

Almalexia

This document serves to provide an overview of all interiors in the city and their purpose. It includes existing claims from previous iterations where usable.

Color code for claims:

Redo	Use	Needs modification
In progress	Reviewing	Unclaimed

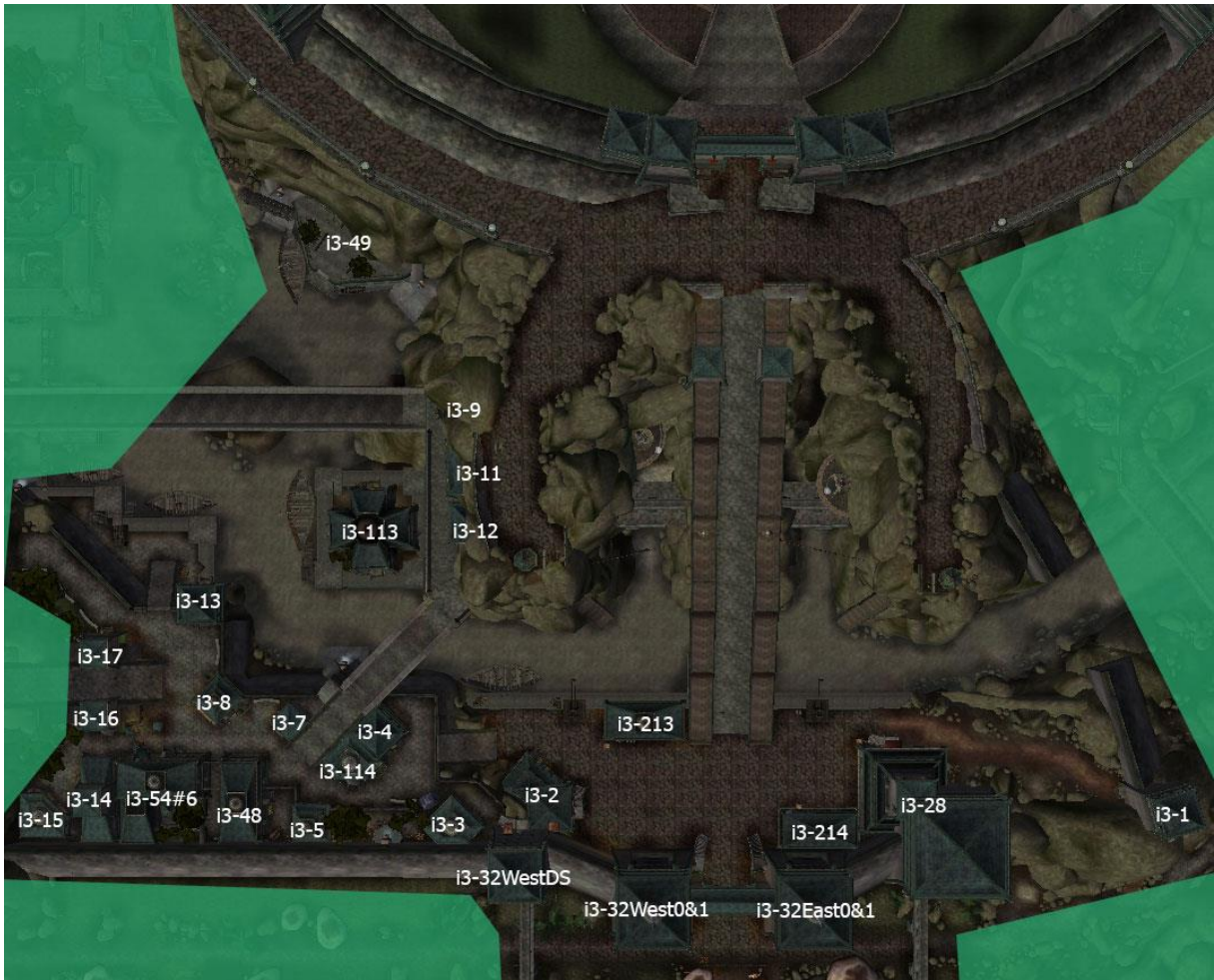
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Gate of Symmachus/Southern Harbor

The Gate of Symmachus is the main entry into the citadel of Mournhold. It is reached by a big ramp. Below the Gate is a part of the city where boats from the Lan Orethan dock. These come from the forest, but also make their way up the river from the Ornyon Bay in the south.

The neighborhood features some ‘burgher’/middleclass homes, and has a building to store and administer some of the goods that are imported in this part of the city.



i3-49-Ind: Seedy Camonna Tong backed house of gambling

i3-15-Ind: Common housing

i3-14-Ind: Manor of a shipping magnate.

i3-16-Ind: Guard Post

i3-17-Ind: Guard Post

i3-13-Ind: Shipping Business specializing in temple freight

i3-8-Ind: Commoner's Home

i3-7-Ind: Dock worker's home

i3-5-Ind: Manor Guesthouse

i3-9-Ind: Shipping Storehouse

i3-11-Ind: Hall of Records

i3-12-Ind: Harbormaster's Home

i3-4-Ind: Dockmaster's Home

i3-3-Ind: Tavern Worker's Home

i3-2-Ind: Small Manor House

i3-54-Ind, #6: Writer's mansion

i3-48-Ind: Rich home

i3-113-Ind: Enaalen Manor

i3-114-Ind: "The Purple Nixhound"

i3-32-Ind, West, Dancing Sword: Large inn/"hotel"

i3-32-Ind West, 0&1: South Gate, western tower

i3-213-Ind: Fletcher's shop

i3-32-Ind, East, 0&1: South Gate, eastern tower

i3-214-Ind: "Morag Tong" instrument maker (not sure about the MT reference.)

i3-28-Ind: Brewery

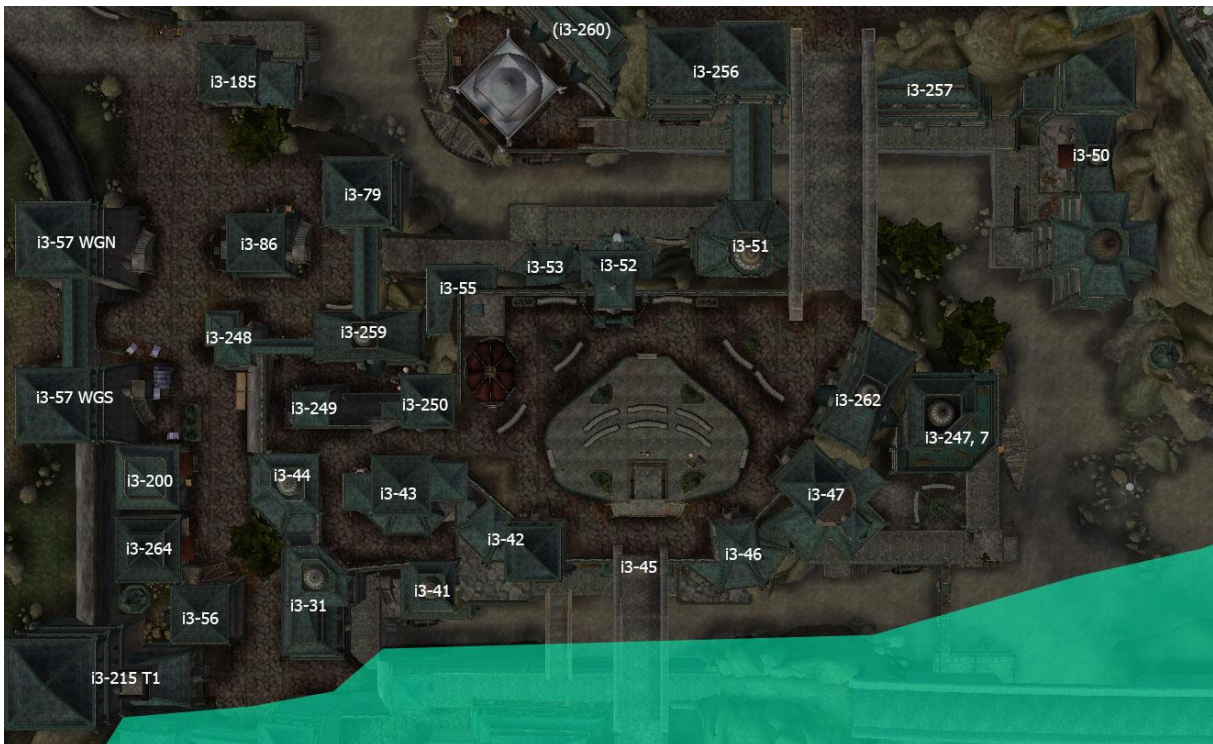
i3-1-Ind: Guard tower

Moon & Star

The twin hills of Moon & Star are known to be where the traditional supporters of House Indoril live. The Great House funds various charities here, and offers housing to some of the poorer residents. The Temple is an important aspect in the lives of the denizens of Moon & Star, and the neighborhood features one of the largest temples in Morrowind, the Basilica of the Mother's Embrace.

North

The northern of the twin hills of Moon & Star is the more spacious of the two. It houses the richer inhabitants of the neighborhood, as well as some venues of entertainment for the common folk. A central feature of the hill is the stage of oration, where the ancient tradition of the Indoril, public speaking, is upheld. Speakers try to outdo one another in their eloquence and rhetoric, and it's a central stage for public debate in the City.



i3-215-Ind, T1: Manor

i3-56-Ind: Poor Dunmer home

i3-264-Ind: 'Rich' Dunmer home

i3-200-Ind: Redware seller (add potterswheel from TR_Data!)

i3-57-Ind, WGS: Guard tower

i3-57-Ind, WGN: Guard tower

i3-31-Ind: Soup kitchen

i3-44-Ind: Bakery

i3-248-Ind: Visitor center

i3-86-Ind: Pawn shop

i3-185-Ind:

i3-41-Ind: Gondola Service Offices

i3-43-Ind: Slave market

i3-249-Ind: Common housing (works at the visitor center)

i3-259-Ind: Poor inn/tavern

i3-79-Ind: Guard Tower
i3-42-Ind: Bell tower
i3-250-Ind: Common housing (works at visitor center)
i3-55-Ind: Granary
i3-45-Ind: Common housing
i3-53-Ind: Manor
i3-46-Ind: Circus
i3-52-Ind: Harbor Offices of Almalexia
i3-47-Ind: Indoril Noble Manor
i3-51-Ind: The House Indoril's shipping company
i3-256-Ind: Shipping warehouse
i3-262-Ind: Rich Dunmer home
i3-247-Ind, 7: King's Scepter Tavern
i3-257-Ind: Communal housing for Sandil's servants
i3-50: Sandil Family Estate

South

Foreign Quarter

The Foreign Quarter (final name might be different) is the part of Almalexia where one finds the offices of various Imperial institutions, as well as foreign guilds such as the Guild of Fighters and the Guild of Mages. The small island contains the Imperial Consulate, the Imperial Office of Armistice Affairs and a small Legion office. The island is a concession of the Empire, and as such is guarded by the Legion, and contains a small chapel of the Imperial Cult.



i3-97-Ind: Imperial Cult chapel

i3-611-Ind: Office of the Imperial Consulate

i3-739-Ind: Imperial Office of Armistice Affairs

i3-740-Ind: Small office of the Imperial Legion. Guard the island.

i3-92-Ind: Tavern frequented by travelers

i3-173-Ind: Home with a kitchen. Sells outside.

i3-119-Ind: Home of an Indoril Dunmer (consider changing some details.)

i3-174-Ind: Modest outlander home (Undercover Blade)

i3-36-Ind, 5: 'Criminal's manor' (Consider changing some details.)

i3-88-Ind: Grocer, caters to Imperial tastes

i3-202-Ind: Manor of a minor noble family (Consider changing details.)

i3-94-Ind: Breton home

i3-10-Ind: Clothier

i3-96-Ind: Small café with Cyrodiil-style foods
i3-106-Ind: Bakery
i3-206-Ind: Jeweler. Sells trinkets and jewelry.
i3-84-Ind: Outlander home
i3-87-Ind: Imperial goods trader
i3-255-Ind: Imperial home
i3-85-Ind: Modest outlander home
i3-30-Ind: Alchemist (might need further detailing.)
i3-81-Ind: Home of a worker from the tavern across the street
i3-80-Ind: Outlander home
i3-293-Ind, #13: Brothel
i3-83-Ind: Imperial bookstore
i3-82-Ind: Modest imperial home
i3-254-Ind: Imperial general goods trader
i3-253-Ind: Imperial apothecary
i3-90-Ind: Guild of Mages
i3-258-Ind: Middleclass Imperial home
i3-679-Ind: Guild of Fighters
i3-210-Ind: Silverware and redware merchant
i3-6-Ind: Small theater
i3-260-Ind: Dockworker housing (not a part of the FQ, but included here for sake of map clarity.)

“Broadway”

Broadway is the part of the city which awes and dazzles the many visitors to the city. It is home to various great Indoril cultural institutions such as the Zhigat-Sora.



i3-78-Ind: Greenhouse

i3-186-Ind: Ordinator Fortress

i3-756-Ind: Guard post

i3-757-Ind: Guard post

i3-750-Ind: Court of Temple Arbitration

i3-753-Ind: Manor

i3-749-Ind: Zhigat-Sora

i3-734-Ind: 'Horatio Gorgonath' home

i3-748-Ind: Conservatory

i3-752-Ind: Extravagant manor

i3-747-Ind: Guard tower

i3-746-Ind: Guard tower

i3-751-Ind: Public baths, high class

i3-742-Ind: Alma Rula Cathedral

i3-89-Ind: Alma Rula's palace

i3-744-Ind: Abbey of Saint Delyn of the Laws Ordained

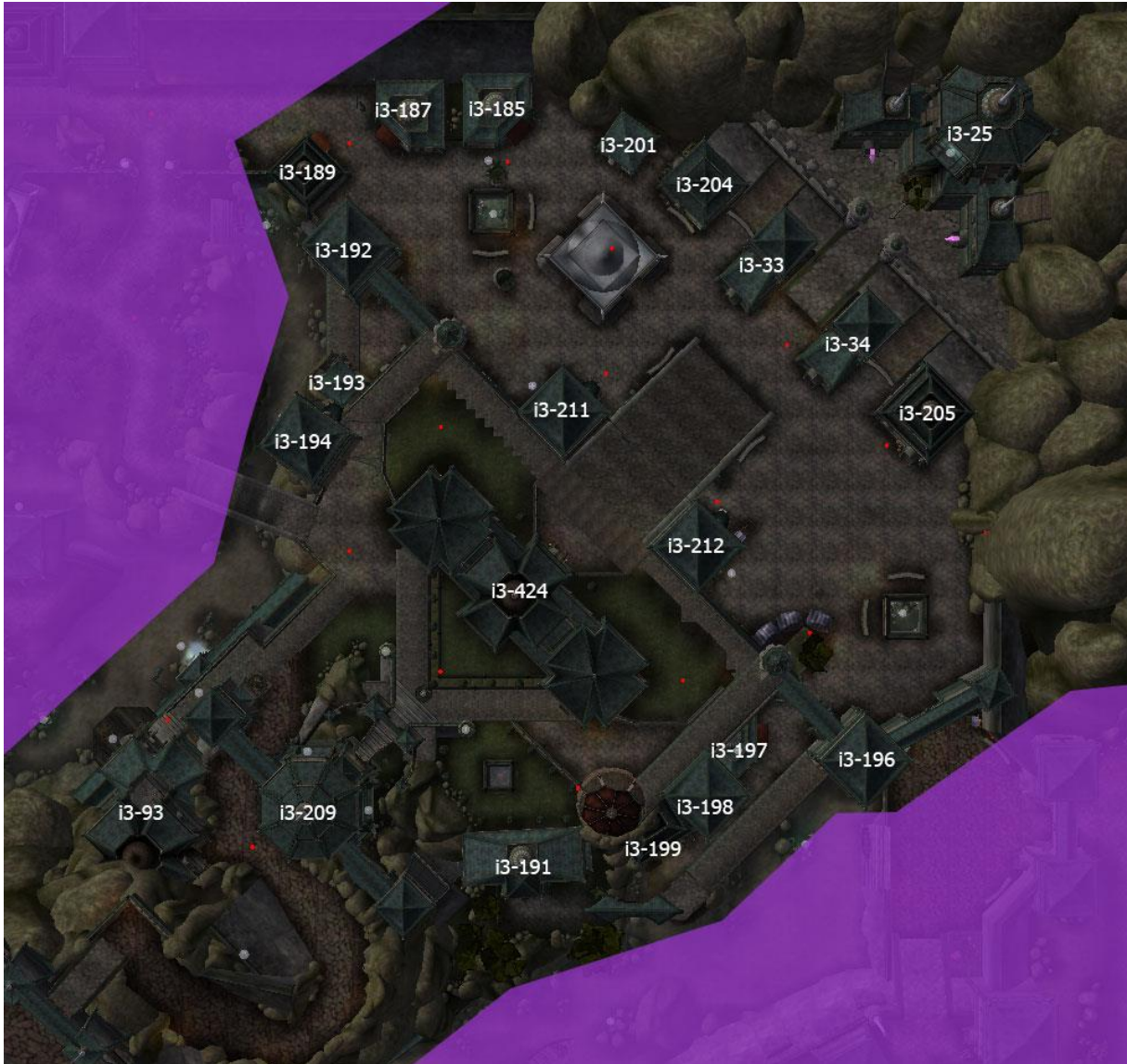
i3-745-Ind: Abbey of House Sotha of the Laws Determined

i3-755-Ind: Luxurious manor

i3-754-Ind: Tong of literary critics

“Whitehall”

Whitehall is the part of the city where the various administrative buildings are to be found, and can be classified as a ‘government district’ of sorts. It mainly concerns the administration of House Indoril, but because Almalexia is the capital of all Morrowind, it includes some institutions which deal with wider issues.



i3-25: Indoril Council Hall

i3-187: Fancy Indoril clothier

i3-185:

i3-201: Messengers

i3-204: Restaurant used by government officials, and Indoril officials mostly. Posh.

i3-33:

i3-34:

i3-205:

i3-189:

i3-192:

i3-193:

i3-194:

i3-93: Seneschal of the City

i3-209: Grand Council of Morrowind

i3-424: Grand Ascendant

i3-191: Seneschal of the House

i3-199:

i3-198: Great House Embassies

i3-197:

i3-196:

i3-205:

i3-211: Arboretum

i3-212: Arboretum