

The “feel” of the city and how this relates to its NPCs

House Hlaalu has four major cities: Narsis, Kragenmoor, Balmora & Andothren. Within the Hlaalu trade empire, Andothren is the main port. It is a busy and cosmopolitan city, with large docks, ships stocked with trade and a content working populace. This introduces two NPC classes to the city:

Foreign Labour

Orcs, Nords and Imperials looking to make a living in the city. They are mostly related to Imperial enterprises in the city.

Velothi Labour

Fishers and dockworkers, devotees of The Temple. Not affiliated with House Hlaalu directly. Possibly a bit xenophobic.

One of the main exports of Andothren are in fact Khajiiti slaves, caught by catcatchers and brought to the city along the Kragenmoor-Andothren route. Andothren features a Khajiiti slave market, with the odd slave from another part. This introduces two new classes:

Slaves

*Mostly Khajiit. They don't actually *work* in the city, as there is enough paid labour to take care of such work. They are shipped off to Vvardenfell and the Telvannis district, or sold and sent to work on the many plantations of the River Thirr.*

Catcatchers

Only a few. These are akin to the Dres slavehunters, but with a Hlaalu slant. They are meant to look mean and cool.

Moving on to “Downtown” or “East Side” Andothren. Some may call it the “Foreign Quarter”. Both Foreign Labour and Velothi Labour live in the area. It is home to a Fighter’s Guild and a Mages Guild. There are many small and modest market stands outside the buildings. Middle class Imperials like to live in the area as well. This leads to another two classes:

Foreign Middle Class

Mostly Imperials. People who have benefitted from trade situations, with nice modest houses.

Unaffiliated Traders

Traders not affiliated with House Hlaalu. They are still allowed to trade in the city, but they have certain restrictions and regulations keeping them from selling more valuable goods. They make a fair enough living, still.

Moving up to “Uptown” or “West Side” Andothren. This is the largest part of town. It is home to Hlaalu, Camonna Tong, plantation owners and quite a few traders. Typically, these

classifications are interwoven. Still, you can roughly distinguish the classes by their main sources of income or affiliation.

Hlaalu Traders

They might still trade with non-House members, but are astute merchants with a high mercantile skill. They have nice and valuable goods. Faction membership may aid in deducting fees, or even unlock more luxurious merchandise. Most are Dunmer, all are Hlaalu.

Plantation Owners

Some farmholders choose to live comfortably in the city. They may keep Khajiiti slaves as a function of habit. They are wealthy and respected, but may be more interested in their business than in political standing or House intrigue.

Camonna Tong

Nasty Dunmer with varying degrees of xenophobia, racism and hate. Many are involved with the port, some may hold plantations. Some are rich and some are poor. But affiliation with the Tong is always a bit nefarious. The less public their function the more overtly aggressive they may be towards outlanders.

Hlaalu Players

"Players" being a general term for people playing the social and political games of the House. Diplomats, agents, bureaucrats, spies, and so on. People actively involved in the House and its politics. Their sources of income would be related to making deals and talking, as opposed to producing. Still, they may be relatively kind and open when not affiliated with the Tong. Some Hlaalu players may be of a foreign race, mostly Imperial.

*Now to take a step back and look at the city as a whole. For a beginning player, Andothren may be the first major city they experience. It is accessible at a low level on the East Side, while still offering even greater rewards on the West Side, provided they take the necessary steps in the right direction. While most NPCs will fit in any one of these classes, there may also be the occasional *special* NPC.*

Possibilities include

- Blades agent*
- 6th House cultist*
- Lone Altmer*