

INDORIL MAIN QUEST

Reach Rank 4

Once the player reaches Rank 3 and asks about advancement, they will be told that, in order to be elevated to Kinsman rank, they need to be adopted into a chapel. They will also be told that, as an outlander, no councilor is likely to adopt them. They might give a clue about Indoril Sandil. Sandil will say that he needs a significant show of commitment to House Indoril in order to accept the player as kin. If the player brings Sandil Nerevar's Axe, he will ask if the player will give it to him - if the player agrees, they will be accepted into House Indoril.

Rank 5 Quests

5A Ida Vano

A small shack village, populated by outlanders eking out a meager existence, is right on the perfect spot for building Ida Vano. Drive out the inhabitants, either by bribes, coercion, or force, and then destroy their shacks.

Estimated complexity: 2 - activators

5B Sandil

Sandil has been hearing about some big Hlaalu plans for the east bank of the Thirr. He has heard that a courier recently left Almalexia on his way back to Narsis, under the guise of a pilgrim. The courier will be staying in Almas Thirr. The courier should be heavily guarded, but the courier himself is low level. Sandil will teach the player a command spell to get the courier away from his guards so they can kill the courier without the guards getting involved, and can then take the plans for Nav Andaram off the courier's body.

Estimated complexity: 2 - some scripting

5C Ilvi

Ilvi has heard rumours that Atran Oran is heading down to Narsis for a meeting of the Hlaalu Council. He dearly wants to murder his rival across the Thirr, but he needs to make it look like an accident. He arranges to have you smuggled aboard Oran's ship by putting you in a crate in Almas Thirr. Once aboard, you need to sabotage the lower hull so it starts to sink, and then kill everyone aboard the ship. Atran Oran can be found in the captain's cabin.

Estimated complexity: 4 - complex or obscure scripting and failsafes

5D Beroth

Beroth, in a fit of rage over the governor of Idathren's competitive practices on Lake Andaram, has paid for a Morag Tong writ. She's now realising that if that writ is filled, it means House War. She needs you to go stop the writ from being executed. Kill the assassin to get the writ back.

Estimated complexity: 1 - kill quest

5E Finale

Now that you've done something for them, Beroth and Ilvi will take an interest in the Nav Andaram plans. They are absolutely shocked to realise that Hlaalu is planning to settle on their side of the river, and chagrined that they were so focussed on their own petty concerns that they missed the big picture. The construction needs to be stopped. Ilvi will agree to send someone to Mournhold to have the approval for Nav Andaram revoked immediately, while you'll go with one of Beroth's soldiers to Nav Andaram to clear out the Hlaalu. You can resolve it by paying the Hlaalu off, or by killing them.

Estimated complexity: 3 - activators and partner scripting

Rank 6 Quests

6A Ida Vano

The land has been cleared, and construction can now begin in earnest. The chapel needs stone and slaves. For the stone, the player can make a deal in Bodrum in exchange for a small favor. For the slaves, the player can go to Ald Horak to negotiate with the Dres - or to the caravanseraï in the GF release if Ald Horak hasn't been made.

Estimated complexity: 2 - length

6B Sandil

Sandil and Salvu were wards of the old Indoril Karath before the Armistice. Recently Sandil received an odd letter from whom he assumes to be his old teacher's son, the new Indoril Karath, inviting him to Aamul. But something about the letter makes Sandil uneasy, and he wants the player to go to Salvu and see if Salvu has received a letter as well. Salvu will be rude, dismissive, call the player Sandil's pet and Sandil a fool, and will be evasive about receiving a letter. If the player returns to Sandil with this information, he will conclude that Salvu also received one of these letters and he asks the player to steal it for him from Salvu's chambers. The letter in Salvu's chambers is even more ominous in its language, and upon receiving it Sandil suggests the player take it to Indoril Seras.

Estimated complexity: 1 - fetch quest

6C Indalas

Hoping to sell the information to either Seras or Salvu, Indalas has sent yet another spy to find out what's going on in Aamul. Unlike the other spies, however, Indalas has heard news that this spy has arrived in Marog. Indalas sends you to find out why he hasn't reported back to Ammar. When the player arrives in Marog, they find that the spy was taken to a healer's house after they arrived in Marog, deathly ill, but then the spy flew into a rage and killed the healer. Some guards attempted to arrest him, but the spy attacked them ferociously and they only just got out and barricaded the door. The spy has been quiet ever since. If the player asks any of the Telvanni hanging around town, they will (at high disposition) hint that the spy has been turned into a vampire. The player can speak to the spy through the door, but the spy will insist that the player come in to speak to them. The guards can lift the barricade, but they will close it behind the player for the safety of the town. Once the player is inside, the vampire will immediately attack in

a bloodthirsty frenzy. The guards will open the door again when the spy is dead. Return to Indalas with the information.

Estimated complexity: 3 - activators and scripting

6D Seras

Seras has heard reports of a small contingent of Indoril Salvu's troops massing within the garden of Aamul. Seras requests that you find out what the troops are doing. When you go to the camp and speak to the captain, he will refuse to show the orders and will respond rudely. The player can challenge the captain to a duel in response to this insult, and take the orders off the captain's body. Alternatively, with high disposition, and the player pulling rank, he will show the orders, but will take them back if the player attempts to leave with them unless they teleport away. The orders show that Salvu is planning an assault on Aamul. When the player brings the orders back, Seras will be angry if the player killed the captain, and she will be disbelieving of the orders, as it would mean Salvu plans to start a war within Indoril territory.

Estimated complexity: 3 - activators and scripting

6E Finale

With the knowledge that Salvu plans to attack Aamul, the knowledge about Indalas' spy turning into a vampire, and the ominous letters from Indoril Karath, Seras can put two and two together and conclude that Indoril Karath has been turned into a vampire. She is astounded that Salvu is planning a full assault, as there is too much chance of the infection spreading. Hoping to avoid this, and also to tip Salvu to the post, she suggests the player go with her brother, XXXX Seras, to Aamul. She wants the player to eradicate the vampires and bring back Indoril Karath's head as proof that the family have fallen to vampirism. With that evidence, she can have her brother installed as Indoril Karath.

Estimated complexity: 2 - partner scripting

Rank 7 Quests

7A Ida Vano

Slaves have been escaping from the construction site, slowing down progress. Track down a nearby Twin Lamps cell and eradicate it. At the Twin Lamps cell, find out that it is connected to an Imperial officer in Old Ebonheart. Honor demands the death of the officer, but he is protected while he is in Old Ebonheart. Find evidence that the officer is being bribed by House Hlaalu and present this information to Belisatha Mede to have him discharged, then track him down to the tradehouse in Teyn and kill him.

Estimated complexity: 2 - length

7B Sandil

Sandil requests that you complete three pilgrimages to shrines dedicated to Saint Nerevar. If you have been declared Nerevarine, then he skips that step. Then he asks you to take a document with the signatures of the previous councilors you've dealt with to the chapels of the south-east. He needs you to collect two more signatures, but he is cagey as to what, exactly, he is trying to achieve. Once you have collected the signatures, he asks you to take the document

to the Mora Ancestral tomb and stay with it there in the inner sanctum for three days. If you have Moon-And-Star, you can go through a magic barrier and skip most of the dungeon. Each day brings a dream, which gradually become more nightmarish. Finally, when you return with the document after the three day period, he will tell you to take it to the House of Keys where you can lodge it. There, Indoril Dorom will formally recognise you as Indoril Mora and advance you to Rank 8.

Estimated complexity: 3

7C Delyn

Delyn won't be interested in talking to you until you bring him the document. When you do, he asks to take it and look over it with his advisors before he can sign it. If you return to him after a few days, he will confess under some duress that he sent the document to Indoril Meris in Dreyrim for advice. Meris will act oblivious, and only refer to you as "outlander", treating you like a servant and asking for some menial task. If you perform the task, the mask will drop, she will ridicule you for being an errand boy like all spineless outlanders, and then confess that she spat on the document before sending it on to Llothis to do the same. If the player then goes to Llothis, he won't act so coy. He will simply confess that he burned the document as soon as it arrived.

Estimated complexity: 2 - length and timer scripting

7D Dorom

Dorom seeks to put an end to the Zirikist problem for good. He reveals that Zirik himself was sprung from prison by Zirikist agents, and he believes that Zirik is alive now and training his people for a revolution that is coming soon. This explains the recent surge in Zirikist activity. The player needs to find the location of a Zirikist meeting in Almalexia's poorer district by talking to commoners in the area with a high disposition. Once there, they can either talk their way into the meeting (they will need to answer some questions about Zirikist doctrine to prove their credentials, and also have high disp) or they will need to fight their way in. Once inside, they can find evidence of a large Zirikist hideout somewhere in the southern foothills of the Mephalan Vales, which is sealed with some kind of magic (kind of like Holamayan or the Cavern of the Incarnate. I'm thinking it's a Mephalan location, and so perhaps it's only accessible when both the moons are dark, or something like that). They then need to travel to the hideout, enter it, and kill Zirik.

Estimated complexity: 3

7E Finale

Dorom or Sandil will reassure the player that Llothis would never destroy a sanctified legal document. He is still Indoril, no matter how far he has fallen. Sandil will advise that Dorom might have more information. Dorom, once his task is complete, will confess that he knows the location of a secret vault beneath the Llothis ancestral tomb, where Indoril Llothis would likely keep the document. The player goes there, crawls some dungeon, and finds the document. The player can then return to Delyn, who will be cringingly apologetic and immediately agree to sign it.

Estimated complexity: 1 - dungeon crawl

Rank 8

8A Sandil

When the player returns to Sandil after being elevated to Rank 8, he will inform the player that Salvu has sent his troops to lay siege to Aamul. He requests that the player go to Akamora and try to convince Salvu to recall his troops. Salvu will refuse to back down. He claims that Aamul has been corrupted by the vampiric taint and needs to be razed to the ground. At this point, the player has a choice to either agree with Salvu or Sandil.

Siding with Sandil

If the player refuses to attack Aamul, Salvu will demand a duel to the death. Once Salvu is dead, Sandil will lament that the situation could have been prevented with a strong High Councilor at the helm of the House. He knows that Llothis, Meris, and Salvu's heir will never support his candidate, and so he hatches a plan to contact the lost Indorils Sedroth, Llathsa, and Balver, to secure their support.

Siding with Salvu

If the player agrees that Aamul must be cleansed, Salvu asks the player to enter the chapel and slay Indoril Karath while his forces undertake their siege (the siege happens OS while fighting Karath). Once Karath is dead, Salvu will lament that a strong High Councilor could have excised the corruption in the House. He has the support of Meris and Llothis, and Indalas will back whichever side appears to be winning, but now Seras and Sandil will never budge. He hatches a plan to contact the lost Indorils Sedroth, Llathsa, and Balver, to secure their support.

Estimated complexity: 2 - alternate paths

8B Sedroth

After the signing of the Armistice, Indoril Sedroth suddenly gathered his entire chapelry onto a large boat and sailed away from Morrowind. He hasn't been seen since. Nobody knows where he went, but any Indoril the player asks will suspect that the information may be found in Sedroth's old chapel of Nan Iban. The chapel of Nan Iban is overrun with Navy deserters who have turned to piracy, but the player can fight past them to Sedroth's old study, where they will find Sedroth's journal, a star map, and a crudely sketched map. The journal contains Sedroth's rants about receiving a vision from Saint Veloth and the Chimeri-Quey belief that Veloth sailed east from Morrowind. He is convinced that he must sail east to find the ancient prophet and bring him back to Morrowind to restore the nation of Resdayn. He used his vision of the stars to chart a rough course, which he sketched out on the map. The player can follow the course plotted on the map to find Sedroth's shipwreck cast upon some benighted rocky island. Inside, they hear the whispers of Indoril Sedroth, who asks for his remains to be brought back to his chapel. When the player returns with the remains, he agrees to support their choice for High Councilor.

Estimated complexity: 3 - bespoke exterior, interior, and simple asset work

8C Llathsa (Not 100% on this one. I know it doesn't work for beast races right now. But I like the idea of reusing the "Trial of House Hlaalu" idea, but have it actually engage the player. Having Llathsa take the player's voice (so we can characterize the dialogue more and have the player engage in actual debate) feels like the right approach to me, plus I like the idea of mimicking the silent pilgrimage from Vanilla).

The ghost of Indoril Llathsa awaits in the Crossing of Wings at Tur Julian, declaring petty judgments on the Daedra who now inhabit her dead realm. When the player approaches, she asks them to do a favor for her. She pours her spirit into the Daedric face of Inspiration in the Hall, and demands the player to wear it. Once worn, the Llathsa will speak to the player in their mind, demanding that the player travel to Narsis to cast judgment on House Hlaalu. She warns that her judgment is powerful, and anyone other than the head of House Hlaalu the player speaks to will immediately be struck dead. If the player speaks to anyone else, the truth of this statement will be revealed. The face cannot be removed. The player can only speak to Athires Hlaalu. When they speak to him, the voice of Indoril Llathsa takes over, and claims that House Hlaalu has grown arrogant and demands that they be judged before their humble ancestors. Athires agrees to meet the player/Llathsa in the catacombs. There, the player can speak to the ghost of Narsara Hla-Alu, who will exonerate House Hlaalu, saying that the Velothi followed the vain Azura, the deceitful Mephala, and the treacherous Boethiah into Resdayn. House Hlaalu has only acted as true Dunmer act. At this, Llathsa will concede and ask to be returned to her chapel. Now, when the player speaks to anyone, they will get an immediate goodbye as the face silences their voice. When they arrive back at the chapel, Llathsa requests that the player remove the face. Her ghost reappears, and requests that the player slay all the daedra and ghosts in her realm. Once the player is finished, they will return to find the ghost of Llathsa gone and only the face of inspiration in its place. When they pick it up, the face will say that it has one last judgment to deliver, and then fall silent. The player can no longer wear the face. In the final scene at the council, the helmet will be there to cast its vote and then fall silent, instead of Llathsa's ghost.

Estimated complexity: 4 - bespoke scripting and scene-building

8D Balver

Indoril Balver believes that the heart of Xivilai Methats is the anchor that is keeping Khalaan in Oblivion. He wants you to bring him the heart. When you go to Methats, he claims that Balver sent you to him knowing that you would die. He makes a counter-offer: kill Indoril Balver and capture his soul in a specially-prepared soul gem. If the player brings Methats Balver's soul, he will speak as Balver to the council. If you bring Balver the heart of Methats, he will admit that he sent you to die, but since you have kept your word, he will keep his.

Estimated complexity: 2 - alternate paths

8E Finale

Once the player has secured the support of the lost councilors, it is time to convene the council in Dorom's dining room.

Siding with Sandil

If the player sided with Sandil, he will admit that he always intended for the player to be the next High Councilor. He believes that the spirit of Nerevar moves in the player, and that a reborn Indoril Mora will lead House Indoril to ever greater heights. He gives the player Nerevar's Axe. With the votes of 12 councilors: Sandil, Ilvi, Beroth, Dorom, Delyn, Seras, Indalas, Karath, Sedroth, Llathsa, Balver, and Mora; the player can be formally elected as High Councilor. However Llothis is outraged at an outlander taking over his House, and demands a duel. Once the player has defeated Llothis in the duel, the election can go ahead and the player is advanced to Rank 9 by Sandil.

Siding with Salvu

If the player sided with Salvu, he confesses that he doesn't have the support of the western and central lords. He asks the player to try to convince Ilvi, Beroth, and Dorom to vote for Salvu. Beroth and Dorom will concede, but Ilvi will refuse on the grounds that he believes Salvu will lead the House to war against the Telvanni. When the player tells Salvu this, he asks the player to make a last-ditch effort to convince Sandil. This is the last straw for Sandil, who will state that he thought that the player carried the spirit of Nerevar and was destined to revitalize the house, but instead they will doom it. His statements have a bit of Dissident Priests in them. He attacks. Once Sandil is slain, Salvu will commend the player for his actions and admit that the player has demonstrated his commitment to the purity of House Indoril by slaying the heretical Sandil and purging the vampires of Aamul. He will support the player's ascension, and convince Llothis and Meris to do the same. With that, the player is advanced to Rank 9 by Salvu.

Estimated complexity: 3 - scene building and forcegreeting