People of the Narsis Hlaalu Council House

# Entry

## Urvel Sendu

### Stats

Gender: Male

Race: Dunmer

Class: Merchant

Ranking: House Cousin (House Hlaalu)

Location: Narsis, Hlaalu Council House, Entrance

(Found directly at the entrance, likely handling papers behind a set of tables)

### Notes

Main steward of the Council House

Eager for his chance to rise up in the ranks, but waiting patiently to do so

Ambivalent to borderline abusive towards most of his underlings, except the ones he believes may be of some use someday.

Primary quest giver

## Astia Rato

### Stats

Gender: Female

Race: Imperial

Class: Agent

Ranking: Kinsman (House Hlaalu)

Location: Narsis, Hlaalu Council House, Entrance

(Found walking around the main entrance area, visiting various people to check in)

### Notes

Main point of contact for outlanders (this is who you can join House Hlaalu with)

Jobsworth, will rarely give much more information than is needed to do your job.

Complicit in corruption, but gains little personally from doing so.

Initial quest giver

# Records

## Llemisa Hlaalu

### Stats

Gender: Female

Race: Dunmer

Class: Agent

Ranking: Lawman (House Hlaalu)

Location: Narsis, Hlaalu Council House, Hlaalu Treasury

(Found in main record room giving orders to filers)

### Notes

Record keeper

Content in her position but wishes for more attentive underlings,

Likely to be involved in quests which require accessing the records (one of which may involve wrangling with one of her underlings, who may have misplaced something)

## Nial Albarnian

### Stats

Gender: Male

Race: Imperial

Class: Rogue

Ranking: Hireling or Retainer (House Hlaalu)

Location: Narsis, Hlaalu Council House, Hlaalu Treasury

(Found in a room off of the main record room, looking busy)

### Notes

Record filer

Extremely ambitious mighty whitey-type, believes it’s only a matter of time before he shows these natives a thing or two and takes his “rightful” place in a leadership position.

Formerly loosely associated with the Thieves Guild in Cyrodiil. Likely to be knowledgeable about them, but not know anything specifically about their operations nor location in the area.

## Belyn Reloren

### Stats

Gender: Male

Race: Dunmer

Class: Commoner

Ranking: Hireling (House Hlaalu)

Location: Narsis, Hlaalu Council House, Hlaalu Treasury

(Found walking back and forth sorting documents)

### Notes

Classic native-born Dunmer, despite his association with House Hlaalu

Does not speak above his position and performs his tasks dutifully

Literate by Temple teachings, but only just barely enough to perform his job, which leads to issues with Llemisa

Has a lot of issues keeping outlander names straight.

# Envoys

## Tinaso Gilveni

### Stats

Gender: Female

Race: Dunmer

Class: Pilgrim

Ranking: Adept (Tribunal Temple)

Location: Narsis, Hlaalu Council House, Diplomatic Chambers

(Found in her own office with her ordinator guard)

### Notes

Temple representative, very rarely interacted with by the Hlaalu but given a place as a gesture

Will freely admit boredom and frustration to anyone with a high enough disposition

A potential weak point for anyone looking to infiltrate or otherwise break their way into the council house

Likely not involved in any Hlaalu quests, but potentially someone involved in a related Thieves Guild or other hostile quest

## Devas Llaren

### Stats

Gender: Male

Race: Dunmer

Class: Ordinator

Ranking: Acolyte (Tribunal Temple)

Location: Narsis, Hlaalu Council House, Diplomatic Chambers

(Found pacing around Tinaso Gilveni’s office)

### Notes

Guard for Tinaso Gilveni and part of the Temple representation in the Hlaalu Council House.

Unlike his superior, is incredibly incensed by the ambivalence the Hlaalu show towards them

Considers himself a paragon of great restraint for the patience he shows the Hlaalu (but also respects Tinaso for her support in this matter)

## Islaif

### Stats

Gender: Male

Race: Redguard

Class: Warrior

Ranking: Oathman (House Redoran)

Location: Narsis, Hlaalu Council House, Diplomatic Chambers

(Found wandering the halls outside his office, which is quite bare)

### Notes

Redoran envoy to the Hlaalu Council House

Doesn’t have authority to negotiate directly, and is mainly there as a token gesture

Feels pretty good about his line of work. Generally meshes well with the Redoran honor code and doesn’t miss having to crack the occasional head.

Generally kept busy hiring couriers to send messages back and forth to Blacklight

## Hloryn Sur-Enaren

### Stats

Gender: Male

Race: Redguard

Class: Agent

Ranking: Kinsman equivalent (House Dres)

Location: Narsis, Hlaalu Council House, Entrance

(Has an office in Diplomatic Chambers but often walks around the entrance talking to Sadras and others)

### Notes

Dres envoy to the Hlaalu Council House

Constantly discussing business, to the point that he assumes anyone speaking to him it there to speak business, and upon being convinced otherwise, he cuts off conversation

Potentially a contact for very late Hlaalu quests which involve reaffirming or strengthening their relationship with House Dres (potentially in the wake of some tension or unfortunate event)

## Empty Office

Not a character, but a distinctly open office left empty and unused. There for use by an Indoril representative, which Indoril hasn’t sent since (SOME DATE, maybe the Armistice). Potential late-game quest to entice an Indoril to serve as representative and take this office.

## Ernil Hlarys

### Stats

Gender: Male

Race: Dunmer

Class: Assassin

Ranking: None

Location: Narsis, Hlaalu Council House, Entrance

(Is in a locked office. The key is given to the PC when a quest involves Ernil)

### Notes

Envoy from the king. Center of a great number of rumors, none of them very pleasant.

If the PC comes in before the relevant quest, Ernil rebuffs them, chastising them for entering where they’re not welcome.

Other people in the Council House mention him and the fact that he keeps his door locked.

# Guards

A number of guards should be present in the Records areas and patrolling around the Entry and Envoy areas. These should be normal guards (presumably they have their barracks somewhere away from the council house) unless one or a few of them are relevant to quests (as potential informants, witnesses, &c.).