

## Personality of the House Indoril

Real world inspirations for House Indoril: Catholic Church, Byzantines, Sassanids, Ancient China, Babylon, the Adjustment Bureau.

The House Indoril's particular Tribunal is Almalexia.

To understand the Indoril we must understand Tribunate law, which is divided into two broad categories – the Laws Determined and the Laws Ordained. Ordained laws are the laws 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 those laws which we cannot break, those which, by the will of the Tribunal, just *are*. These mean things like the laws of nature but also things like social hierarchies and precedences that we think can be changed, but in the Indoril worldview are inviolable. Things like slavery.

The Indoril are therefore all about the maintenance of law and order. They are a society of regulators. It is also a house in which actions are highly ritualized. Deviations from determined law are rigorously corrected and denied as incoherent. An example TF came up with: the route along a pilgrimage requires crossing a particular bridge. The bridge has collapsed. Pilgrims continue to cross it – those who can levitate do, those who can't die. Maybe that's extreme, but that's the idea: determined law cannot be wrong, it's a contradiction in terms. That said, there is a great deal of interpretation in understanding what determined law actually dictates, especially now that the Tribunal do not make appearances in public.

## **General Structure of the House Indoril**

The House Indoril is perhaps the most unitary and stable of all the great houses. Unfortunately for them, it is also rather badly faltering. It has a rigid, natural hierarchy which cannot be changed; advancement in the house is only possible if it is in accordance with *nature*, which has been willed to be by the Triunes.

At the bottom of the hierarchy are non-house members: slaves, outlanders, ashlander, velothi, other houses. Above them are the Kinsmen, who have taken the oath to serve House Indoril and 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 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 honorably in a House War with the House Hlaalu. Hence, the ranks between Creedman and Lay Elder are particularly related to the war.

## **Key Historical Events Influencing the Present Situation of the House Indoril**

After the Proclamation of the Tribunal, a particularly zealous and devout group, many of whom had previously been the handservants, 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. This group, which included most of the cousins of Nerevar, would become the House Indoril. 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 Indoril's system was cracked by the Armistice. It's well-known that many Indoril committed suicide, but the reason is not well-understood. 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. 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 Tribunes 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 past decade, when Grand Ascendant Neril Sevuro put them on a path to resurgence. But he was already aged, and he's ill. Rumor is that he hasn't been seen outside his clouister in months.

## Hierarchy of the House Indoril

### I. Grand Ascendant

*Leader of House Indoril, basically guaranteed sainthood*

*Neril Sevuro*                      Dead

### 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<sup>1</sup>

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

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

### IV. Lay Elder

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

### V. Concordant Minister

*Recognized 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.*

---

<sup>1</sup> Deviations from Why's list here are intentional. Salume Nethril & Meris Denevan seemed reasonable to combine into one character; I didn't like the name "Sorvol" and I thought it could be good to have two councilors named Ienen, who are contrasted in that one is a senior statesman and the other is very new.