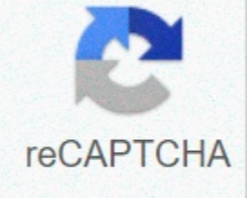




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Planet elder scrolls

Planets are gods and planes of gods, which is the same. The fact that they appear as spherical celestial bodies is a visual phenomenon caused by fatal mental stress. Because each plane (t) is an infinite mass of infinite size, so far surrounded by the Void of Oblivion, the mortal eye records them as bubbles in space. Planets are magical and impossible. Eight planets correspond to the Divine Eight. They are all present on the Dwarven Orreria, along with the deadly planet Nirn. What does Nirn mean? [edit | editing sources] Nirn (Ehnofex [sic] [Don't change this to Ehlnofex. This misspelled word is how it officially appears.] for Arena) is a finite sphere of matter and magic made of all the planets of God at the beginning of the time when Lorkhan deceived/convincd/forced the gods to create a deadly plane. Nirn is a mortal plane and a mortal planet that is the same. Its creation disturbed the cosmic balance; now all souls (especially Aedra-Daedra/Gods-Demons) have a vital interest in Nirn (especially his stary heart, Tamriel). What are moons? [edit | editing sources] Small planets, as long as one infinite mass of infinite size may be smaller than the other. Planets have orbits, or at least lunar orbits are seen by mortals. Moons are considered by different cultures to be accompanying the spirits of their planet god, or tiny gods or alien gods. Nirna moons are Masser and Secunda. Moons are not represented in Dwarven Orreria. What are Masser and Secunda? [edit | editing sources] Masser and Secunda (Jone and Jode in Ehlnofex), the moons of Nirn, are the accompanying ghosts of a deadly aircraft. They are like the plane of mortals, because they are mortal and subject to mortal boundaries; in fact, the moons are dead and died a long time ago. The moons were pure white and wear-free, but today their skin disintegrates and withers. Their planes are also dying. Mortals see this as moons that are spheres with patches of their surface completely eaten; like spin moons, they tend to be shards or jagged crescents. They are not caused by shadows, because you can see the stars through the black spots of lunar spheres. What is space? [edit | editing sources] Space is an interpretation of Oblivion, which is black and empty and surrounds a mortal plane. The space is infinite, but acts like a planet, in that Oblivion is surrounded by Aether. You can see Aether by the stars. What are stars? [edit | editing sources] Stars are bridges to Aether, the magical plane. They are seen as holes on the inner surface of the space. Since they are located on the inside of the sphere, all stars are at an equal distance from Nirn. So the bigger stars are no closer to the deadly plane, they are just bigger tears in Oblivion. a wead in Oblivion is Magnus, the sun. What are shooting stars, stars. | Edit Source] Error. Shooting stars are pieces of matter and magic, from Oblivion or Aether, which sometimes move in space. The biggest shooting stars are really planets with independent orbits, such as Baan Dar The Rogue Plane. What are constellations? [edit | editing sources] Constellations are collections of stars. Since each star is a bridge to magic, constellations are very strong phenomena and are revered. There is a generally accepted to thirteen constellations. Nine of them are made up entirely of stars. The three others are called guardian constellations because each of them is managed by the Dominion Planet. The dominion planets are Akatosh (the Eye of the Warrior), Julianos (the Sage's eye) and Arkay (the Thief's eye). The last constellation consists of unstars and is called Snake. What is the sun? [edit | editing sources] Magnus is the sun, the largest hole in Oblivion and the gateway to magic. Magnus was present at the creation of the deadly aircraft, and in fact he was its architect (Lorkhan was his advocate and inspiration). Prehistoric (before MEZ2500, startyear) Nirn was a magical place and very unstable for the first mortals. Magnus then walked away, some speak in disgust, and Oblivion filled the void with emptiness. His escape was not easy, and Magnus's shreds remain in firm as stars. What is the sky like? [edit | editing sources] The sky is another visual phenomenon caused by deadly mental stress, especially the night sky. Heaven is as impossible as planets; in fact, when you look into the sky, you look beyond the plane of the material. At night Nirn is surrounded by Oblivion. The day sky is magnus's multicolored exuberant cloak of the Sun. Changes colors as elemental factors increase and fall. So when you look at the sky of the day, they see the raiments of Aether, and they stare at the magic. How did the universe arise? [edit | editing sources] These phenomena of the spiritual sphere, which the inhabitants of Nirn interpret as the universe, arose during the dawn. It was created by magic and myth, and this process is interpreted in many ways too numerous to mention here. These myths are available elsewhere. Page 2 The editor will now load. If you see this message after a few seconds, reload the page. Nirn Nirn's spherical depiction is described by otherworldly beings as a mortal plane, and sometimes poetically called Mundus by both mortals and Daedric rulers. The exact reasons and details of Nirn's rise are largely uncertain. Everyone agrees, however, that the Lorkhan swarm and the Eight Divinities played a key role in creating a water-drenched planet. [2] [3] Two moons, Secunda and Masser, circle Nirn. These are Lorkhan's sundered bodies. Nirn is the center of Mundus, which in itself is the center of the circle of the universe The Elder Scrolls. Heavens These stars are holes or portals through Oblivion to Aether and carry magical significance because of the beings who opened them, Magna Ge. Create myths Masser and Secunda, two moons of Nirn. Masser is the larger of the two. There are many theories about how Lorkhan created Nirna; Starting with Aedra's others agreeing to knowingly help, to Lorkhan cheating them on him. It is widely accepted, however, that Aedra gave her energy and power, that most gave up the project after the costs were realized and became daedric princes, while those who willingly helped became the Eight Boszyzami. [6] In Oblivion, Mankar Camoran proclaims that Nirn is probably an extension of the kingdom of Oblivion. [7] Lunar activity Two moons that orbit Nirn. Secunda and Masser are believed to have been said by Lorkhan. Masser, nirn's larger moon, revolves around Nirn himself. Observing the night sky in Oblivion and Skyrim. It turns out that Secunda, the smaller moon of Nirn, revolves around Masser. Solar eclipses happen many times a year throughout Nirn. They are known as Vampire Days. [8] Axial slope and climate It is never said, but it is safe to assume that the axial slope of Nirna is neglig, because days and nights remain about the same length all year round, even in the northern part of Skyrim. It also seems that there is minimal climate change from month to month. The Northern Lights, a heavenly event in the Nirn Northern regions are cool. The land of Atmora, far north of Skyrim, is considered primarily a frozen plain. Skyrim, and for several years, Bruma, are usually snowy, especially further north, towards Winterhold. [10] [11] Closer to the equator are Elsweyr and Black Marsh, relatively tropical and warm places. Snow and rain weather are common forms of precipitation on Nirn. Some areas in northern Tamriel, such as Skyrim and Solstheim, experience rare auroras, colorful waves of energy in the night sky. Geography Planet has a particularly large continent, Tamriel, which is where all the activities of The Elder Scrolls takes place, with another similarly large continent in the east, called Akavir. The land masses are separated by the Padomaic Ocean, a massive brine body of water. The cold, barrier land called Atmora is located north of Tamriel, where the Norda of Tamriel originated. To the west of Tamriel lies Yokuda, which was the former homeland of the Tamriel Red Guards. To the southwest of Tamriel lies Pyandonea. It is not known if these are the only continents, because there are very few maps or globes showing all nirn. Tamriel Map Tamriel Tamriel is geographically diverse: it has mountains, tundra, cold and hot deserts, swampy regions, meadows, tropical rainforests and a large volcano. The variety of biomes is unique because the hot desert in the north. Also known as Dawn's Beauty in Altmer, Tamriel also has an archipelago of islands called the Summerset Isles, which became the home of altmer, or High Elves, after they abandoned their original homeland of Aldmeris. Map of Yokuda from TES: Adventures Redguard showing the location of Yokuda Little is known about Yokuda, because it was almost obliterated in an unknown case of cataclysm, but it seems boring, rocky, hilly, desert landscape. It is known that this is the original home for the Redguards before they made it unsasy. [UL 1] Atmora Atmora is a bare and frozen wasteland. It was this extreme cold that caused the water of the Spirit Sea to separate Tamriel and Atmora to become icy. This frozen terrain is also where Nords Skyrim are originally made, though not many back trips are made. Akavir Next to nothing is known about the geography of Akavir. It is known that the continent is divided into four warring kingdoms, each boasting its own race: Tang Mo, Kamal, Ka Po' Tun and Tsaesci. Akavir is known as one of the original dragon houses. The Blades came from Akaviru, where they were known as Dragonguard, but turned to serve Reman Cyrodii in search of Dragonborn. Pyandonea Pyandonea is an island continent located southwest of Tamriel. The island consists of dense rainforests that provide shelter for southern water spirits. As its population is primarily elves, there is speculation that Pyandonea may in fact be part of Tamriel. Thras Thras, also known as coral kingdom, has been a powerful, antagonist power against the Summerset Isles since the previously recorded time. Sload may at some point even have called Summerset part of Thras. Aldmeris Little is known about Aldmeris, including if it still exists. Altmer claimed that this continent was the cradle of both elves and humanity. Nirn Trivia Gallery stands for Arena in Ehlnofex. Reference information: Unlicensed references are listed below. They are not copyrighted by ZeniMax Media, but they can still be considered part of the tradition of The Elder Scrolls and are included in completeness. ^ Meeting of Lord Vivec's Sword with Cyrus The Restless Restless

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