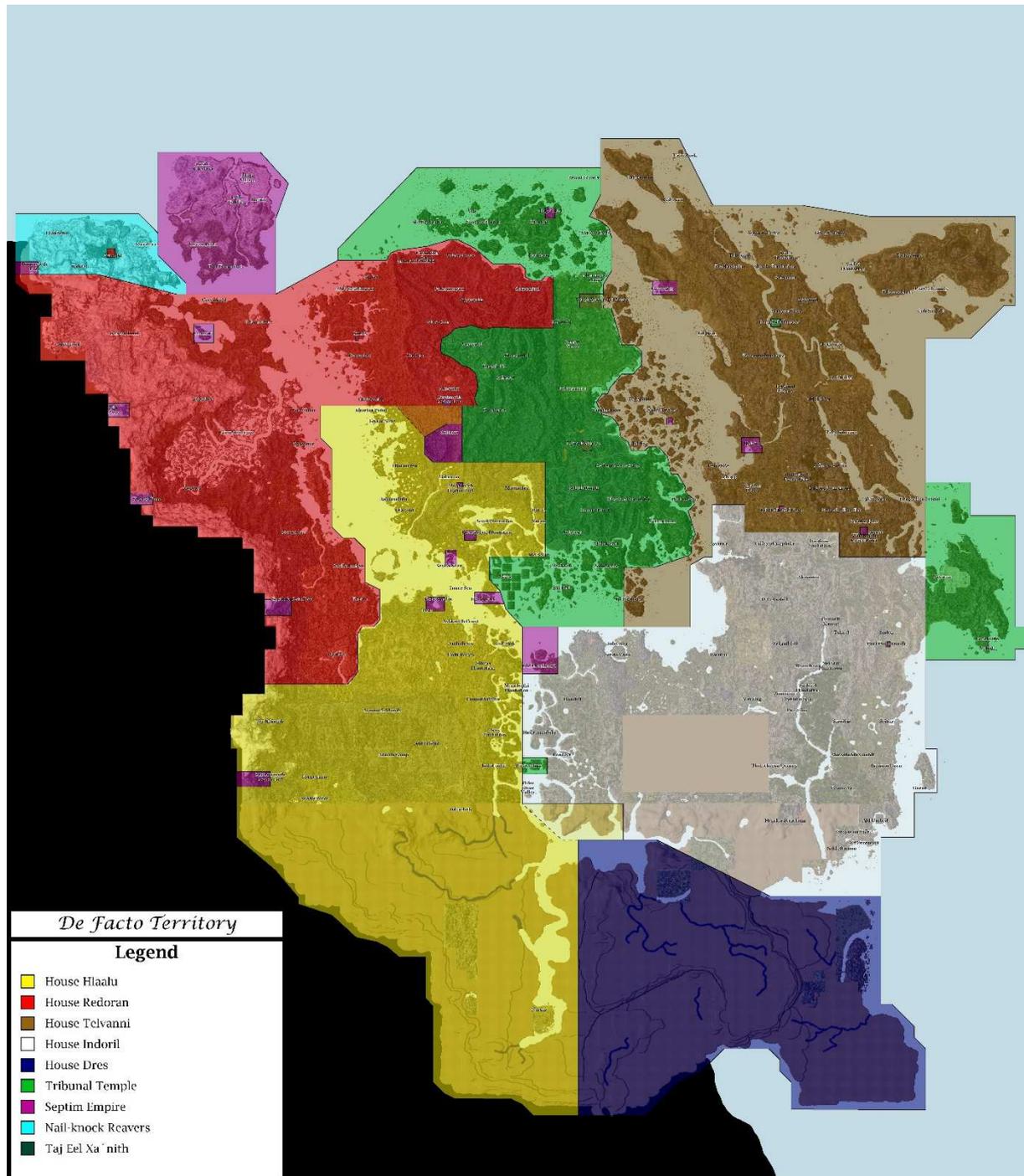


Figure 1 shows the political influences of factions on Morrowind, the white area being Indoril territory (Themnimanx, 2015)

Great House Indoril governs the Indoril territory in the central Heartland of Morrowind from the capital city of Almalexia. It is based in the Mournhold District.

Indoril territory borders in the north with Telvanni territory. Most of their borders reside in the Mephalain Mountains, but more towards the west, parts of the Indoril-Telvanni borders are also in the Alt Orethan and Inlet Bog regions on the Inner Sea.

The north-westernmost part where the Thirr mouths into the Inner Sea, the Askkaedh Coast, is home to the Imperial settlement of Old Ebonheart. In the west the Thirr River separates Indoril from Hlaalu lands in the Thirr River Valley.

The borders with Dres lands are partly in the Thirr River Valley. The remainder of the Indoril-Dres borders reside on the borders of the regions Deshaan Plains, and Lan Orethan, which also makes up the southern part of the coastline of the Padomaic Ocean.

The eastern part of the Mournhold District is the Nedothrill Coast, which borders the Sacred Lands in the north. The eastern half of the Sacred Lands is Tribunal Temple territory and home to Necrom, the City of the Dead.

2.2 Regions

The Indoril territory resides in several regions, and knows six major regions; Mephalain Mountains, Nedothril Coast, Lan Orethan, Alt Orethan, Inlet Bog, and Thirr River Valley.

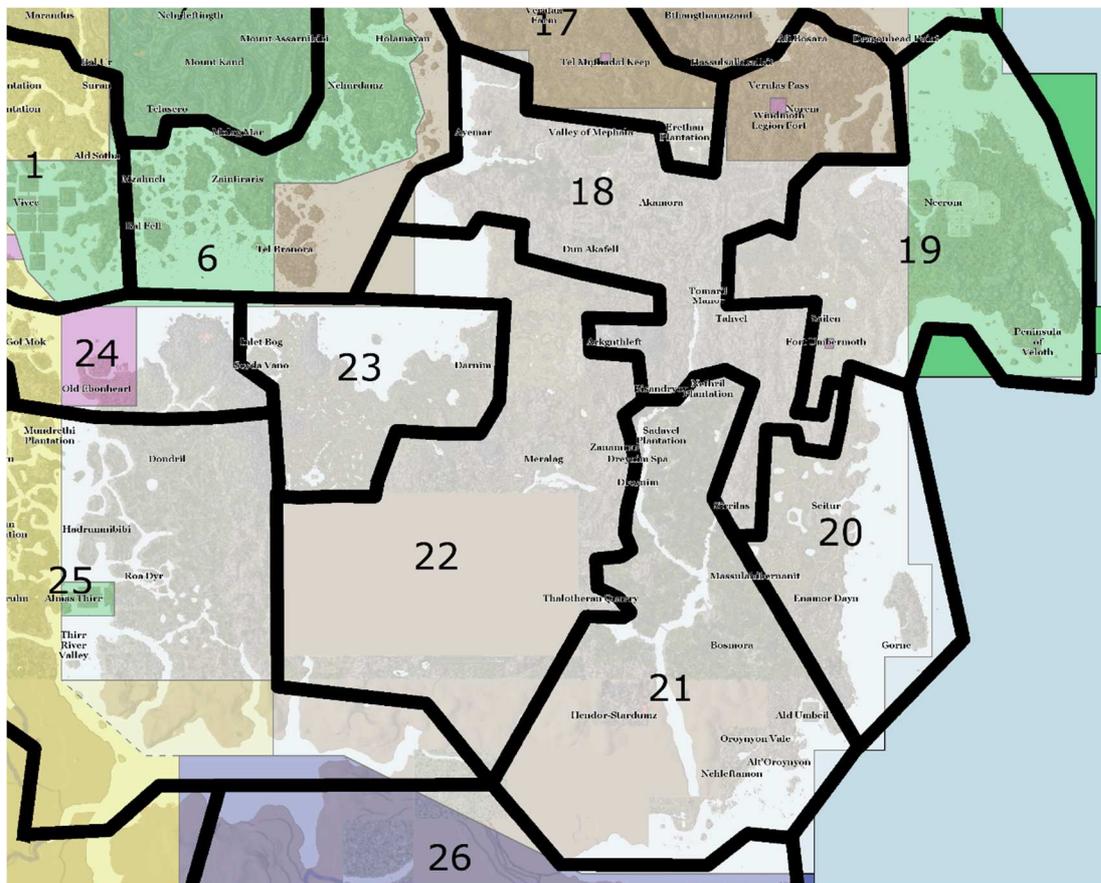


Figure 2 shows a close up of the Indoril territory and its regions (Themimanx, 2015)

- 1 Ascadian Isles
- 6 Azura's Coast
- 17 Helnim Fields
- 18 Mephalain Mountains
- 19 Sacred Lands
- 20 Nedothril Coast
- 21 Lan Orethan
- 22 Alt Orethan
- 23 Inlet Bog
- 24 Askkaedh Coast
- 25 Thirr River Valley
- 26 Deshaan Plains

Each of these regions has its own characteristics:

- **Mephalain Mountains**, represents the heritage of House Indoril. The labyrinthine valleys and passes of the Mephalain Mountains dominate the northeast of the territory. Within the mountains lie the towns of Akamora, Ammar, Hlersis and Tahvel (Nomadic1, 2011).
- **Nedothril Coast**, is the windswept eastern coastline of the territory between the Isle of Gorne to the south and the Necrom Lighthouse to the north. The sheltered coves and valleys are home to a few small towns. Numerous lakes dot the region, and several small farms and ranches are to be found. Submerged rocks make the sea itself treacherous for unknowing mariners. The towns in this region are Enamor Dayn, Evos, Gorne, Sailen and Seitur. (Nomadic1, 2011)

- **Alt Orethan**, is the highly populated plains and twisting ranges that lies in the centre of the territory, and is named after the river that runs through it. In the heart of the region lies the sprawling city of Almalexia. Other settlements of note are Othrensis and Meralag. (Nomadic1, 2011)
- **Lan Orethan**, is the verdant valley which lies between Alt Orethan to the west and the Nedothril Coast to the east. The valley is home to an ancient forest that extends the length of the Lan Orethan River. While frequent patrols keep the roads safe and maintained, the depths of the forest can be perilous to the unprepared. There are numerous farms and manors in the valley, as well as the towns of Bosmora and Dreyrim. (Nomadic1, 2011)
- **Inlet Bog**, is an inlet bog north of Alt Orethan. The only permanent settlement is the small coastal town of Ildrim, located at its eastern edge on the shores of the Inner Sea. It is also home to Seyda Vano, the stronghold the player will acquire during the Indoril quest line.
- **Thirr River Valley**, home to the river Thirr which separates Indoril from Hlaalu territory. It is a region of agricultural and militaristic Indoril, and a major site of trade. (Yeti, House Indoril Brainstorming, 2014) The valley represents the reality of contemporary Indoril, its best days behind it and slowly losing its hold on its territories, both geographic and social. (Gnomey, House Indoril Brainstorming, 2014) Some settlements in the Valley are Vhul, Almas Thirr, Dondril and Roa Dyr, an important castle-estate.

2.3 Settlements

Most Indoril nobles rule from their castle-estates. The following is a list of Indoril castle-estates and their ruling nobles: (Gnomey, Indoril Castle-Estates, 2014)

- **Akamora**, the largest settlement in the Mephalain Mountains, and close to the border with Telvanni territory. However, the surrounding high cliffs and narrow mountain paths make the city naturally defensible.
Illuminated Elder *Ienen Tomaril*, Master of the Northern Mephalain Mountains and All Lands to the North.
- **Ammar** (*Formerly known as Ayemar* (Dedefecation, 2014)), a coastal fortress, and the northernmost Indoril-owned settlement before the start of Telvanni-owned lands. The place knows many travellers, and the garrison is well known for keeping the surrounding area of the Mephalain Mountains safe. Ammar is directly opposite the Shrine of Azura on the Vvardenfell coast. (UESP, Ayemar, sd)
Concordant Minister *Tavrene Indalas*, Master of the Eastern Shore of the Inner Sea.
- **Denaven** (*conceptual*), a plantation which encompasses the current Lan Orethan region as well as the mouth of the Orethan. Its main role is to stop enemy fleets from sailing up the Orethan to Almalexia.
Illuminated Elder *Meris Denaven*, Master of Lan Orethan.
- **Gorne**, a small island off the Nedothril Coast with unique vegetation and landscape. It is home to the small village of Gorne, which offers several services to passing ships. (Poison Song)
Lay Elder *Alveth Sandil*, Master of the Nedothril Coast and Lands across the Water.
- **Roa Dyr**, a castle-estate of Indoril Draler Ilvi, and the largest castle on the Thirr. It is made up of several keeps, separated by canals. (Sload, New Roa Dyr Design, 2014) The Thirr River Valley was originally split between three or four castle estates; Roa Dyr, Ebonheart, Foyendas (now Andothren) and possibly a fourth somewhere around Indal-ruhn, probably in the adjacent

mountain range. As all castle estates except for Roa Dyr were lost around the time of the Armistice, Roa Dyr's territory and importance has significantly increased, the castle estate originally probably being very unimportant. While the Indoril more-or-less acknowledge the loss of the other castle estates, they certainly do not recognize the loss of territory. As such, Roa Dyr's nominal territory is very large, while its de facto territory is logistically vital due to being the only Indoril territory providing access to the Thirr, save perhaps a corner of Alt Orethan that might extend to Lake Andaram.

Illuminated Elder *Draler Ilvi*, Master of the Thirr River Valley and All Lands to the West.

- **Seyda Vano**, a castle estate amidst the swamps of the Inlet Bog. It is the stronghold the player will acquire during the Indoril quest line.

Player Character, Master of the Southern Shore of the Inner Sea.

Some major settlements in the Indoril territory are:

- **Akamora**, the largest settlement in the Mephalain Mountains, and close to the border with Telvanni territory. However, the surrounding high cliffs and narrow mountain paths make the city naturally defensible.
- **Almalexia**, the capital of the Mournhold District, House Indoril and Morrowind.
- **Bisandryon** (*conceptual*), a castle-estate at the north end of the Lan Orethan. The family's old stronghold lies close by and is now a hostile dungeon and called Ald Bisandryon. (Sload, *The Indoril Problem*, 2014)
- **Bosmora**, a wealthy settlement in Lan Orethan, whose abundant trade wealth stems from close proximity to Almalexia. (UESP, *Bosmora*, sd)
- **Meralag**, nestled in a pleasant vale in the Alt Orethan region, is a sleepy town of untroubled Indoril Nobles and their retainers. The town is a common rest stop for pilgrims and travellers to and from Almalexia. (UESP, *Meralag*, sd)
- **Sailen**, in the Sacred Lands, is a town mainly consisting of farmers. It manages to keep in touch with the rest of the world via the many pilgrims who pass through on their way to Necrom. (UESP, *Sailen*, sd)
- **Saint Llothis** (*conceptual*), a tier 2 Velothi town somewhere on the east coast, highlighting the Velothi culture and relationship with religion. There is a university and a school for priests. It also displays the Indoril industrial power as there are plenty of craftsmen and the town functions as a trader's port. (Opiece, 2014)

Other places of interest:

- **Almas Thirr**, a major Temple stronghold just southwest of Roa Dyr on the Thirr, where Indoril influence is strong. (Yeti, *House Indoril Brainstorming*, 2014)
- **Ildrim** (*Formerly known as Darnim* (Dedefecation, 2014)), the only permanent and hospitable settlement in the Inlet Bog. (Nomadic1, 2011) It is not often visited. Ildrim survives off alchemical ingredients found there and fishing. (The Riches of Darnim)
- **Necrom**, City of the Dead. One of the largest Temple-owned cities in Morrowind, located in a peninsula on the east coast in the Sacred Lands. The region has an air of sombre tranquillity, well suited to the city where the dead of the Dunmer are interred. (UESP, *Necrom*, sd)

- **Old Ebonheart**, a rich and cosmopolitan Imperial fortress at the mouth of Thirr on the Inner Sea. It is isolated from Dunmer climate and law, home to important docks, and controls the main route between Vivec and Almalexia. (gro-Dhal, Old Ebonheart [Concept], 2014)
- **Vhul** (*Formerly known as Vul* (Gnomey, New Name Dedefecation, 2015)), a Velothi town in the Thirr River Valley dedicated to Saint Seryn, Patron of Brewers, Bakers and Distillers. The town has a baker and brewer, which brews from Velk nectars. There are a few (Dunmer) outlanders and a local swindler's guild. (Vul (Tier III City), 2014)
- **Dondril**, a small Velothi/shack village in the Thirr River Valley with some farms. (Dondril Discussion Thread, 2014)

3 GOVERNMENT

Great House Indoril is a society of regulators or Tribune law, which is divided into two broad categories – the Laws Determined and the Laws Ordained. Ordained law is the law which *can* be broken, and which it is our moral responsibility not to break; it is the role of the Temple (and the ordainers, which literally means “those who ordain”) to guide us in these laws and to punish those who violate them. Determined laws are the laws which we cannot break, those which, by the will of the Tribunal, just *are*. These mean things like the law of nature, but also things like social hierarchies and precedencies that we think can be changed, but in the Indoril worldview are inviolable. Things like slavery. (Sload, Notes for House Indoril, 2014)

3.1 Political culture

“Whatever they think is right is right, even if they change their mind about something. They were right then, and they’re still right now. The Tribunal and Temple make the laws, but the Indoril nobles are the ones who interpret and apply them. If the law changes, they do not discount the earlier interpretation, which was still correct then.” - Gnomey

Indoril is a very traditional and pious house. Their decisions and positions are always motivated by their interpretation of Tribunal doctrine. This does not mean that they always agree with each other – interpretations differ between individuals, and their means and causes are often times vague and contradictory. (Why, House Indoril, practical considerations for NPCing, 2012)

House Indoril is a house for elites only; they are Morrowind’s equivalent of both nobility and lawyers. Most people in Indoril lands are common Dunmer, which have a sharp cultural divide from the Indoril themselves. (Sload, The Indoril Problem, 2014)

Many of the houses of Morrowind are organised in a manner which is not egalitarian but is at least a certain kind of corporatism. The House society, it has all of its organs, from the farmers and labourers to the house-guards, the councillors, the wealthy merchants, and the vast landowner. For the Indoril, this is not so. Indeed, their order is universal – in their minds it does not only extend over the people of the lands they directly control, but over every other house as well. But that does not make those who labour in their fields or craft their materials their kin even in the most distant sense that some of the other houses will abide. The Indoril are a class above all others, they have been given the sole task of governing.

The Indoril do not live among the people they rule. They live in their castle-estates, dispersed throughout the wilderness of their lands or in the great city of the Mourning Hold. The towns that dot their lands have no Indoril save the House Guards who ensure order; these towns are for the peasants and other commoners who do not have kinship to the Tribunal. Thus, there are essentially three classes of settlement in the Indoril territories: towns filled with non-House-affiliated Dunmer; castle-estates which belong to Indoril lords; and Almalexia, their great metropolitan capital and holy city.

Commoners

Most Dunmer in Indoril lands are commoners who rarely interact with the lords of Indoril. They live in various small townships and mostly are farmers, with some slightly wealthier craftsmen and artisans among them. Their lives are simple and local: they rarely travel for from where they are born. They keep only a portion of what they produce, the remainder being given over to the Indoril on whose lands they are tenants. Each township elects a hetman from among their elders to represent it to the lord who rules it. Some of the commoners do not live in the township proper, but on the backwoods near the fields that they till. Some townships are poorer than others, being made of wooden shacks, while others live in adobe buildings.

Common Dunmer east of the Thirr are just as unfriendly as their lords. There are only a handful of outlanders in their part of the country and they are untrustworthy travellers in general. The Dunmer are not hospitable and have no concept of guest-right. They are very religious, not in the sense that they are zealous or evangelical, but in the sense that the Tribunal Temple is all they have ever known. They will generally dislike the player.

They trade with one another on a personal level, but they do not have merchants servicing even in a regional trade network: the only major trade infrastructure is in the service of the House to move its portion. Recently, in some of the larger more wealthy townships, shopkeepers peddling imported items and magics have set up (mostly outlanders). The influx of outlanders of the past century has reached even as far as these towns, but to a much lesser degree than in west Morrowind, and these townships represent a more “traditional” way of life.

Some commoners also live as servants in the Indoril castle-estates, and many live in Almalexia. Those in Almalexia may work in the service of the House, or in trades which serve the other commoners, or they may live off of charity. Some are associated with one or another Tong which provides service to nobles and provides for them. They tend to be more cosmopolitan than their rural compatriots, but that is not saying much.

Indoril

The Indoril are Morrowind’s equivalent of nobility and lawyers combined. Their lives are highly ritualised and all built around a sense of their personal superiority as the family of the divine. They feel both a strong sense of *noblesse oblige*, which drives them to commit certain acts of charity, and a strong sense of entitlement, which causes them to walk all over the enormous class of peasants which support their lifestyle. Even though they do not have an obvious visual presence outside of Almalexia, their influence is widespread in the Heartland and beyond. While the highest echelons of the House are nobles, lawyers and priests in Almalexia, the Indoril also have a whole contingent of itinerant clerks, judges, moral advisors and spokesmen that pervade most corners of the country.

They live in large castle-estates, or in the most important parts of Almalexia, and wear a unique set of clothing. Their names are given in full in the old style: House, Personal, Family; since all of them are of House Indoril, which means that all of their names are prefixed “Indoril,” almost as if it is some sort of title. The Indoril see themselves as divinely appointed rulers of Morrowind, in accordance with natural law laid down by the blessed Tribunal. Their years of resolute belief in the Dunmer at large has left them with a patronising attitude. In recent years, as the dream of Resdayn finally begins to crumble, it has made them increasingly bitter about the gap between the course of history and their view of how things were meant to be. (Sload, IndorilProposal, 2014)

3.1.1 Law, justice and taxes

Indoril law is perhaps the greatest philosophical achievement of the Dunmer race. It entails an all-encompassing code that covers all functions of society and nature. Derived in part from the recursive algorithmic legal doctrine of the Aldmeri Dominion (which was also highly influential on the Dwemer), Indoril law requires study from birth in order to correctly grasp its axioms, as it seeks to provide a framework not only for mortal behavior but also natural processes like the growth of flowers and the master-slave relationship which is inherent to all life. The much-publicized and misunderstood attempt by the Indoril to place the Thrassian Plague itself on trial in the First Era, on charges of existential disruption of the social order, has garnered some derision in the West. These outlander commentators fail to grasp the importance of the legal process in Indoril society, and the necessity that grotesque unpredicted occurrences be codified and incorporated into society's worldview. Needless to say, Indoril

savants look on relative vulgarity of Imperial law with disdain, much as an artist might resent a tradesmer's crude branding mark pasted across their life's masterwork. - (Primer, sd)

(Ordained) Indoril law is the most exhaustive of all. Their laws and regulations fill a library by themselves. These law books (which don't actually exist in game) are extensive, contradictory (though the Indoril don't see them that way) and written in ways only Indoril legislators could really (pretend to) understand. (Gnomey, House Indoril Brainstorming, 2015) The Indoril are not conservative: their laws and customs are constantly shifting and changing in ways only they are really able to follow. (Gnomey, House Indoril Brainstorming, 2014)

Indoril legislation can be related to law in feudal Europe during the middle ages. Serfdom is an example:

Serfs who occupied a plot of land were required to work for the lord of the manor who owned that land, and in return were entitled to protection, justice and the right to exploit certain fields within the manor to maintain their own subsistence. Serfs were often required not only to work on the lord's fields, but also in his mines, forests and roads. The manor formed the basic unit of feudal society and the lord of the manor and his serfs were bound legally, economically, and socially. Serfs formed the lowest social class of feudal society. (Wikipedia, sd)

In Indoril territory, the castle-estates are the manors, the nobles are the lords of the manor and the workers the serfs. Indoril law is written by its legislators and is always based on determined law, which makes it hard to comprehend as determined law has many different interpretations. A few mentions of weird Indoril 'legislation:'

Big into their vows and oaths. Some don't speak to outlanders. Entering any religious space leads to a hostile challenge and possibly death. (gro-Dhal, Weirding Indoril, 2013)

In exchange for their master's protection and support, a retainer is expected to act as a substitute for their master when called upon. This can include social activities like making public appearances at the theatre or courthouse, going to Temple and praying for hours on end in place of their master, attending lectures, funerals and weddings of lower retainers, et cetera. It also includes nastier things - observing periods of mourning, or abstaining from eating, drinking and sex during times of fasting in their master's place or similar unpleasantness, in order not to burden their master so that the master can continue to work for the good of the House during such periods.

When lesser disputes among nobles are settled, either by gentlemen's agreement, social justice, or by a Temple official, or more major disputes are taken to the Courthouse, a noble can opt to have his punishment enacted on one, or multiple, of his subjects, instead of himself. For instance, a noble convicted of a crime may choose to pay reparations in either coin or blood. He may then volunteer one of his retainers to take the punishment for him. Since noble blood is obviously more valuable to the Indoril than that of one of lower birth, a heavy punishment for a noble can be translated to the flogging of multiple of his retainers, or the suicide of a few. This practice is regarded as normal, both among nobles and their subjects, and is seen as being "for the good of the House" since the House needs its leaders more than it needs any individual retainer.

A formal dispute or lawful punishment is not even necessary - when a noble has fucked up, made a gaffe, or disgraced his ancestors in any way, he may feel the need to send a retainer to flog himself in public as a form of apology and repentance. In fact, the most devoted retainers will volunteer, or even spontaneously punish themselves without a noble's request, to help their master and show their dedication to him and his family. Complex social rules apply to the value of one's blood, and the most

extreme cases require not the punishment of a retainer but the punishment of several, or that of one's nephew, son, or daughter. (Why, Weiriding Indoril, 2013)

Taxes are gathered by the local hetman, who give it over to a low-ranked House member (Tollmer), who pass it on to the local lord. The Tollmer decide how much a village and individuals need to pay through a mixture of cold economics and Indoril legal spiritualism, though as far as the individuals are concerned it would be up to the hetman to gather the funds, regardless of where of whom he pulls them from.

As such, especially in Almalexia, some Dunmer don't have to pay taxes at all, and in extreme cases would instead be provided for by the Indoril, as sort of a welfare system. Though it is equally possible that no taxes would be collected because there are no taxes to collect. Common Dunmer living in the territory of the House might still rely on the barter system, with no personal income and as such no personal funds. Any taxes that are collected are likely not to be in the form of money; so Indoril villages are more likely to pay in local goods and produce. (Gnomey, Taxes and Property, 2014)

3.1.2 The decay

Various groups that could illustrate the instability of the House have been discussed. Though these will have to be discussed further, they are worth mentioning; the Dissident Priests – representing doubt in the Tribunal; the End of Times cult – from the Morrowind expansion Tribunal – representing abandonment of Tribunal society and life in the face of the march of time; and smaller groups like the Syvvit Tong and the reclusive Indoril of (prominently) Lan Orethan. A new group, which has yet to be named, has been discussed. This group would represent a recent and apparently spontaneous movement of – perhaps – predominantly young Indoril nobles who are violently anti-Imperial.

Basically everything about these 'factions' has yet to be determined, including (the possibility of) player interaction with them. (Gnomey, TR Skype Meeting Summaries, 2015)

3.1.3 Slavery

"An Argonian alone in the waste is not a slave. A Dunmer alone on the mountain is not a master. Yet both have it in them to be slave and master, should they meet together. It is in the meeting that the bond is created." – Meditations on Determined Law

Slaves are exclusively property of Indoril nobles, just like land. Just as Indoril nobles allow the locals to live on their lands to work the fields, they allow the locals to make use of their slaves to enable them to work larger tracts of land than they would otherwise be able to. (Gnomey, Slavery in Morrowind, 2014) Indoril slaves fulfil much the same role as Indoril peasants, but have even less rights – basically none but the right to live and serve. They are assigned to work on certain fields under the oversight of Indoril guards. The local peasants have responsibility for the feeding and sheltering of slaves, which they – in an Indoril view – meet well, as it would not do anyone any good if the slaves were to up and die. They usually reside in dirty old Velothi cave-dwellings, just outside of the settlements to which they are bound, but within easy view of the guards. (Gnomey, House Indoril Brainstorming, 2014) (Filled in by klep)

The Indoril do distinguish their slaves. The beast races are especially unpalatable and mostly kept out of sight of the nobles, but also the most numerous. They are mostly lent (or leased) to Velothi towns to help with labour and such. The human races, in the rare instances where they do appear, are used essentially as slave soldiers or – if they have the skills – craftsmen, as they're perceived as being ill suited to hard labour, but one doesn't want to see them around the lord's household either. Elves are perceived as the least unpleasant of the other races, and one can just about get away with having them in the lord's presence. They're still at the bottom of the barrel, though, as far as household status is

concerned; even lower than any Velothi who work on the estate. Dunmer slaves are rare, but relatively sought after. There's still an insurmountable stigma due to their being slaves, but they're not bad to look at, at least, and their presence generally doesn't offend any tender sensibilities. They might even be trusted henchmen, in some unique instances. The Indoril don't ever enslave Dunmer themselves; they use Dunmer slaves, but don't produce them. They could become slaves as a result of settling debts. However, slaves are always looked down upon, and are not treated well, even if they act as tutors. (Gnomey & klep, House Indoril Brainstorming, 2015)

3.2 Hierarchy

The Indoril see themselves as divinely appointed rulers of Morrowind, in accordance with natural law laid down by the blessed Tribunal.

The conventional Indoril view on hierarchy in Morrowind is: (Lud, 2013)

1. Tribunal
2. Temple
3. Indoril protection
4. Houses other than Indoril

The more detailed hierarchy of House Indoril starts at the bottom with non-house members: slaves, outlanders, Ashlander, Velothi and then other houses. Above them are the Oathmen, who have taken the oath to serve House Indoril and the Kinsmen who now go about their lives as Indoril members, but that's that. There are higher ranks of Indoril members, the highest of which, the "nobility", are called Creedmen, because they have affirmed and live by Delyn's Creed, which is the statement of how a "noble" lives. All Indoril leadership is drawn from this class, and to advance in the House the player must be ritually accepted as a Creedman (this is achieved through a forced marriage ceremony).

The highest ranking members of the Indoril are the Lay Elders – "lay" distinguishes them from the clergy. Those who have been selected by determined law to lead the house and serve on its "council" are the Illuminated Elders. The ritual announcement of one's right to lead is called illumination, hence the name. At the top of this hierarchy is the Grand Ascendant, an Illuminated Elder who has ascended to the rank of leadership equal to Indoril Nerevar: to be advised by the Tribunal in determining the affairs of the rightly guided Dunmer (that is, the Indoril). The Grand Ascendant has three mortal advisors as well: the Alma Rula, the Seneschal of the City (who represents non-house subjects and specifically Almalexia), and the Seneschal of the House (who represents the house, and is a rank the player will achieve).

The player's advancement from Creedman to Lay Elder will depend on their service to the house and their completion of ritually necessary signs of their status. The player completes their service by participating honourably in a house War with House Hlaalu. Hence, the ranks between Creedman and Lay Elder are particularly related to the war.

Following is a summary of House Indoril's hierarchy: (Sload, Notes for House Indoril, 2014)

I. **Grand Ascendant**

*Leader of House Indoril, basically guaranteed sainthood.
Neril Sevuro*

II. **Seneschal of the House**

*Advisor to the Grand Ascendant on matters of the House, co-equal with two other advisors: the Alma Rula, who is master of the Temple, and the Seneschal of the City, who oversees Almalexia.
Alveth Sandil Almalexia*

III. **Illuminated Elder**

To serve on the council, a Lay Elder must be approved by the Temple in a rite called Illumination.

<i>Meris Denaven</i>	<i>Lan Orethan</i>
<i>Draler Ilvi</i>	<i>Thirr River</i>
<i>Ienen Salvu</i>	<i>Lan Orethan</i>
<i>Ereveri Thalotheran</i>	<i>Almalexia</i>
<i>Ienen Tomaril</i>	<i>Akamora</i>

IV. **Lay Elder**

Lay Elders are distinguished from Divine Elders, who are priests of the Temple.

V. **Concordant Minister**

Recognised for their skilled maintenance of order, especially through execution of a House War.

VI. **Accorder**

Advanced and successful participant in a House War.

VII. **Partisan**

Creedman who has taken up arms in a House War.

VIII. **Creedman**

Lowest rank of nobility, has affirmed Delyn's Creed.

IX. **Kinsman**

An initiated member of House Indoril.

X. **Oathman**

Taken an oath to serve House Indoril exclusively.

3.3 Geopolitical distribution

Political importance of regions varies throughout the Indoril territory. This geopolitical distribution and the foreign relations of House Indoril are handled in this section.

Alt Orethan is home to the politically active city-dwelling Indoril. They're the ones most actively trying to maintain law and order in these turbulent times. Their massive capital, Almalexia, which they see as the cultural heart of Morrowind, is the central hub of most major Indoril institutions. Alt Orethan is the one place in Morrowind free of any grim premonitions of that province's future. The locals are completely unaware of the various threats assaulting Morrowind, some of which are centuries old. The surrounding region has many manor estates and communal peasant farms.

Lan Orethan is home to the rural religious and politically apathetic Indoril. More interested in being lost in the tranquillity of Temple piety than the forces of change besetting their House. Idealistic and

isolationist, the Indoril of this region are out-of-touch with the outside world. Strict stability and peaceful doings are encouraged. Its inhabitants are very introverted and out-of-touch. It represents the internal decay of House Indoril, its inhabitants giving up their leading role in Morrowind in a sort of wave of ennui, thereby allowing subversive influence to take hold of Dunmer society. The nobles in Lan Orethan come closest to the lifestyle of Telvanni mages, except instead of arcane pursuits the Indoril retreat into religion and tradition. Numerous Indoril estates and small settlements dot the dense enchanting forest.

Thirr River Valley represents the reality of contemporary Indoril, its best days behind it and slowly losing its hold on its territories, both geographical and social. The Indoril in the Valley might be stubborn in their opposition to change, but to an extent they recognise that they have already lost their battle and are only holding on by virtue of and for the sake of their pride.

The Mephalain Mountains are home to the frontiersman Indoril. Most concerned with their House's historical grievances with House Telvanni. The Indoril of the north are more individualistic and ignore the outside world. Its nobles feud with each other, with House Telvanni and with any other sort of foreign influence. They are militaristic and relatively aggressive. They are faithful and forthright in protecting the interests of the Tribunal and House Indoril, they are simply not very unified in doing so.

Inlet Bog effectively acts as the control-group. It contains everyday Indoril; fishers, dreugh-jiggers, pearl-divers, perhaps egg-miners and a few minor nobles. It doesn't really contain any movers and shakers. Its inhabitants would not be especially lethargic. They are not really beset by any great threats and aren't especially warlike.

(Yeti, House Indoril Brainstorming, 2014) (Gnomey, House Indoril Brainstorming, 2014)

3.3.1 Foreign relations

Other than with the Tribunal Temple, House Indoril doesn't have many allies. They do have a rather strong bond with Houses Dres and Redoran because of their several shared views, but with almost every other faction they have a negative relationship.

	Ashlanders	Blades	Camona Tong	Census and Excise	Clan Aundae	Clan Berne	Clan Quarra	East Emp. Comp.	Fighters Guild	Hands of Almalexia	House Dres	House Hlaalu	House Indoril	House Redoran	House Telvanni	Imperial Archeological Soc.	Imperial Cult	Imperial Knights	Imperial Legion	Mages Guild	Morag Tong	Nerevarine	Sixth House	Talos Cult	Thieves Guild	Tribunal Temple	Twin Lamps
Ashlanders	3	-1	-1	-3	-3	-3	-2																				
Blades	-1	3	-2	-2	-2	-2									2	2											
Camona Tong	-1	-2	3				-1		1	-1				-1	-2	-1											
Census and Excise	-3	2	-1																								
Clan Aundae	-3	-2		3	-3	-3	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-1										
Clan Berne	-3	-2		-3	3	-3	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-1										
Clan Quarra	-3	-2		-3	-3	3	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-1										
East Emp. Comp.	-1	2		-2	-2	-2	3	1																			
Fighters Guild				-3	-3	-3	1	2																			
Hands of Almalexia									3																		
House Dres			2	-2	-2	-2	-3	-2		3	1	1	1	1													
House Hlaalu				-3	-3	-3	1			1	3	-1															
House Indoril				-3	-3	-3	-2	-1	3	2	-1	3	2	-1	-2	-2	-2	-2	-2								
House Redoran				-3	-3	-3	-1	1		1	-2	2	3	-1													
House Telvanni	-1			-1	-1	-1				1	-1	-1	-1	2													
Imperial Archeological Soc.																											
Imperial Cult				-3	-3	-3	1																				
Imperial Knights	-2	2	-1	-2	-2	-2	1			1	-1	1	-1														
Imperial Legion				-3	-3	-3	1	2		-3	-1	1	-2														
Mages Guild				-1	-1	-1																					
Morag Tong																											
Nerevarine																											
Sixth House	-3	-3	-1	-3	-3	-3																					
Talos Cult																											
Thieves Guild				-2	-2	-2	-2																				
Tribunal Temple				-3	-3	-3	-2																				
Twin Lamps																											

Figure 3 shows the relationships of the several factions in Tamriel Rebuilt. The numbers show the reactions of NPCs towards members of different factions. The table should be read by finding the source faction on the left hand column, and matching it with a faction from the top row. The vertical columns show how the opinions of members of factions change upon the player joining a certain faction. The table is a work in progress, but the Indoril relations shown are quite solid. (klep, House Indoril Brainstorming, 2014)

- 3 Hated Enemy
- 2 Enemy
- 1 Hostile
- 0 Neutral
- 1 Friendly
- 2 Ally
- 3 Beloved Ally

Below is elaborated on some of House Indoril's relationships with other factions: (Several sources, including common sense and (old) discussions on the forums)

Vampires Obviously a bad relationship. Nobody likes vampires.

Imperials Perception ranges from inferior outlanders to unlawful oppressors. There's no open hostility towards members of Imperial factions due to the Armistice treaty and a stable geopolitical situation, but remember, half of the House's nobles killed themselves over the treaty, so the general sentiment is that everything was better before the Imperials came to Morrowind. The Imperials represent one of the major factors in the crumbling identity of the Indoril as the obvious, hereditary rulers of Morrowind.

FG Regarded as useful mercenaries on one hand, and an untrustworthy Imperial institution on the other. Good enough for dirty work, but Imperial scum nonetheless.

MG	The Indoril are no strangers to magic, but have no use for the profane scholarly endeavours of the Guild. As long as they keep out of Indoril business and don't blatantly break Tribunal law, they don't bother the Indoril <i>too</i> much.
TG	Typical example of Imperial tolerance for immoral activities that don't pose an immediate threat to the political status quo. But, thieves like wealth, and the Indoril have a lot of it. The love is not mutual.
Legion	Generally hated. If it weren't for the Armistice, there would've been open hostility towards the Imperial Legion. They represent everything that opposes the Indoril view.
Cult	Heretics protected by the establishment. Aren't at all welcome in Indoril territory, but the Cult knows this and doesn't really seek the confrontation.
Knights	Equal to the Legion.
IAS	They fiddle with holy places on holy ground. Nothing to be liked there.
EEC	The East Empire Company has no business operating in Dunmer lands, but has established operations anyway, and is therefore disliked.
Dres	Indoril and Dres get along well. They have longstanding trade arrangements, and while the Dres aren't as focussed on Almsivi, instead practicing a lot of ancestor worship, the Indoril respect them for it. The Dres don't necessarily feel the way, and are a bit more ambivalent towards the Indoril, but all things considered they're good neighbours.
Hlaalu	Disliked for their intimate relationship with Imperial power, geopolitical disputes at the Thirr River, and their gradual abandoning of traditional Dunmer values. They are inviting Imperial trade and customs into Morrowind.
Redoran	Indoril has fought alongside the Redoran in many major battles since the formation of the Houses. The two houses are very much alike and get along well.
Telvanni	Seen as the dissidents who didn't want to work with the other Houses.
Her Hands	Almalexia's Hands, the Tribunal Temple and House Indoril are practically one, and therefore have a strong relationship.
Nerevarine	The Nerevarine is deeply hated by House Indoril for its blasphemous intentions.
Temple	<p>The two are strongly intertwined. The Indoril derive a lot of their legitimacy from (purported) genealogical ties to saints, scholars and sometimes even Nerevar or the Triunes themselves. (Adanorcil, 2012)</p> <p>The Indoril are the Upholders of the Faith, Kin to the Tribunal, who Keep the Law and Ensure Order. Sentences with capital letters Come Naturally to them. Temple priests are mostly from Indoril families (Sload, Indoril Settlements, 2014)</p> <p>Though House Indoril and the Temple are deeply intertwined, they are not the same thing. House Indoril are theocratic legislators, not monks or preachers. (Dreadnautilus, 2015) Many members of the Tribunal Temple come from Indoril families, but they are not members of House Indoril and thus do not keep the prefix 'Indoril' to their names. (Yeti&Sload, 2014)</p>

4 ECONOMY

Indoril economy is a subject not discussed very much in-depth. Therefore, this short section is based on only a few short mentions and assumptions.

There has been the idea of giving the Indoril a greater production focus than just agriculture. Specifically the production of wares like textiles, culdems (ornate Indoril pottery), glass wares and musical instruments. While all of those have local use, they are also important export goods, especially for outlanders who value exotic craftsmanship enough to brave Indoril's mystifying bureaucracy and hostility.

While the Indoril have an important role in trade, they mainly import and export wares, rather than act as middle-men like House Hlaalu. Indoril lands are Morrowind's centre of production as opposed to Deshaan which is Morrowind's breadbasket. (Gnomey, House Indoril Brainstorming, 2014)

A lot of goods move without any monetary transactions. There's very little trade within House Indoril's borders compared to other houses, but at the same time it may in fact have more goods flowing through it than other Houses do. (IRC conversation Gnomey & klep)

The Indoril trade with one another on a personal level, but they do not have merchants servicing even a regional trade network: the only major trade infrastructure is in the service of the House to move its portion. Recently, in some of the larger and wealthier townships, shopkeepers peddling imported items and magics have set up (mostly outlanders). The influx of outlanders in the past century has reached even as far as these towns, but to a much lesser degree than in western Morrowind. And these townships represent a more "traditional" way of life. (Sload, IndorilProposal, 2014)

The conceptual town of Saint Llothis may have a significant role in Indoril industry and trade. (Opiece, 2014)

5 DEMOGRAPHICS & CULTURE

The majority of the population in Indoril lands is ethnically Dunmer. However, in the past century more outlanders have settled in the region. The Dunmer are categorised in Indoril nobles, Indoril House members and non-House Dunmer, such as the Velothi.

House Indoril is the current-day extension of Velothi high culture. They consider themselves leaders among the Dunmer, unwavering in their support of Almsivi and Temple doctrine, closely aligned to Almalexia, stern yet caring and protective. This reflects in their House culture; Indoril follow a traditional system of lords and retainers where the strong and wealthy shield the weak and poor not unlike medieval feudalism. In contrast to Redoran they emphasise the collective rather than the individual. (Why, Great House Indoril quest line, 2013)

House Indoril is a largely harmonious society. Everyone is supposedly happy in their place. Yes, nobles are superior to the poor, but everyone has their position in society, even if some are inferior positions, and they are all loved by the Tribunal, even if perhaps not equally. Indoril society is not a pyramid, but an anthill and there is a difference.

House Indoril is a compassionate society: if non-Indoril-noble Dunmer are pets, other races are vermin. Some of them may have their uses; they might even want to keep some of them around. But they don't like them, and have little or no compassion towards them. (Gnomey, The Indoril Problem, 2014)

The other Houses derive a large part of their identity from Red Mountain and the role they played in the Battle and its surrounding events, the things that Nerevar requested them to do. The Indoril, however, are the legacy of Nerevar himself. In his example, they attribute themselves a kind of neutrality that rises above clan differences, not enforced by military power or money, but by the moral superiority that comes with a clear-cut vision for the future of all Dunmer.

In terms of House structure, they did not truly undergo the process that created the other Great Houses, many minor clans coalescing under a single name. The very idea runs contrary to their mind-set that all Dunmer, by definition, are part of a single, golden people. To them, Resdayn never ended. (Anadorcil, 2014)

5.1 Religion

House Indoril is very much connected to the Temple and the most committed to the Tribunal. Essentially their whole existence evolves around Nerevar and the Tribunal. They feel that there is a distinct directionality and purpose to history, that the Dunmer race as a whole is going somewhere. When Veloth led his people from the east, he envisioned the new society he created as an experiment to put his philosophical teachings into practice. With the rise of the Tribunal, the Endeavour lost importance to the more mortal project designed by the Triunes, which is, in a way, also the Indoril project. The Indoril, above all other Dunmer, are believers in the Project, the Tribunal dream of a humane, glorious and everlasting Morrowind. They are, in a sense, philanthropists, firmly convinced of the potential and essential goodness of the Dunmer. Nerevar is their patron because he is the embodiment of the idea that the Dunmer united can be greater than the sum of the parts. (Anadorcil, 2014)

5.2 Education

Not much is to be said here yet. The life of an Indoril can be understood as a constant teaching of determined law and nature. The conceptual settlement of Saint Llothi would include several schools or universities for both priests and common people.

6 PLAYER INTERACTION

This section covers the interaction of the player if they decide to join House Indoril; the Indoril quest line. (Why, Great House Indoril quest line, 2013) (Sload&Others, 2014)

6.1 Introduction

The Indoril quest line is about identity – House Indoril is in a crisis, and it will need the player to stabilise them. The player needs to behave like a true Indoril noble and champion the ideals of the House. Along the way they should get a taste of the grandiose Dunmeri high culture, as well as explore the limits of the inclusiveness propagated by the House and Temple. Ultimately when the player needs to decide where their allegiances lie, they choose between what is right and what is easy – defend the old ideals, or submit to the winds of change.

[Spoilers ahead]

Good fortune never seems to last these days, and once the player starts the Indoril story proper, long-time Grand Ascendant Neril Sevuro, whose health has been deteriorating, dies. His closest allies, the Alma Rula and the Sandil family, are scrambling to suppress this information because if word gets out the people would be greatly distressed and the Hlaalu are sure to take advantage of this, as is their nature.

The issue is bigger than a struggle for who will succeed the Grand Ascendant though. The death of Sevuro iconic for the position of the House - Indoril itself is slowly changing, traditions are dying out, the House is unable to keep up with the times, losing its identity as leaders of the Dunmer. It is up to the player to reverse this decline and lead Indoril back to its former glory, or to try and find a new place in a changing world.

6.2 Quest line

The following is an outline of the Indoril quest line. Much is yet to be completed and much of it is still open for discussion. The Indoril quest line is made up of five parts, including a prologue:

Prologue: Hireling (-> Oathman)

This is where the player is made familiar with House Indoril and its holdings. Ideally they are sent all over the place during this stage and the next, to all the relevant towns.

The player get to run errands for Alveth Sandil, the Seneschal of House Indoril. They are repeatedly assured of what a great leader Neril Sevuro, the Grand Ascendant, is; however, he is timidly ill and not receiving guests right now.

Eventually the player is offered by Sandil to become kin to Nerevar through marriage to his daughter or son. If they accept, the player joins House Indoril as an Oathman.

Part I: Marriage (Oathman -> Kinsman -> Creedman)

The player performs the rituals necessary to marry into the Indoril. The last is a ritual bathing with the father-in-law, who then confesses a secret truth to the player: Neril Sevuro is dead.

Right after the ceremony an assassin of the Dark Brotherhood assassinates Alveth Sandil. On the body of one of the assassins is evidence that the assassination was hired by House Hlaalu.

Part II: House War (Creedman -> Partisan -> Accorder -> Concordant Minister)

Draler Ilvi calls for a meeting of the Illuminated Elders of the House to declare a House War against Hlaalu. The player has the choice to reveal to Ilvi that Neril Sevuro is dead, which has some (yet undefined) consequences. The House War happens and the Indoril do well. Whether the player told Ilvi or not, it comes out that Neril is dead and Ilvi becomes the new Grand Ascendant.

Part III: Stronghold (Concordant Minister -> Lay Elder)

During the House War, as a reward for good work, the player is given the Inlet Bog as holdings. The player must work this and build up a stronghold. Once the player has got a good estate going and the House War is done, they will be recognised for what they are – one of the Lay Elders of the House.

Part IV: Council Drama (Lay Elder -> Illuminated Elder -> Seneschal of the House -> Grand Ascendant)

This stage is still heavily in discussion. Some second plot would begin once the player is a Lay Elder which ends with them as Grand Ascendant. It should involve Ilvi's character flaws as being too old fashioned and out of touch. A possible idea is that, during this plot, it is revealed that the Dark Brotherhood was hired by someone other than the Hlaalu; possibly someone on the inside, possibly even the player's betrothed.

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