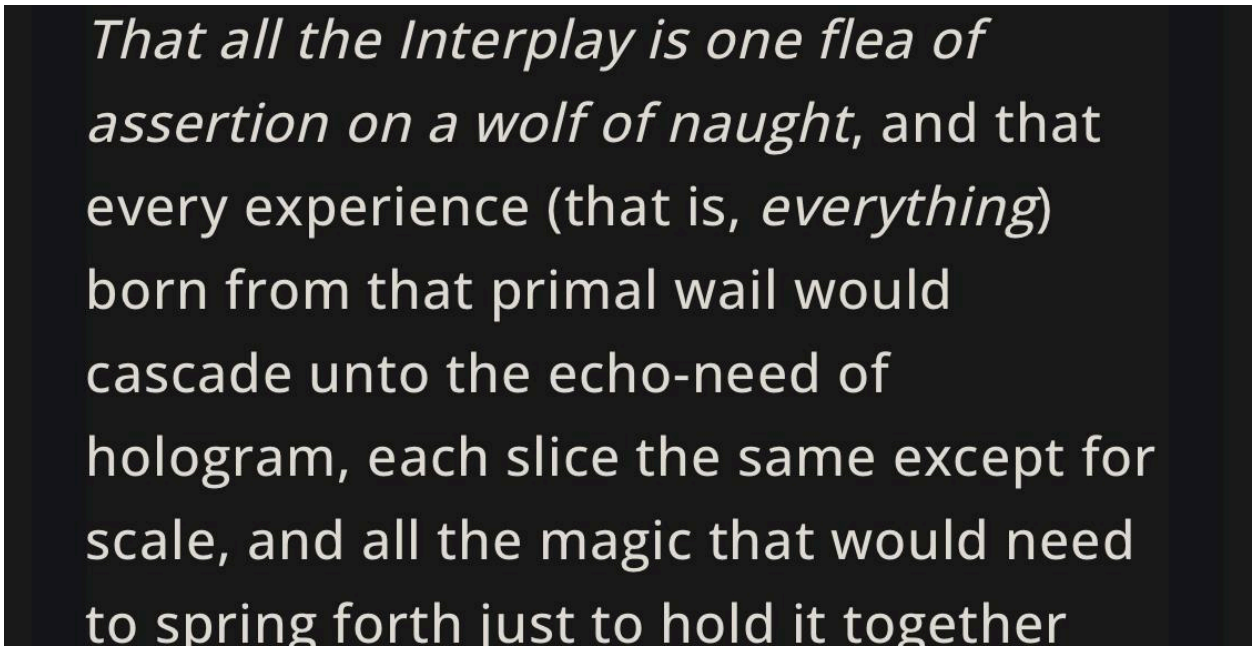
The Elder Scrolls Cosmology Explained 2.0 (Fax Novu)

This will be a revised version of the one I did on Quora, to which I ran out of space on that site (so annoying). So, I shall revise it and make a more up to date incarnation with other arguments and new cosmological information from the latest expansions.

What are Gradients? Subgradients? Wheels within Wheels? Circles within Circles? Worlds within Worlds?

Now, before we get into the actual cosmological structure, we will have to go over some metaphysical information and some terminology first, just to save time. Oftentimes in the elder scrolls cosmology, you will hear the term “Wheels within wheels” or some variation of it. All of the cosmology stems from something called subgradients. Subgradients are essentially akin to emanations. It is when a higher force or entity or realm seeks to self reflect so it births something **more than** infinitely less than itself:



General:Et'Ada, Eight Aedra, Eat the Dreamer - UESP

As stated above, these “slices” are not equal. These “slices” are the same, just not in terms of scale. This means that they have the overall same structure and layers, just not on the same ontological status as the higher gradients. In fact, it’s alluded to that each gradient becomes more and more “real” as you go up through them:

> "Pretty soon the spirits on the skin-ball started to die, because they were very far from the real world of Satakal. And they found that it was too far to jump into the Far Shores now.

Online:Monomyth: Lorkhan and Satakal - UESP

[redacted]

> The marriages of the Aether describe the birth of all magic. Like a pregnant [untranslatable], the Aurbis exploded with its surplus. Will formed and, with it, the Potential to Action. This is the advent of the first Digitals: mantellian, mnemolia, the aetherial realm of the etada. The Head of this order is Magnus, but he is not its Ward, for even he was subcreated by the birth of Akatosh.
>
> Aurbis to Aetherius: possibility to maintenance by time.

Another subcreation happened to the wheels of the etada, a shore that all of creation crashed against, the terminus of limits known as Oblivion. An echo of the Void before but unalike, many spirits fled here and came to power by merely harnessing the impossibility of Limit+All.

Aetherius to Oblivion: creation to destruction.

Oblivion to Mundus: debris of all possibility to anchor of all things.

"Mark the norms of violence and it barely registers, suspended as it is by treaties written between the original spirits."

When one visits Memory, you become filled with the first ideas of the Lunar God, and see the trap within the trap. Vehk knows it at this point, and sees for all of you, and realizes the need for treaty: avenue of escape, first stone.

C0DA translation: if all previous gradients continue along this path, especially given that there is now a centerpoint, impossible Mundus, the process of continuation can be pre-figured.

The echo of the Void is Oblivion. The echo of Oblivion is now mortal death. Death results in reappropriation of spirit towards its aligned AE—either to the god-planet Aedra or the Principalities of Oblivion. Vehk's name for this transaction, mentioned above, is "lunar currency".

General:Loveletter From the Fifth Era - UESP

[redacted]

What are planets?

The planets are the gods and the planes of the gods, which is the same thing. That they appear as spherical heavenly bodies is a visual phenomena caused by mortal mental stress. Since each plane(t) is an infinite mass of infinite size, as yet surrounded by the Void of Oblivion, the mortal eye registers them as bubbles within a space. Planets are magical and impossible. The eight planets correspond to the Eight Divines. They are all present on the Dwarven Orrery, along with the mortal planet, Nirn.

General:Cosmology - The Unofficial Elder Scrolls Pages (UESP)

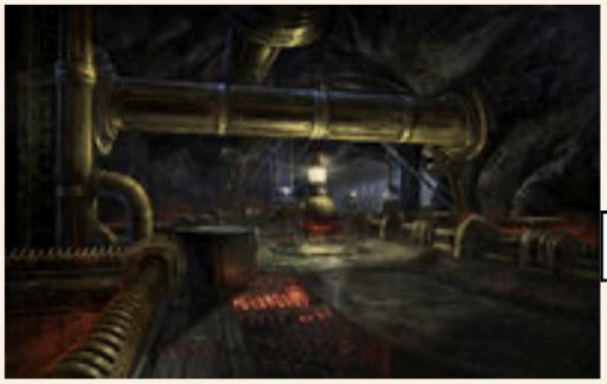
[redacted]

turn.

What created the Wheel?

Anu and Padhome, stasis and change, both vast realms sitting in the void, they created it. Not vast, infinite, as the void was infinite. Imagine an infinity enclosed by another; you come away with a bubble. Now watch as the two bubbles touch. Their intersection is a perfect circle of pattern and possibility that we shall call the Aurbis. The Aurbis is the foundation of the Wheel.

Loading Screen



Loading screen

Layers of layers, wheels within wheels: the Clockwork City has many levels, each with specific functions, often including adaptive instrumentality that enables the machinery to react to change.

Oh, that looks interesting! What an amazing bit of Dwarven engineering and craftsmanship! Look at all the circles! Kind of like wheels within wheels all spinning around a central globe. Well, I imagine they used to spin around the globe. When it was working, that is.

"Somebody was asking if... where was the question? If the Clockwork City is some sort of parallel universe, and if it's endless."

Lawrence: Kind of. Both those questions are "kind of". Yeah, it's in fact a deliberately parallel universe in that it deliberately parallels Tamriel above. You don't see nearly all of it from what you can see in the game. It has layers and only Sotha Sil knows the full extent of those layers, and what the function of some of the other areas are. Samantha, can you just kind of lean back and look up at the sky for a moment? Look up there. Look at those whirling rings spinning around the world of the Clockwork City. That is the outside of the Clockwork City - or maybe not. That's just what you can see from the Brass Fortress, and you can see that Sotha Sil has taken the concept of wheels within wheels, and worlds within worlds, and made it physically manifest right over your head, so that you're constantly contemplating the fact that the world is a built thing, and therefore it can be reverse engineered, re-engineered, and improved. Look, there's the proof right above your head! So yeah, it's profound as hell. God damn, this stuff is deep.

[redacted]

[redacted]

- **Lightless Oubliette** - *Coldharbour is a series of prisons within prisons. The Lightless Oubliette was specifically built to hold entities who can manipulate light to magical ends. The wardens of the Oubliette are careful to use only lights of the colder spectra, as these are less susceptible to refocusing.*

[redacted]

The Stormhold Brother It will ask of the truth if Vicecanon Hrondar was responsible for the unrest at Stormhold:

"Our thoughts turn against us. Who else would have the will but the flesh-walkers?
Is it time for the Song of Sithis to bring the Void?
Shall they taste fear, then nothing?"

Why are you upset?

Where is Vicecanon Heita-Meen?

"When you quickened our dream, we knew her great purpose and sent her beyond the dream. But you … we could not send you just yet.

You healed the wounds inflicted by the flesh-walker Ruuvitar, small one. The Hist shall dream of you, always."

What will happen to

Online:Voice of the Hist - The Unofficial Elder Scrolls Pages (UESP)

[redacted]

Here is a truth read from the bark.

The spike of Ada-Mantia, and its Zero Stone, dictated the structure of reality in its Aurbic vicinity, defining for the Earth Bones their story or nature within the unfolding of the Dragon's (timebound) Tale. The Aldmeri or Merethic Elves were singular of purpose only so long as it took them to realize that other Towers, with their own Stones, could tell different stories, each following rules inscribed by Variorum Architects. And so the Mer self-refracted, each to their own creation, the Chimer following Red-Heart, the Bosmer burgeoning Green-Sap, the Altmer erecting Crystal-Like-Law, et alia.

Lore:Aurbic Enigma 4: The Elden Tree - UESP

[redacted]

What is this place? / I see. Can you tell me more about this place?

"It is not a place, but a story that has been and will be told time and time again.
We are within the tapestry and without it.
Wrapped up tightly in its threads even as we desperately try to untangle them."

https://en.m.uesp.net/wiki/Online:Ja%27darri

[redacted]

Fortify Magicka 50 pts, Fortify Health 40 pts, Fortify Fatigue 100 pts on Self for 120 seconds.	*The Dragon dreams, but the Hero gleams in his eye.*
Detect Life 100 ft, Fortify Fatigue 200 pts, Fortify Health 100 pts on Self for 120 seconds.	*The heavens wheel around Nirn and Nirn's Hero.*†

[redacted]

"... and left you to gather sinew with my other half, who will bring light thereby to that mortal idea that brings [the Gods] great joy, that is, freedom, which even the Heavens do not truly know, [which is] why our Father, the... [Text lost]... in those first [days/spirits/swirls] before Convention... that which we echoed in our earthly madness. [Let us] now take you Up. We will [show] our true faces... [which eat] one another in amnesia each Age."

… not only … Anui-El and Sithis … harmony within duality; unity of opposites … that contained starlight and endless possibility beyond cosmic interplay. He named her … the Colors of Light … the madness of the Time God and the first challenge of his shadow, who in nothingness saw those endless possibilities first. … outside and separate from the Tri-Nymic, yet crucial to all three. Linear time layered atop infinite possibility, thus did Aka … in the South, and yet … learned why his insanity is all that is and could be. … by this lesson … Ada-mantia, stable spire fixed by a stone of nothing-possible … cleaving a path through the everything to reach Numancia. Thus we must … against Man … that our violence might bring forth a Numinous Paravant, who may with unbound hands echo forth the Prime Archon's endeavor.

> The Aedroth Aka, who goes by so many names as to perhaps already suggest what I'm about to commit to memospore, is completely insane. His mind broke when his *"perch from Eternity allowed the day"* and we of all the Aurbis live on through its fragments, ensnared in the temporal writings and erasures of the acausal whim that he begat by saying "I AM". In the aetheric thunder of self-applause that followed (nay, rippled until convention, that is, *amnesia*), is it any wonder that the Time God would hate the same-twin on the other end of the aurbrilical cord, the Space God? That *any* Creation would become *so utterly dangerous* because of that singular fear of a singular word's addition: "I AM NOT"?

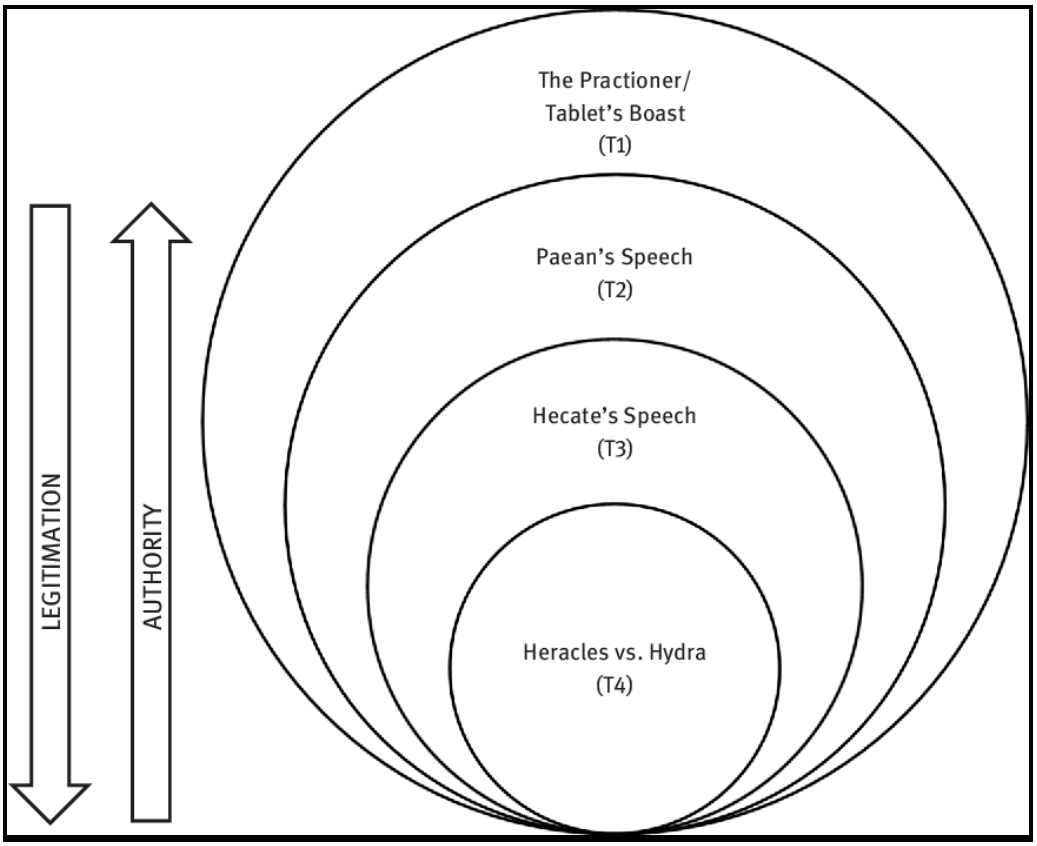
Lore:The Song of Pelinal - The Unofficial Elder Scrolls Pages (UESP)

Lore:The Nine Coruscations - UESP

General:Et'Ada, Eight Aedra, Eat the Dreamer - UESP

[redacted]

[redacted]


The Practioner/
Tablet's Boast
(T1)
Paean's Speech
(T2)
Hecate's Speech
(T3)
Heracles vs. Hydra
(T4)
LEGITIMATION
AUTHORITY

A **story within a story**, also referred to as an **embedded narrative**, is a literary device in which a character within a story becomes the narrator of a second story (within the first one).[1] Multiple layers of stories within stories are sometimes called **nested stories**. A play may have a brief play within it, such as in Shakespeare's play *Hamlet*; a film may show the characters watching a short film; or a novel may contain a short story within the novel. A story within a story can be used in all types of narration including poems, and songs.

XII. Pulse Plaza

Veloth. Tamriel. Nirn. Starry Heart.
TEM designate: TOMORROWIND.
Era Erased.
Whirling School Prefect Approved



TOMORROWIND. PULSE PLAZA. MORNING. *[...] [P]eople running around in a crowded chaos in the Neo-Victorian Tomorrowind version of Times Square. More than half of the people have TELEVISION SETS for heads, and these are chasing the others. The* TELEVISION SET HEADS *are only unified in their strange, replaced heads; otherwise, they are people from all walks of life: businessmer, construction workers, tourists of all stripes and races, vagrants. [...]*

JUBAL-LUN-SUL: But let's just go with my favorite. Every kid born in the Velothiid knows this version. I mean, it's free on dreamsleeve streaming.

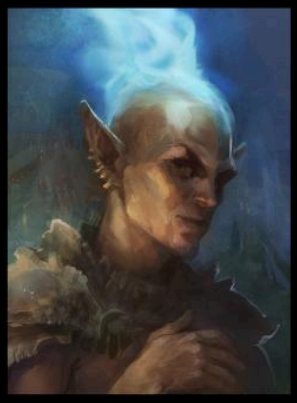
XVI. Jubal and Vivec

Ald Sotha Below
Marketplace 44. Now.
Whirling School Prefect Approved

ALD SOTHA MARKETPLACE 44. "DAY". *Back at the marketplace.* JUBAL *has finally noticed* VIVEC*'s appearance and he, like most everyone else, is taken aback. He doesn't bow. He's just shocked.*

JUBAL-LUN-SUL: I'm…not supposed to see you yet.

HOUSE SUL UNDER-MANOR. EAST OBSERVATORY. *A golden glow subsides as* JUBAL *and* VIVEC *are now in House Sul's tea room. They face one another in the same positions as they were at in the market.* JUBAL*'s no longer shocked, however, he's slightly perturbed.*



VIVEC: Is this better?

JUBAL-LUN-SUL: No! You just teleported both of us away from the marketplace in plain view. People will talk.

VIVEC *stands. No more floating lotus position. His spear and shield are likewise removed.* JUBAL *has turned from him, dealing with some internal conflict.*

VIVEC: I was only trying to help you.

JUBAL-LUN-SUL: You're not hearing me. They'll think I'm cheating.

VIVEC: I heard you. Did you hear me?

JUBAL-LUN-SUL: … Yes. But not in the way I think you mean.

VIVEC *vanishes in a star of golden light.* JUBAL *looks over his shoulder, frowning.*

JUBAL-LUN-SUL: You "spoke of this in a previous life" — oh, sure. Just up and vanish. Sometimes? Sometimes, I think you've forgotten all the things you've ever said. I'm going to fix that, too.

XXI. The Digitals return

The Wheel As IS.
TEM designate: LASTFALL.

> JUBAL *lies exhausted on top of the decapitated body of the* NUMIDIUM. *It has no spikes now. It's just a brass body with no head. Five different fingers point at the scene. Ghostly fingers. The Digitals.*

DIGITAL FINGER 1: REGISTERED BY CODA.

DIGITAL FINGER 2: NO MORE WHEEL. NO MORE LULL.

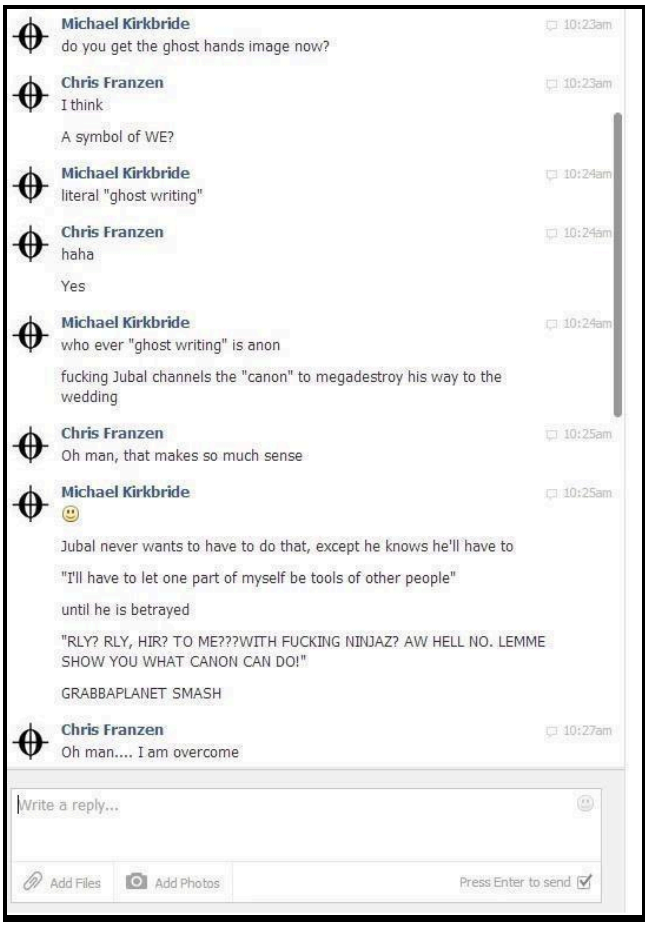
DIGITAL FINGER 3: UNION.

DIGITAL FINGER 4: THEN WE SING.

DIGITAL FINGER 5: YES. TONAL ARCHITECTURE SET TO THEME: LOVELETTER: WEDDING: AMARANTH.






Michael Kirkbride 10:23am
do you get the ghost hands image now?
Chris Franzen 10:23am
I think
A symbol of WE?
Michael Kirkbride 10:24am
literal "ghost writing"
Chris Franzen 10:24am
haha
Yes
Michael Kirkbride 10:24am
who ever "ghost writing" is anon
fucking Jubal channels the "canon" to megadestroy his way to the wedding
Chris Franzen 10:25am
Oh man, that makes so much sense
Michael Kirkbride 10:25am
Jubal never wants to have to do that, except he knows he'll have to
"I'll have to let one part of myself be tools of other people"
until he is betrayed
"RLY? RLY, HIR? TO ME???WITH FUCKING NINJAZ? AW HELL NO. LEMME SHOW YOU WHAT CANON CAN DO!"
GRABBAPLANET SMASH
Chris Franzen 10:27am
Oh man.... I am overcome
Write a reply...
Add Files
Add Photos
Press Enter to send

Scroll of Eight

A list of the eight sacred aspects of the Ghost Snake

Serpent
- Darkness
  - Devourer
- Dreamer

Silence
- Light
  - Death
- Rebirth

These are the eight sacred aspects of the Ghost Snake. Each contains a truth, a lie, and a mystery that entwines upon itself, forever undulating like the coils of the great serpent.

Ghost Snake, accept our humble offering!

"Amaranth anon Anew AE I, which is said to have occupied the passageways of heaven and earth, because everyone above and below asks Amaranth anon Anew AE I if they

cannot find the passage. Amaranth anon Anew AE I is the Godhead who caused to be visible. Amaranth anon Anew AE I stands as a post at the turning point. The others say of Amaranth anon Anew AE I the post: "The one and one (an inelegant numner) who crosses the middle of the Z the Centrex without calm, may his name be I and no other, for he takes up the center of it in sleep." The path of the stars of the sky should be kept unchanged but will not, [redacted]

-MK

[redacted]

Nirn

Nirn is the mortal planet. If it can be called that. It's actually more accurate to call it a plane of existence and you'll see why **real quick**:

The Wheel As IS.
TEM designate: NIRN.



LUNAR LANDSCAPE. *They've left the tunnel and walked out onto the surface, dunes of red, sugary sand leading as far as the eye can see.* JUBAL *and* HIR *stare into the sky. It is a vision of apocalypse. A smaller, silver moon sits to the upper left, orbiting a shattered planet. The planet Nirn. "Earth." Cracked open like an asteroid field still held into spherical shape by forces unknown. The right side of the planet moves from rock and fire to ghostly cosmic clockworks. The planet has a "skeleton" inside it, an interlocking system of gears and pistons and wheels, half-here, half-not, overlaid with a nebula of mathematical equations that we can't understand.*

JUBAL-LUN-SUL: Is ...?

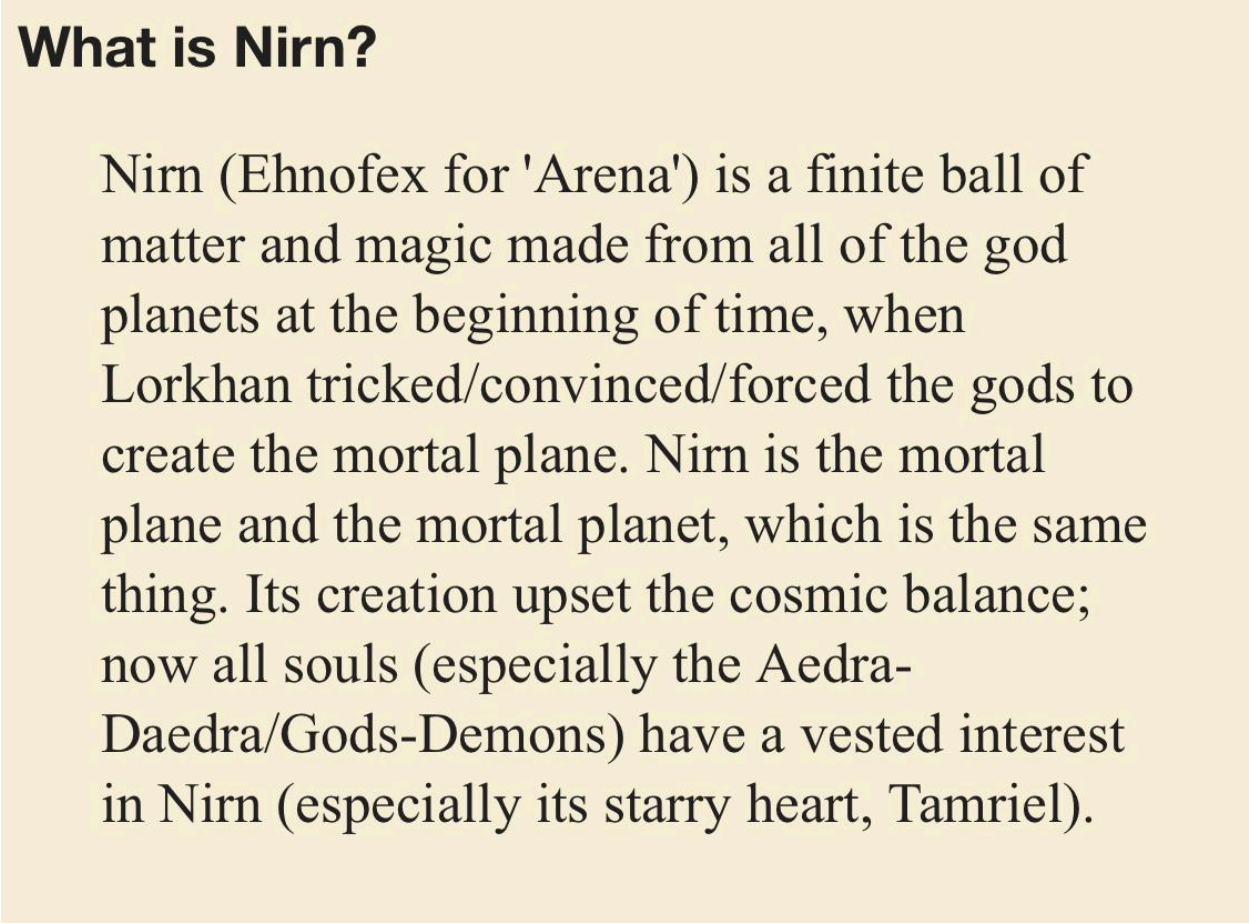
HLAALU HIR: Yeah, it is. Pretty, right? The Wheels of Lull, the other star, et cetera and all that, Nirn, where we came from. Take a good look because we're not coming back.

SERVITOR: `CLOCK.`

JUBAL-LUN-SUL: And I'm supposed to ask it a question?

A photo of a ruined Nirn

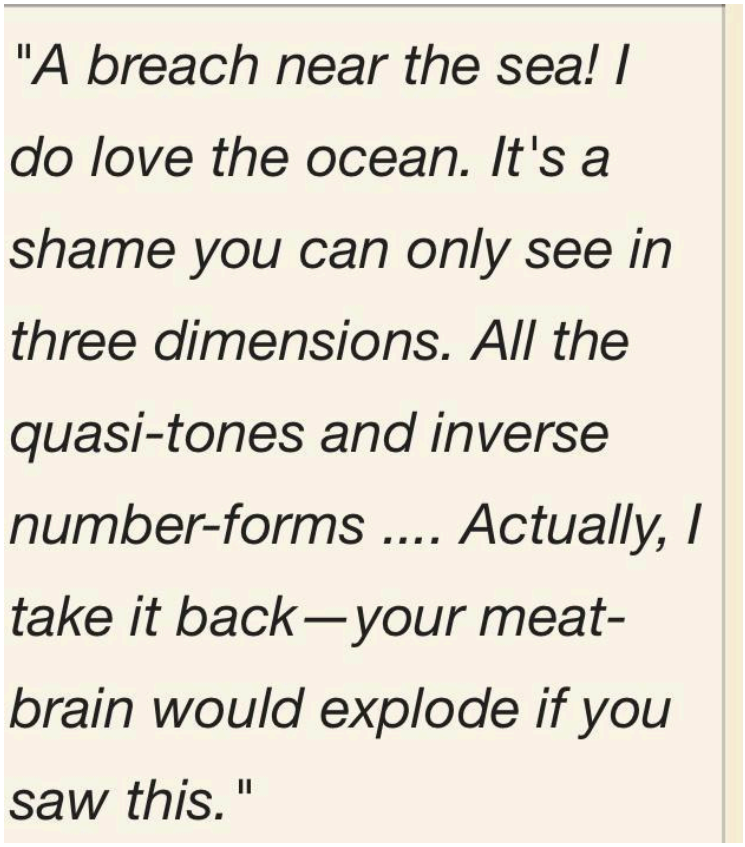
Above it's stated that Nirn is well…you read it. Weird as all hell. Nebulas of math equations, pistons that are half there, half not, and so on. It is referred to a a finite ball of matter



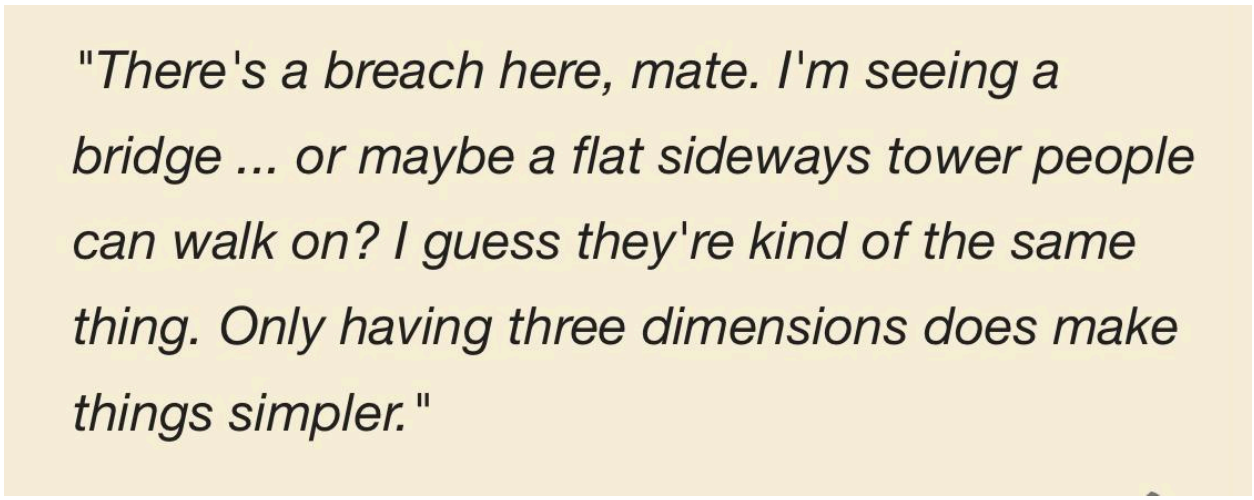
General:Cosmology - The Unofficial Elder Scrolls Pages (UESP)

If only it were that simple. Where to start? Let's start with the higher dimensions that Nirn is made up of. Yes, Nirn is a higher dimensional construct. The nigh omniscient Augur of the

obscure is a transdimensional entity who can peer beyond the veil of time. Near the sea, he has some interesting things to say:



The higher dimensional space is beyond our perspective as a mortal being as well as these “quasi tones” and “inverse number-forms”. This obviously means that there are higher dimensions beyond our sight but what is the nature of these dimensions? The Augur makes a very interesting statement about not being able to tell the difference between a bridge and a flat sideways tower due to his higher dimensional perspective. To a higher dimension being, things would obviously appear flat if they were 3D:



So these dimensions do in fact have qualitative superiority.
[Online:Augur of the Obscure - UESP]

There is a higher dimensional space that separates different universes and to travel between them, you need to “disrupt the normal non-cardinal points” with you arriving “sideways”

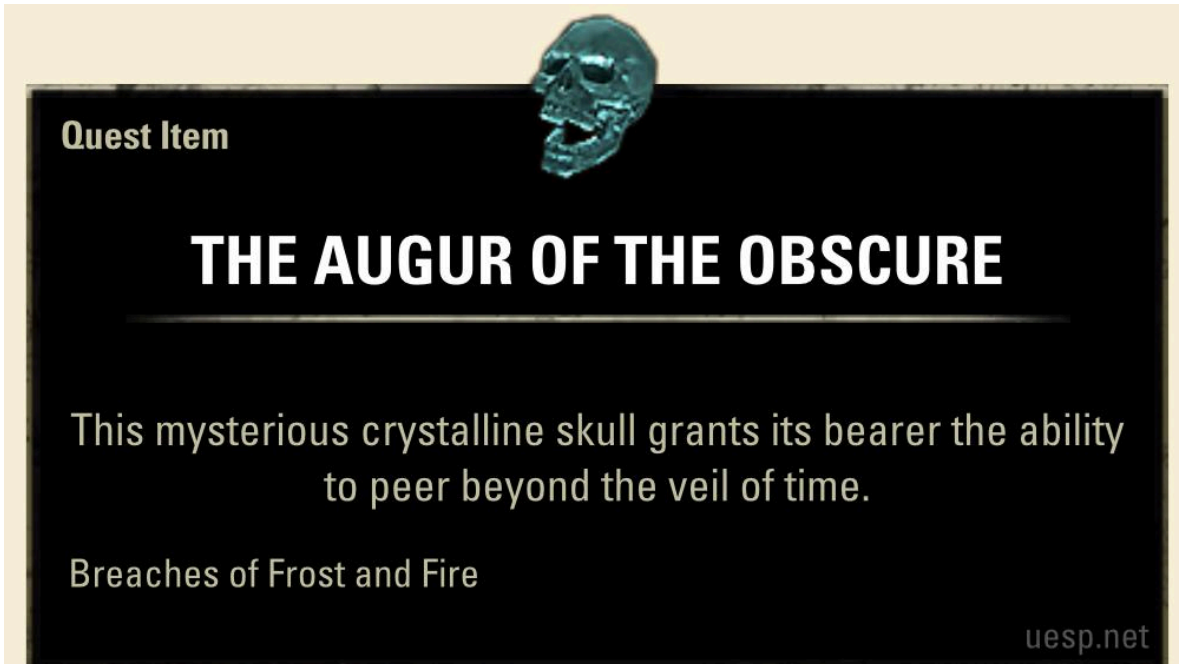
> Vivec then watched as the slaves erupted into babble and breaking magic. They rattled their cages and sung out half-hymns that formed into forbidden and arcane knowledge. Litany fiends appeared and drank from the excess. Grabbers from the Adjacent Place came into the world sideways, the slave talking having disrupted the normal non-cardinal points.

Lore:36 Lessons of Vivec, Sermon 26 - UESP

Needless to say, but this is clearly talking about higher dimensional space. But…how many of these higher dimensions are there are Nirn? Infinite:

> **Did you enjoy our travels?**
>
> *"Did I? Does an oblate cogni-form have infinite angles? Please don't hurt yourself. The answer is yes.*
>
> *It was great. The sights, the smells, the incessant jangle of all your gear on my face. Dream come true, mate!"*

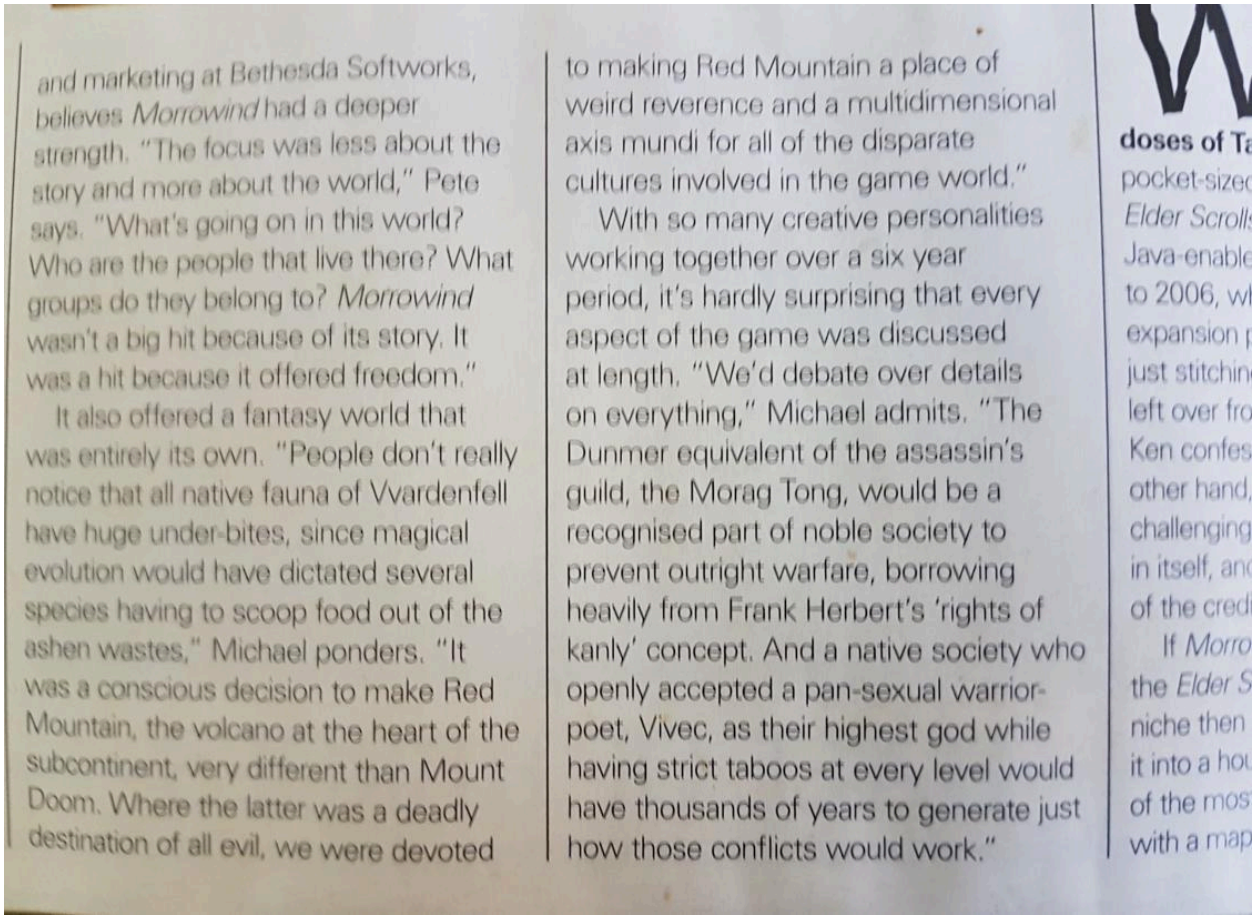
Yup. That’s right. In this passing dialogue, we find out there’s infinite higher spatial dimensions on Nirn alone. Not just 4 or 5. The Augur is in fact, reliable as he was used by some of the most powerful mages called the Psijic order (Literal masters of space and time manipulation) to peer beyond the veil of time and space:



How does this Augur work, exactly?

"These time breaches are not visible to mortal eyes. The Augur, however, perceives time and space very differently. Gazing through it will allow you to peer through the veil—to see things both visible and invisible. Things like these breaches."

Even things like Red mountain are multidimensional:



and marketing at Bethesda Softworks, believes *Morrowind* had a deeper strength. "The focus was less about the story and more about the world," Pete says. "What's going on in this world? Who are the people that live there? What groups do they belong to? *Morrowind* wasn't a big hit because of its story. It was a hit because it offered freedom."

It also offered a fantasy world that was entirely its own. "People don't really notice that all native fauna of Vvardenfell have huge under-bites, since magical evolution would have dictated several species having to scoop food out of the ashen wastes," Michael ponders. "It was a conscious decision to make Red Mountain, the volcano at the heart of the subcontinent, very different than Mount Doom. Where the latter was a deadly destination of all evil, we were devoted to making Red Mountain a place of weird reverence and a multidimensional axis mundi for all of the disparate cultures involved in the game world."

With so many creative personalities working together over a six year period, it's hardly surprising that every aspect of the game was discussed at length. "We'd debate over details on everything," Michael admits. "The Dunmer equivalent of the assassin's guild, the Morag Tong, would be a recognised part of noble society to prevent outright warfare, borrowing heavily from Frank Herbert's 'rights of kanly' concept. And a native society who openly accepted a pan-sexual warrior-poet, Vivec, as their highest god while having strict taboos at every level would have thousands of years to generate just how those conflicts would work."

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So, not only does Nirn have infinite higher spatial dimensions, but it also has some other weird features. Like being a small multiverse in of itself. A parallel dimension by the name of Lyg. It is

a parallel version of the original Tamriel:

> **MKirkbride**: The Sermons took a week for the first draft, which barely changed after edits. Originally, there were just going to be six of them, but it quickly spiraled out of control as the whole thing began to write itself.
> Lyg: it's one of the Adjacent Places. It's still there. I wouldn't call it a different kalpa so much as a parallel version of Tamriel.

Y’ffre is a bosmeri deity who, in short, filters the infinite dimensional time of Mundus and makes it linear by embody in the “Now” of history. In such, every moment produces a myriad of potentialities.

What stories can you tell me about the skies?

"The sky mirrors the sea, and the sea also reflects its mirror. Day, night, and the places between are the realm of the sky, as Y'ffre interpreted the time-law Anui-el established within Nirn.

Thus, the sky bridges time and nature, and measures both."

What does that mean?

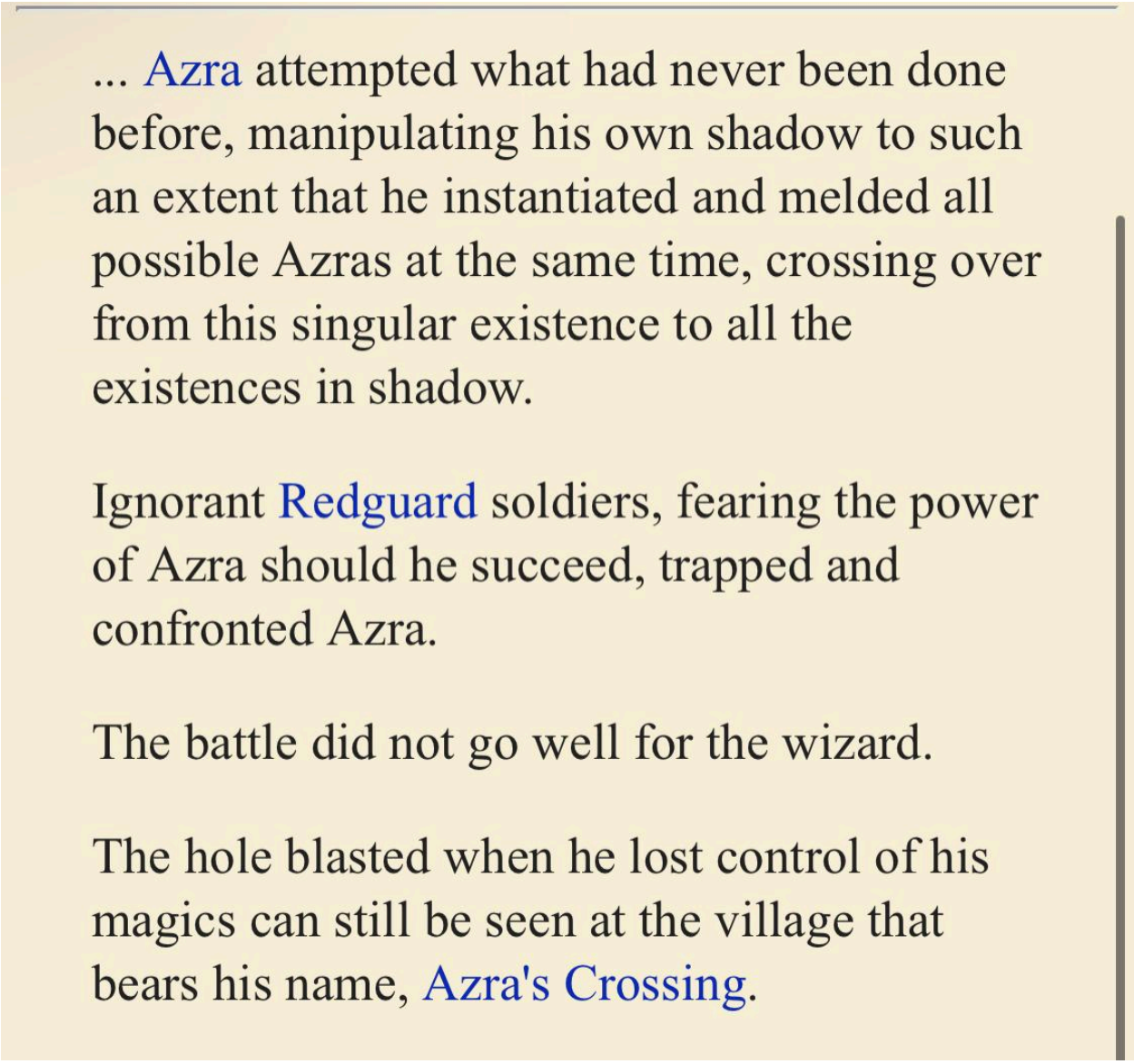
"Within each half of the sphere of reflection lies half of the potentialities of Nirn's way in any given moment. Each instant is a sea-state or a sky-state. Each individual sees one or its other as weal or woe, and each moment can be turned on its side."

A less archaic example of this is a legendary mage named Azra. He found out that the shadows of Nirn are not merely absence of light, but possible worlds. This mage then attempts to merge all possible version of himself across the multiverse into one Multiversal singularity. It didn't end well for the poor guy, but it's very interesting for the cosmology:

... chosen to explore this relation of world to shadow, Azra was the first to realize that shadows were not a mere absence of light but a reflection of possible worlds created by forces in conflict. A light strikes a rock, and the shadow is a record of their clash, past, present and future.

Other conflicting forces produced less obvious shadows, fire and water, wind and rock, or nations at war.

With skill and patience, the shadows of all could be read, and patterns teased out, emphasized or eradicated.

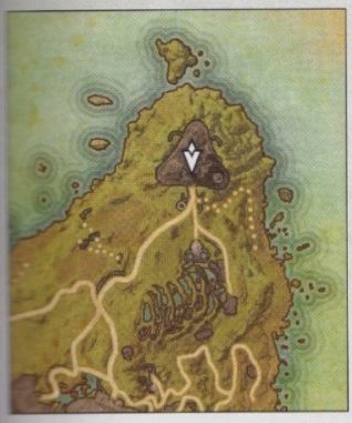


Shadowkey:Scroll of Shadow - UESP

One of the towers of Nirn (Transdimensional and metaphysical focal points made by the gods and other very power or intelligent beings) is stated to be adjacent to all universes and realms within the Aedric creation and space and time:

THE CRYSTAL TOWER

Location: Artaeum, Ceporah Tower



Quest-giver: Valsirenn



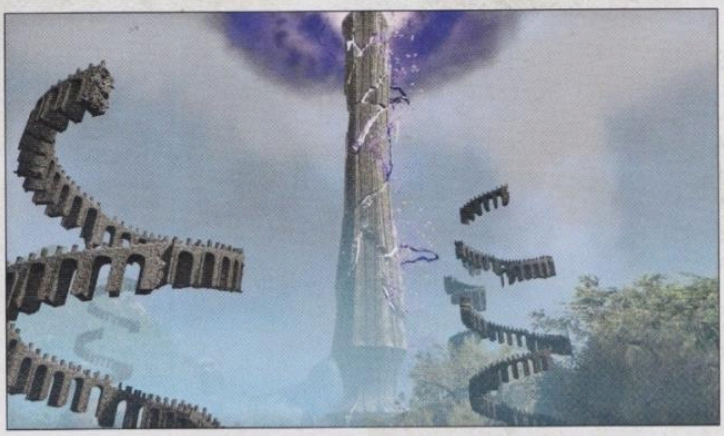
Description: The betrayed princes have agreed to help you enter the Crystal Tower. There's little left to do but enter it and attempt to stop this calamity before it is allowed to start.

TALK TO SOTHA SIL



Head to Sotha Sil's quarters and speak with him. He'll talk you with finding and speaking with each of your companions. The Golden Knight can be found on the south side Ceporah Tower; Razum-dar is waiting near the Artaeum Wayshrine; and Leythen and Valsirenn are off near the Artaeum Craftworks. Once you've spoken to all four, head back and enter the Dreaming Cave. Speak with Sotha Sil, then wait for a moment. A Daedric Prince will appear in the Dreaming Cave. Speak with him, then enter the portal in the center of the room.

THE CRYSTAL TOWER





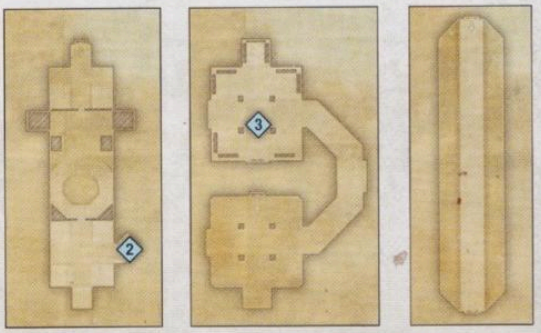
The pin that holds the fabric of all realities together, the Crystal Tower is believed to exist in all realms and universes. It has been tied to many world-shaking events throughout Tamriel's history.

ENTER THE CRYSTAL TOWER



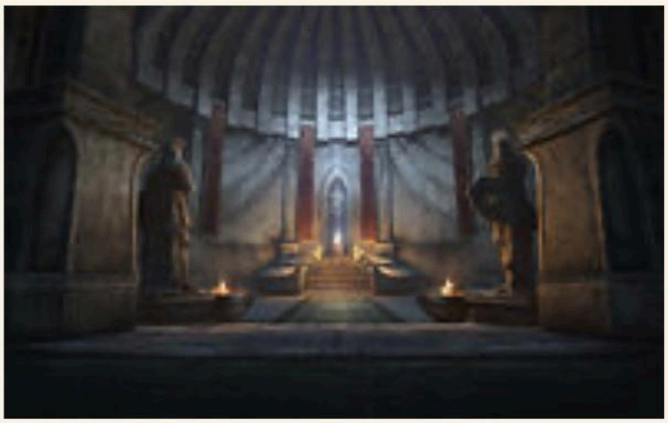
Fight your way up to the entrance of the Crystal Tower. It's a short trek there, but the path is completely overrun with enemies. Thankfully you have Leythen and the Golden Knight to assist your assault. Before you can enter the tower, you'll have to fight a Wraith-of-Crows and a pair of Gloam Wolves. You shouldn't have too much trouble with Leythen and the Golden Knight helping out. Once you defeat the enemies, head up to the tower entrance, speak with Barbas, and enter the tower.

CRYSTAL TOWER INTERIOR



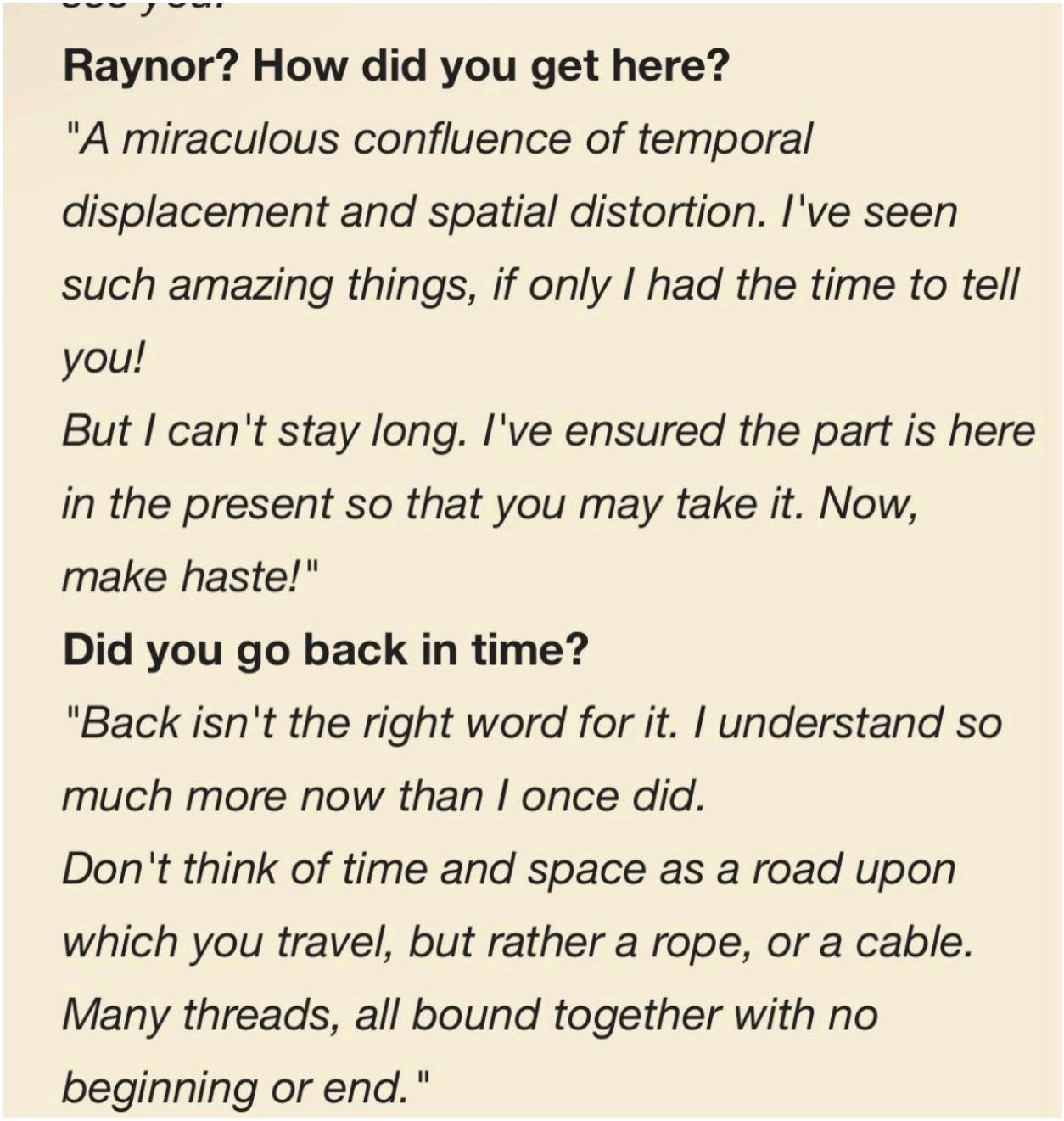
There are plenty of containers to rummage through on this floor of the Crystal Tower; if you want some items for your craft bag, this is the place to get them. Head to the top of this floor and pass through the door to the next room.

Loading Screen



The Imperial Throne Room at the base of White-Gold Tower is one of the most important metaphysical foci in all the Mundus, so much so that it can almost be said to exist adjacent to all time and space in Aedric Creation.

So now that I've beat it into your head about these different universes and pocket dimensions, how many are there? It is implied to be infinite from this dialogue:



Raynor? How did you get here?

"A miraculous confluence of temporal displacement and spatial distortion. I've seen such amazing things, if only I had the time to tell you!

But I can't stay long. I've ensured the part is here in the present so that you may take it. Now, make haste!"

Did you go back in time?

"Back isn't the right word for it. I understand so much more now than I once did.

Don't think of time and space as a road upon which you travel, but rather a rope, or a cable. Many threads, all bound together with no beginning or end."

Online:Raynor Vanos - The Unofficial Elder Scrolls Pages (UESP)

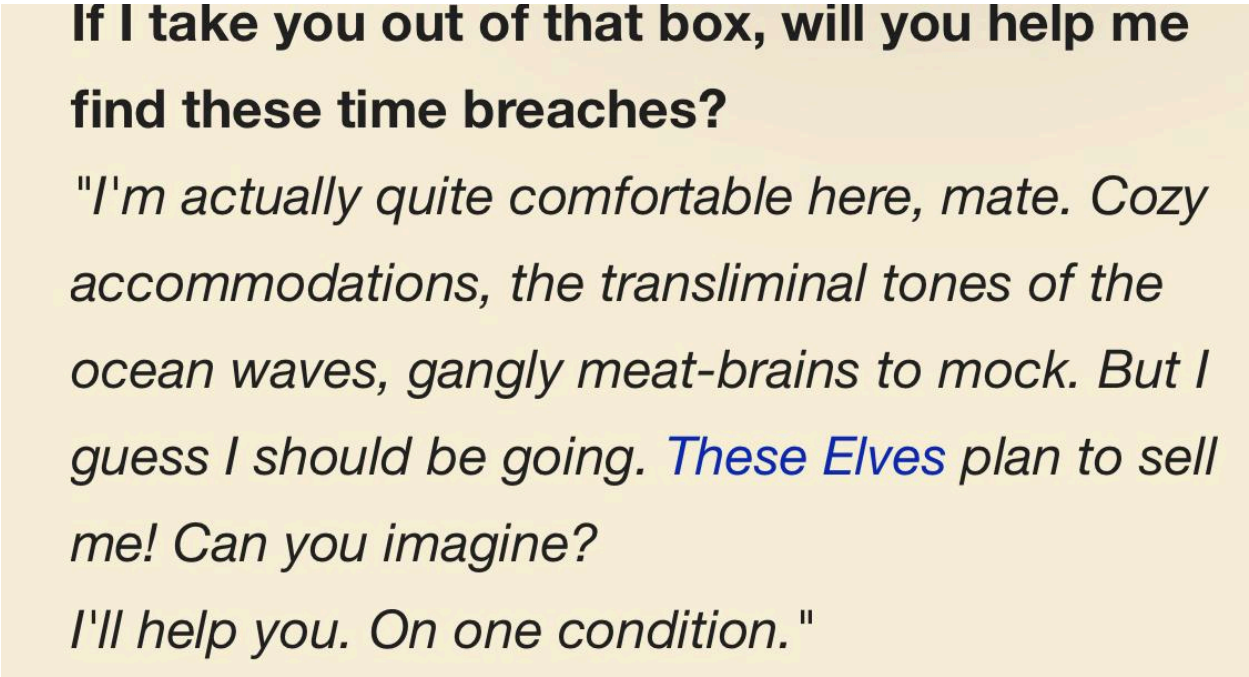
So we have infinite higher spatial dimensions and infinite parallel universes and possibilities on a "finite" plane of existence (it's likely only finite from a mortal POV). So how about some other

weird facts? The Sky isn’t a sky like irl but something weirder

What is the sky?

The sky is another visual phenomenon caused by mortal mental stress, the night sky in particular. The sky is as impossible as planets; in essence, when you look into the sky, 'you look outside the material plane'. At night, Nirn is surrounded by Oblivion. The day sky is the multicolored elemental cloak of Magnus the sun. It changes colors as elemental influences rise and fall. Thus, when one looks at the day sky, they see into the raiments of Aetherius, and stare at magic.

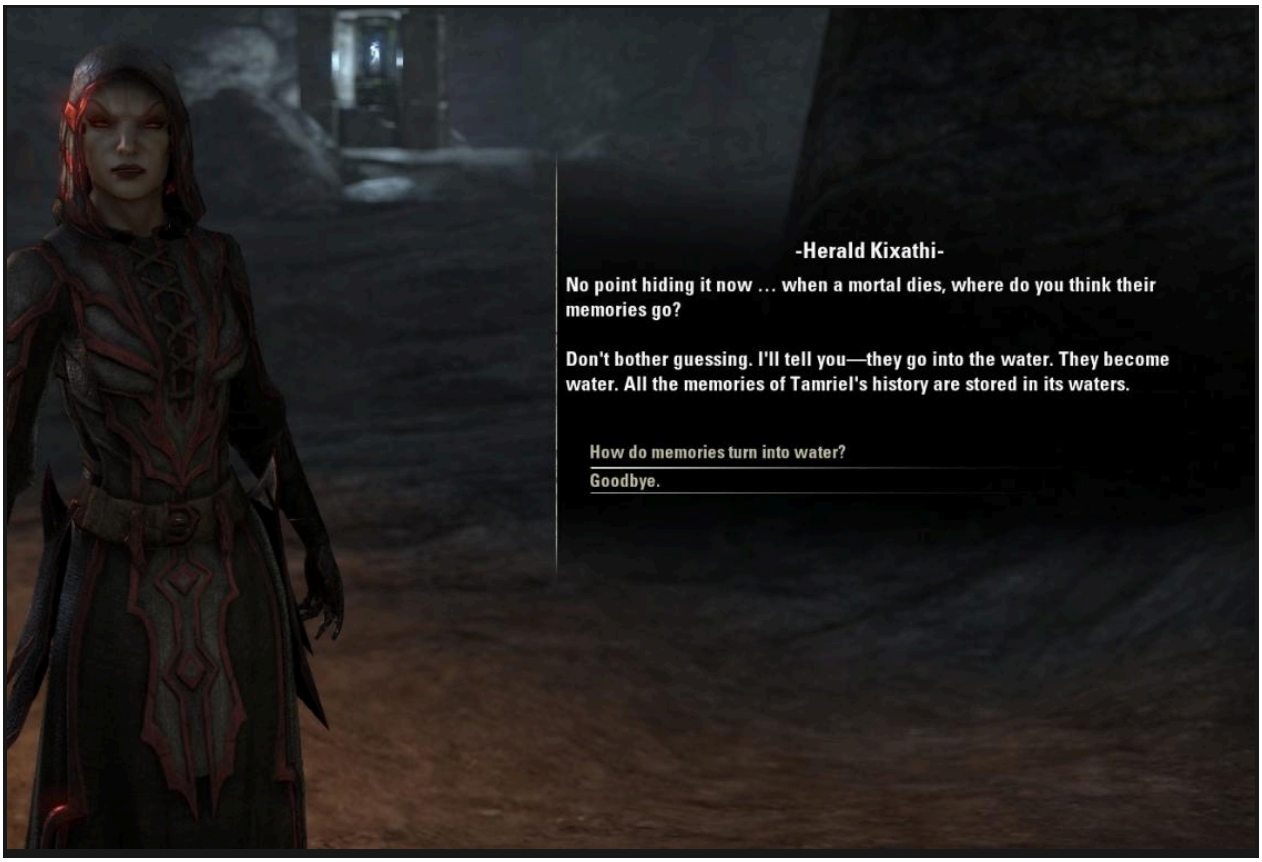
The waters and oceans are also stated to be “transliminal” in nature by the aforementioned augur:



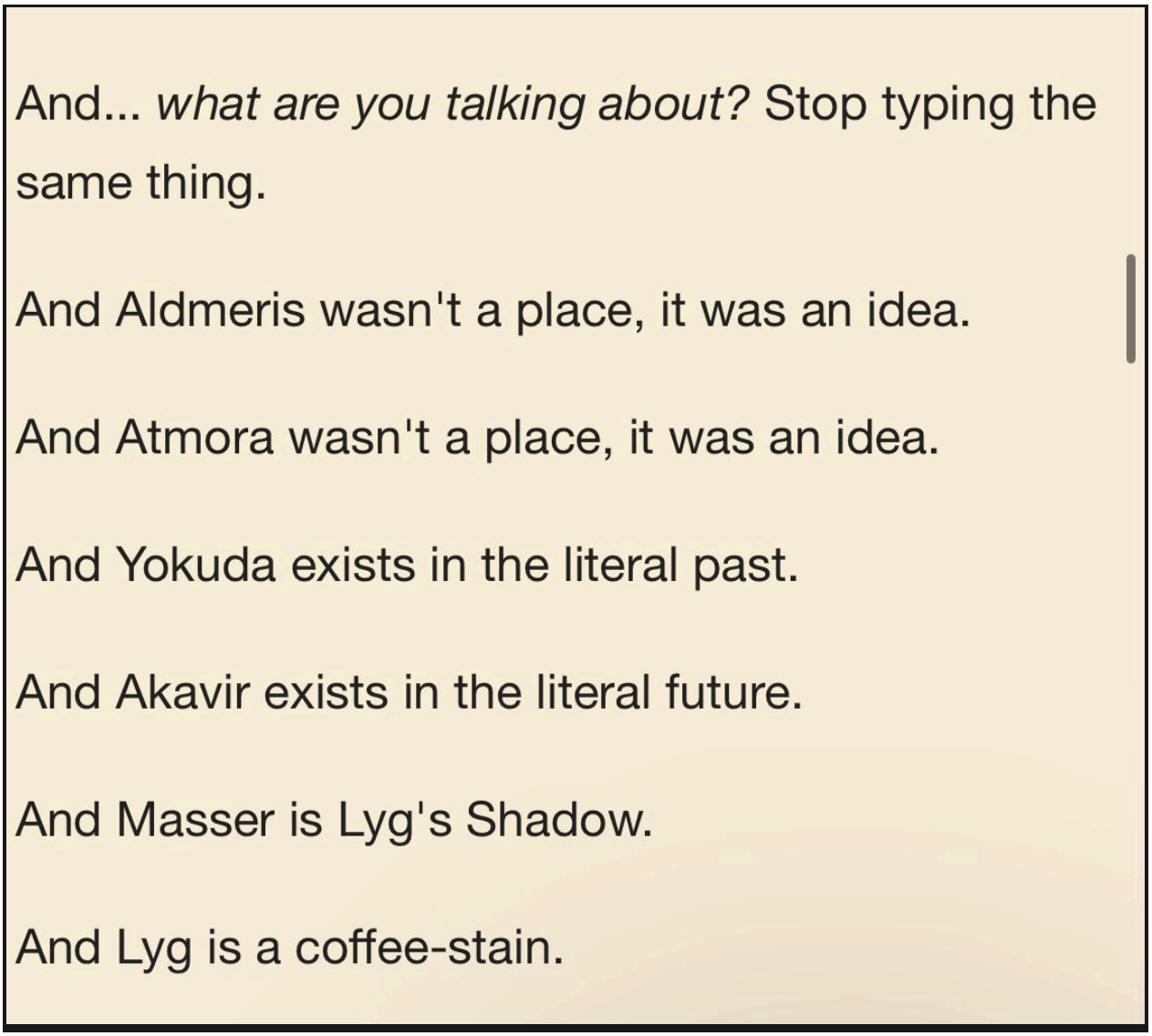
So, what does Translimnal even really mean? Using the Wikipedia definition:

“Transliminality (literally, "going beyond the threshold") was a concept introduced by the parapsychologist Michael Thalbourne, an Australian psychologist who was based at the University of Adelaide. It is defined as a hypersensitivity to psychological material (imagery, ideation, affect, and perception) originating in (a) the unconscious, and/or (b) the external environment (Thalbourne & Maltby, 2008). High degrees of this trait have been shown by Thalbourne to be associated with increased tendency to mystical experience, greater creativity, and greater belief in the paranormal, but Thalbourne has also found evidence that transliminality may be positively correlated with psychoticism. He has published articles on transliminality in journals on parapsychology and psychology.”

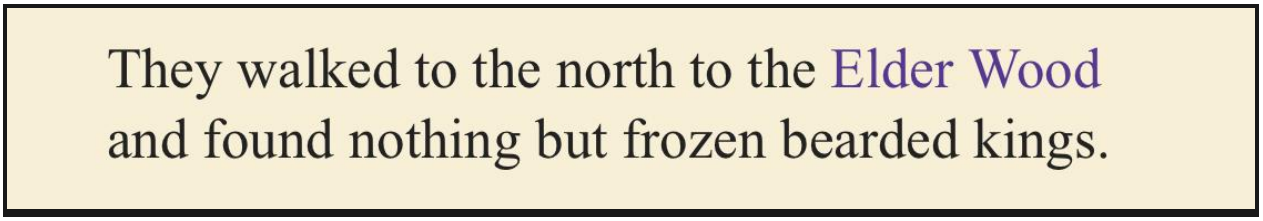
Now, this makes perfect sense. The oceans and water on Nirn are also composed of **memory.**



Not only is it memory but, when you sail across the oceans, you're sailing across time itself. Each continent on Nirn actually exists in different points in and **outside** of time.



When Vivec and Nerevar traveled to Atmora, it was stated that they found "frozen beards". As MK said in the scan above, Atmora is an idea and frozen in time.



Tamriel is the present. It is literally the center of time.

Akavir is the East and it is in the future.

Hammerfell is to the West and is in the past.

Traveling from west to east means more than taking time to sail, it means sailing across time.

Atmora to the North is frozen in time. As such, it didn't really exist at all.

Aldmeris to the South is outside of time. As such, it didn't really exist at all.

The moons? Now they're really weird

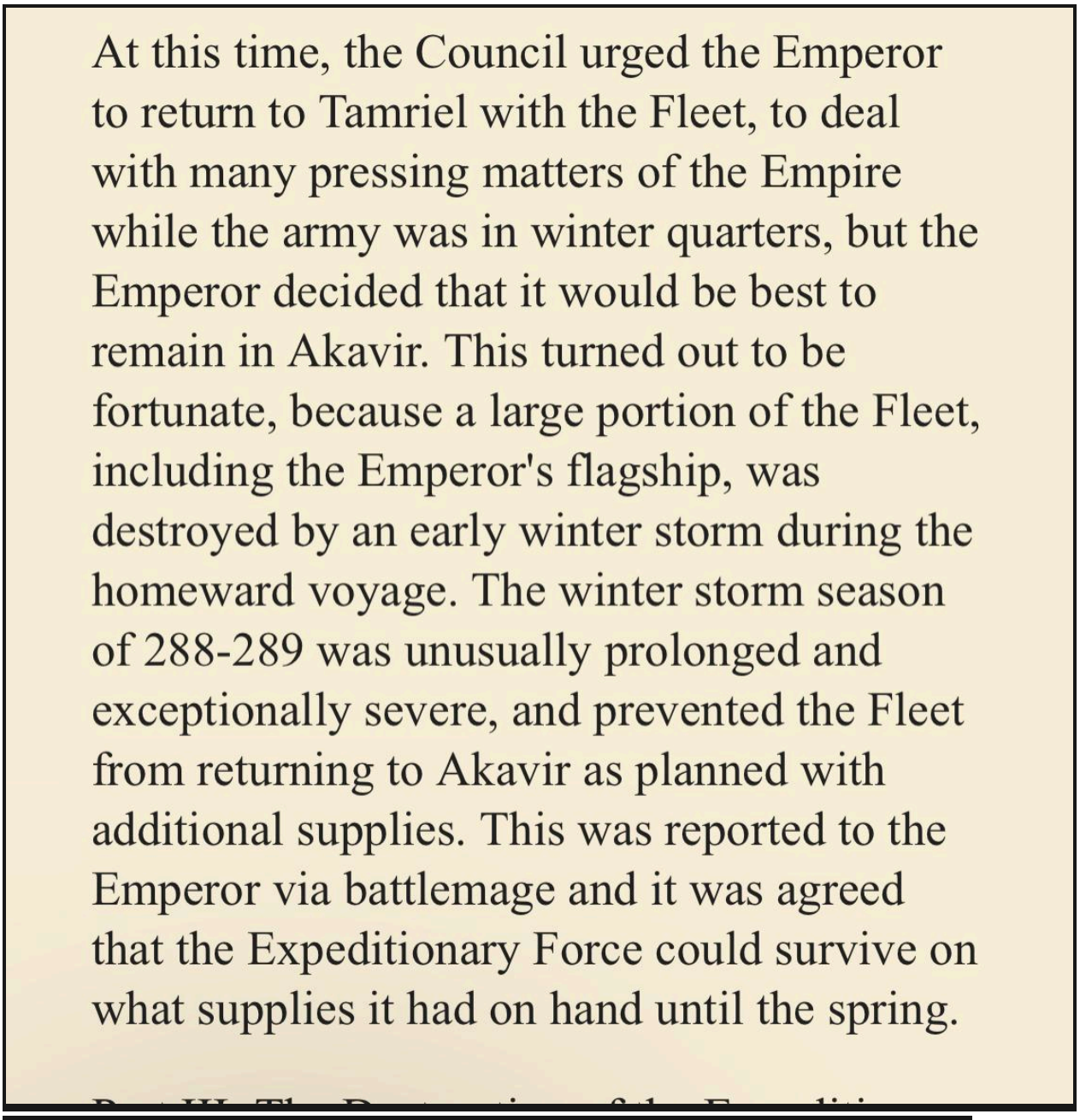
These “places” are stuck in the dawn era (later this shall be explained) which is short is before Mundus was limited with the concepts of time and space and logic. Places like Aldmeris apply here too.

> In short, the Barrier is weakening, and I know why. Moreso, I have uncovered a conspiracy that stretches back to Dawntime and the split of Aldmeris. Empire Actual is threatened by forces of previous realities, and the Ayleids are not destroyed at all.

General:Nu-Mantia Intercept - The Unofficial Elder Scrolls ... - UESP

Think of them as timeless archetypal locations and mythic locations sort of like Ultima Thule. Back to the time traveling oceans, we have demonstrations of this in a subtle way

At twilight on the 12th day out of Jabbur, Coyle, long-learned in the navigations, took sighting of the non-constellation of Sep and abruptly Cyrus changed course to the north. The old hands explained to the new that they had crossed the Line that day and it was now safe to bear up for Old Yokuda. The winds, which had been fair, now turned into the north and gusted with growing ferocity, often threatening to lay the Carrick on her beam if not for the skill of her crew. After weary days of this, they finally made landfall on the 17th day.



https://www.imperial-library.info/content/lord-vivecs-sword-meeting-cyrus-restless

Tamriel Data:Disaster at Ionith - The Unofficial Elder Scrolls Pages

In fact, the whole frame of Nirn is the body of a God named Y’ffre:

> **Is there anything he doesn't hear or see?**
>
> *"Of course. He sees and hears nothing, for Y'ffre is now the Earth-Bones, the frame upon which Nature is laid and woven. His sight-perception and song-echo instead are loomed through his bones and woven into tapestries of song for we mortals to study."*

Online:Girnalin - The Unofficial Elder Scrolls Pages (UESP)

He embodies the living now of time. Where Akatosh embodies the past, present, and future, Y’frre is the current mortal moment:

Fara Garnona: "*Y'ffre, the Singer, the Storyteller, who resides in the Now ….*"

Fara Garnona: "*First of the Earth Bones, who sang the songs the seas and birds now carry in their hearts ….*"

"Y'ffre the Singer is the most important god we worship. We know many people—especially other elves—place Auri-El higher, for Auri-El's province is that of time, in itself uninterruptible and majestic.

But Y'ffre is the Now, the living moment."

"The living moment is encapsulated within the song of every living creature, metered out by the pulse of its heart.

Your heart is your life's drum, the beat to which you always move and think. The Now is your life in any moment as you see it."

"So really, time as a concept is more relevant to the whole of Mundus, of course. Nobody is arguing that.

But people, by and large, think of themselves first. The Now resides above the Mundus in the consciousness of most. Thus its importance!"

Online:Fara Garnona - The Unofficial Elder Scrolls Pages (UESP)

In various planes, including Nirn, there are various layers of reality, no higher one in this case I'm talking about now (though those do exist) but merely alternate layers;

"You should be able to see my sigils through my ghost sight. Look around."
"There! See my sigil? I always liked this layer of reality. Dig here!"
"That's my illusion tincture! The other components are buried elsewhere."
"This looks familiar? Activate my ghost sight!"
"We can work with this. Head toward my tower and let's find a workbench to assemble the spell."

What do you need me to do?

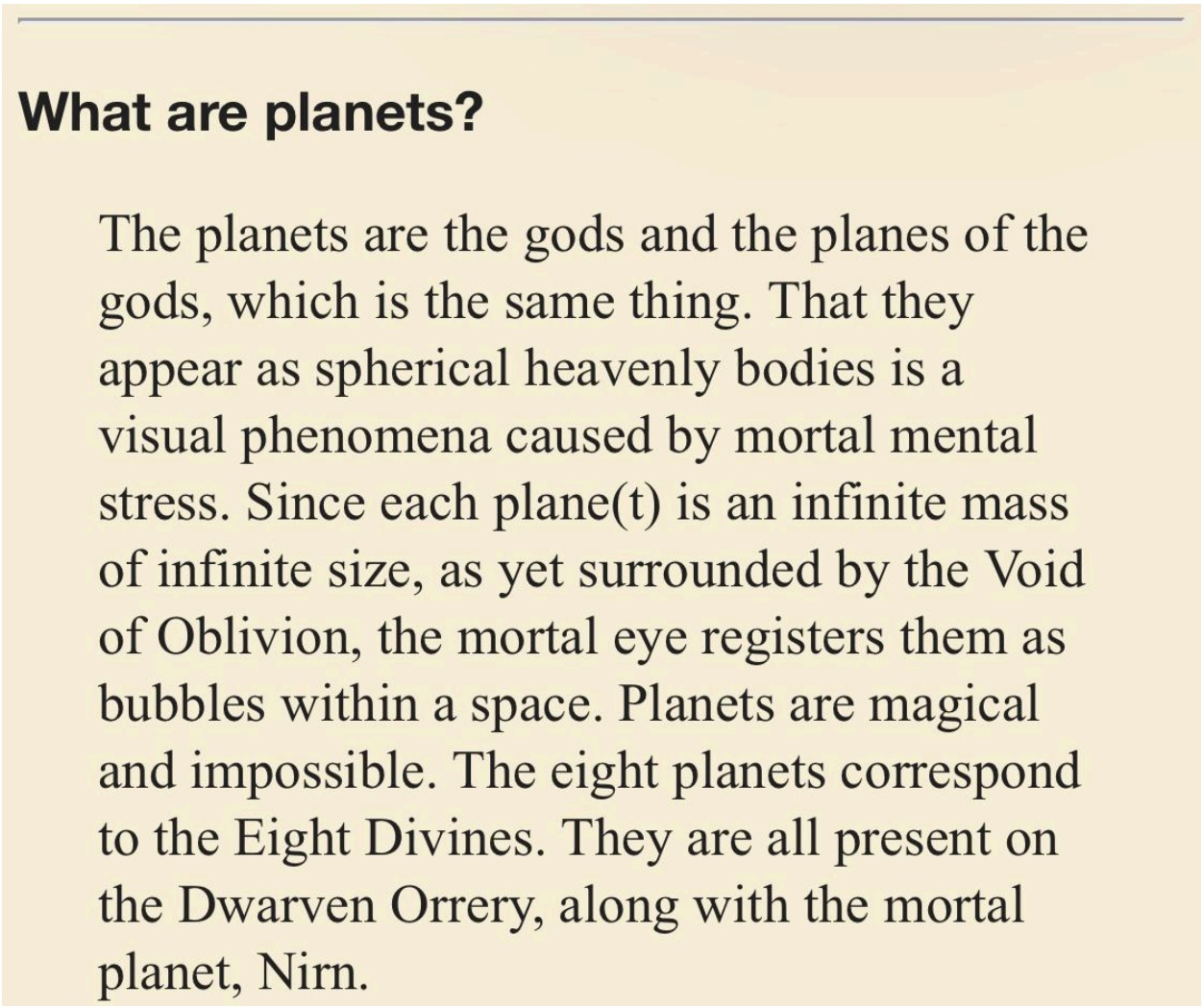
"I placed sigils at the spots, but on a different layer of reality. Use my ghost sight and you should be able to see them. The caches are buried beneath those locations.
When you get close to a spot I recognize, I'll tell you to activate my sight."

Online:Conclave of Fate - The Unofficial Elder Scrolls Pages (UESP)

Tiering: Given the infinite parallel worlds, possibilities, and higher spatial dimensions, Nirn would scale to **High Hyperversal on Vsbw, CSAP, PSW, and AFB.**

Mundus

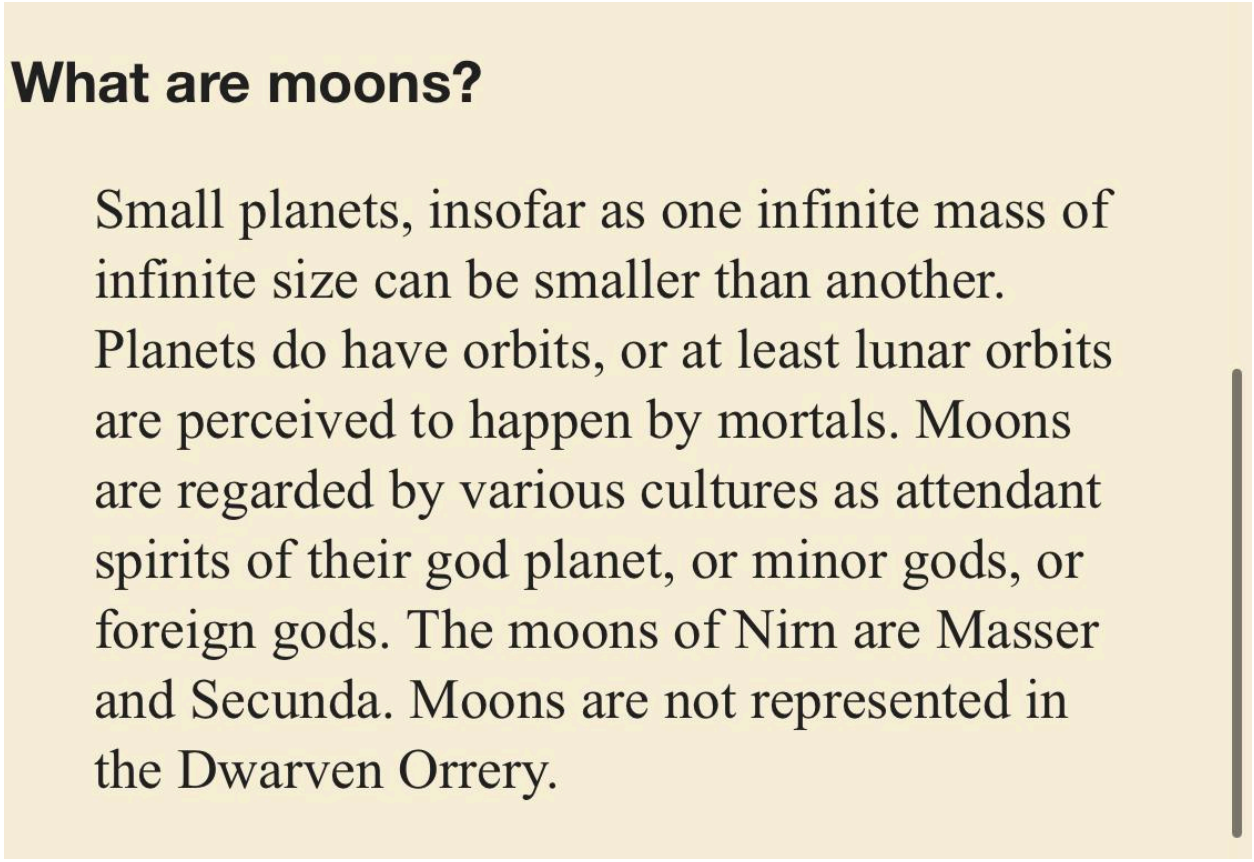
Mundus is the lowest actual Wheel in cosmology. The lowest infinity. It contains multiple infinites as well, as you just saw with Nirn and its rather incomprehensible attributes. The Planets are in fact, not planets, but infinite planes of existence with infinite mass as well. With some smaller and larger than another as Infinites:



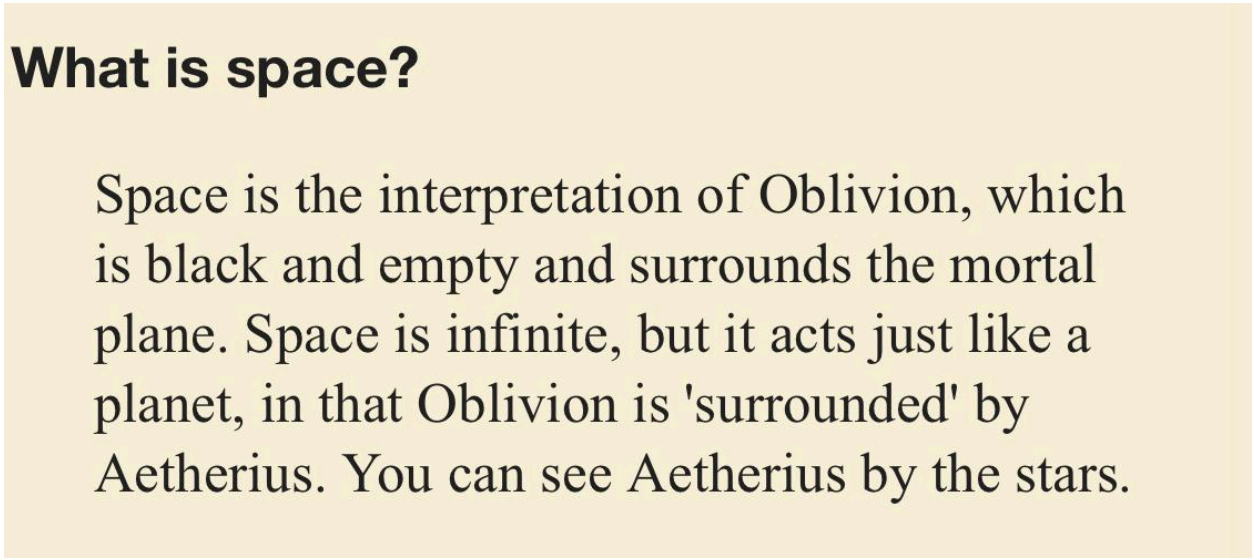
What are planets?

The planets are the gods and the planes of the gods, which is the same thing. That they appear as spherical heavenly bodies is a visual phenomena caused by mortal mental stress. Since each plane(t) is an infinite mass of infinite size, as yet surrounded by the Void of Oblivion, the mortal eye registers them as bubbles within a space. Planets are magical and impossible. The eight planets correspond to the Eight Divines. They are all present on the Dwarven Orrery, along with the mortal planet, Nirn.

Moons too, are infinite:



Space is a mere ‘interpretation’ of oblivion and a lesser gradient of it at that, with it being infinite as well:



Needless to say, these cosmological bodies are planes of existence and not celestial bodies as we know. The game (ESO) even calls it the Plane of Jode (Masser, the moon) confirming these

are in fact planes of existence.

	Cadwell appeared and opened a portal to take us back to Elsweyr. I should use the portal now. *Objective*: Leave the Plane of Jode
	Cadwell's portal returned us to Rimmen. I should talk to Khamira and make sure she's all right after everything that occurred in the Plane of Jode

[Online:Jode's Core (quest) - The Unofficial Elder Scrolls Pages ...]

To demonstrate this further, when we go to and inside the Den of Lorkhaj, which is the 3rd moon of Lorkhan, we see stars and galaxies within it, along with an infinite expanse of “space” within it:



[Online:Den of Lorkhaj - The Unofficial Elder Scrolls Pages (UESP)]

What are the constellations, stars, and sun?

What are stars?

The stars are the bridges to Aetherius, the magic plane. They are perceived as holes on the inside surface of space. Because they are on the inside of a sphere, all stars are equidistant from Nirn. Larger stars, therefore, are not closer to the mortal plane, they are just larger tears in Oblivion. The largest tear in Oblivion is Magnus, the sun.

What are constellations?

Constellations are collections of stars. Since each star is a bridge to magic, constellations are very powerful phenomena, and are revered. There are generally accepted to be thirteen constellations. Nine of these are made up completely of stars. Three others are called guardian constellations, as they are each governed by a Dominion Planet. The Dominion Planets are Akatosh (eye of the Warrior), Julianos (eye of the Sage), and Arkay (eye of the Thief). The last constellation is made up of unstars, and is called the Snake.

Now, speaking of the constellations, it is possible they reside in oblivion and not Mundus but I shall put them here anyways. The constellations dictate the characteristics, fate, and attributes of a person depending on which star sign they're born under. They are metaphysical archetypes that pervade throughout the aurbis. It's basically astrology on steroids. You can read about it here. The signs are stated to be "circles" and if you listened to what I said earlier about the behind it, you'd know that it means they're infinite in nature and size.

"Gosh Cyrus, everyone knows the three guardians each protect three charges in their own circle of heaven.
"Didn't you learn the rhyme? Strong Warrior charges... wise Mage orders... clever Thief watches."
"That does sound familiar."

"Yes. The other twelve follow the circles of heaven, guardians and charges, but the Serpent respects no master.
"It moves across the heavens, threatening the other constellations in its path.
"The only way to guide Hayle's soul through the necromancer's snare is to place the starstones in the position of the Serpent's head and tail --
"But there's no way to predict the Serpent's path."

Redguard:Coyle - The Unofficial Elder Scrolls Pages (UESP)

So, whether it's in Mundus or Oblivion, the realms contain countless if not infinite infinites. I should also mention that there's a high likelihood they exist in oblivion or maybe in a specific part of Mundus given it was stated that their true forms would annihilate Mundus instantly if it were released:

Apex Stone?

"The Apex Stones are what allow the Celstials to manifest in this plane. By corrupting our Apex Stone, the Serpent sought to submit our consciousness to his will and corrupt us. This is what happened to the Lost One."

Can't we just destroy the Apex Stone?

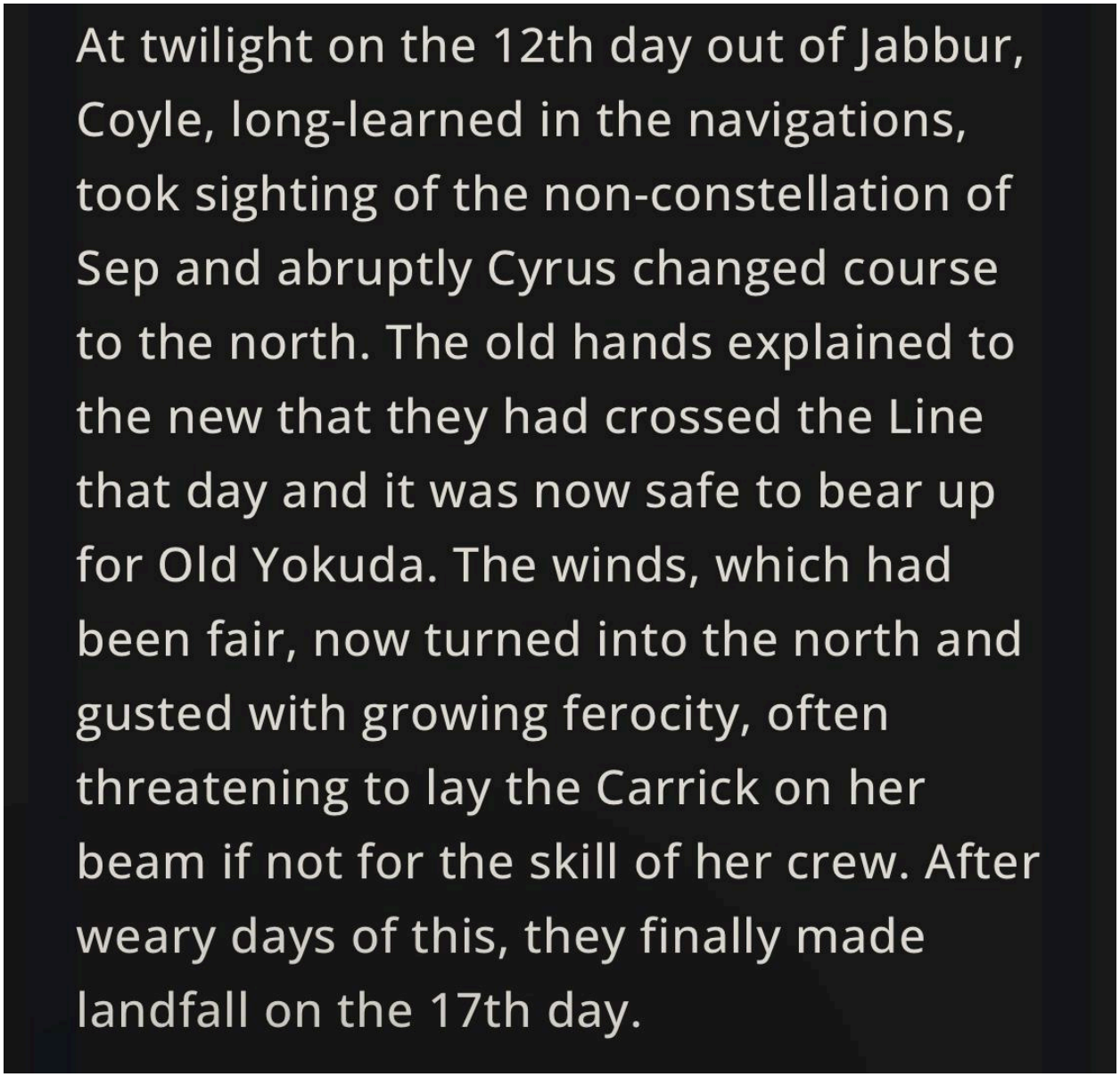
"If you did, our full power would be released. Mundus could not withstand such force. Our Apex Stone rests in a hidden place beneath the city of Elinhir. Use the Seeker's Sight to locate it and the Lost One. We will join you when the time is right."

Online:The Shattered and the Lost - UESP

The serpent constellation or Sep (Yokudan Lorkhan) exists in the sky as a **Non-Space or Non-Constellation** that halts mortal entry into Heaven

Sep (The Snake):

Yokudan version of Lorkhan. Sep is born when Tall Papa creates someone to help him regulate the spirit trade. Sep, though, is driven crazy by the hunger of Satakal, and he convinces some of the gods to help him make an easier alternative to the Walkabout. This, of course, is the world as we know it, and the spirits who followed Sep become trapped here, to live out their lives as mortals. Sep is punished by Tall Papa for his transgressions, but his hunger lives on as a void in the stars, a "non-space" that tries to upset mortal entry into the Far Shores.



Lore:Varieties of Faith, The Forebears - UESP

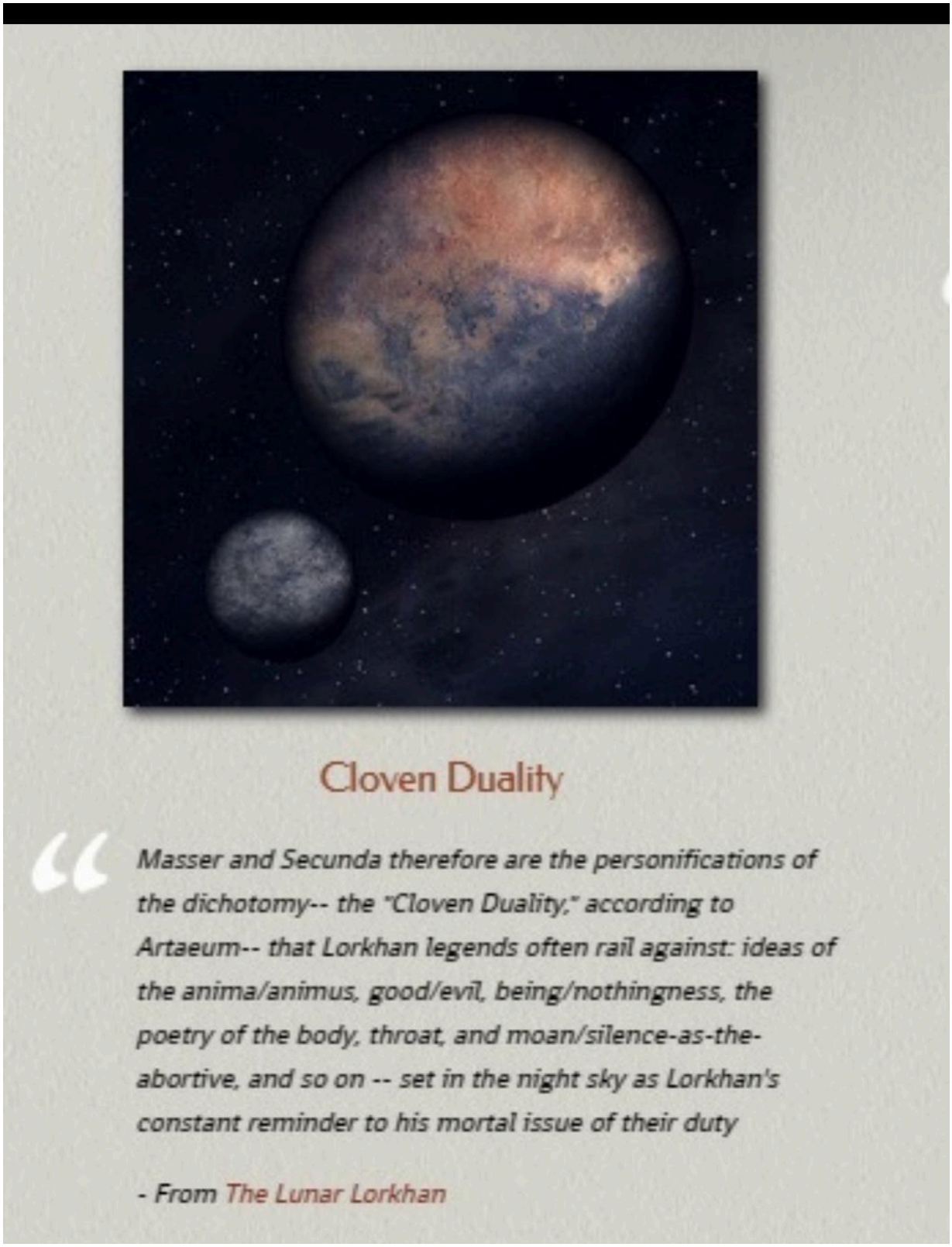
And no, it's not 0D. Context is key. If the whole of the Mundus dwarfs the infinite dimensional Nirn, with multiple infinities and these constellations being infinite as well, as Sep blocks entry into higher planes of existence, that you shall find out soon, are beyond the fundamental concepts of reality like space, time, causality, logic, math, etc then it stands to reason its **beyond dimensional** and not merely 0D. Nice try though. Outside of Sep though, Mundus has

infinite space and time

If struggling against your condition is tearing you apart, maybe you should stop.

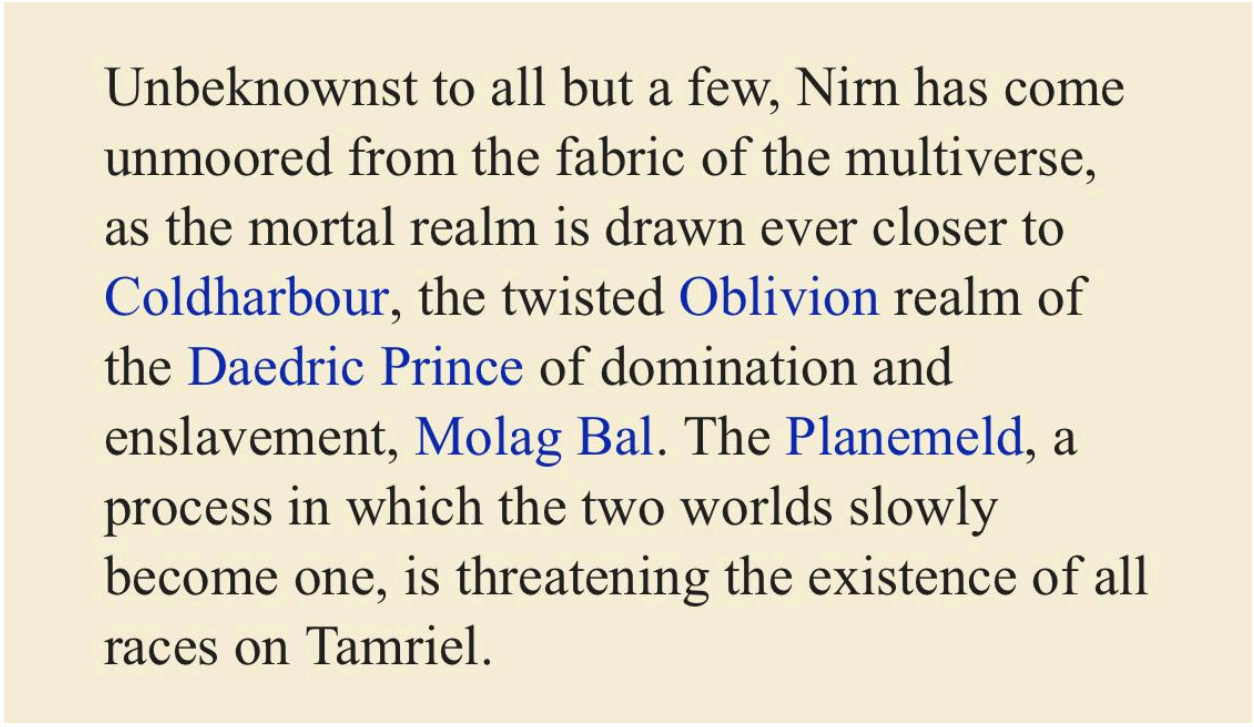
"Just give in? That's insane. My entire being would be scattered across infinite time and space! But ... I suppose there was a positive reaction when others near us stopped resisting change. I ... I'll have to trust in the Eleventh Force."

The moons themselves are said to be a personification of dichotomy itself:



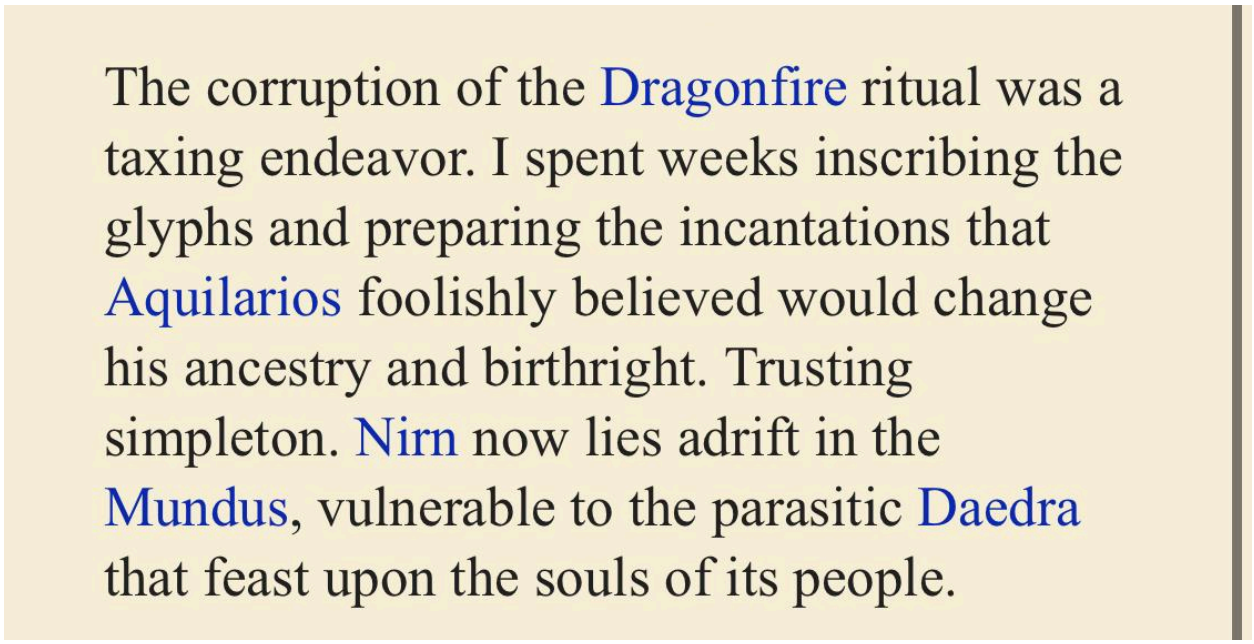
And do remember that these are infinite sized planes of existence and not cosmological bodies. In the main plot and beginning of ESO, Nirn was unmoored from the fabric of the Mundus — or

what the text call the Multiverse. That's right. Mundus is referred to as being a multiverse itself.



https://en.uesp.net/wiki/Online:Introduction_to_the_Lore_of_The_Elder_Scrolls_Online

In another lore text backing this up from Mannimarco (who was the one responsible for the catastrophe), he uses the same verbiage basically but just uses Mundus instead of 'Multiverse'. So they are in fact referring to the same thing:



Lore:The Chim-el Adabal - The Unofficial Elder Scrolls Pages (UESP)

In Mundus and Nirn, with an elder scrolls you can peer into higher temporal dimensions given the dialogue from septimus, the world's master on the elder scrolls.

> on what defines an Elder Scroll: "*You look to your left, you see one way. You look to your right, you see another. But neither is any harder than the opposite. But the Elder Scrolls... they look left and right in the stream of time. The future and past are as one. Sometimes they even look up. What do they see then? What if they dive in? Then the madness begins.*"

Skyrim:Elder Knowledge - The Unofficial Elder Scrolls Pages (UESP)

The dialogue speak of a sort of X,Y, Z axis when looking in different cardinal directions, clearing referring to higher temporal axis as time becomes increasingly non-linear with each one. If we look at the dialogue with the Augur of the Obscure (Once again), we find that he speaks of these higher temporal dimensions and how he can see time in all directions (reminiscent of Seprimus)

- *"You know the worst thing about near-omniscience? Every time someone laughingly says, 'have you heard this one?' you have to say yes. Or in my case, you have to glow and scream until they run away."*
- *"You know I can see time in all directions? I see you as you are now, as you were before you were born, and as you'll be after you're dead all at once! You're an adorable baby, mate. Less charming as a corpse."*

"Hmm. Breach nearby. I don't know why you're so intent on sealing them. Linear time is so overrated. Just imagine, you could die before you were even born! Wait ... that's horrifying isn't it? I'm sorry. Never mind."

So, how many of these temporal dimensions are there? Infinite

The Divine Metronome calls the first motion "The Motion of Lines." Line-motion is the motion of simple minds—the motion of weak wills and scholars' vanity. "Forward!" it cries! Forward to the fruits of cheap ambition. Forward to the promise of everlasting kingdoms. Forward to the mirage that the sages call "progress." These misguided pioneers venture out into their wild tomorrows, and the tomorrows after that, certain of their worth—their virtue. But what profits a man or mer to gaze deep into a single future? The aims of mortals are narrow, far too narrow! To move forward is to ignore infinite angles in favor of one. It is the act of a beast or a child. The Clockwork God spurns vanity in the guise of courage. These explorers' travels only lead them farther from Tamriel Final. Anuvanna'si.

Lore:The Truth in Sequence: Volume 7 - UESP

The Mundus is also the anchor of All possibility, allowing it to truly crystallize

Oblivion to Mundus: debris of all possibility to anchor of all things.

“Mark the norms of violence and it barely registers, suspended as it is by treaties written between the original spirits.”

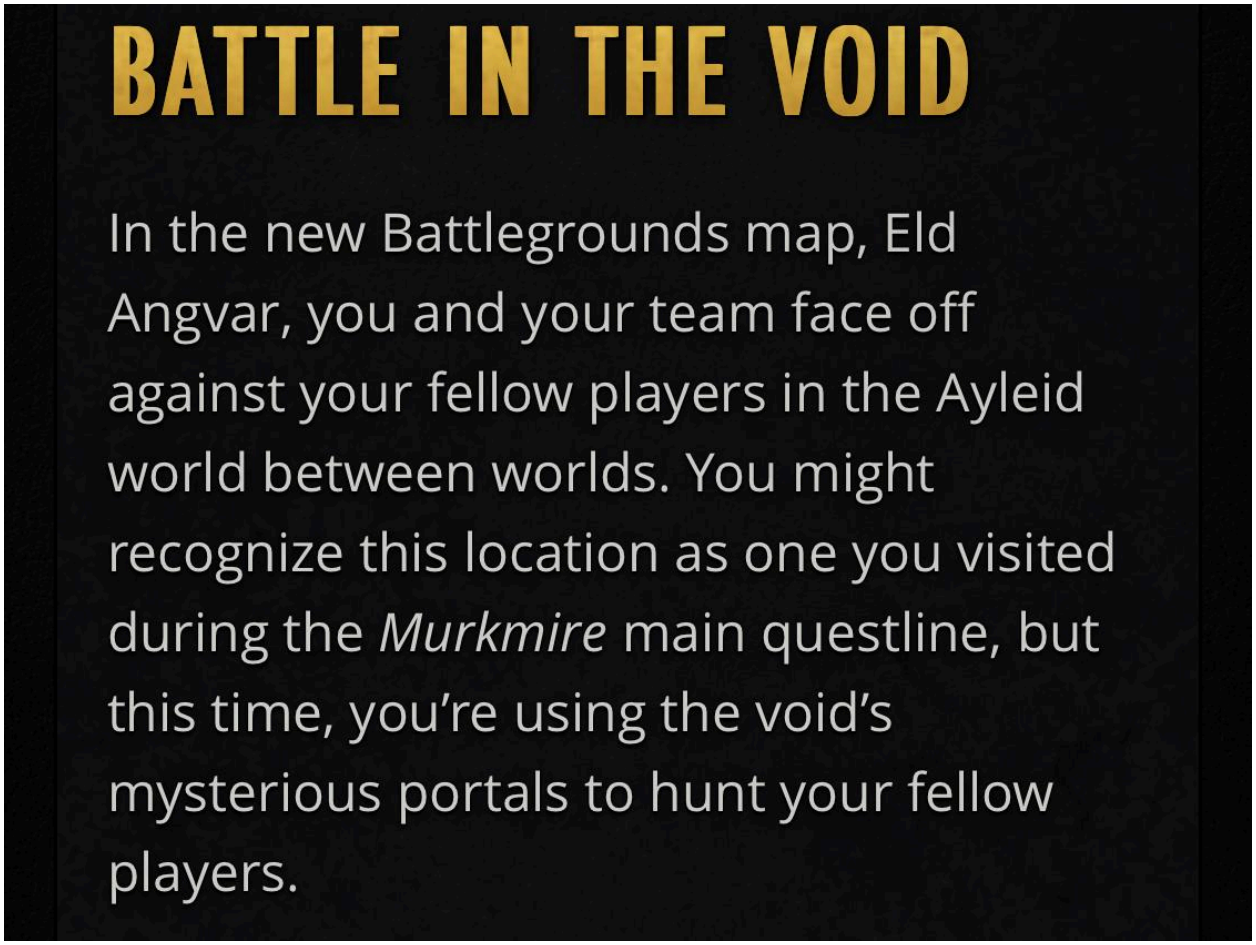
In fact, the nature of Mundus itself, is an impossibility:

Londa-Vera

The Green Star. The … of Earth. The … of the Starry Heart. When Magnus drew up his plans, he … for all that would be. … He sought to create something he could finally … A perfect being, born of Light within Love. He drew upon all of …: the beauty of Nir, the eyes of Azura, the smile of Mara, the body of Dibella, the wings of Kynareth, the will of Boethiah, the mystery of Vaermina, the wisdom of Mephala, the determination of Namira—and from … fated forge Londa-Vera emerged with a cry that echoed … endless ages. So divergent was her birth that she never truly formed, but the aspects of her being scattered across the Aurbis and broke upon … She is everywhere and nowhere, the feminine power of magic that allowed the Mundus to exist despite the impossibility of it all.

Lore:The Nine Coruscations - UESP

There are also “worlds between worlds” in Mundus:



Mundus and Oblivion are built on an ever increasing layered hierarchy of ever increasing metaphors of realities/layers to which are pretty much unexplainable. In short, this means that, like I mentioned in the subgradient section, each gradient is infinitely layered





Tiering: Given the infinite spatial dimensions on Nirn are “finite” in comparison to the infinities of Mundus and some of it is Aspatial, on VSBW, it would be **Low 1-A. On CSAP, it would be High 1-B to 1-A. On PSW, it would be 1-T (Anchor of All possibility), if not 1-T+ (impossibility). On AFB, Mundus would be High 1-B+ to low 1-A**

The Clockwork City



The Clockwork city is Sotha's Sil's mechanical replica of the Mundus. Both tiny and infinite. It exists outside of space and time and isn't Daedric in nature but is something else:

"Jessica Folsom: So you can't actually...walk to Clockwork, right?

Leamon Tuttle: No. Clockwork City exists outside of space and time. ...It gets weird man! It gets way weirder that that!

Jessica: So is that actually Clockwork City are you getting shrunk down like Honey I Shrunk the Kids?

Leamon Tuttle: Yes, that is a super good question. It is and is not the Clockwork City. It's a representation and also like I said the Clockwork City exists in a kind of an interdimensional space.

So it's there and it's also not there, it's a lotta crazy questions...that don't frankly have very many answers in the Clockwork City.

Gina Bruno: Somebody asked if you can look up at the sky.

Jeremy Sera: Oh yes that's a great idea! You can see the repesentation of the orb that we went into, so that's the thing that we clicked on and then got minaturised. As Leamon says it both is and isn't because this is a Daedric Realm.

Jessica Folsom: And that's why it looks so different from the rest of Tamriel too.

Leamon Tuttle: Yeah...it's a completely different...interdimensional space, it's not even Daedric in nature. It's its own deal."

Points of reference are 10:34 and 16:53

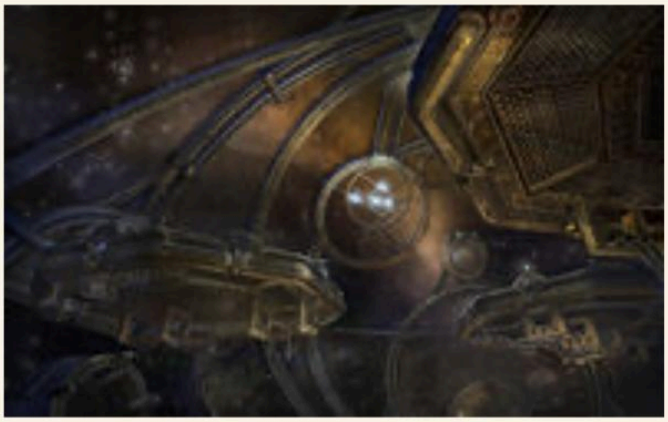
The stars in the sky of the clockwork city aren't holes of reality like in the actual Mundus but his memories and knowledge:

"Jeremy Sera:...As you're wandering around the stars actually have little titbits of (???) memory that you'll hear. You'll hear Sotha Sils memories some that are very specific to the quest content and others that are random things that he may have ever heard.

Leamon Tuttle: Even though you don't see Sotha Sil very often, Sotha Sil is...present in just about everything that you do in the Clockwork City. The Clockwork City in many respects kind of is Sotha Sil. So you can expect to learn a lot about him and what makes him tick!"

35:03

Loading Screen



"Ordinary people keep a journal. Sotha Sil decided to store his memories as star-data in an artificial astronomical matrix keyed to his philosophical musings on the structure of the Aurbis. Of course." —Almalexia

"The Mnemonic Planisphere: Being a god brings innumerable distractions, but Sotha Sil is clever and resourceful. To purge himself of unneeded memories and distractions, he constructed the Planisphere - a celestial orrery and observatory in which he could temporarily store unwanted dreams and thoughts. An enigmatic Astronomer maintains the place, with but a single assistant to aid in the process. With no defenses to speak of, the Planisphere would be in great danger should anyone seek to do irreparable harm to Sotha Sil's stored memories."

PTS Patch Notes v3.2.0 (Clockwork City) - Elder Scrolls Online forums

His thoughts and knowledge make up galaxies:

become overburdened with the weight of emotions, fractured from the whole which is logic.

But in this too the Clockwork God was wise. He gave his memories form, manifestation. Glowing stars to make up the galaxy of his thoughts. Tangible and real, far more real than ink upon parchment, than words or whispers. Whole and perfect, and only able to be so from the strength of his divinity, his gleaming and peerless mind which holds the true order of all.

Memories are flawed, yes, but they are precious all the same. They hold our wisdom and knowledge, all that which we are. To give them away would be squandering that gift, and this too Lord Seht knew. So he preserved these precious thoughts, locked safely with his Mnemonic Planisphere. Watched over by the ever-silent Astronomer. A multitude of stars which no longer held emotional sway over him, no, but still remained connected, known.

Big brain

His knowledge and thoughts make up an **endless sky and cosmos of divine knowledge:**

Sotha Sil will lose his memories?

"The Planisphere was created as an extension of Lord Seht's consciousness. Connected, yet apart. An endless sky of divine knowledge, perfectly preserved.

We must protect the Planisphere, at all costs. We must help the stars remember."

Online:The Astronomer - The Unofficial Elder Scrolls Pages (UESP)

The Radius is one of infinite realms within the Clockwork city

Within this series of volumes, I shall describe in brief some of the more well-known of Lord Seht's minor realms within the Clockwork City. Know that this is far from an exhaustive list, for the breadth of the City may well be infinite within this seemingly finite space.

Most familiar to denizens of the Brass Fortress is the realm known as the Radius. This stretch of fabricated wilderness stretches from the walls of the Fortress out to the periphery of the Clockwork City, and is home to an artificial ecology that was deemed by Lord Seht to be as familiar and soothing to denizens of Tamriel as could be crafted.

Primus, note the fabricant flora that sprouts from the metallic soil, its bark and leaves reflecting light in perfect quantities. It is true that very little grows within the Clockwork City, limited to dedicated projects such as the Wellspring or as transient fungi brought in by itinerant and accidental visitors. It is therefore necessary that many of the creatures one will encounter in the Radius are predatory. Fabricant beasts, designed to emulate the form and function of their Tamrielic counterparts, are indeed alive and constructed of an amalgam of grown flesh and metallic grafts. A wise Apostle avoids the most brute and hulking of these creatures, for they require sustenance apart from that which their soul gem matrices supply.

Secundus, behold the accumulation of shimmering lubricants that pool within the lowlands and gullies of the Radius. This slurry is a mixture of machine grease, the humours and fluids of fabricant and Apostle alike, and a myriad of substances churned out by the incalculable amount of factories beneath the surface. The lubricants flow and are collected in basins across the Radius, to be drawn into automated cleaning facilities and pumped back into the devices that distribute them to necessary environments. Most of the lubricants in the Radius collect in the Mire Mechanica, presumably Lord Seht's approximation of Tamrielic swamps.

Tertius, the Radius is home to one of the numerous weather regulation and fluid treatment facilities in the Clockwork City. Our proximity to it ensures that we experience neither extreme heat nor cold, and that there is always sufficient clean water to ingest. Nevertheless, the delicate balance of fabricant, man, and mer demands that the Brass Fortress carefully consider its population and intake requirements.

Of course, the Radius is only one of many realms within the

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Of course, the Radius is only one of many realms within the Clockwork City. In our next volume, we shall touch upon some of the more unusual experiments conducted by the Father of Mysteries, as well as conjecture into the reasons for their existence.

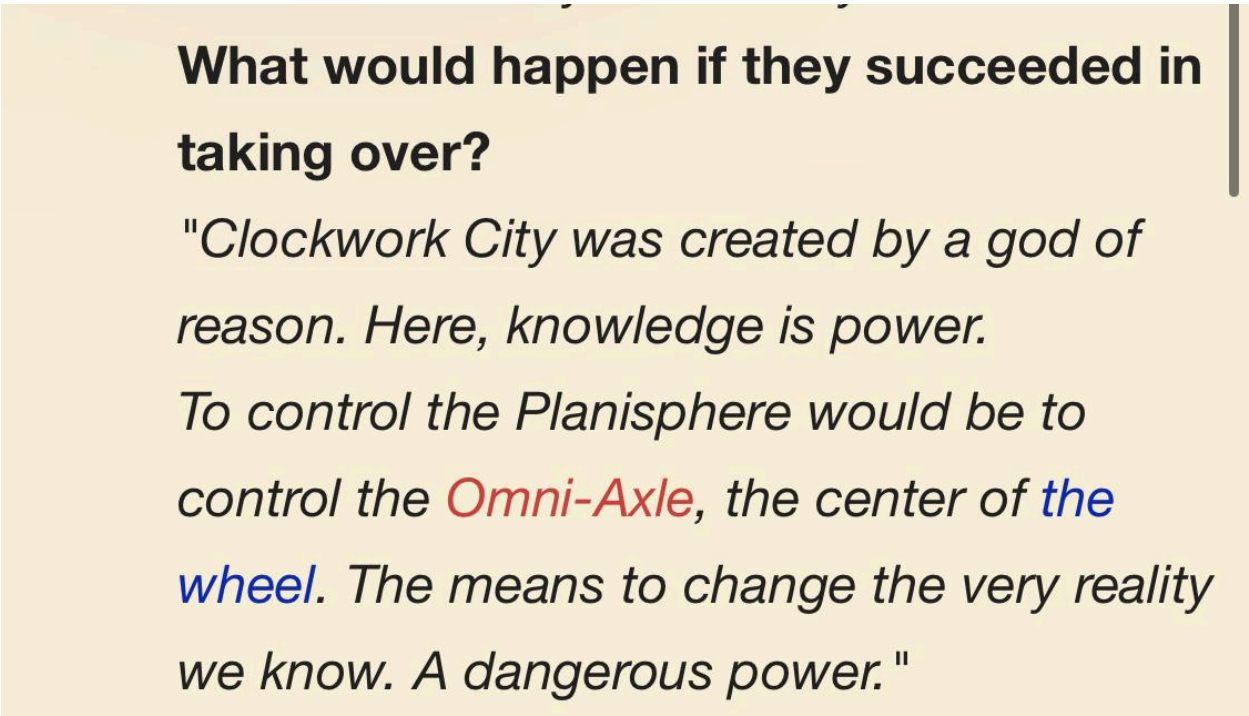
Online:Realms of the Clockwork City: The Radius - The ... - UESP

The realms are implied to be endless in scope

"Nothing worse than sand in your armor. You would think Alik'r would have prepared me, but the surrounding wasteland here seems endless."
"You'll be going up against beings of metal and steel here in Clockwork City. My merchandise can be the difference between a sore bruise and a deadly cut."

Online:Kalbukar - The Unofficial Elder Scrolls Pages (UESP)

The Clockwork city holds the power to change reality



https://en.uesp.net/wiki/Online:The_Astronomer

Or change the rules of reality and remake the world:

"Earl Leythen: Do we really need to go over this again? Mephala and the triad sought places of power—the Clockwork City, the Crystal Tower—anything they could use to change the rules of reality and remake the world."

Online:Earl Leythen - The Unofficial Elder Scrolls Pages (UESP)

Everything that happens in the Clockwork city is a direct manifestation of his divine will:

"Leamon Tuttle: Everything that happens in the Clockwork City is a direct manifestation of what he wills. So it follows that probably he wants those factotums to play really bad music."

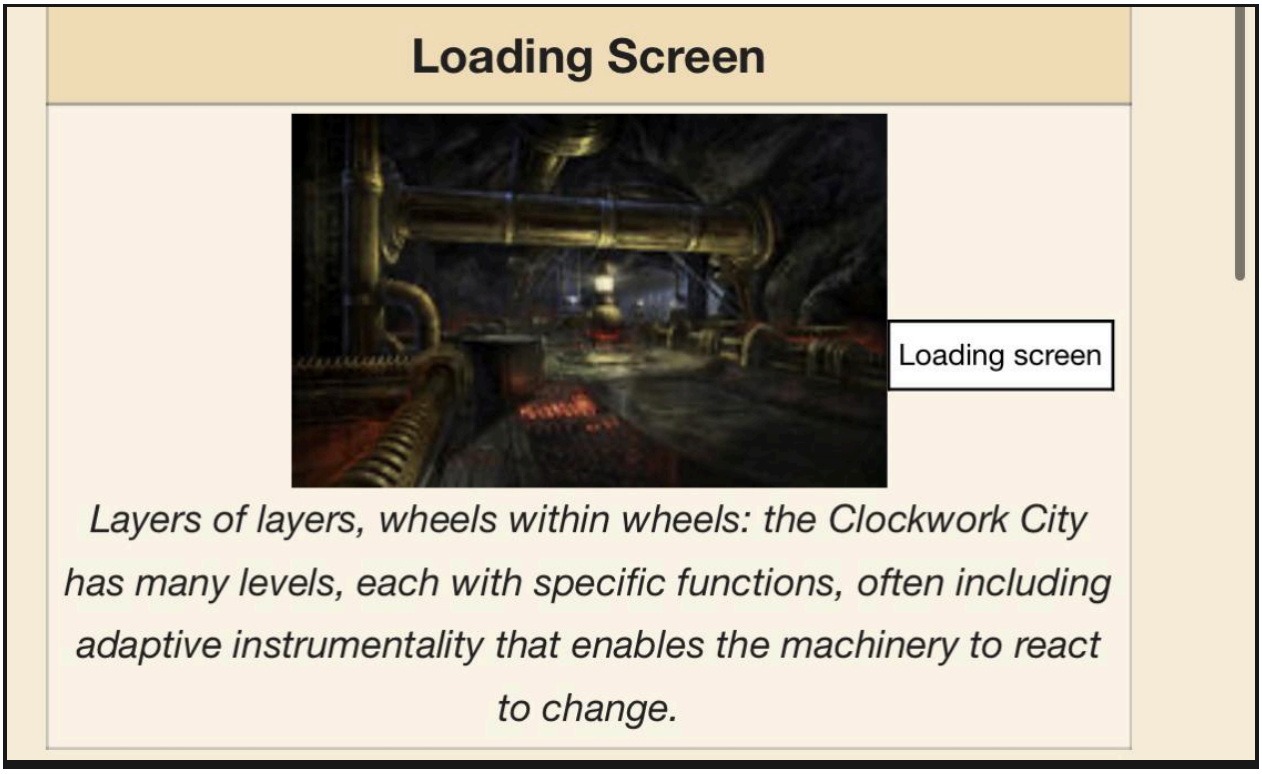
28:25

It is a metaphor made manifest, a replication of reality, and a reality at the same time:

“Lawrence Schick: There have been various statements in lore about where it is located, but really that's about ways to get to it rather than where it can be found. Where it is is really...in a more metaphorical location than physical really, because it's a metaphor made maniphest. It's both a reality and replication of reality at the same time.”

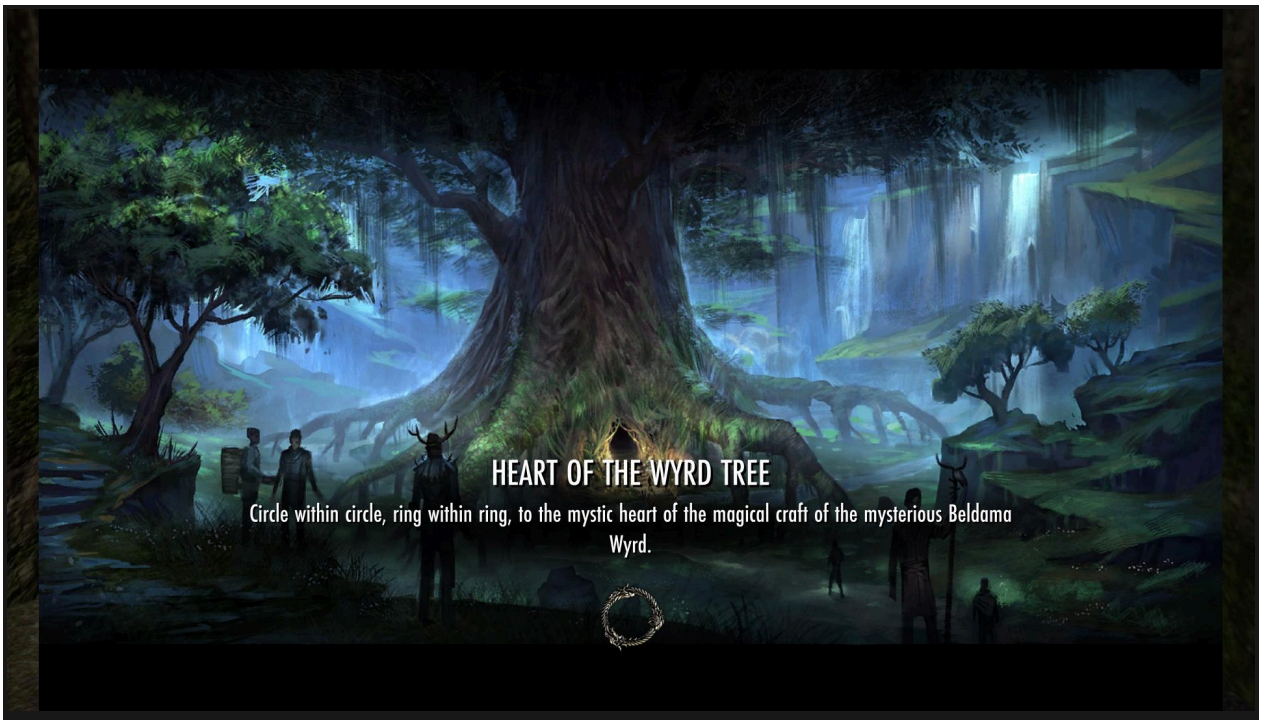
13:53

The clockwork city is infinitely layered as explained. Layers within layers, wheels within wheels, and worlds within worlds as he replicates the structure of reality



> *"Somebody was asking if... where was the question? If the Clockwork City is some sort of parallel universe, and if it's endless."*

Lawrence: Kind of. Both those questions are "kind of". Yeah, it's in fact a deliberately parallel universe in that it deliberately parallels Tamriel above. You don't see nearly all of it from what you can see in the game. It has layers and only Sotha Sil knows the full extent of those layers, and what the function of some of the other areas are. Samantha, can you just kind of lean back and look up at the sky for a moment? Look up there. Look at those whirling rings spinning around the world of the Clockwork City. That is the outside of the Clockwork City - or maybe not. That's just what you can see from the Brass Fortress, and you can see that Sotha Sil has taken the concept of wheels within wheels, and worlds within worlds, and made it physically manifest right over your head, so that you're constantly contemplating the fact that the world is a built thing, and therefore it can be reverse engineered, re-engineered, and improved. Look, there's the proof right above your head! So yeah, it's profound as hell. God damn, this stuff is deep.



The city is a replica of the Mundus (See Mundus section)

“Lawrence Schick: So the Clockwork City is the Clockwork God Sotha Sils experimental miniature recapitulation of the entire Mundus, in one small, apparently small, container. And it's built in order to both imitate and recapitulate the world above. And it's somewhere beneath Tamriel... The way you get to it in the game is through an entrance near Mournhold in Morrowind but where it is actually is it's as deep as is possible to be, and still be in Tamriel, so it's the same distance from everywhere. And it's both tiny and at the same time a world unto itself. And it's both tiny and at the same time a world unto itself. So once you get into it, it feels vast, and it is vast and at the same time it's tiny. So both of these things are true and they're not contradictory. And inside you will find that Sotha Sil has built mechanical replicas of various aspects of the world above which are being used in experiments by his clockwork apostles to test out his various theories on how the world, which was created originally of course by the Aedra, when they sacrificed themselves to become the Earthbones. When they created the world, it was in the opinion of Sotha Sil, a flawed creation and he is looking for ways, where thereby it can be perfected”

https://www.twitch.tv/videos/181958467

Conclusion: It scales the same as the Mundus at least, perhaps higher due to the statements of it being able to reshape reality to an unknown degree

The Dawn Era

The Dawn Era was Mundus before it was limited and stabilized by the concepts of space, time, logic, math, and so on. It was the “Untimes”. “Untime” is a concept made by the original Dragon God named Aka or Akha. It is a state of being where all narratives are rendered absurd. It is a Timeless time where all things possible and impossible are always happening at once and forever. It is beyond causality, eventuality, and even infinite temporal dimensions of time. The higher realms exist in this state, so do read this.

The Dawn was referred to as “untime and unplace” meaning that there was no conventional time (as mentioned above) and it was not limited by spatial dimensions. It was completely absent of duration as well.

Seen In:	▪ Elder Scrolls Online

On the Detachment of the Sheath from the Integument

by Arch-Prelate Fervidius Tharn

An explanation of an aspect of Aurbis

Though all given Concavities, or sheaths within the integument of the Aurbis, are necessarily contained by the Aurbis, Right Reaching dictates that a defined sheath may be detached from the integument by invocation of Mnemoli. Upon intercourse with the star-orphan, the Beseeching Alesstic performs eversion of the organ of thought, an employment of the Hurling Disk that recapitulates the truth that a circle turned sidewise is a Tower. By same-truth, twisting the enveloping sheath into the middle dawn (to the number of seventeen) brings it to untime and unplace.

Eventualism, of course, predicts reabsorption upon depletion of the Wheeling Force, but the

[Lore:On the Detachment of the Sheath - UESP]

It is stated the gods limited themselves to the world (or at least aspects of themselves) and the Gods being the concepts they embody. The gods being a everything they feel, see touch, and so on:

Colin thought of Anvil, where he had been born, of the docks and the autumn evenings, when the sun painted the sky red and gold and the waves seemed to murmur in a melancholy but somehow contented way.

He remembered the fingers of a five-year-old boy, fiddling with a little boat made of reeds. He'd put a lot of care into it, because he knew it had a long journey to make. He glanced down at the stream that wound through the willows toward the sea, but he knew the boat wasn't ready yet, so he brushed the cracks with pine resin.

He remembered his grandmother placing those same little hands on the altar of the great chapel of Dibella.

"The gods are good," she told him. "They came from an infinite place, but for us they limited themselves and became this world. They are everything we see and touch, everything we feel. And of them all, Dibella is most kind." And she smiled so beautifully that he wondered if it was really his grandmother at all.

He woke on stairs, sticky with blood, laboring to breathe. He wasn't sure how long he'd been unconscious; he hoped not long, because he didn't have that much time left.

Doggedly, he dragged himself to his feet, leaned against the wall, and put one foot in front of the other. He felt oddly stronger, as if the prayer to Dibella had actually been answered in some small way, although he'd never had that talent.

So when these aspects are taken away, we get a sort of chaos when the world goes back to its natural state. Julianos who embodies logic, law, language, contradiction, math, hermetic rites, and law was stated to be useless during the dawn era and the spirits of old (gods) being devoid of math (and the rest of his influence at mentioned) and devoid of causality with it being described as "ever-now" and not if-then

chieftain loses heart," Dibella said, Bed-Wife of Shor, hefting another body onto the corpse pile some of us were making, "And so goes to the speak to one that has none anymore. Mirrors, indeed, and in that I see no logic."

"Tsun took her by the hair, for he was angered by her words and heavy with lust. He was a berserker despite his high station, and love followed battle to his kind. "You weren't made for that kind of thinking," Stuhn said, dragging Dibella towards a whaleskin tent, "Jhunal was. And no one should be speaking to him now." Tsun eyed the Clever Man who had heard him. "Logic is dangerous in these days, in this place. To live in Skyrim is to change your mind ten times a day lest it freeze to death. And we can have none of that now."

“Kyne could have stopped all of this but did nothing but stare at the crowd of Nords around her. Stuhn and Tsun were shifting and it was still uncouth to prevent this kind of neighboring. She looked on Jhunal and did not know if he should be spoken to or not. Rules were changing. Even her handmaiden was gone, and that lack of attendance was a transgression, but Kyne knew Mara was no doubt making treaties with one of the other chieftains, and the Pact still allowed for Tear-Wives to do that. After her husband Shor had forgotten to kiss her, a tradition among the War-Married when they returned from the field together, Kyne kept her storms to herself and knew there would be no true understanding until the twilight was lifted.

Julianos (Tarot Card)

Julianos, Aedric God of Wisdom and Logic, is one of the Cyrodilic Divines, governing the realms of literature, law, history, and contradiction. He is usually associated with magic, and thus is often revered by wizards. Jhunal, the Nordic father of language and mathematics, fell out of favor in the Nordic pantheon, after which he became Julianos of the Divines. Monastic orders founded by Tiber

Jhunal, also known as **Jhunal the Rune God**, and **God of Runes** is the Nordic god of hermetic orders, knowledge and wisdom, represented by an **owl**,[2][1] and is one of the Hearth Gods[3] and the Nordic father of language and mathematics. After falling out of favor with the rest of that pantheon, he became Julianos of the Nine Divines. He is largely absent in modern Skyrim mythology.[4]

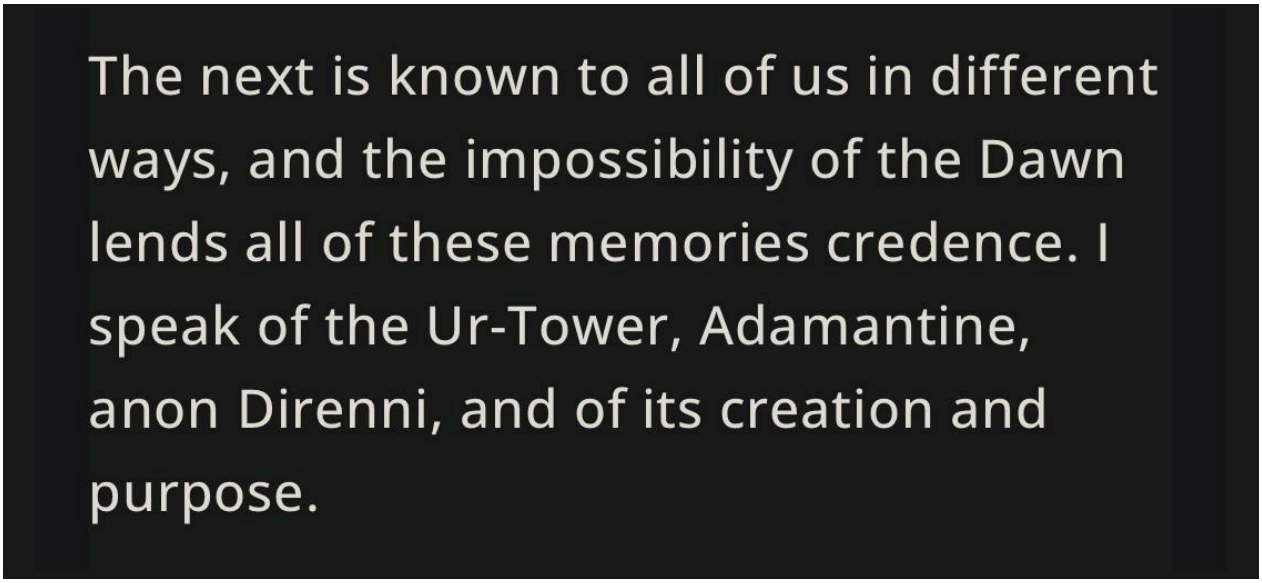


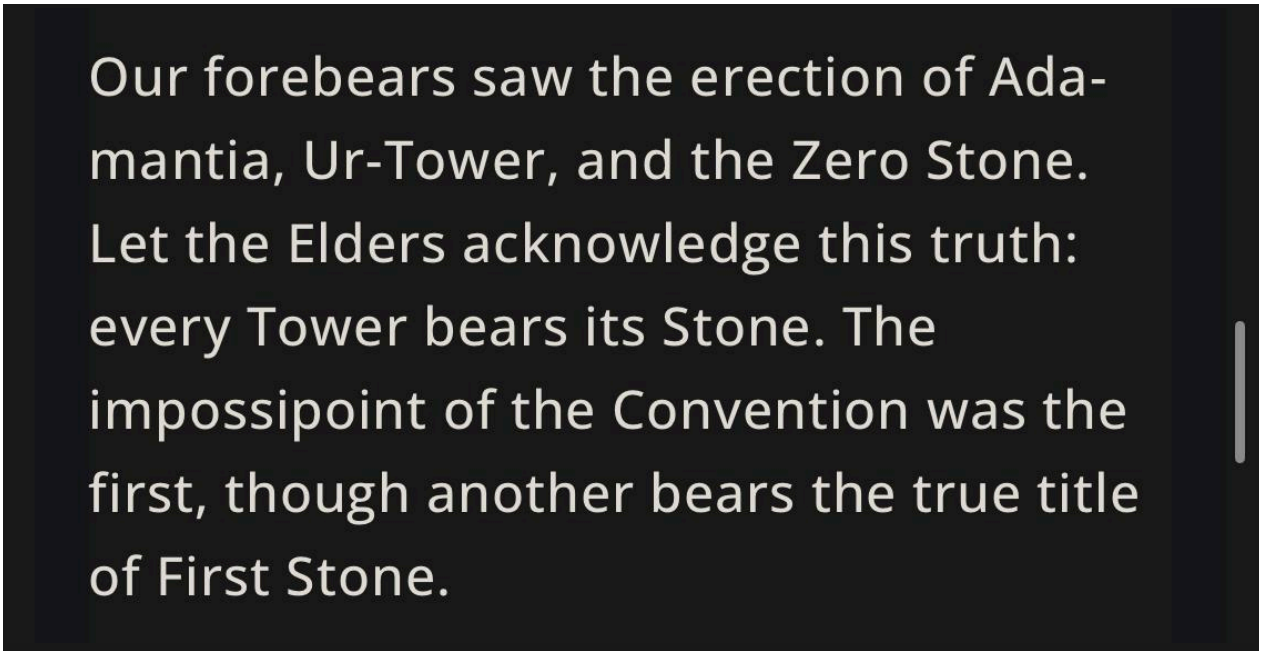
Jhunal

https://en.m.uesp.net/wiki/General:Shor_Son_of_Shor

periphery of your madness. We watched our borders and saw them shift like snakes, and saw you run around in it like the spirits of old, devoid of math, without your if-thens, succumbing to the Ever Now like slaves of the slim folly, stasis. Do not ask us where we were when the Dragon Broke, for, of all the world, only we truly know, and we might just show you how to break it again."

The entirety of the Dawn is an impossibility and impossipoint (impossible outcome)





Without it being stabilize by the Aedra, the possibilities and impossibilities that emanated downwards from oblivion cannot crystallize into something coherent, making it an impossibility. Now I do hope you read that link above, which explains the nature of this “Untime” or idealistic time. Because it is crucial to understand the state of the gods, and how they perceive the world.

Timelines are linear and chronological. They are linear or branching sequences of events governed by cause and effect, logic, chronology. Stories or “Story-lines” are not limited to chronology, physics, dimensionality, logic, etc. Causality being irrelevant in these stories

with the gods being able to harness, manipulate, alter, archetypes, stories, narratives, and archetypes, etc:

> "'We are who we are,' the taller tribe says, in a voice made of leaf-shivers. 'We taste the earth and feel your steps over us. We were the land of green singing before the bones were set. Before the before-and-after.'"

> "Heavy-bearded Y'ffre, speak through me. Tell us of the time before time. Let the story grow in me. Let my heart echo to the pounding of your feet along the story-lines, the bones of the world. I will walk Your steps, and know Your story."

https://en.m.uesp.net/wiki/Online:The_Green_Singing

This is why the gods render all narratives absurb. Stories, archetypes, etc dictate function and form, ego, and so on. Everything that makes you you. Which is why everyone in the Mundus at least is born under the archetypal birth signs which dictate characteristics and so on. Archetypes and narratives, etc are what make up a story. As well as conflict and so on. And that's what it all is. A myth and a story. The gods exist as multitudes in of themselves with various aspects to their being.

Merid-Nunda bore down on Azurah, seeming to be a being of multitudes, glass shards that could form a body as quickly as they separated. The Rainbow Angel did not attack her sister as a typical foe but swirled around her as cutting light and blinding fervor. Most would have succumbed, but Azurah was a master of light herself, even those beyond the visible, and she held the Shining One at bay.

Hermaeus Mora @TESOnline: I am complete in and of myself. In fact, I am multitudes. Yet your petty mortal mind would crumble at such a concept, so I adopt my singular guise for your sake.

With individual cultural interpretations being merely one facet of their faces and multitudes.

The dawn and the gods rendered all forms of narrative and story absusrb.

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Others (it is always Others) contend that the Moons are literally the rotting corpses of Lorkhan himself, spinning in eternal dual ellipses above but ever beyond that creation for which he gave his Heart. But the War of Manifest Metaphors has rendered this (and all narratives) absurd.

During the dawn, the gods' actions created myths and from myths these things were ineffable truths for mortals to approach through metaphors.

The magical beings of Mythic Aurbis live for a long time and have complex narrative lives, creating the patterns of myth.



nce you walk in the Mythic it surrenders its power to you. Myth is nothing more than first wants. Unutterable truth. Ponder this while searching for the fourth key.

Tiering: Due to the Atemporal and Aspatial nature of the Dawn with it being beyond logic, math, law, and even truly understanding it and also being completely beyond causality with it being an impossibility of itself, It would scale to 1-A on CSAP and VSBW. 1-A on AFB and 1-T or 1-T+ on PSW

Oblivion

Now, we finally get to a higher gradient (see the gradient section). Oblivion exists on a higher, ontological, framework and level than Mundus does. It is a higher gradient and it is also the debris of all possibility:

Oblivion to Mundus: debris of all possibility to anchor of all things.

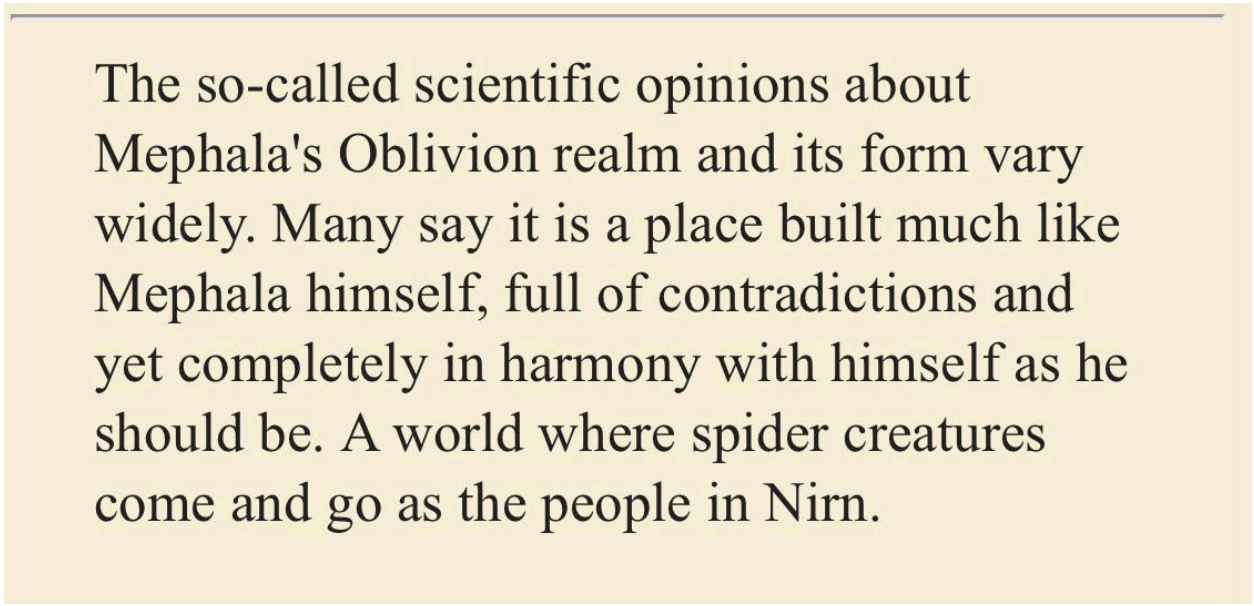
“Mark the norms of violence and it barely registers, suspended as it is by treaties written between the original spirits.”

This is another meaning, means that oblivion manifests all possibilities. Oblivion validates all understandings and misunderstandings. With every plane of existence and Daedra being completely distinct from one another, and it being referred to as a “classification of chaos”:

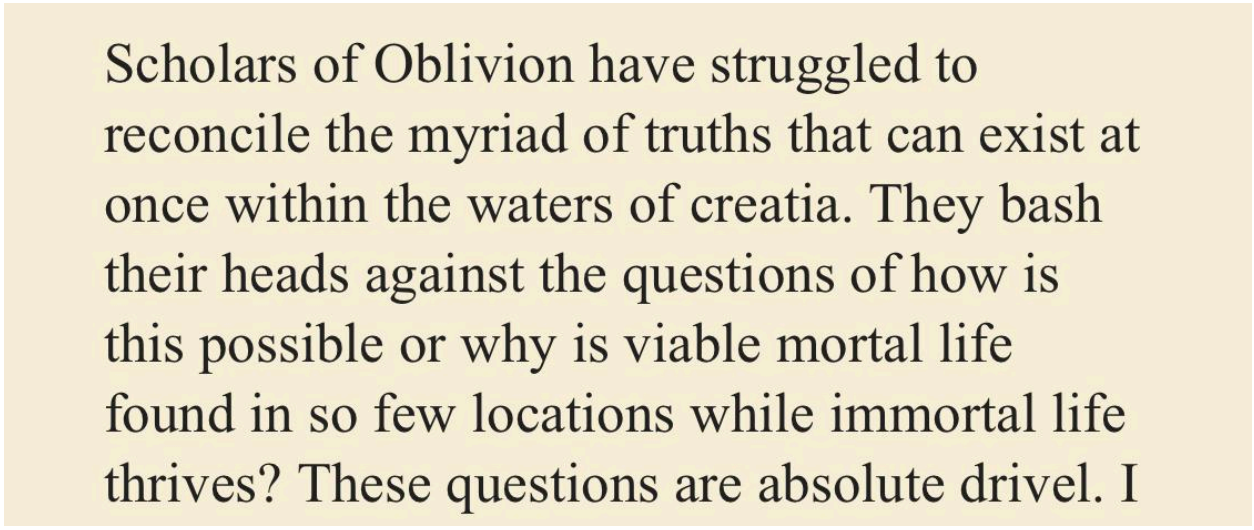
Lyranth the Foolkiller says, "Your problem, mortal, is exemplified by your words, 'share a common origin in the planes of Oblivion.' There is nothing 'common' about, between, or across the planes of Oblivion—they are the very definition of change and variation, manifesting all possibilities, and validating all understanding and misunderstanding. You seek similarities where there are only differences, a classification of chaos. You

Lore:Lyranth the Foolkiller Answers Your Questions - UESP

Oblivion also harmonizes contradiction as such a concept doesn't exist here as we discussed with the last section.



Two truths can exist without conceptual abrasion meaning these planes of existence follow something like trivialism:



distorting their mentalities! Anyway, the Mananauts will learn that it's best to train for Oblivion in a transition zone, a place where differing truths can co-exist without conceptual abrasion. At certain points, transliminal forces balance in standing waves, and these regions are designated 'Slipstream Realms.' We haven't actually been to Battlespire yet, have we, my Tutor? Would you please remember forward for me to tell the Quidnunc about this 'Weir Gate'?"

Lore:Lord Fa-Nuit-Hen and Tutor Riparius Answer Your Questions

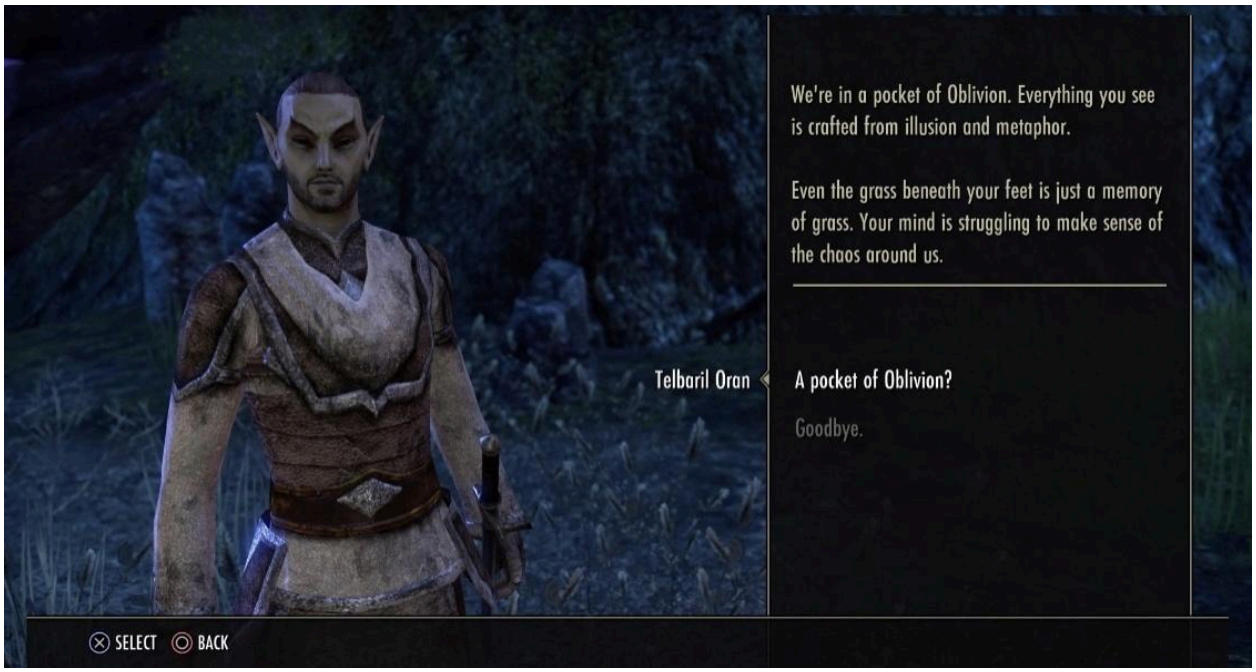
The owners of these realms are completely transcendent over time and causality. They can adopt these trappings of duration to interact with mortals, which is why you will see some realms have some flow of time to them. Not because they are bound by time, but simply because they adopted those concepts temporarily to interact with mortals. They are also capable of controlling how many spatial dimensions are present within their plane, if any.

Lord Fa-Nuit-Hen says, *"Again I interrupt! The mighty Fa-Nuit-Hen, a servant of Hermaeus Mora? By no means! I am a scion of Boethiah, a sovereign demiprince, and I serve no will but my own! As for time, cause, and consequence, let's just say that the laws of the Dragon God do not apply to Oblivion. Oh, it's useful to adopt the trappings of duration when dealing with mortals, so you'll find Maelstrom quite familiar in that regard. We know how lost you feel away from the hand of Akatosh! Maelstrom is far easier to comprehend than Apocrypha—and much more generous in that we award victorious competitors with fabulous prizes!"*

Lord Fa-Nuit-Hen says, *"Ah! The 'Weir Gate' leads, or will lead, to the Slipstream Realm where you mortals have or will establish your Battlespire Academy. Regarding the 'Slipstream' designation: mortals, of course, can only perceive Oblivion and the astronomical regions of the Mundus in terms of their own frames of reference. They 'see' only what they can comprehend, and often that isn't much. Furthermore, what they do comprehend often seems to drive them insane, though the rate of mental deterioration varies with individuals. Twice upon a time, the Imperial Mananauts regularly ventured beyond Nirn, and in doing so learned that the mortal mind is best acclimated to other realities by gentle degrees. This is one of the reasons why Maelstrom seems to resemble aspects of your world—I wished it to be mortal-friendly, or at least friendly enough for mortals to experience my arenas without distorting their mentalities! Anyway, the*

https://en.m.uesp.net/wiki/Lore:Lord_Fa-Nuit-Hen_and_Tutor_Riparius_Answer_Your_Questions_2

In fact, even when you enter an oblivion realm, you're not actually seeing its "true form" (if it can be called that). You're seeing a pale shadow of it with your mind trying to cope with the chaos around you which backs up Fa-Nuit Hen's statement of mortals not being able to perceive most of Oblivion:



Lesser realms being called “platonic ideals” in nature

3. To open the gate to Level Four, Shade Perilous, flip two switches, triggering two Fingers of Life, then step into the pool before the Emerald Gates. Rise to the top of the central vault; and place the three rods in the receptacle atop the vault. Then open the mausoleum door (back on the bottom level) by speaking the name of the destination "Shade Perilous".

BUILD POINT AWARDS:

1100

SCOUTING REPORT:

Skeletons
Ghosts
Wraiths
Morphoid Daedra
Kirel Aman
Paxti Bittor
Uncooperative Ideal Masters
Friendly Ideal Master

BLUEPRINT:

1. Entry Hall

Weak seams between ethereal worlds tend to attract lost souls. The souls of a number of the slain battlemages at the Battlespire got sucked through the beachhead magical portal into the Soul Cairn. Most of the spirits have been here long enough to forget all about themselves, but the recently deceased honchos still have fading wisps of their memories. To any that stumble upon them, they have last minute ghostly warnings, blessings, and curses.

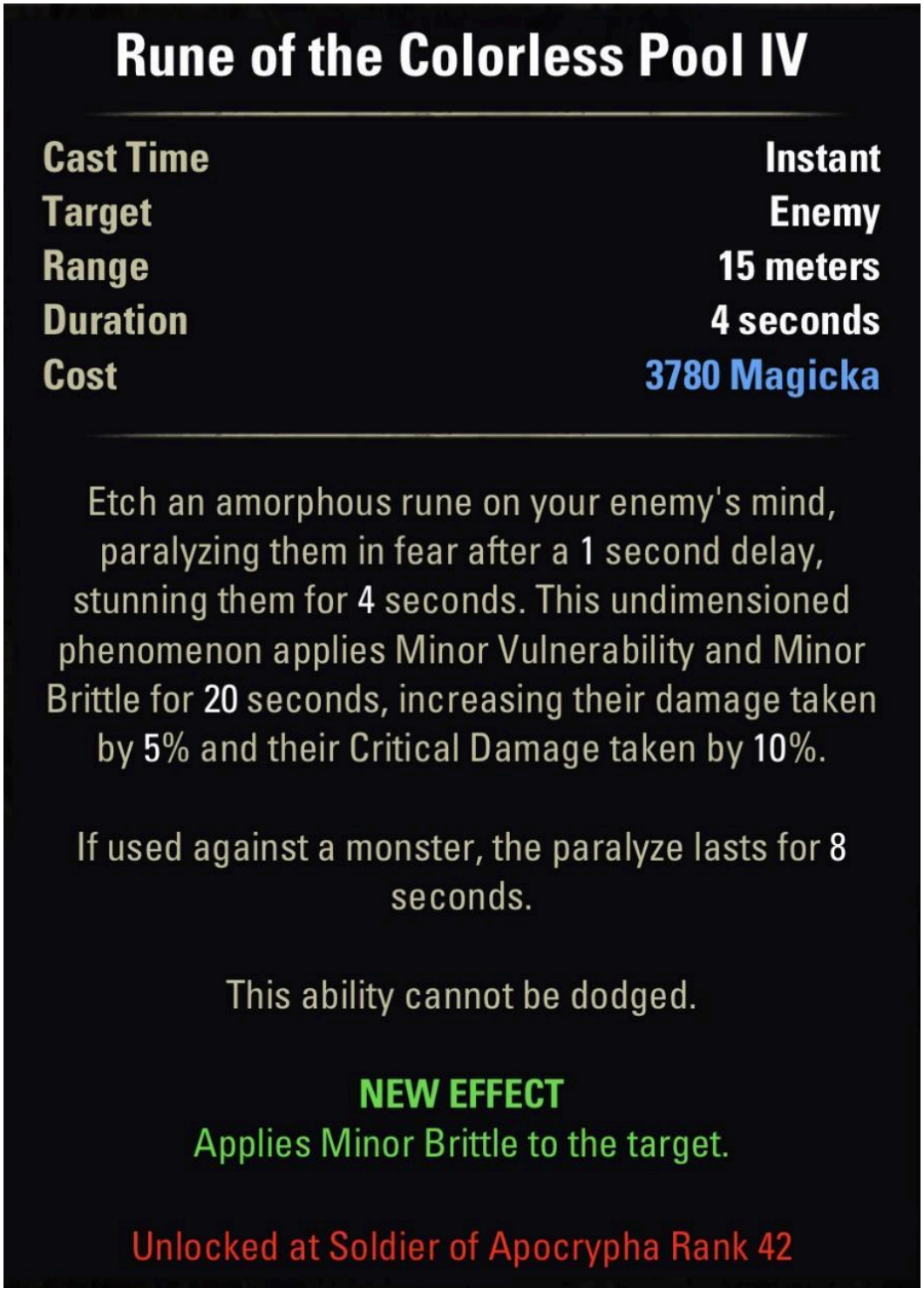
In the Soul Cairn the old retainers of an ancient Daedric-human alliance serve their necromancer Masters for eternity. The Masters are disembodied entities living in a distant Platonic Ideal; their only connections with the Soul Cairn are small magical gems which provide a channel of communication and sensation with those bound in form to the Soul Cairn. The retainers have long ago undergone a ritual to separate their spirits from their bodies, and to strengthen and organize their spirits to produce a form of persistent eternal consciousness. In short, the retainers and their Masters are revenant spirits.

2. Hall w/ Ledge

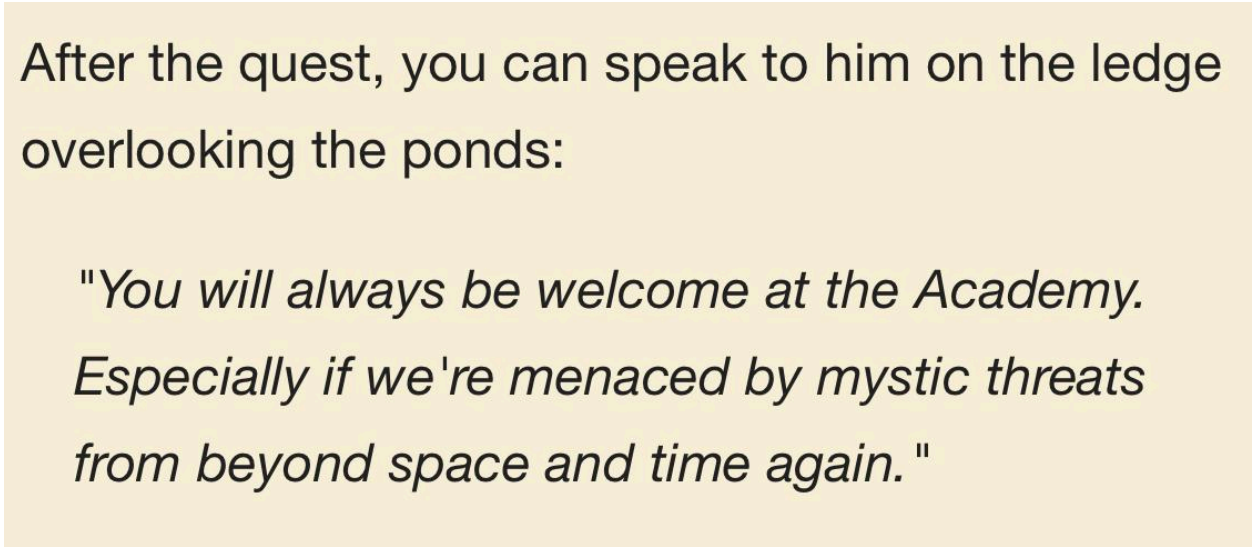
- Companion's Scroll:

So far, so good.

With the fabric of oblivion being Undimensioned and conceptual in nature and not physical at all.

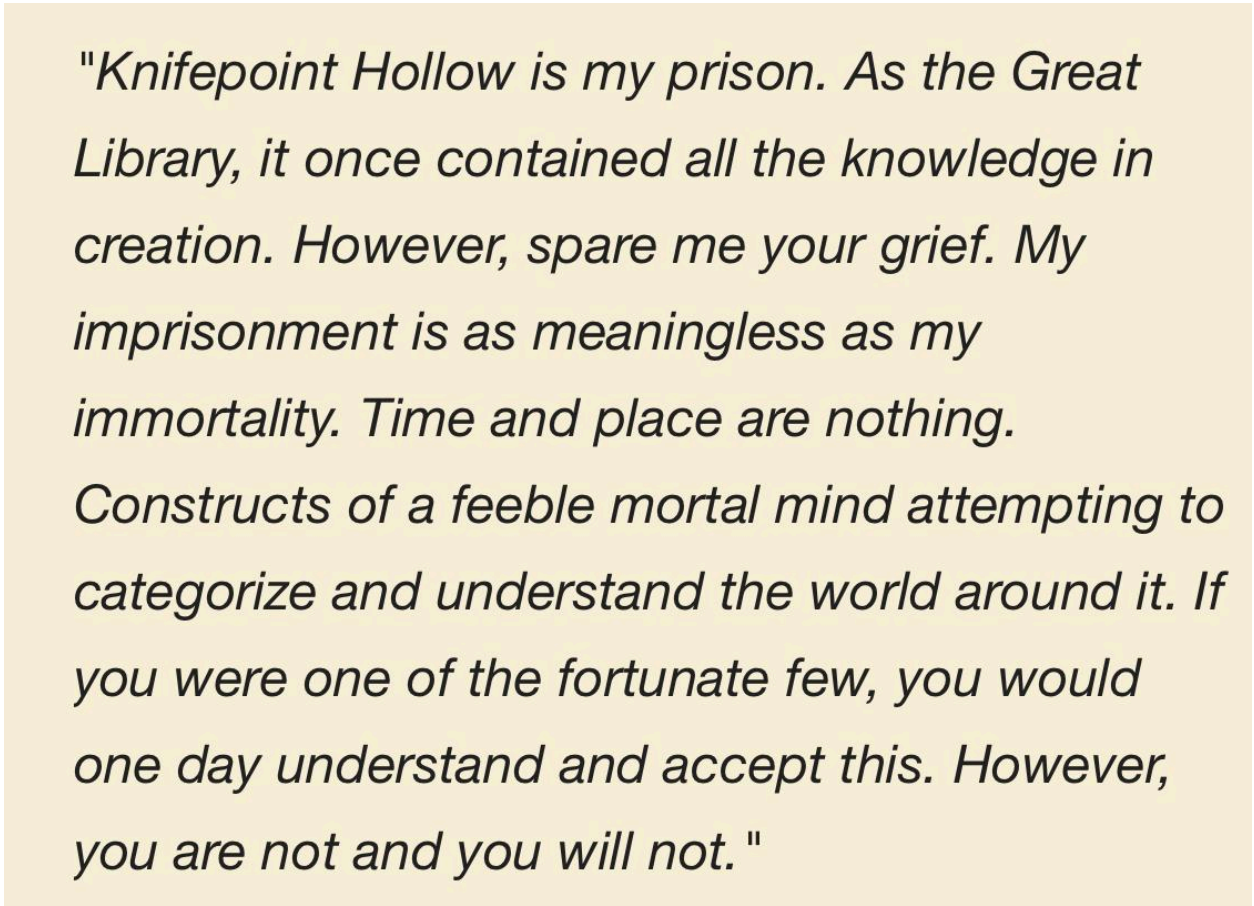


With Oblivion outright being beyond space and time



Online:Arch-Mage Valeyn - The Unofficial Elder Scrolls Pages (UESP)

To entities from these realms, time in space, or simply just illusory constructs of the mortal mind, trying to categorize the world around:



https://en.uesp.net/wiki/Shivering:Dyus

The Daedra being eternal and beginningless. They are beyond time and “predate” the time law.

Eldritch Nya ☥ @EldritchNya: If I may ask, how are Dremora such as yourself created?

> **Lyranth @TESOnline**: Another personal and rather intimate question. You mortals have an unusual sense of curiosity. As far as that question is concerned, I have always been and I always shall be. If there was any reality before I came into existence, it obviously has no meaning. At least, not to me.

> **Where did Fa-Nuit-Hen come from?**
>
> *"Oh, dear me. What a question! Come from? By and large, the greater Daedra simply … are.*
>
> *Where do you "come from" if you've existed since before time began?"*

https://en.uesp.net/wiki/Online:Tutor_Riparius

These realms all being infinite in scope, size, number, and complexity



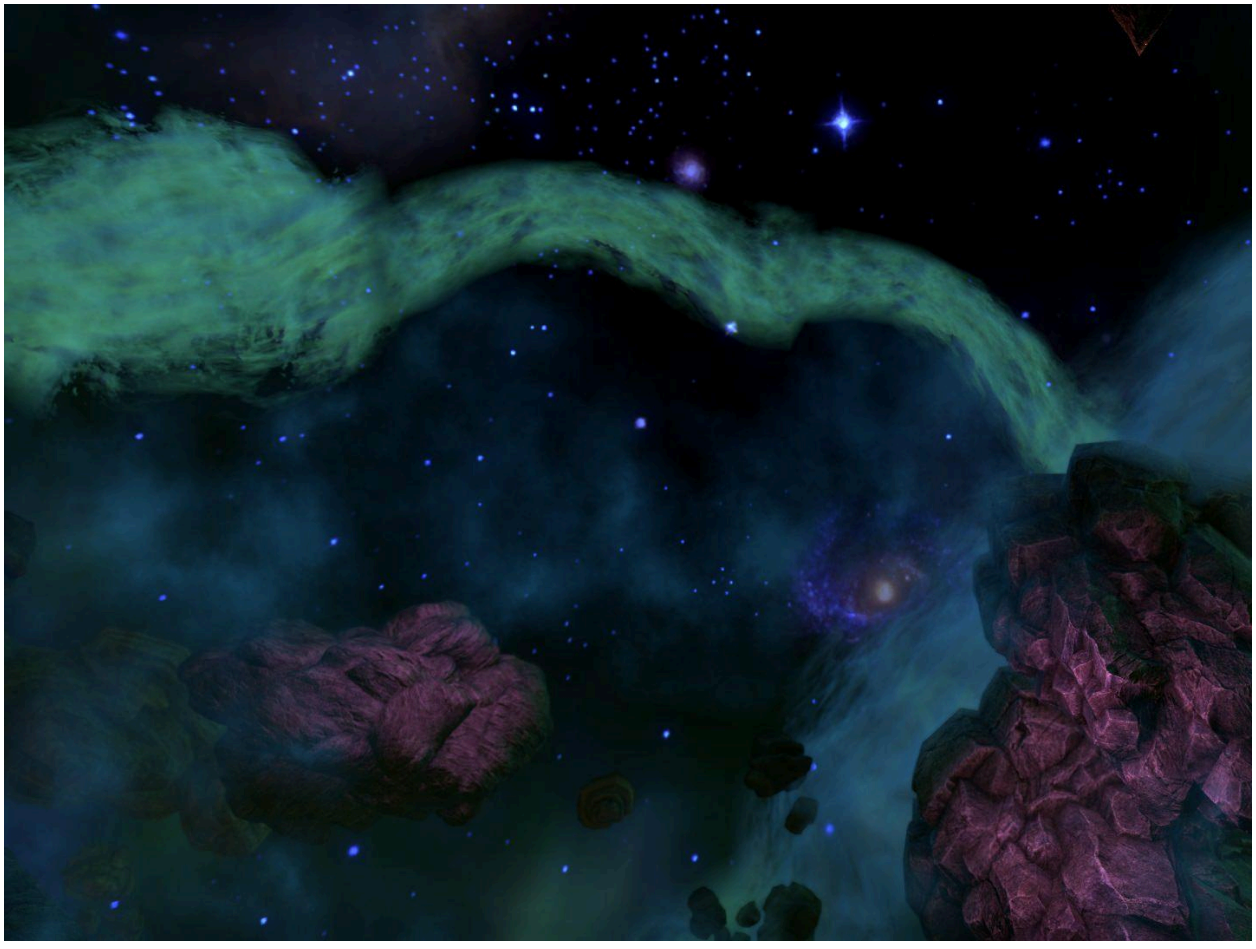


Attrebus screeched involuntarily and the Khajiit howled; the sensation was like falling—not down, but in all directions at once. The moons were gone, and in their place a ceiling of smoke and ash. Stifling heat surrounded them and the air stank of sulfur and hot iron. They stood on black lava, and lakes of fire stretched off before them.

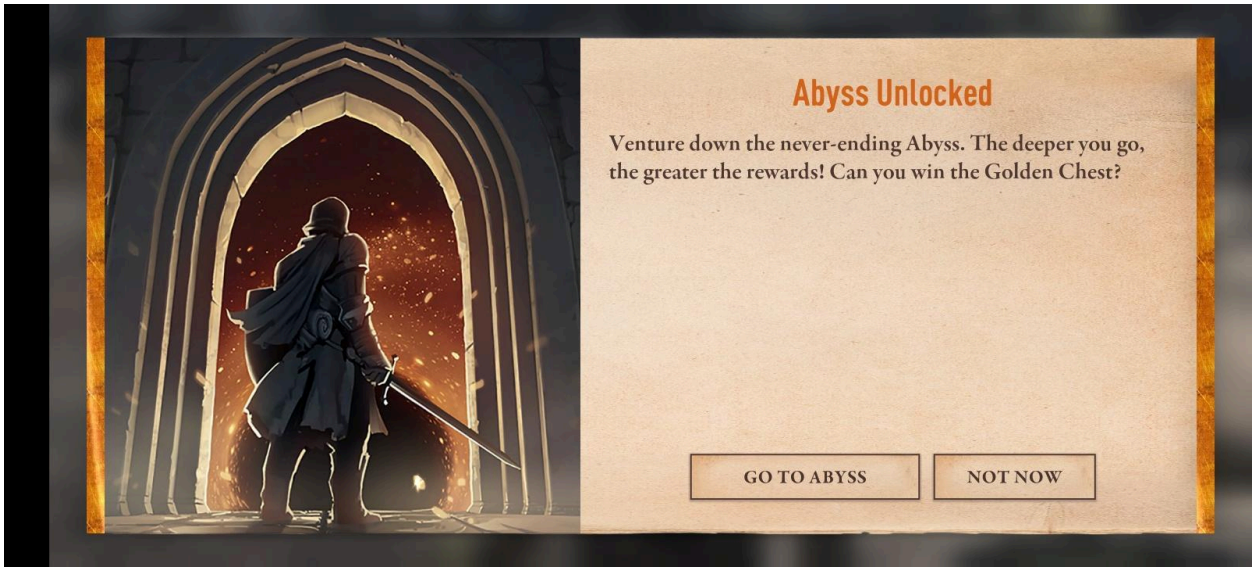
"Stay together!" Sul shouted. He took a step, and again the unimaginable sensation, and now they were in utter darkness—but not silence, for all around them were chittering sounds and the staccato scurrying of hundreds of feet.

They were in an infinite palace of colored glass.


SW




THEODOR GORLASH
It now leads to a never-ending series of rooms and corridors, both real and unreal at the same time. I call it "the Abyss."


Abyss Unlocked
Venture down the never-ending Abyss. The deeper you go, the greater the rewards! Can you win the Golden Chest?
GO TO ABYSS
NOT NOW



For those seeking a daunting challenge, Blades also features the Abyss – an infinitely replayable mode in which daring heroes push their limits floor after floor in a never-ending dungeon, where enemies become deadlier and deadlier as you progress.

As a member of the elite order of the Blades, players venture out on quests to reclaim their hometown, challenge their abilities in the Abyss as they explore an endless dungeon and even vie for glory against real-life opponents in the Arena!

Description
The infinite Abyss, where treasure, glory, and pain all await... in equal measure.

The planes of Oblivion are infinite in their variation - and so are their vermin. The Jackdaw Daedrat is a bony Daedric rodent that likes to collect shiny things like your jewelry, and nip and nibble at things it shouldn't, but at least it's cute, right?

I cannot speak for all Daedra, nor do I wish to. There are as many answers to this question as there are beings in Oblivion. I, however, admit some small measure of amusement through play. Despite its long catalogue of shortcomings, Mundus enjoys a degree of malleability that does not exist in the planes of Oblivion. Realms such as the Deadlands, Coldharbour, and Evergloam are fundamentally shaped and curated by the will of their respective Princes. The smaller realms—infinite in both number and complexity—often flex against the will to impose order over them, twist into hyperogonal paradoxes that resist even the most sophisticated ur-logic, or simply wink in and out of existence too quickly for us to find purchase upon their shores.

While, Mundus submits the predictable laws and concepts of the Gods (Time and causality for Akatosh, Space for Kynareth, Logic and math for Julianos, etc) the planes of oblivion are

transcendent of these limitations

> Mundus, however, submits to the predictable influence of the et'Ada's remains, but retains the stubborn caprice of the Liar. That makes it … doughy. Flatten a mortal's vain little castle, and it remains flattened. But never for long. Soon, some other mortal with narrow aspirations builds another castle all on their own. I respect the lost et'Ada's foolish attempt at creation. It's tragic that they will never fully understand what a delightful playground they created for those of us who remain undiminished.

Oblivion is distinct from Mundus and not one of its constitutive realms. In this quote, it is stated that the mortals typically have a narrow, ontological framework of reality. In truth, as stated above, oblivion is, in fact, a higher reality, and a higher gradient than the mortal plane and it still takes place in the untimes perpetually.

This idea derives from the false assertion that Mundus is not distinct from Oblivion. That it is one of its constitutive realms—a realm that conveniently belongs to Dagon. Tell me, have you heard Dagon himself make this claim? Or is this simply what one of his followers told you? Here is some immortal advice: pay less attention to idiotic cultists.

Mehrunes Dagon's association with Nirn is more metaphorical than existential. Metaphors possessed great power when things "began." They still do in Oblivion. But in your spongey realm, they are simply tools for understanding. Revolution and destruction are straightforward concepts that correspond with mortals' limited understanding of the Aurbis. Dagon allows you to put a face on these terrifying elements of life on Nirn. Unlike the unknowable Princes like Nocturnal and Hermaeus Mora, you can make Dagon's desires small and easily comprehended—you can incorporate him into the shared myth of mortal significance. Why does Dagon believe Nirn belongs to him? A better question would be why do the people of Nirn believe Dagon belongs to them? Unsurprisingly, the answer is mortals' simple natures.

Lore:Mehrunes Dagon - The Unofficial Elder Scrolls Pages (UESP)

Like Fa Nuit Hen said, they can easily control these realm as it is an extension of their mind, nature, and being:

"The beautiful thing about the world of Tamriel and nirn there is lots of land mass but there also these infinite realms of Oblivion to go to explore, the Daedric Princes can kind of control and shape those Oblivion planes in there own image any way they want, so we have lots of places to go and explore and lots of stories to still tell."

5:34

"in the realms of Oblivion, where the very substance of the planes is subject to the will of its Daedric overlord"

Lore:Gabrielle Benele Answers Your Questions - UESP

"as the Prince of Destruction and revolution Mehrunes Dagon destroy and reshapes his realm to suit his whims."

47:55

The gods are omnipresent within their plane of existence being both everywhere and nowhere:

"Talym: "When... when did I get here? Here's as good as anywhere, isn't it? This is his plane! He must be everywhere! And probably nowhere too!"

Legends:Flooded Camp - The Unofficial Elder Scrolls Pages (UESP)

The creators of these realms can manipulate and set the laws of reality

"Without a Prince to set the laws and manipulate Fargrave's reality."

Online:Madam Whim - The Unofficial Elder Scrolls Pages (UESP)

Mora's realm is obviously beyond the laws of the mortal plane which include time, space, logic, etc

Amid a black ocean filled with writhing tentacles lies the endless library of forbidden knowledge. This realm of Oblivion is the domain of Hermaeus Mora. Black-covered books adorn every edifice. Pages flitter as if pulled by invisible string. And grotesque creatures malformed by Mora stalk the constantly elongating and retracting halls, feeding off the ghosts of those seeking knowledge. The laws of the mortal world hold no power here.

IMPORTANT CHARACTERS

And he is omnipresent here:

Hermaeus Mora

Hermaeus Mora is the Daedric Prince of Knowledge, he who scryes the tides of Fate, weaving his way through the past and future. Always lurking, he is the void and the ever-seeing eyes. He resides everywhere and nowhere but takes glee in tormenting mortals from his realm in Oblivion, the plane called Apocrypha, where the infinite pages of countless books containing all forbidden knowledge are found.



So far we've established that these realms are not only infinite in size and in school, but also in complexity, and how they are transcendent over time and space, and even dimensionality. The entities who created and sustain these realms, are in pretty much complete control of them, and are everywhere and nowhere within them. The realms are projections of their mind and nature. However, the complexity of the realms do not stop there, but these realms can be infinitely layered with infinities nested within higher infinities that encompass it.

- **Lightless Oubliette** - *Coldharbour is a series of prisons within prisons. The Lightless Oubliette was specifically built to hold entities who can manipulate light to magical ends. The wardens of the Oubliette are careful to use only lights of the colder spectra, as these are less susceptible to refocusing.*

Coldharbour is one infinite sized prison realm but it is not just one big prison, but infinite prisons encompassing each one. No doubt a metaphor made manifest to say you're absolutely cooked if you make it in here. Even other infinite sized constructs lie in this realm as merely subsets and locations:

- **The Endless Stair** - *There are whispers among the Soul Shriven that the Planar Vortex and the Endless Stair were built for Molag Bal by the Mad Architect himself.*

- **The Foundry of Woe** - *Coldharbour is a realm of prisons within prisons, where all the imprisoned work without cease at executing the schemes of the Lord of Domination.*

Hermaeus Mora has a similar thing going on. In fact, his realm falls under a sort of Extended Modal Realism where impossibilities are hoarded within his realm alongside impossible futures and a nexus of “never will bes”

Distinct from the rest of Apocrypha, Chroma Incognito is home to fates that never came to pass. It is a world of unclaimed potential, missed opportunities, and impossible futures that, for whatever reason, the Prince of Fate hoards within his ream.

“Hermaeus Mora is not just one thing—he is many,” states Zenke. “Chroma Incognito is a reflection of that, as all Daedric realms are a reflection and extension of the Prince that rules it. Chroma represents the ‘color out of space’ from Lovecraftian lore—the twisting threads of fate that Mora views and judges. Think of it as that feeling of being very, very small you get from gazing up at the night sky on a cloudless night. As a result, this ever-shifting region of Apocrypha contains multitudes: a crucible of faded fates, a drifting vortex of lost ships and sunken vessels, and a menagerie unlike any seen in all of Aetherius.”

- **The Underweave** - *"The fate lines flex and fray around the nexus of potential called the Underweave. A locus of might-have-beens and never-will-bes, the faithful of Hermaeus Mora dutifully uncatalog and dispose of glyphics that transcend the paths not taken."- Cipher Pujol*

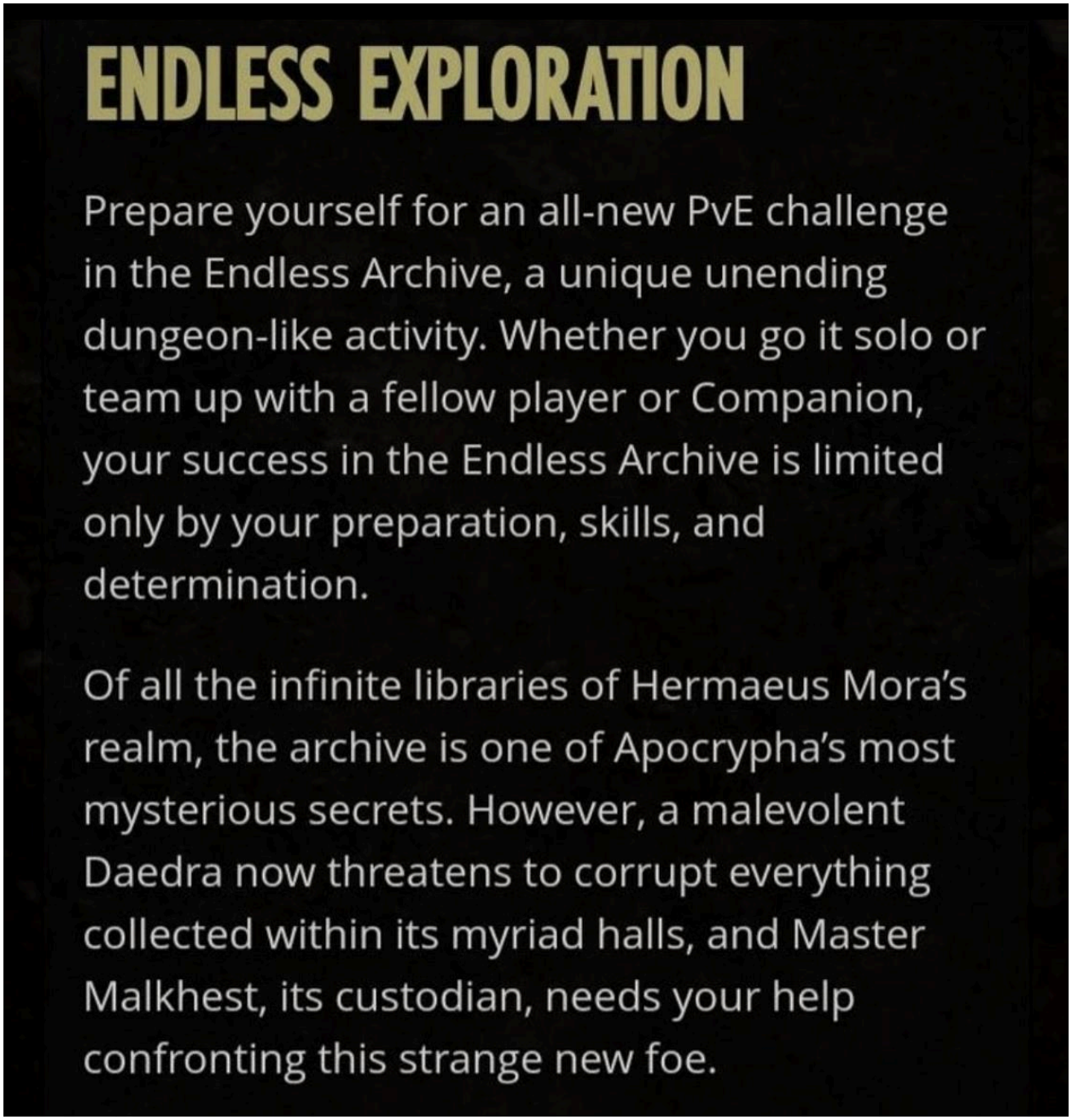
He has infinite libraries that are all infinite in scope and size:

Endless Library

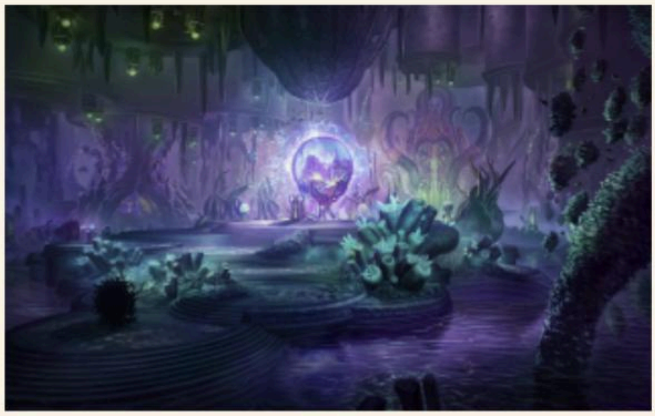


The halls of Apocrypha

Hermaeus Mora's infinite library of forbidden knowledge is described as a turbulent mire, glistening against the writhing brightness of a green sky, where every



He has other sub-realms where it contains infinites and is Multi-dimensional, meaning that it contains other infinities



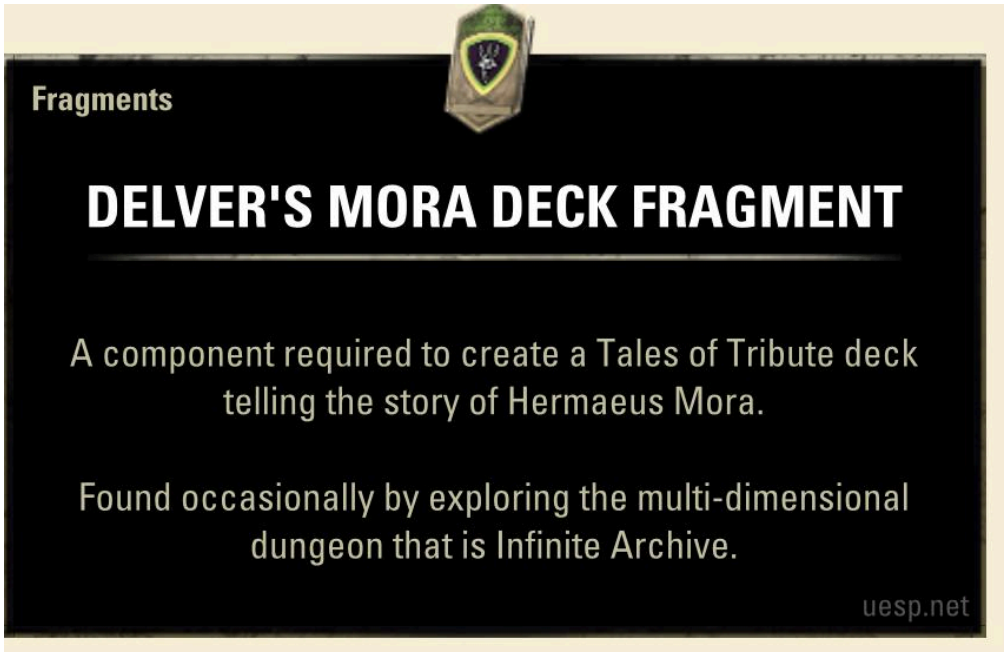
"What is life but a constant fight against unending enemies and unseen puppet masters across an ever-changing landscape? The Infinite Archive is not the exception to the struggles of existence, it is the quintessence of it."—Master Malkhest

And?

"And now it appears some of the inhabitants of the archive no longer have the protection of the threads.
I have no idea why that is so and it disconcerts me. I would be lost if I was no longer bound to the Index."

What's the Index?

"That giant orb. Since it's tied to everything in the archive, we use it to locate books throughout the infinite expanses.
This place would be a headache to navigate without it."



Online:Master Malkhest - The Unofficial Elder Scrolls Pages (UESP)

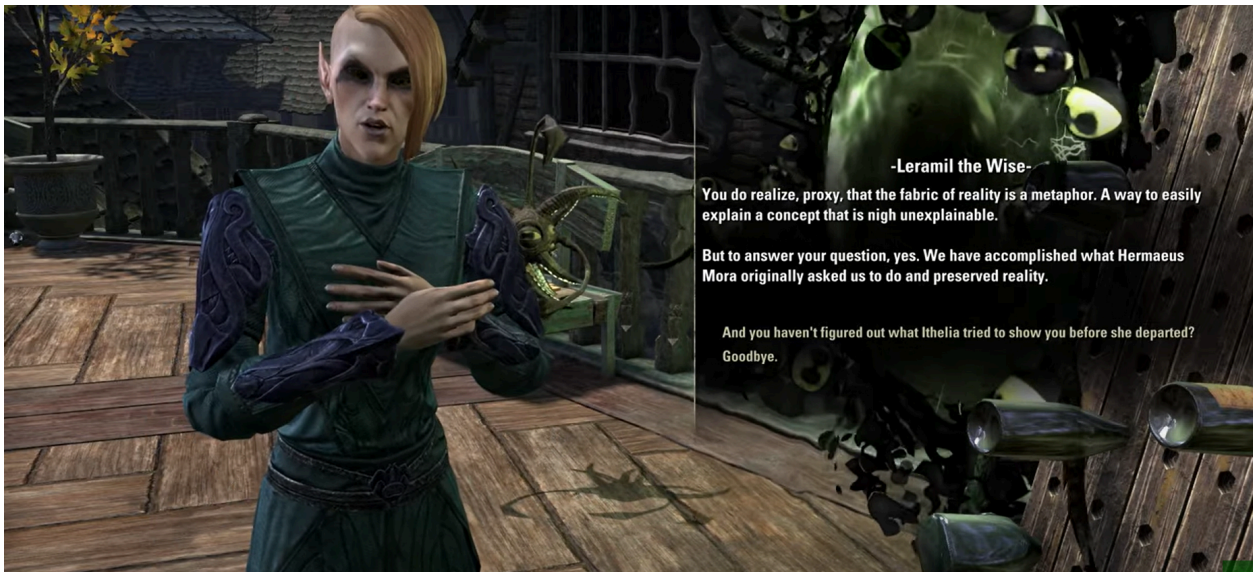
Yet, even this is encompassed within the greater fabric of apocrypha

> The Infinite Archive is an adjunct realm that lies within the greater fabric of Apocrypha. While as scholars we wish things to be neat and tidy, the reality is more complicated.

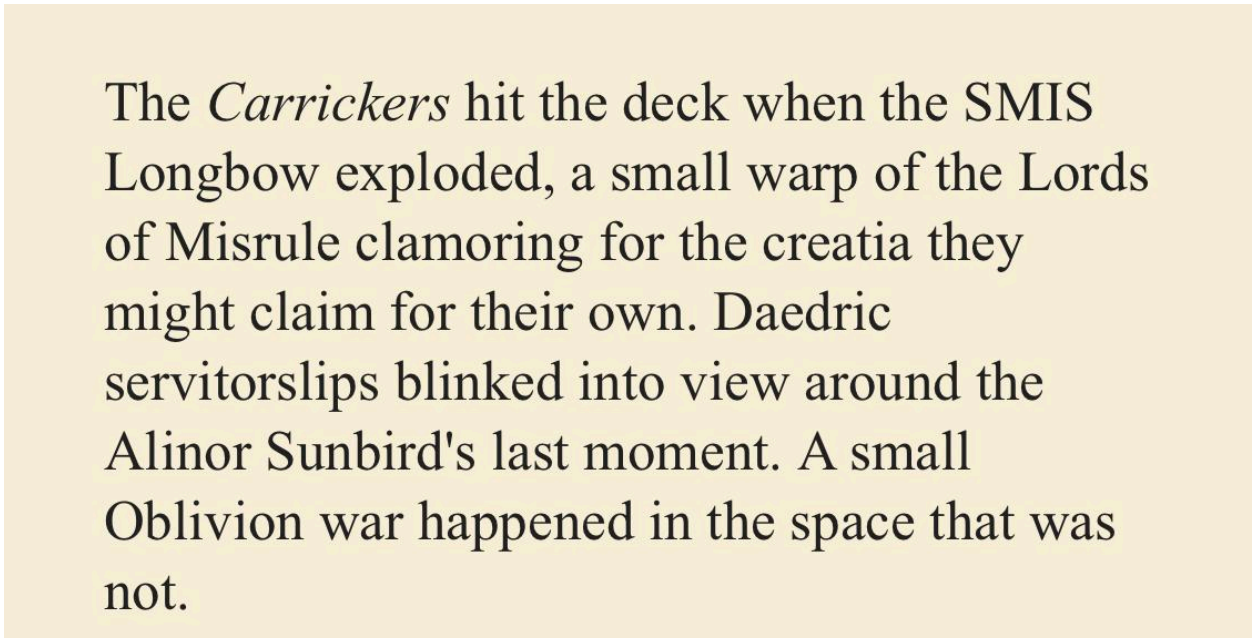
Lore:Loremaster's Archive - Infinite Archive - UESP

And like I said Mundus and oblivion (by extension, every other part of the cosmology related to the aurbis) is infinitely layered with metaphors of ever increasing realities is that cannot be explained





The “space” of oblivion is referred to as the “space that was not” implying that limitation of words and that there is no space in oblivion as we discussed earlier, oblivion is beyond space as a concept



When a Daedra wishes to make a realm, they must use creatia, which is raw creation and unmanifest and exert their will upon it to coalesce and maintain possibilities from the creation.

Lord Fa-Nuit-Hen says, *"Riparius?"*

Tutor Riparius says, *"Y ou* [sic] *mortals—so good at acquiring knowledge, and so quick to learn the wrong lessons from it! Allow me to misinterpret: particles of chaotic creatia, when flowing in reaction to the exertion of will, become daedrons that, though injurious to the mortal form, can nonetheless perform work. Underutilized daedrons usually return to quiescence—but if imbued with sufficient purpose, they may escape and coalesce to form potentia vortices. These are dangerous if allowed to self-optimize into realm-rips, so it's best to damp them out early. Trying to keep ahead of it all keeps Peryite mighty busy, but nobody's really sorry for him—after all, he earned it."*

Furthermore, we have long known from the Daedra themselves that their bodies are formed from the very stuff of chaos, the "creatia" of Oblivion, a shapeless but energetic material that accretes around a vestige until it conforms to the morphotype's inherent pattern.

Back on Mundus I had naively envisioned this creatia as some sort of misty, amorphous material swirling in a void somewhere. After our arrival in Coldharbour, it was some time before I realized that its ubiquitous pools of blue slime, the substance we've come to call "Azure Plasm," was in fact the form that creatia takes upon this plane. By extension, I reasoned that chaotic creatia takes a different but planar-appropriate form in every realm of Oblivion—and this theory was later confirmed for me by the rogue Xivilai known as the Sojourner, who has had direct experience of numerous planes of existence.

Harnessing creatia is referred to as “concept farming” and “raw mythic energy” further displaying how oblivion is not physical in any sense of the word:

And where do Arum-Khal's orbs lead?

"Somewhere else entirely. If my suspicions are correct, they connect to a plane of his own making. A twilight place where only dark spirits can thrive.

To conjure up an entire plane of existence …. It's an ambition that few mages have realized."

**MK

> *The second bit refers to what Vivec and the Trib. did with the tools. They walloped the heart with it, creating a repeat of the mythic event of Lorkhan's heart being ripped out. Then they used Keening to turn the agony into a tone they could bathe in. Thus, Keening, wailing or suffering. The wraithguard was used to shield the user from the untransmuted... whateveryoucall raw mythic energy. You're the word dude, make something up.*
>
> *First bit refers to the Numidium, which is what Kagrenac was trying to do before the Tribunal interrupted him. We know Kagrenac made the tools to create a mantella, a Crux of Transcendence. (For those who don't read the Tarot, the Hanged Man in Tarot symbolizes the Crux of Transcendence, suffering to gain transcendence: Jesus on the cross, Odin hanging from the tree to gain wisdom, etc.)*
>
> *So, we know what the tools are like, and what the Tribunal did with them, and we know what the mantella is like, and more or less how Tiber Septim made it - he killed his best friend, reenacting the murder of Lorkhan by Akatosh, and shoved his best friend's soul (or his own, or both, since they were tied) into a fancy rock, and then he plugged it into the Numidium, or Divine Skin.*

Astounding. How long did this hide in plain sight?

Props.

As for making up a word for raw mythic energy, didn't I already do that? "Creatia"?

> **Gypsy Moth dustmemore insert** - it should be noted here that it is always foolish to think of whole races sharing like minds. "Ayleid" is as much a metaphysical designation as it is a cultural one. Just like the earliest Chimer who orphaned themselves from the Velothi Exodites, but remain Chimer today, large numbers of Ayleids showed more interest in the immediate earthly needs of agriculture rather than the magical needs of concept-farming. This distinction becomes important later, when "Ayleid" begins to designate other, and ofttimes foreign, agencies.

This is no easy feat, as the concept of making and sustaining a realm is a massive undertaking

> For many Daedric beings, creating a realm is an enormous undertaking, and while there are thousands and thousands of planes and pocket realms, most are quite small. This isn't the case with the Daedric Realms of the mighty Princes. The enormous amount of power wielded by these beings in dim mists of the past formed vast and nearly limitless domains around an initial seed.

Even more so for mortals:

> **And where do Arum-Khal's orbs lead?**
>
> *"Somewhere else entirely. If my suspicions are correct, they connect to a plane of his own making. A twilight place where only dark spirits can thrive.*
>
> *To conjure up an entire plane of existence …. It's an ambition that few mages have realized."*

Online:Vastarie - The Unofficial Elder Scrolls Pages (UESP)

This requires the creator in question to output, a sufficient amount of magical energy to uphold and sustain the plane of existence, meaning that they were scale to it. If they were to lose power, then the plane of existence with collapse into nothingness. For example, when Arum

Khal was defeated inside of his own realm, it began collapsing, and we as a player had to escape before it did:

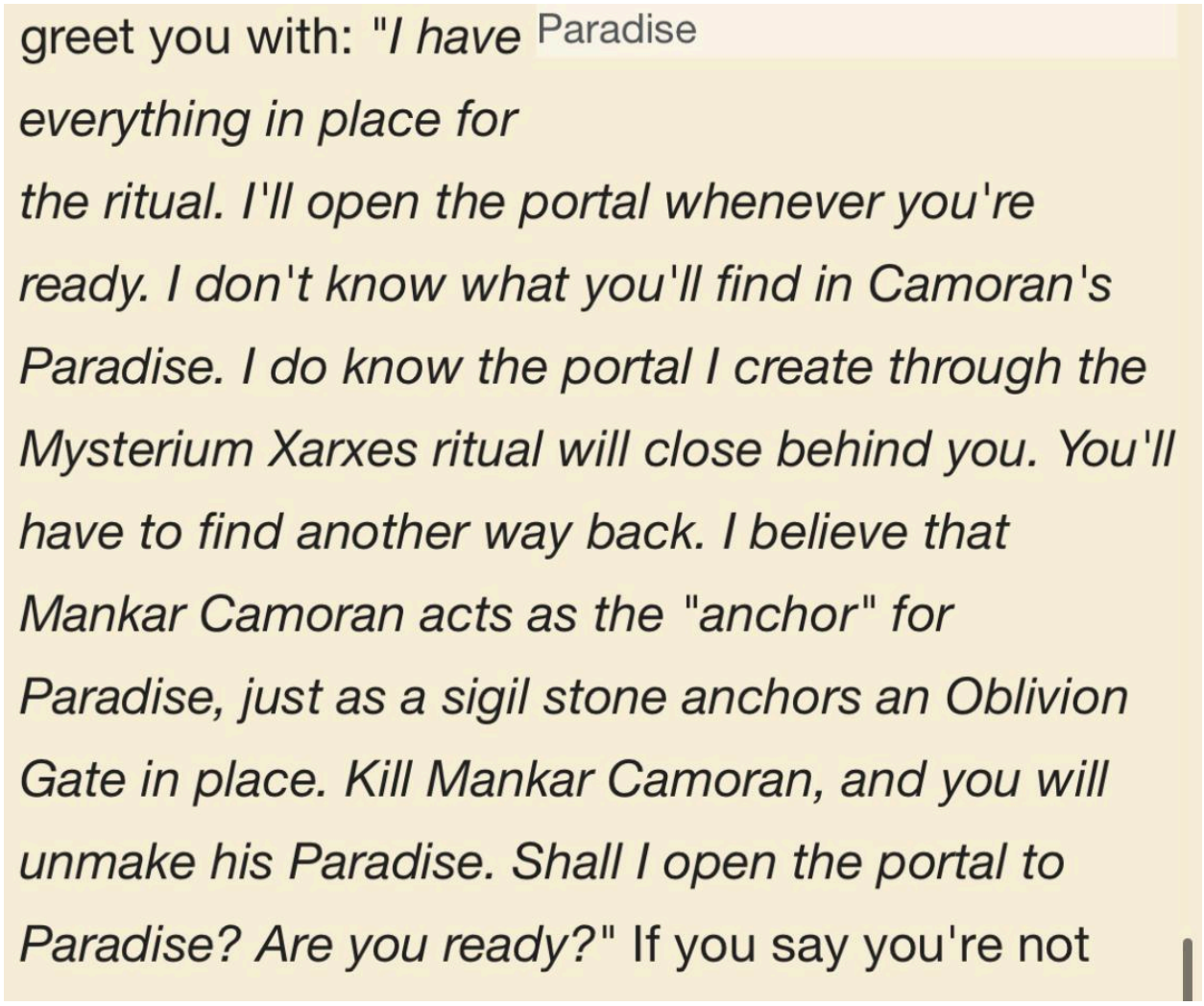
Arum-Khal's Realm

Once you have destroyed the Dark Spirit of Arum-Khal, the realm will begin to collapse while you try to flee with Shando-ri. You will then hear some familiar voices:

Mazza-Mirri : "*You must not, Witch. Arum-Khal was his realm. Now it collapses.*"
Vastarie : "*No. I can find them!*"
Shando-ri : "*There. A portal!*"
Vastarie : "*We haven't much time! Reach for me!*"
Shando-ri : "*Do not worry for me, friend. Go!*"
Mazza-Mirri : "*Shando … he will not make it.*"
Vastarie : "*Don't despair. I won't abandon them!*"

Online:Vastarie - The Unofficial Elder Scrolls Pages (UESP)

Another example is Mankar Camoran, when the same thing happened, and it was even stated that he acts as an anchor to the realm and that if he was killed, then his so-called Paradise shall be unmade. He got this power from a powerful divine artifact by the way:



Oblivion:Brother Martin - The Unofficial Elder Scrolls Pages (UESP)

And one more example just to beat it inside of your head is with Sotha Sil. One of the main plot points of the tribunal was that at one point in time they lost access to the heart of Lorkhan. Gradually over the years, they began to all of those power, and Sotha was forced to find a way to create an alternative power source. The realm could not sustain itself or operate properly without a sufficient power source, and obviously, since his power was waning, it goes to show that these rooms that are created aren't nearly incantations that anyone can do but actually statements about their power and energy that they have. This means that they would undoubtably skill to their rooms, and especially since as we already went over, they are one with the realms. They are completely Omni present within them. And they have control over the laws of reality. To suggest otherwise, with all of this information will be saying that a star doesn't scale

to star level, but only scales to wall level. It would be far more incomprehensible than anything I've said so far.

Pre-match:

Sotha Sil: "*The Heart has become unstable — left unchecked, it threatens to destroy the entire city. No matter the danger, I must venture into the chamber, and devise a way to contain its power.*"

Post-match:

Sotha Sil: "*Success! With these tools, modeled after Kagrenac's own, I can control, shape, and even dismantle the Heart if necessary.*"

Laaneth: "*That's it! If we can find those three tools, we can destroy the Heart and stop Mecinar!*"

with our lives.

During the match:

Dagoth Ur: "*Behold, arrogant tribunal! The power of the Heart flows through me and my minions. We are the gods now, growing stronger as you grow weaker. It is time to pay for your betrayal!*"

Post-match:

Dagoth Ur: "*You think you have won? I still hold the Heart. Escape while you can, Sotha Sil. I am patient. My victory will come.*"

Sotha Sil: "*I have learned. The Heart is too important. A backup must be created. But where to store such a thing? I shall build a new chamber, beyond the Inner Curiosity.*"

Laaneth: "*That's it. That's where the heart* [sic] *must be!*"

Sotha Sil: "*I have done it. I die, but what is death? A natural function. The chamber is sealed, the work begun. It will take approximately 207 years, but what is that? A rounding error.*"

Sotha Sil: "*The new Heart of Lorkhan will be completed. And it will power my city for all eternity.*"

Legends:Return to Clockwork City - The Unofficial Elder Scrolls …

Anyways, now that tangent is over. I should also mention that oblivion itself is an impossibility, as well as Mundus (mentioned in the Mundus section).

Another subcreation happened to the wheels of the etada, a shore that all of creation crashed against, the terminus of limits known as Oblivion. An echo of the Void before but unalike, many spirits fled here and came to power by merely harnessing the impossibility of Limit+All.

Aetherius to Oblivion: creation to destruction.

These realms (some of them) being pure thought and potential

Online:Hermitage Servitor

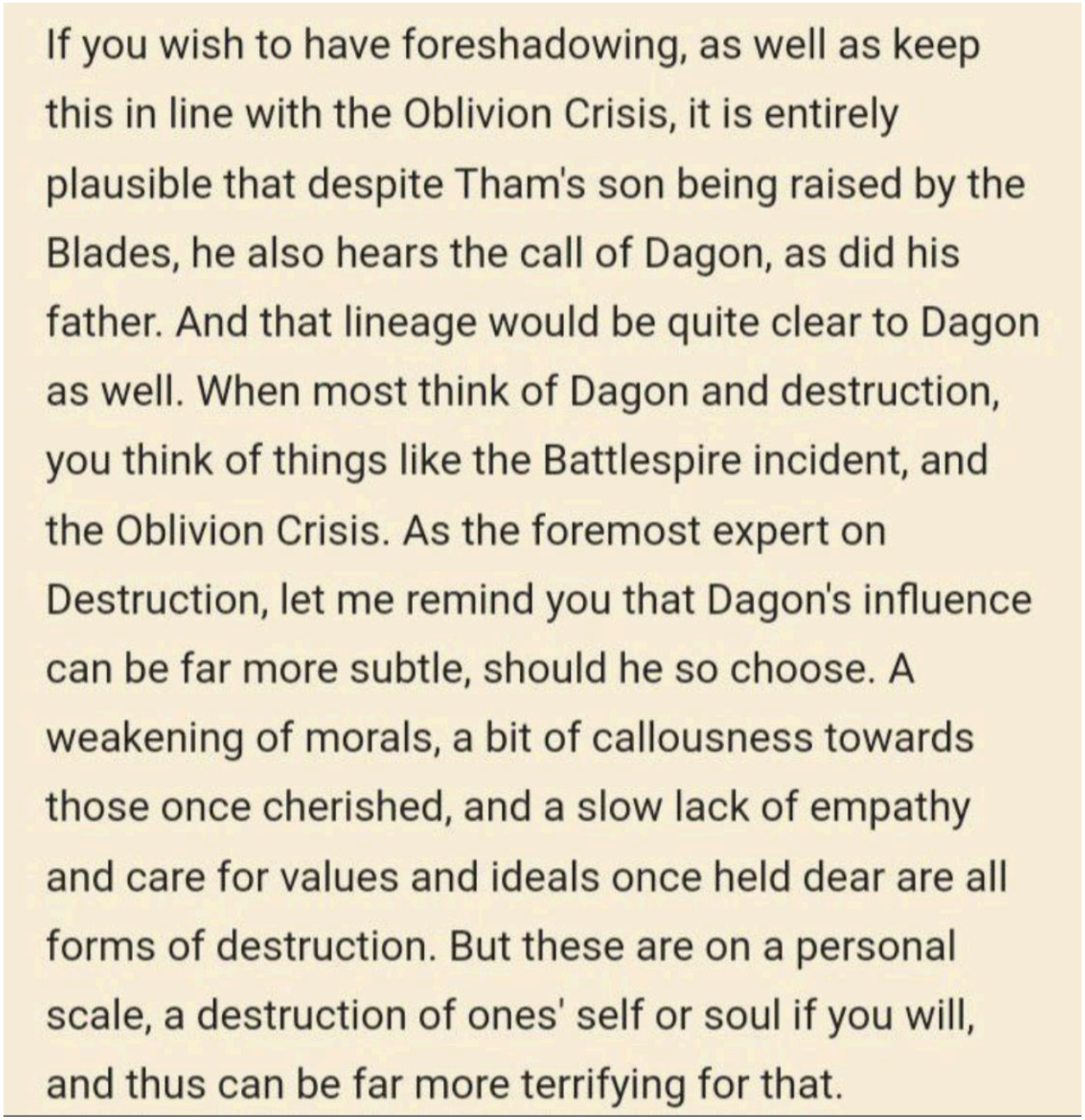
< Elder Scrolls Online: Mounts: Equines / H

"Someone made this. I reached out to Apocrypha, to a place of pure thought and potential. And when I withdrew, this hideous unblinking monstrosity stepped from the shadows. It will not leave. It will not stray. Why? WHY?"—Final notes of Iratian Cipius



- **The Mythos** - "*A forbidden place located deep beneath the Ichor Sea, the Mythos is where Hermaeus Mora conceived Apocrypha. Here, the Great Eye whispered the first secret. Here, the One Who Knows imagined the concept of knowledge.*"—*Leramil the Wise*

With the gods embodying all forms of their concepts from blatant to minute. This means that they are the universals of their concepts and the concepts themselves



They are manifest metaphors, ideologies given skin, and so on.

Loading Screen



Others (it is always Others) contend that the Moons are literally the rotting corpses of Lorkhan himself, spinning in eternal dual ellipses above but ever beyond that creation for which he gave his Heart. But the War of Manifest Metaphors has rendered this (and all narratives) absurd.

What caused the Wanderers and Old Ehlnofey to split? What was the cause of their war? - Hollymarkie

> *That was the Dawn. Wars then were ideologies given skin.*

What's important about the Rose-of-Archon?

"To understand that, you must know the legend of Nenamil, Archon of Song.

He was an orphan and poet, and would often sing of the beauty of Mara. He felt that he could feel no greater love than that of the Goddess who was mother to all creation."

How is he connected to the rose?

"Nenamil wished for nothing more than to see Mara herself. He searched all of Summerset, visiting holy sites and seeking rumors of her presence.

Then one day he came upon the most exquisite flowers, beautiful roses that seemed to shine in the light."

And then?

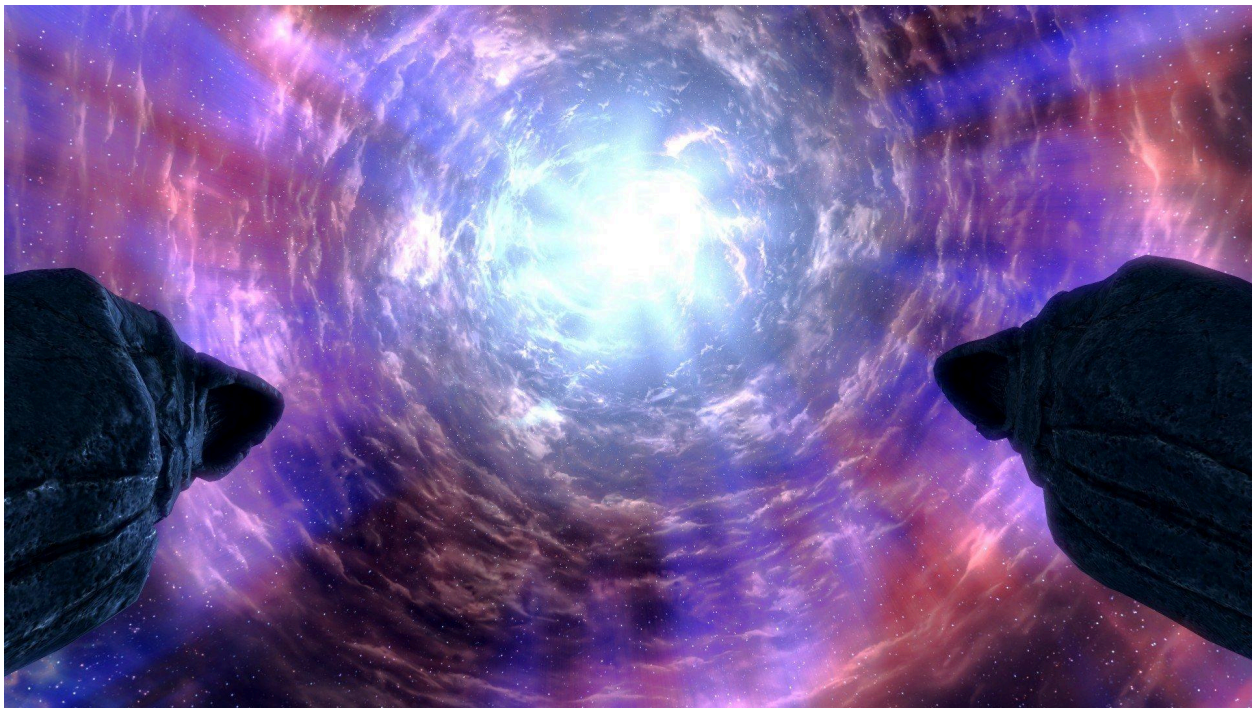
"He realized the truth. Mara wasn't a mere being, but rather beauty itself. Her goodness was in all exquisite things, such as the rose he had found. He dedicated his life to teaching that.

His rose has been used to honor Mara ever since."

So to summarize, oblivion is a higher gradient and on a higher ontological framework than Mundus. Oblivion has infinite realms within infinite realms. Infinite layers within infinite layers. Infinite complexity, and infinite possibilities. Infinite impossibilities. It is beyond Time and space. It is beyond causality and eventuality. It is beyond dimensionality. It is beyond logic and contradictions. It is beyond law. It is an infinite sea of chaos and paradox where two truths can coexist simultaneously and in harmony, as if duality means nothing to them. When mortals go to oblivion, they see only a faulty shell of its ineffable chaos. Everything about it is infinite and even with all of this yapping, we will likely get even more information, because most of oblivion is unknown.

Conclusion: On Vsb, Oblivion should be at least 1-A+. On CSAP, oblivion would be High Outerversal. On AFB, oblivion would be 1-A+. On PSW, it would be 1-T+

Aetherius (Heaven)

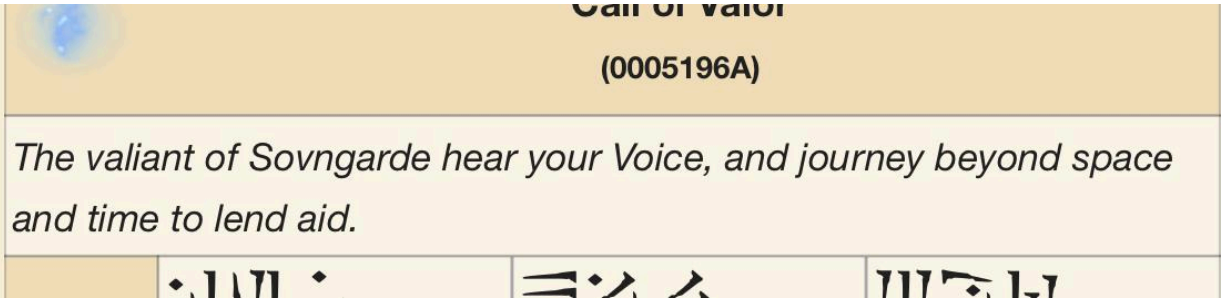


Aetherius is Heaven. It is where the ancestral seat of the gods are despite them transcending that too. Think of Oblivion as the Kenoma and Aetherius as the Pleroma from Gnostic thought. It is pure creation and light. An infinite sea of light, stasis ,magic, and divinity where there's no death. It is the source of all magic and sustains all life.

The ancient Ayleids believed that Nirn was composed of four basic elements -- earth, water, air, and light -- and of these four elements, they believed the most sublime form of light was star light. The stars are our links to the plane of Aetherius, the source of all magical power, and therefore, light from the stars is the most potent and exalted of all magical powers.

"Aetherius is a deep, dark, and endless sea. Endless, too are the secrets of magic and its myriad forms and expressions.
Consider me a tutor, provided you merit my tutelage."
"When studying magic, one must simply accept that certain factors of magicka will elude one perpetually.
Fortunately, for those times there are individuals like myself—willing and able to guide others toward understanding."

https://en.m.uesp.net/wiki/Online:Connalenwe



The Magic of Aetherius

Imperial Theosophy teaches us that our world was born from magicka, the creative force that informs and sustains all life. The sources of magic are the many and diverse heavens beyond the void, collectively known as the Aetherius.

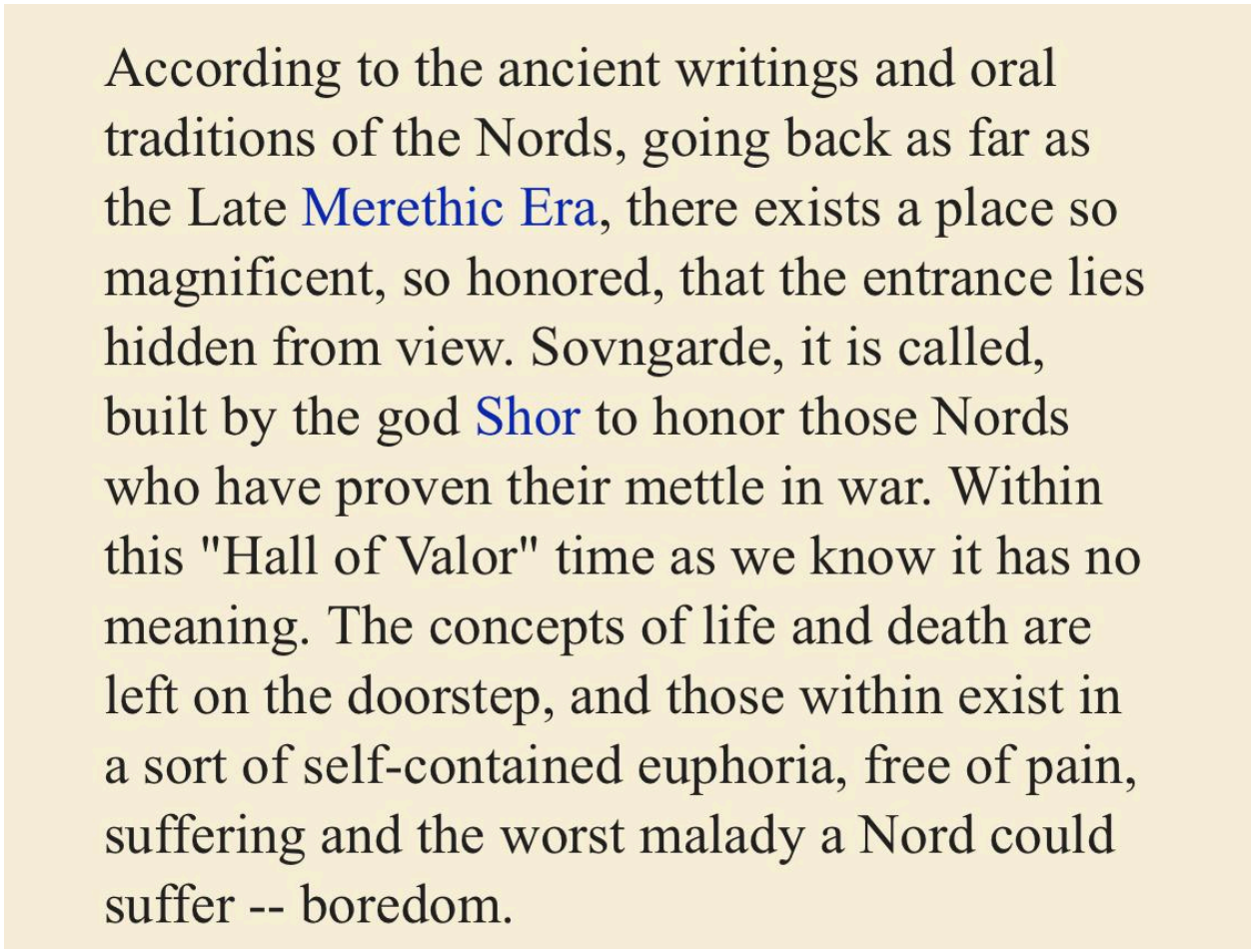
Aetherius, ancestral seat of the Nine Divines and the other original spirits, is the plane of pure magicka. Whereas Oblivion may surround us every night, it is aetherial energy that infuses our daily existence, from highest to lowest, and gives all the races of men, mer, and beast common purpose. Its magic brings the rain to the fields, love to our hearths, and scientific principles to our technological industries. It gives us the very Sun itself. Finally, Aetherius is the home to the Aedra, those cornerstones of the Mundus whose aspects we see in temple, in lordship, and the high walk of heroes.

Pain and suffering vanish:

Yet loremasters know this: Sovngarde exists. So our gods promise, so we believe. Sovngarde lies in the heart of Aetherius, awaiting the souls of departed warriors. Nords who prove themselves in battle awaken in the realm after death. Pain and illness vanish within the Hall of Valor. Revelry is never-ending, mead flows freely, and the greatest Nords of all time compete in tests of strength and prowess.

Lore:The Road to Sovngarde - UESP

Beyond the concepts of death and time:

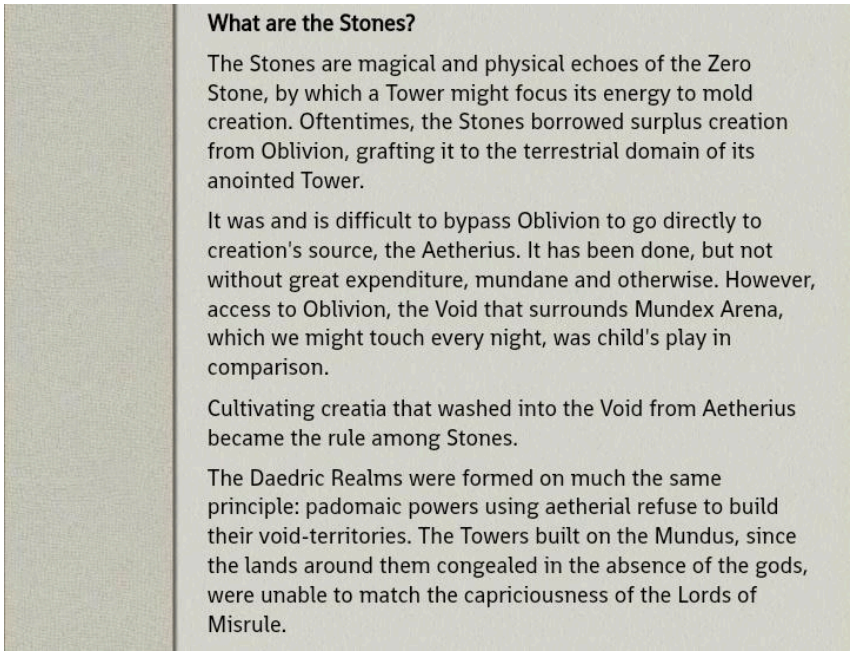


Lore:Sovngarde, a Reexamination - UESP

It's creation and creation's source with getting to oblivion being child's play compared to traveling to Aetherius

Another subcreation happened to the wheels of the etada, a shore that all of creation crashed against, the terminus of limits known as Oblivion. An echo of the Void before but unalike, many spirits fled here and came to power by merely harnessing the impossibility of Limit+All.

Aetherius to Oblivion: creation to destruction.



What are the Stones?

The Stones are magical and physical echoes of the Zero Stone, by which a Tower might focus its energy to mold creation. Oftentimes, the Stones borrowed surplus creation from Oblivion, grafting it to the terrestrial domain of its anointed Tower.

It was and is difficult to bypass Oblivion to go directly to creation's source, the Aetherius. It has been done, but not without great expenditure, mundane and otherwise. However, access to Oblivion, the Void that surrounds Mundex Arena, which we might touch every night, was child's play in comparison.

Cultivating creatia that washed into the Void from Aetherius became the rule among Stones.

The Daedric Realms were formed on much the same principle: padomaic powers using aetherial refuse to build their void-territories. The Towers built on the Mundus, since the lands around them congealed in the absence of the gods, were unable to match the capriciousness of the Lords of Misrule.

It is the action of the Aurbis' potentiality and maintenance by "untime" (Yes, it says time but Akatosh didn't even exist at this point in time and it's beyond time as we discussed). Concepts like Will, Potential to action, Narratives (Digitals), Mnemolia (associated with memory) and other noetic concepts being something that came into being through Aetheirus. This means the Et'ada were ineffable and above all knowledge and mind.

The marriages of the Aether describe the birth of all magic. Like a pregnant [untranslatable], the Aurbis exploded with its surplus. Will formed and, with it, the Potential to Action. This is the advent of the first Digitals: mantellian, mnemolia, the aetherial realm of the etada. The Head of this order is Magnus, but he is not its Ward, for even he was subcreated by the birth of Akatosh.

Aurbis to Aetherius: possibility to maintenance by time.

And even the concept of “knowledge” being something that came into existence from Mora in a lesser gradient Oblivion) which would solidify the Et’ada being above and/or preceding these concepts and frameworks

- **The Mythos** - "*A forbidden place located deep beneath the Ichor Sea, the Mythos is where Hermaeus Mora conceived Apocrypha. Here, the Great Eye whispered the first secret. Here, the One Who Knows imagined the concept of knowledge."—Leramil the Wise*

The beings here know no change except for “change itself”. They float in the Untimes of Aetherius in a realm of pure abstraction and archetypes that they embody and these concepts, emotions, and other things they embody are very much connected to the mind, much like Nous:

Here is the pantheon of the Magne-Ge, as documented by the ancient Master Redshift, the first of its denizens who persisted enough with fitness to map the in-between heavens. This pantheon is made up of the Filters, Chromes, Penumbras, and Capricious Glows that influence the day-by-may fortunes of the myriad creatures that play among the Magne-Ge's many-and-shattered floating untimes. All of them are days that may.

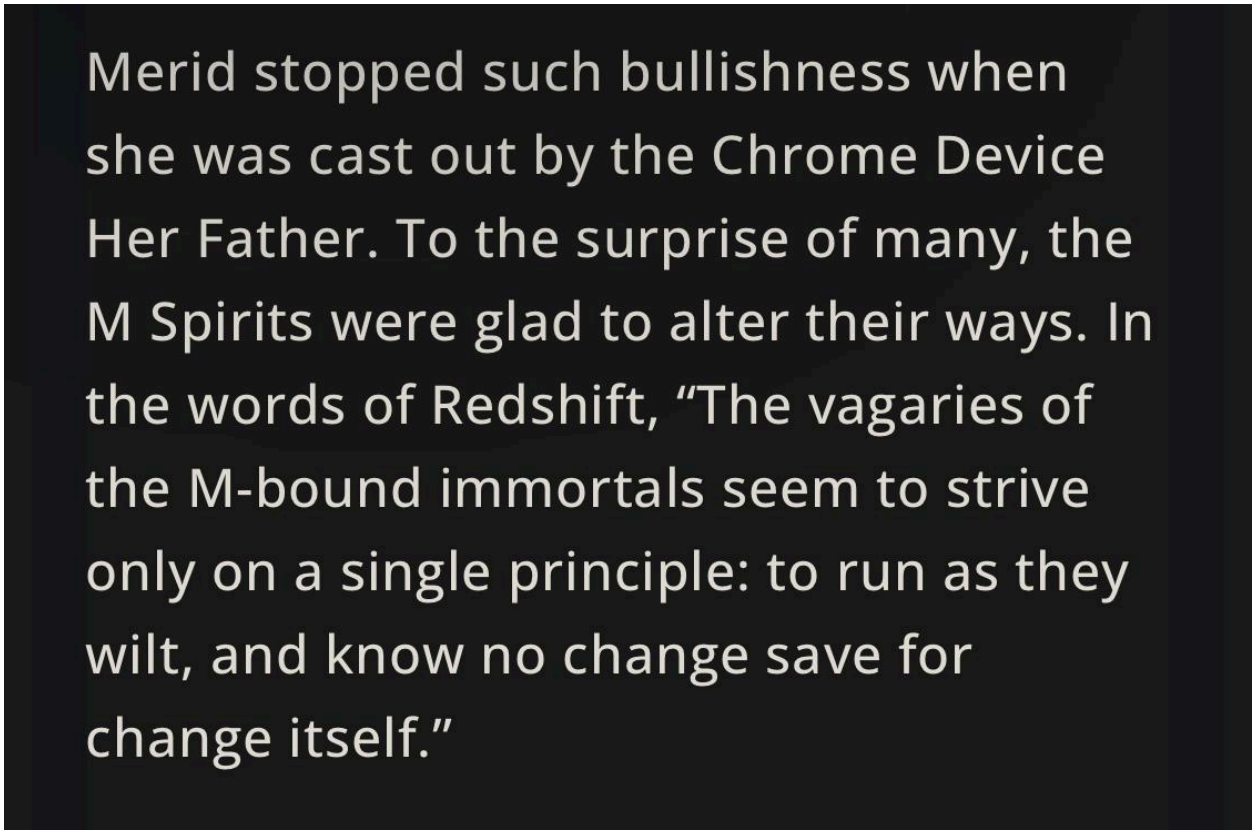
Wode-Rub (C Sign) – A compound Color of rare aspect, the Wode-Rub is now synonymous with the doom of Newish Ideas. Before the Dawning, Merid attempted to fuse the carnivorous and herbivorous principles into one, so that the Harmony might always dwell in the cultures of the Magne-Ge. This particular idea could not last long, biting and running from itself in near-constant conflict. In the end, the Spirit of the Wode-Rub was condemned, downward, into the depths of the utter black by the Harmony, frozen in an eternal, hungry struggle. The highly-prized color called W is all that remains.

Swath (Blend Sign) – Her original name hidden in mystery, Swath is the Blend Spirit of merry-making and the hallucinogenic admixture of sensations found in the esoteric realm of synesthesia. Swath governs the domains of eccentric artisans, painters, and blind musicians. Those born under her sign are often freckled or greatly given to checkered patterns in their cloth. Her demimemberdress daughter, Nelley-Bright the Princess of Kflies, does not yet enjoy a place among the Magne-Ge pantheon, but the Wise say that her inconstant lantern-lights will usher in a new and more beautiful order.

Mnethm (K Sign) – Mnethm is the Fortified K, the fount of inspiration. Why her temples are found mostly underground is a riddle for the Sep Thing. Mnethm governs the domain of motivation, especially in engineering and scientific discovery. In this role, she finds herself regularly contested by the Thermal Spirit, who would halt all ideas of Progress, and Clan Box, who manically scrutinizes Mnethm's inventions for any potential buzz-kill to the Magne-Ge's effervescent frolicking.

M Signs

The Spirits of M were once willful but rash, and in the whole they were almost always irresponsible. They could bend all other Patterns, save for the invisible Powers of Lens, to their relentless lines and dreams and form-felts, though it might take an eruption or three.



Magne-Ge Pantheon - The Imperial Library

Not much is known on Aetherius but given it was established that the gradients all share the same pattern (see subgradient section) then it would be shaped like the previous ones. Just like how The clockwork city, Mundus, and Oblivion are layered whether spatially or metaphysically, Aetherius would follow that same pattern. I should also mention that each star in the sky is actually a different realm of Aetherius or at least a bridge to it. They open and close as they come, meaning there is countless, if not infinite planes:

How do they twinkle and move across the sky, then?

"Well, consider this. As Oblivion is a realm composed of realms, so, too, is Aetherius a bright sea with many realms within.
Each of these stars is a window into these realms, and as these realms move, so too do they move. Or close, like doors."

What realms do you mean?

"Now, that is an enormous question that I cannot answer. Many souls of mortals become spirits of another sort in that place—and that is all I can say with any certainty. As difficult as it is to travel to Oblivion, it is far more to go to Aetherius."


GPU 72 °C 70 % 1898 MHz
MEM 4831 MB
CPU 45 °C 20 % 4295 MHz 27.2 W
CPU1 25 %
CPU2 11 %
CPU3 6 %
CPU4 11 %
CPU5 22 %
CPU6 22 %
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CPU12 11 %
D3D11 60 FPS

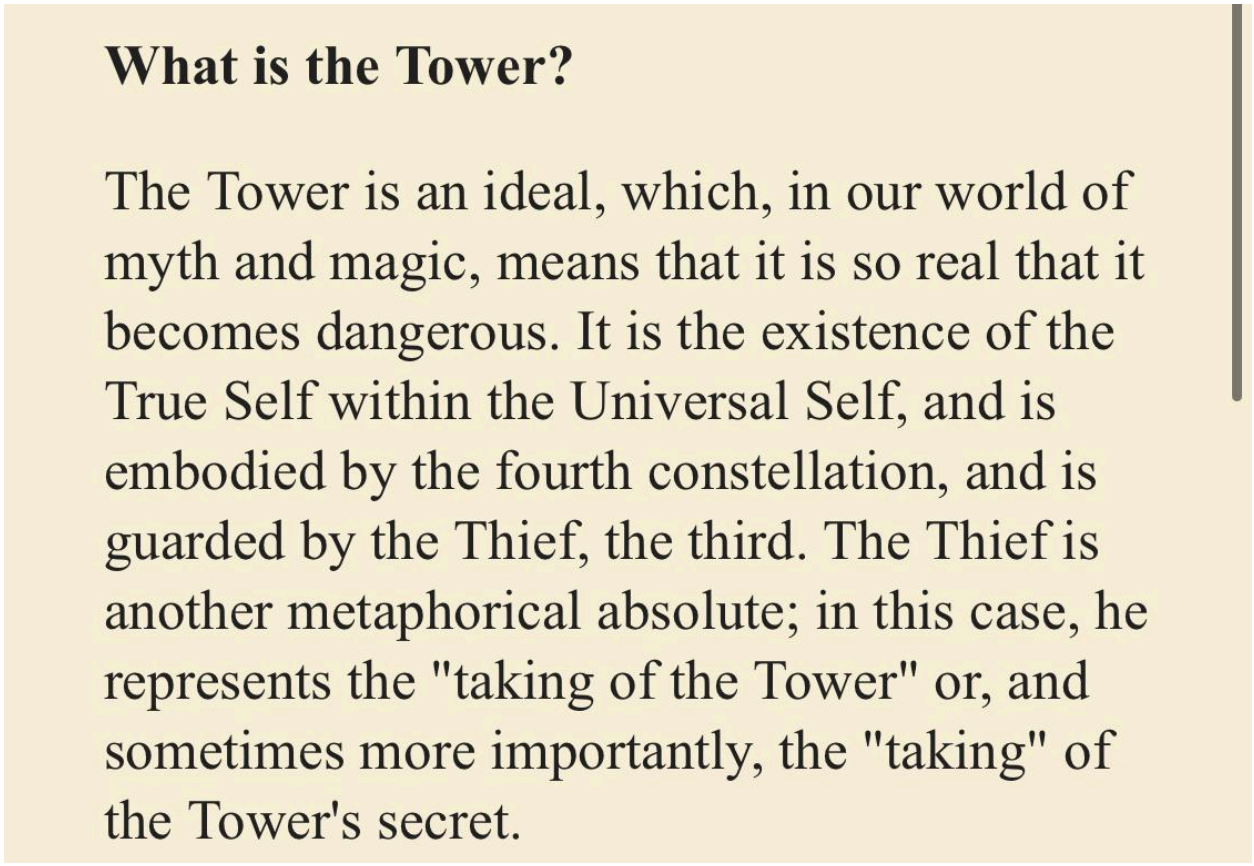




[Online:Girnalin - The Unofficial Elder Scrolls Pages (UESP)]

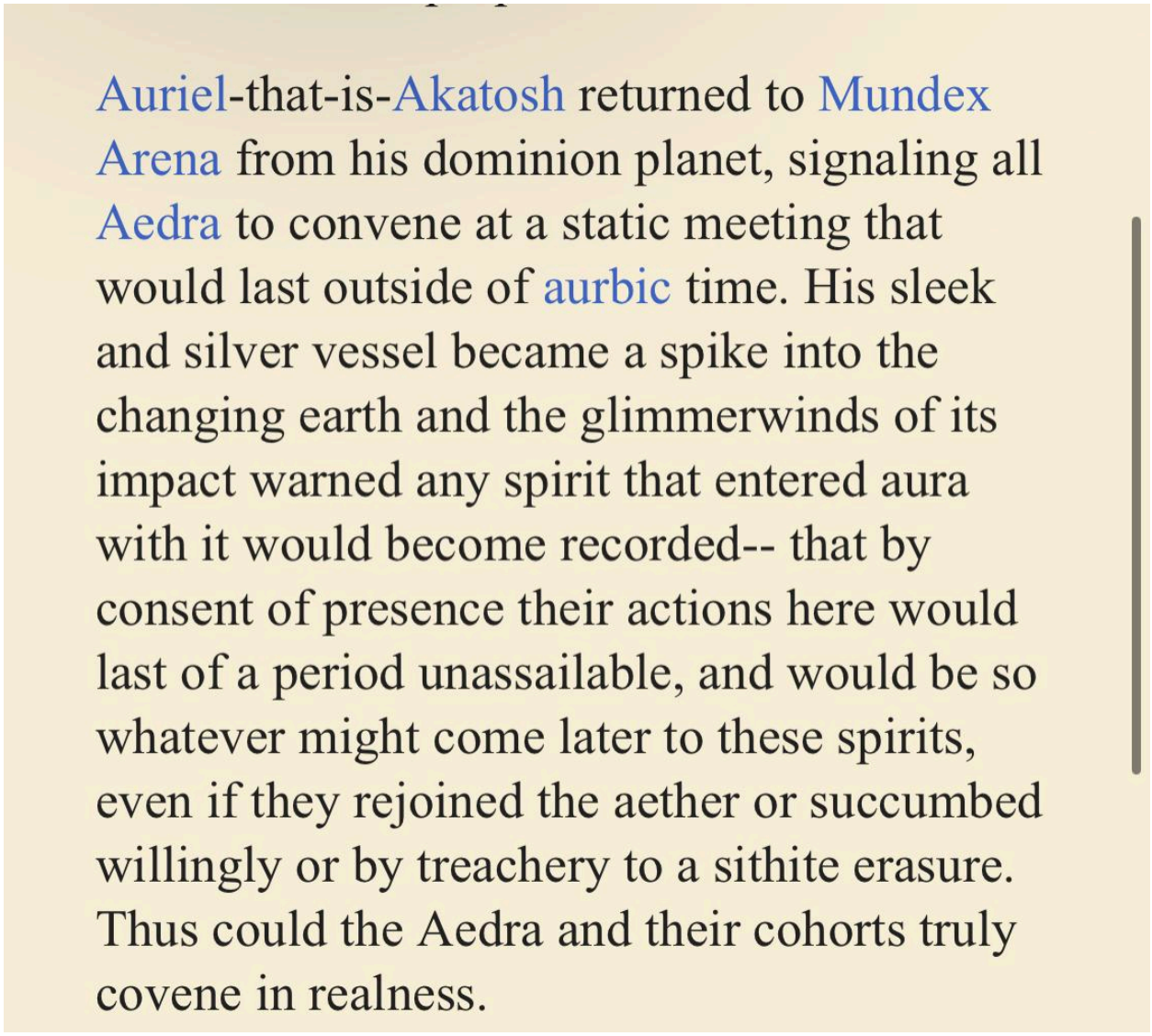
Recall now earlier, I said the the emanation of Aetherius is a result of all noetic, archetypal, and narrative phenomena, and these constellations emanate this narrative possibility to congeal in Mundus. The constellations are not just celestial archetypal patterns but also Metaphorical

absolutes:



And the stars weave the fates, stories, birth, death, attributes, weaknesses, strengths, and all beings in Mundus. Yes, very Archonic in its nature. Acting like a sort of authorial realm where the lower gradients are stories.

When the Gods left the Mundus and went back into Aetherius, it was stated that they could finally convene in the “Realness” of Aetherius, imposing its higher ontological status that we discussed in the subgradients section — existing outside of Aurbic time and the last notion of the “unassailable” within Mundus:



Another interesting thing is that ordinary mortal spirits in Aetherius can enter the dreams of the living and their Aetheric effect being so potent that they manipulate time itself in the mortal

world. Like when a ghost forced someone to travel through time:

> As if to protect me from people who could see me, we leaped forward again in time. I say "we" because surely some other agency is at play here. This time, and over the next several nights, I saw the Bards College take shape. The very first bard walked across the finished threshold as a hazy shadow, accompanied by singing. I couldn't quite make out the words.

Lore:Solitude: A Charred Journal - UESP

To summarize: Heaven exists on a higher ontological framework than oblivion does. It is beyond the chaos of the void of oblivion and encompasses it with divine order. The Daedra allegedly not being able to create, but merely getting the scraps of pure creation of heaven and imposing their will on it. The ordinary mortal spirits here being so potent due to their connection with heaven that they were able to simply manipulate time and time travel. The entities here obviously transcending everything mentioned like time and space and causality. Not being subject to change.

Conclusion: 1-S on CSAP. High 1-A on VSB. High 1-A on AFB. 1-T+ on PSW

Telescope of Wheels

Now, I do hope you comprehend the concept of subgradients and gradients. There are infinite higher gradients. And each one having their own layers and incomprehensible structures. However, they are fundamentally the same just on a higher scale than each other up to the point where the previous one is a sort of fiction or story. (See subgradient section). So far you have seen three gradients. But even as far back as Morrowind, they eluded to countless other gradients. It says that the dwarves knew of at least 40 higher gradients:

- **Disappearance of the Dwarves**:
    - [Disposition < 70.] "*It is said that the Dwemer refused to discuss research with those who demonstrated neither interest nor competence in the subject.*"
    - [Disposition ≥ 70.] "*It was unfashionable among the Dwemer to view their spirits as synthetic constructs three, four, or forty creational gradients below the divine. During the Dawn Era they researched the death of the Earth Bones, what we call now the laws of nature, dissecting the process of the sacred willing itself into the profane. I believe their mechanists and tonal architects discovered systematic regression techniques to perform the reverse -- that is, to create the sacred from the deaths of the profane.*

[Morrowind:Baladas Demnevanni (person) - UESP]

And it was mentioned that there are realms beyond even Aetherius in ESO

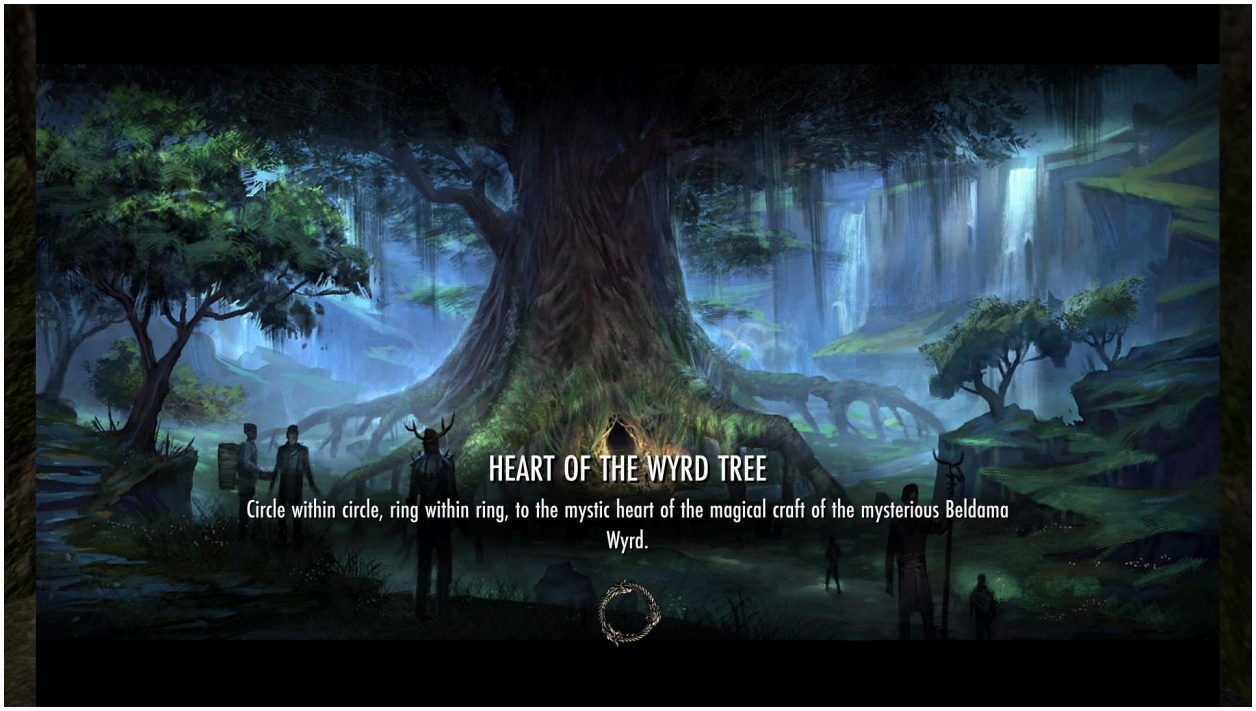
Could I meet him?

"Someday, perhaps. The Psijic Order's isle of Artaeum is no longer here. It may return in time, but for now you'd probably have an easier time reaching Aetherius or realms beyond.

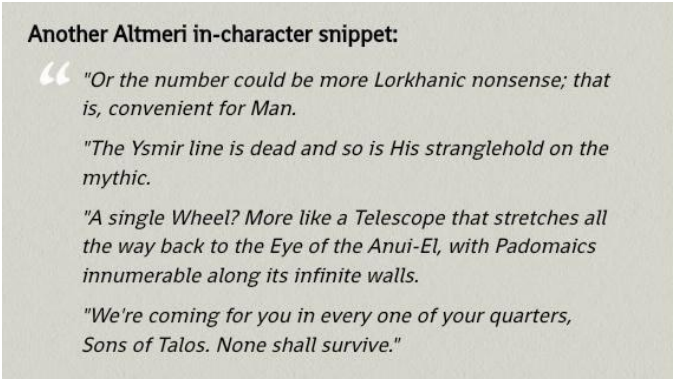
The order values solitude, much like Sotha Sil."

https://en.m.uesp.net/wiki/Online:Lilatha

These gradients are synonymous with wheels, circles, worlds within worlds, and so on.



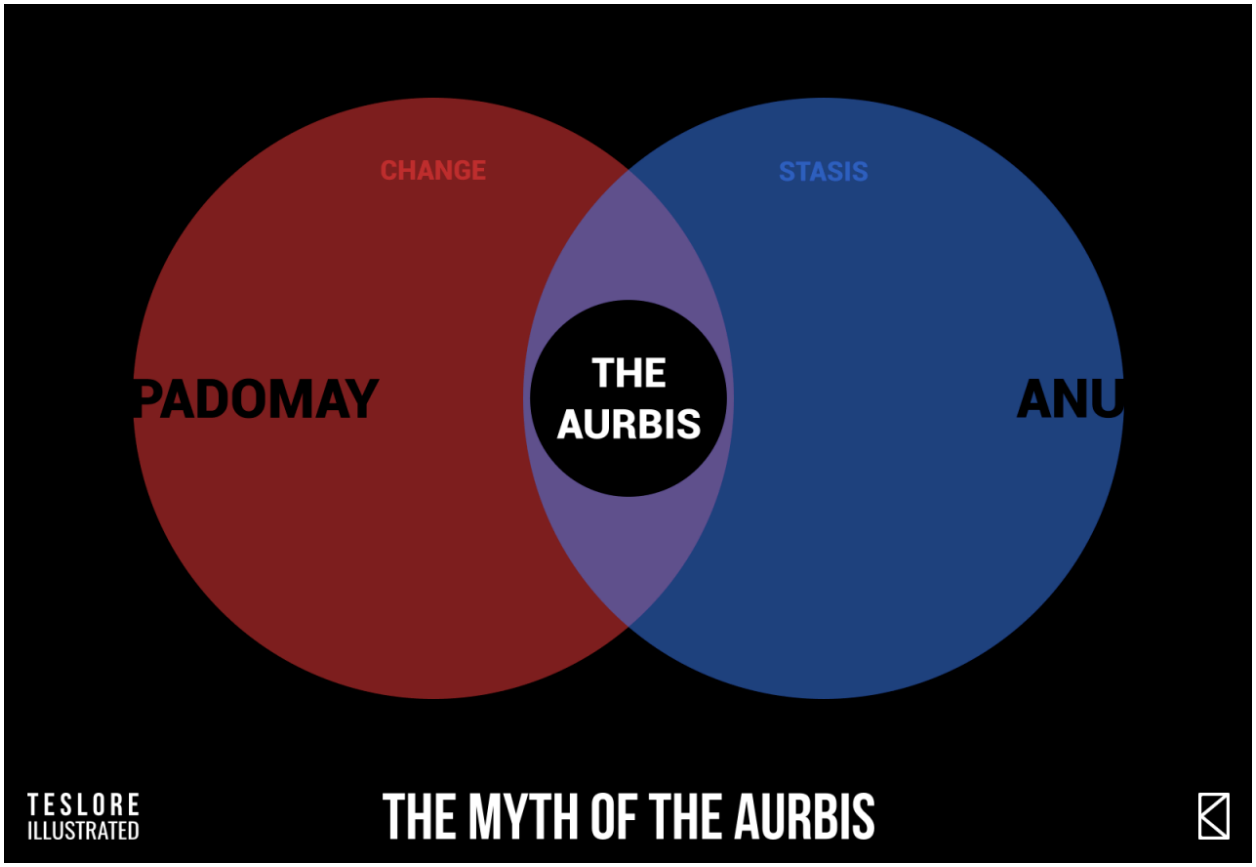
So how many of these higher gradients are there? As said, there are infinite gradients to which each have their own layers and what not.



As stated, these gradients in there infinite number, forms, sort of tells scope of increasingly primal, chaotic, (padomaic) and more real gradients that lead back to Anuiel (A sort of Monad being that's beyond multiplicity.)

Conclusion: On Vsbw, this would be infinite layers above baseline High 1-A with their new standards. On CSAP, this would be infinite or maybe 'inaccessible' layers into 1-S. On AFB, this would be infinite layers to inaccessible layers into High 1-A. On PSW, this would be 1-T+

The Aurbis (Grey Penumbra)



The Aurbis is the Grey maybe. It is called the Grey Maybe because “two” (they’re technically one but we shall get to that later) ineffable forces fell in “love” and combined. Anu: Stasis, Order, Stillness, Being, IS, YES, and The Light. Padomay: Change, Chaos, NO, IS-NOT, Non-Being, Void, and 0. These 2 merged. YES and NO, IS and IS-NOT, Stasis and change, and YES and NO, made “Maybe”. The Grey Maybe. That is the Aurbis. It is the Nir, the embodiment of All Creation and the First Possipoint:

TheNerdler: Who exactly is Nir? Oh and you kick ass, specifically for doing this and just in general.

MKirkbride: The first possipoint.

The Aurbis contains these wheels within wheels and it is it’s foundation:

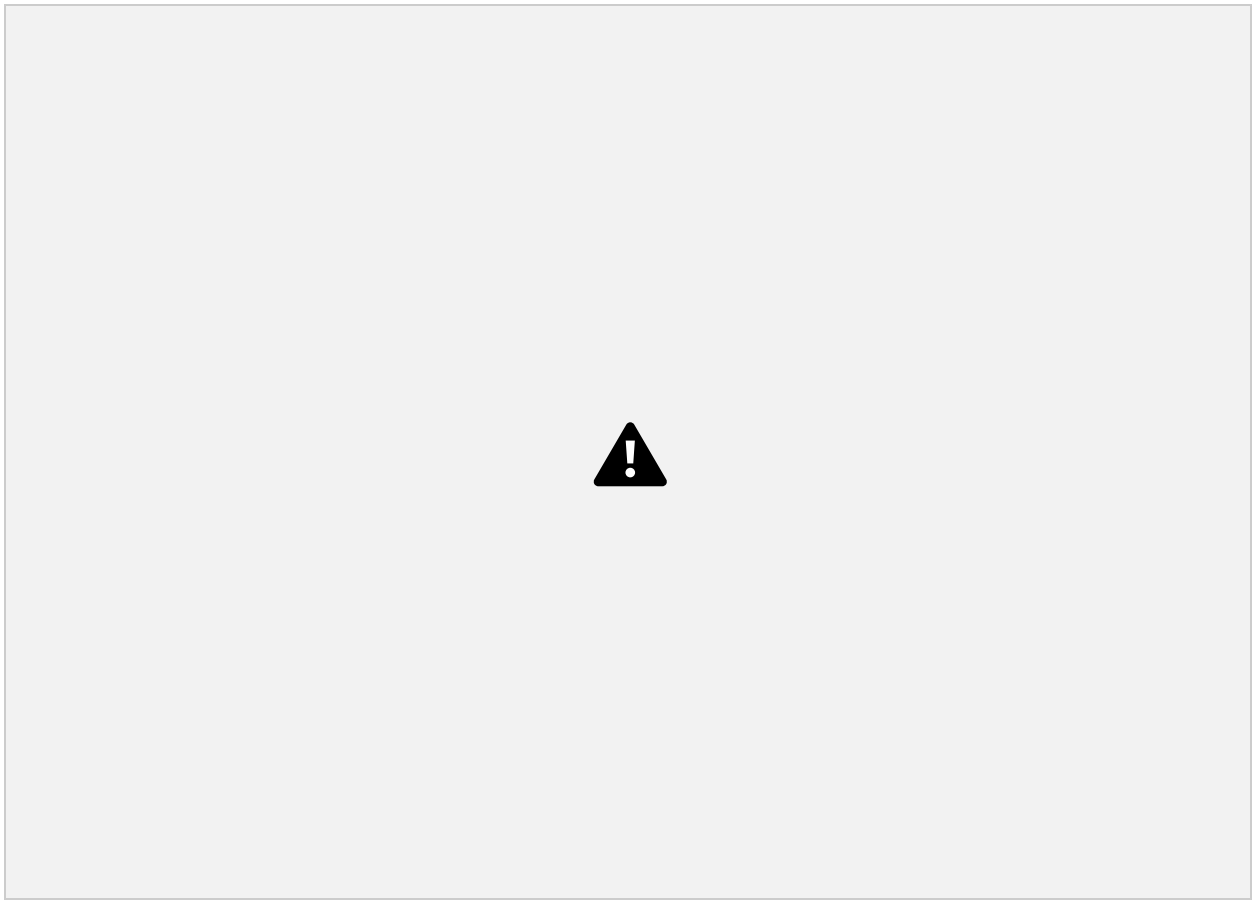
What created the Wheel?

Anu and Padhome, stasis and change, both vast realms sitting in the void, they created it. Not vast, infinite, as the void was infinite. Imagine an infinity enclosed by another; you come away with a bubble. Now watch as the two bubbles touch. Their intersection is a perfect circle of pattern and possibility that we shall call the Aurbis. The Aurbis is the foundation of the Wheel.

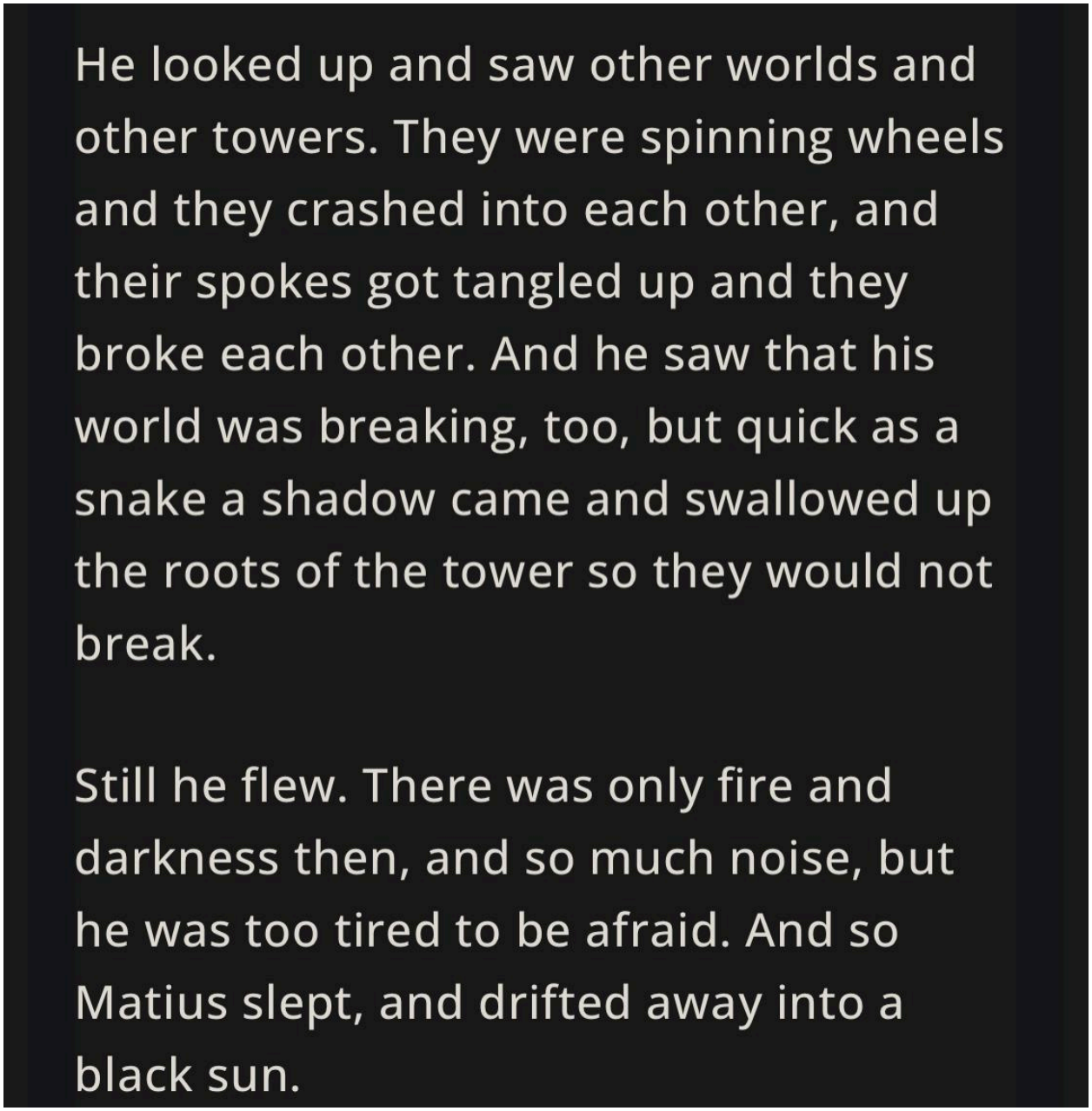
General:The Thief Goes to Cyrodiil - UESP

"Aurbis" is used to connote the imperceptible Penumbra, the Gray Center between the IS/IS NOT of Anu and Padomay. It contains the multitude realms of Aetherius and Oblivion, as well as other, less structured forms.

Online:Monomyth: The Myth of Aurbis - UESP



He came upon a tower. It was tall and vast and many trees grew from its many layers of marsh. Creatures lived and died without ever knowing of a world outside the tower. At its top was a tree that bled fire. Other winged things that looked like him circled it. They cried out in words he understood but didn't know. He felt a deep sadness as the tower fell away.



Lost Tales of the Famed Explorer - The Imperial Library

Conclusion: (Idek how many layers at this point lol) Inaccessible layers into 1-S. Beyond infinite layers into High 1-A on VSB. HIGHER into 1-T+ on PSW. Inaccessible layers into High 1-A on AFB.

The Many Paths

The Many Paths of time, possibility, probability, potentials not yet realized, fate, fate taking a different course, alternate realities (which includes alternate Aurbises), and impossible outcomes is a reflection of Aka's madness and is all that can be:

… not only … Anui-El and Sithis … harmony within duality; unity of opposites … that contained starlight and endless possibility beyond cosmic interplay. He named her … the Colors of Light … the madness of the Time God and the first challenge of his shadow, who in nothingness saw those endless possibilities first. … outside and separate from the Tri-Nymic, yet crucial to all three. Linear time layered atop infinite possibility, thus did Aka … in the South, and yet … learned why his insanity is all that is and could be. … by this lesson … Ada-mantia, stable spire fixed by a stone of nothing-possible … cleaving a path through the everything to reach Numancia. Thus we must … against Man … that our violence might bring forth a Numinous Paravant, who may with unbound hands echo forth the Prime Archon's endeavor.

Lore:The Nine Coruscations - UESP

The Many Paths are all possibilities, probabilities, fates taking a different course, impossibilities, stories, etc. These lead to different universes, realms, and even ‘different’ Aurbises as it is stated that there are worlds and some that don’t even have magic that exists in the first place:

Daedric Prince. These echoes. I summoned them. By accident. I am losing control.
The inn … it drew me here. Called to me. I need something it can provide."

You mentioned the Many Paths. What are those?

"Possibilities, probabilities, places where fate takes a different course. Some lead to here, others to there. And a few, they lead to … elsewhere. But this place. It has something I need."

Remind me again about the Many Paths.

"I only know what little I can recall. As if the knowledge comes from my core, but must still fight through the ceaseless storm.
The Many Paths are possibilities, roads to different outcomes, different realities. Perhaps this one leads to clarity."

unravel reality.

Mortal, talk with me more about change."

Mortals change all the time. And we saw different versions of you on the Many Paths.

"Yes, my reflections. When we walked the Many Paths at the Outcast Inn, we visited realities where things had gone another way. I am different in those realities, but that is not choice. That is consequence. The aftermath of alternate events."

Do the Many Paths only lead to alternate realities?

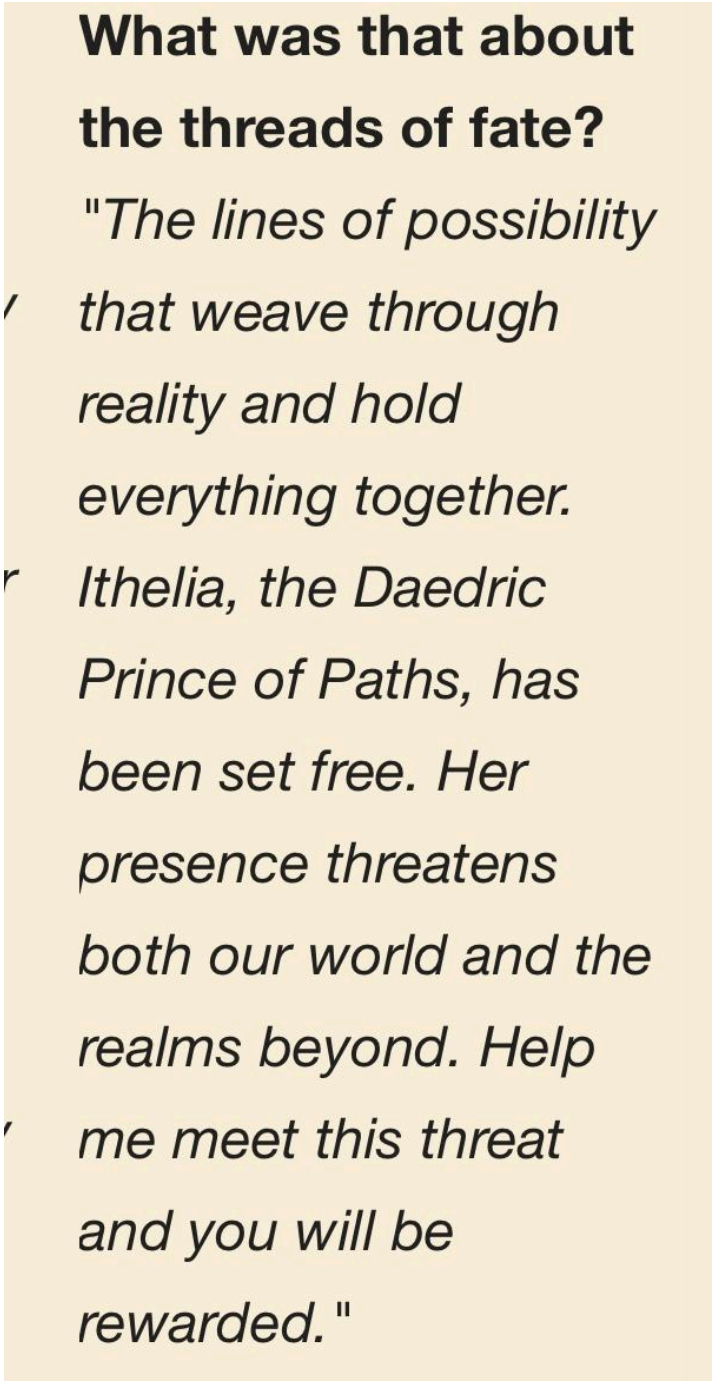
"The Many Paths lead everywhere. Other places, other possibilities, parallel realities. You can go anywhere, if you can just find the path."

If the threat to reality comes from your power, what about someplace where there is no power?

"No power? A path where Daedra and magicka do not exist? Hmm. It would need to be a place where my Daedric power held no sway and could gain no foothold.

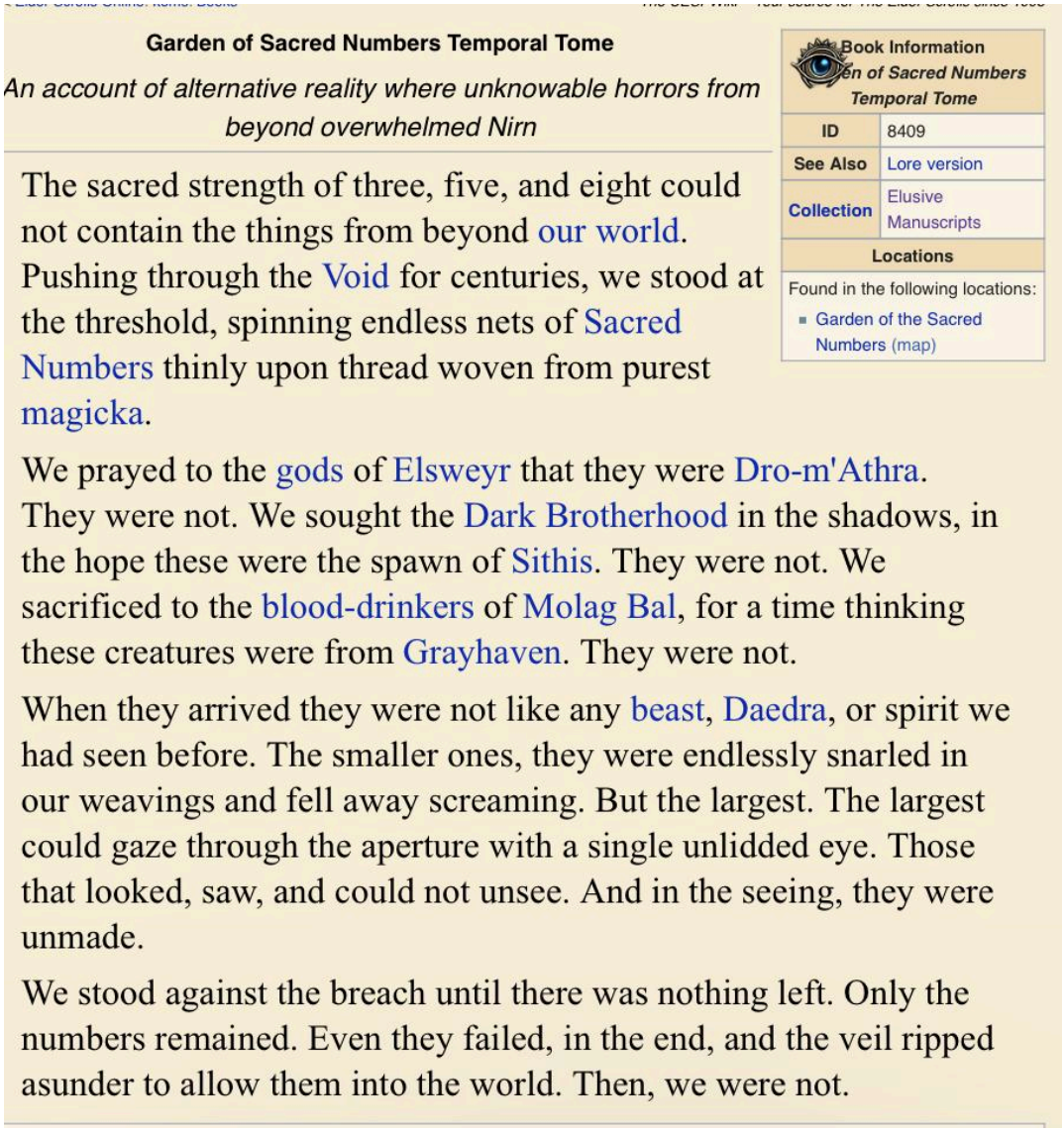
I feel the tendrils of my discarded power

Online:Ithelia - The Unofficial Elder Scrolls Pages (UESP)



The Many Paths contain things like a Modern Day Morrowind where it seems to be in a world much like ours. In this reality, Indoril Nerevar didnt die and is still around running a flower shop. (Also I'm guessing in this world, hes not a super badass warrior king). In the newest DLC (The Golden Road), Ithelia, who is a threat to all of existence, proves it to be literal. A version of her in the many paths destroys an entire Aurbis. (See Aurbis section and those prior). In various paths, various things occurred. In one path, horrors from which not even the void spawned

invaded Nirn



Garden of Sacred Numbers Temporal Tome

An account of alternative reality where unknowable horrors from beyond overwhelmed Nirn

Book Information *Garden of Sacred Numbers Temporal Tome*	
ID	8409
See Also	Lore version
Collection	Elusive Manuscripts
Locations	
Found in the following locations: ▪ Garden of the Sacred Numbers (map)	

The sacred strength of three, five, and eight could not contain the things from beyond our world. Pushing through the Void for centuries, we stood at the threshold, spinning endless nets of Sacred Numbers thinly upon thread woven from purest magicka.

We prayed to the gods of Elsweyr that they were Dro-m'Athra. They were not. We sought the Dark Brotherhood in the shadows, in the hope these were the spawn of Sithis. They were not. We sacrificed to the blood-drinkers of Molag Bal, for a time thinking these creatures were from Grayhaven. They were not.

When they arrived they were not like any beast, Daedra, or spirit we had seen before. The smaller ones, they were endlessly snarled in our weavings and fell away screaming. But the largest. The largest could gaze through the aperture with a single unlidded eye. Those that looked, saw, and could not unsee. And in the seeing, they were unmade.

We stood against the breach until there was nothing left. Only the numbers remained. Even they failed, in the end, and the veil ripped asunder to allow them into the world. Then, we were not.

In another, Mannimarco won with the planesmeld:

Someday, surely, someone will find this. I don't know how, but the Old Ways guide me in this as in all things.

The few of us that still live, if you can call this living, are huddled in the crypt. The dead that walk the world have some difficulty finding us down here. We're all a fair hand at necromancy, now. We have to be, to have survived this long.

Artaeum is a charnel house. The world is a sepulcher. That bastard, that butcher, Mannimarco. He rules Nirn from atop a throne carved of bone and souls, an abomination stitched into the sky over Imperial City. I've seen it myself.

I still don't know what happened. I was providing relief to the folk of Weye, constantly caught in the turmoil of the Three Banners War. When the sky opened up, I saw Coldharbour beyond. I heard some stories later, in the long mad dash through Valenwood to the sea, that some adventurers tried to stop the Planemeld. Went up against Molag Bal himself. Yet somehow, the King of Worms emerged the victor.

Now the mage I used to sharpen quill nibs for is a Divines-damned Daedric Prince. If Auri-El is still out there somewhere, he must be laughing. We gathered all the supplies we can find on the island and we're going to try to do a smaller-scale version of the ritual to remove the isle from Nirn. We don't know if it will work, as we are so few. The Loremaster is dead. And part of me feels as though we're running.

Oh, Cas. I wish you were still here. I had so much I didn't say to you. But maybe someday you'll read this. And you'll know.

Old Ways Guide You In Dark Places,
Rullinalion

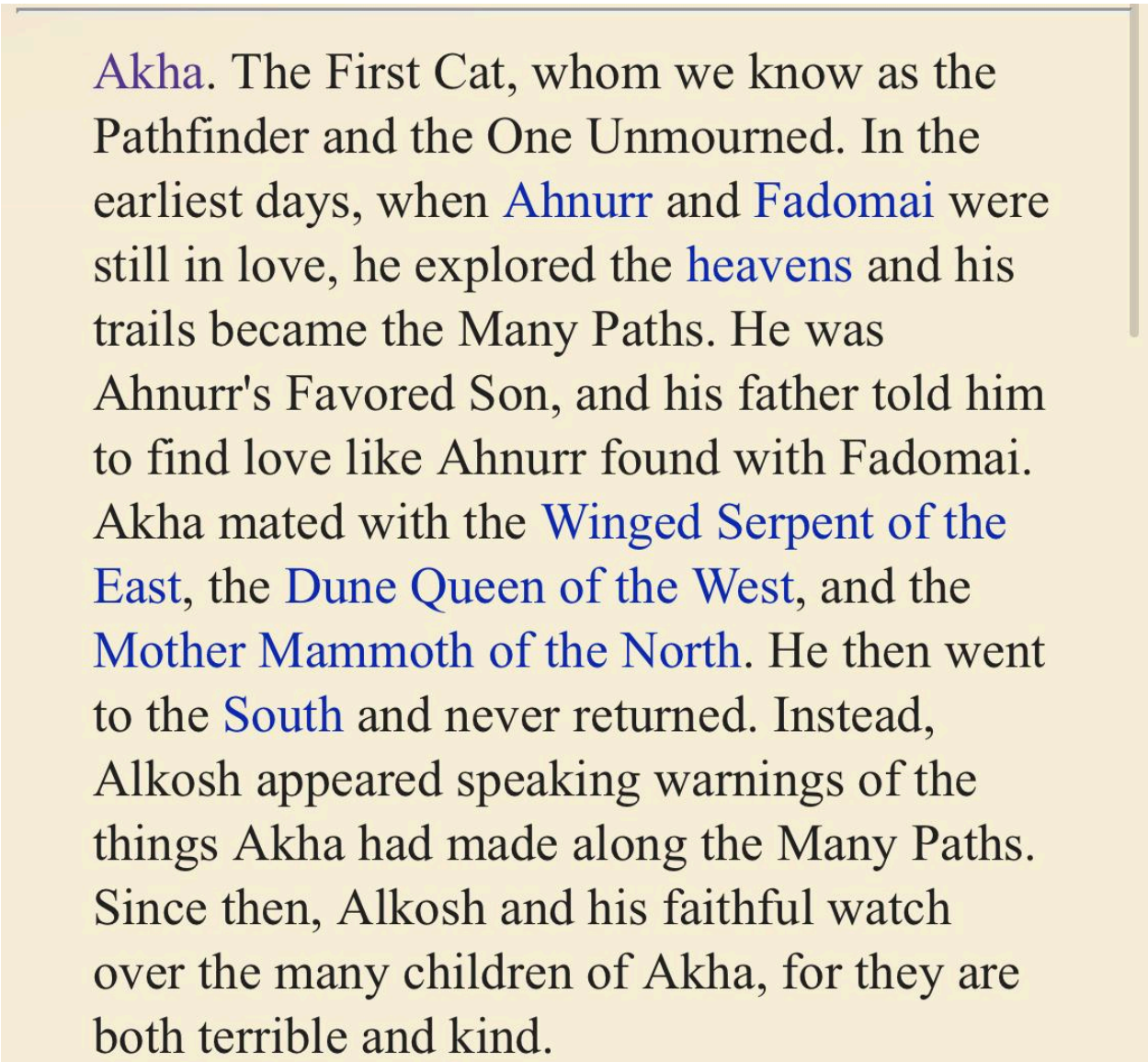
Locations

Found in the following locations:

- Traitor's Vault, in the room directly north of the chamber of The First Flesh Colossus (map)

And so on:
Online:Elusive Manuscripts - The Unofficial Elder Scrolls Pages ...

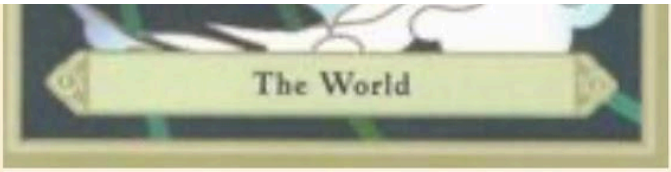
Do remember, the Many Paths were made by Akha while the Aurbis was still young.



Think of the Many paths as a Hologram or Infinite Holograms of the Aurbis. The original one emits these holograms of what could be. I'll give more hypotheticals. Let's say in one reality where Alduin lost to the greybeards or Trinimac still being around. The many paths would have a world for that. It isn't timelines but fractured possibilities. Ultimately they are from the same seed. The Many Paths is even outside of the Aurbis, surpassing its structure entirely.

Described as the halo of possibilities and alternate fates that exists beyond and surrounding Aurbis, as well as the web which binds the possibilities scattered across Aurbis, each defined by unique choices and outcomes that lead to different realities, the Many Paths are said to lead everywhere. They are likened to a spiderweb that somehow formed within a diamond, interweaving lines within a grander fixed shape. Different possibilities and probabilities, places where fate takes a different course, potentials not yet realized, alternate realities both near and far, all these exist along the Many Paths and can be accessed by those who can traverse the connections. It is said that within the Many Paths all things are possible, things which might not be real in one reality might be real within the Paths, it is even possible to encounter realities where concepts such as magic or Daedra might not exist, or realities that are a dark reflection of Aurbis, empty and timeless and filled with darkness, the world one sees when looking into a mirror. Each reality along the Many

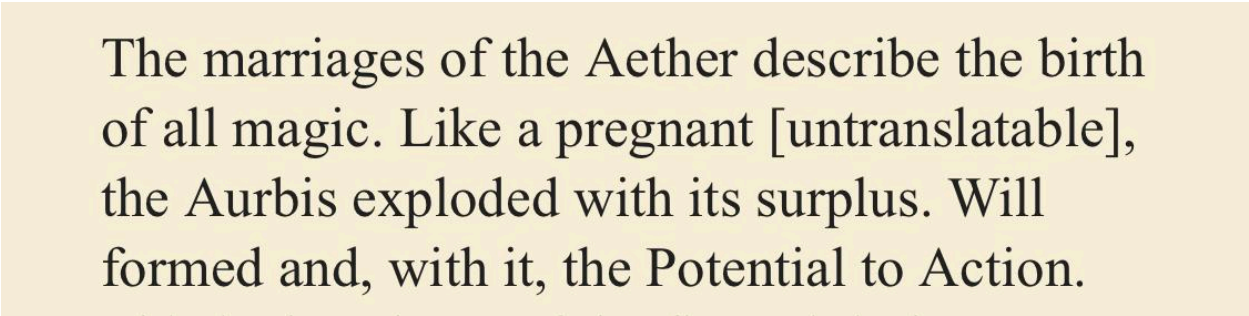
lines within a grander fixed shape. Different possibilities and probabilities, places where fate takes a different course, potentials not yet realized, alternate realities both near and far, all these exist along the Many Paths and can be accessed by those who can traverse the connections. It is said that within the Many Paths all things are possible, things which might not be real in one reality might be real within the Paths, it is even possible to encounter realities where concepts such as magic or Daedra might not exist, or realities that are a dark reflection of Aurbis, empty and timeless and filled with darkness, the world one sees when looking into a mirror. Each reality along the Many Paths contains its own version of each entity, be they mortal or Daedra, even deities such as the Daedric Princes have their own alternate versions within the realities. These alternate versions are said to be "reflections" of one another, different in some ways, like images in a cracked mirror, but originating from the same seed.[4][12][29]



The Blue Star alongside Akatosh, Nirn, and two other stars

whim, shaping destiny itself to her liking. By her mere presence, even unwittingly, Ithelia can influence the threads of fate, causing them to tangle and knot together, or drag echoes of fates and beings from other realities to the reality where she resides, trapping them between worlds. When in control of her power, it is said that Ithelia possesses the power to shift existence itself and that reality and fate have to accomodate whatever she decides to do. According to Ithelia and her servants, while in her seat of Mirrormoor and using her Loom of the Untraveled Road, Ithelia can rewrite history and weave a new reality to suit her whims, unlock possibilities, undo mistakes, weave alternate versions of history from the Many Paths into reality to replace the history that exists, or even grant every single being that exists their own history comprised solely of things they desire. This power to alter fate is not without its dangers however, as through Ithelia exerting her power,

Beings with this power can reshape timelines, fate, alter causality, undo the past, induce possibilities to overwrite the others, make impossible outcomes occur, create new stories and possibly even new Aurbic structures. It can also depower others or empower them or even yourself. It's the ultimate plot device. It's like how anime characters randomly get some power up via friendship or love. With the Many Paths, that's actually a **real thing**, minus the love and friendship of course. It simply just manifests the possibilities and probability that you win or are XYZ strong and you win. Overwriting your history, story, narrative, and being to make it so you trained your entire life or something, making you a master of whatever without doing anything. This essentially just gives you **authorship** over what reality even is. It is pretty much this in a nutshell. This is pretty accurate given the many paths by extension would also have controlled over actuality, potential, and possibility as well as impossibility and so on.



- **Loom of the Untraveled Road** - "*This is a gift. The gift of unconstrained choice. The Loom will weave a new story for every being, what they choose to be true.*"—*Ithelia, Daedric Prince of Paths*"

The Staff of Many Paths was a powerful artifact associated with Ithelia, capable of causing strange phenomena such as a novice soundly defeating an expert warrior or objects to disappear to take place around it. The Staff also possessed the ability to drain, hold, and imbue beings and objects with immense amounts of energy. After Torvesard, its last known wielder, was defeated, the artifact vanished in a flash of light and its fate is unknown.[27][33][34][35]

And this isn't even the full power of the many paths but merely scratching the surface of what it can do. The ones who have dominion over the Many Paths are Khenarthi (Kyne) and Akatosh after Akha vanished. She saw all things along the many paths and even impossible worlds as well:

Alkosh. The Dragon King. The Highmane. He was granted rule over the myriad kingdoms of Akha along the Many Paths. In time, the children of Akha overthrew him and scattered his body on the West Wind. It is said that when Khenarthi learned this, she flew across the Many Paths and put Alkosh back together. In doing so, she saw all the things Akha had wrought, including those that should not be. Now, Alkosh and Khenarthi safeguard the Many Paths from the wayward children of Akha. Pray to Alkosh not for his strength or his mighty roar, but for his sense of duty and purpose.

They use it, watch over it, and they even have omniscience from it

Sai Sahan. He sacrificed his life to the amulet. He came back to life, but he's not sure how.

"Most curious.

Alkosh and Khenarthi see every trail along the Many Paths of time. They knew that Sai Sahan was destined to lead you here, to this very moment. And perhaps they were the ones who ensured that he was alive to do so."

Once more, all things are possible in the many paths





It was stated that you could travel all of Mundus and oblivion and perhaps even beyond but being in a different path in the many paths is completely alien



Conclusion: Given it's beyond the Aurbis and encompssses all of it, it would be even High 1-A+ on VSBW. On CSAP, it's even Higher than the inaccessible layers into CSAP (blah blah layers). For AFB, it's even Higher into High 1-A. For PSW it's higher into 1-T+

The Beginning Place

This one is short. The beginning place is just the place where the Et'ada first crystallized from Aka(tosh) and Lorkhan coming into being.

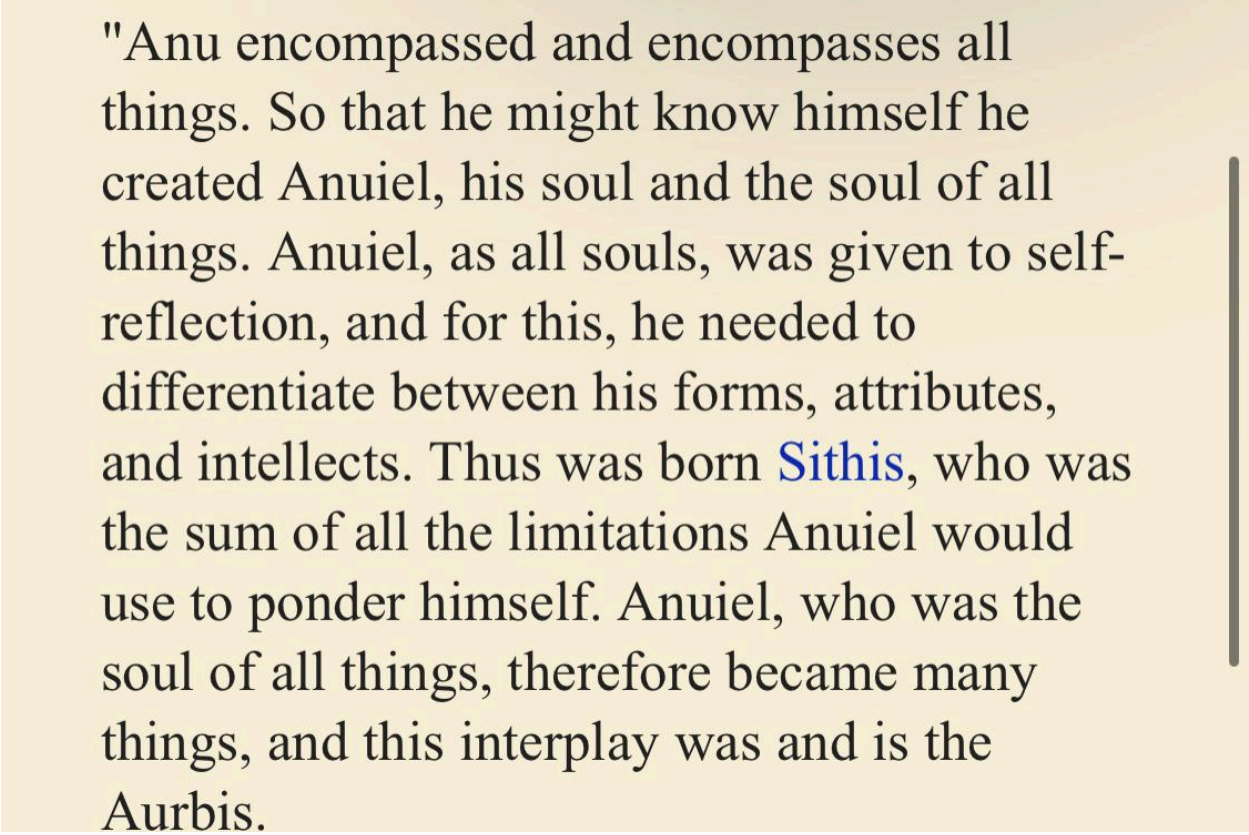
> This Creator-Trickster-Tester deity is in every Tamrielic mythic tradition. His most popular name is the Aldmeri "Lorkhan," or Doom Drum. He convinced or contrived the Original Spirits to bring about the creation of the Mortal Plane, upsetting the status quo much like his father Padomay had introduced instability into the universe in the Beginning Place. After the world is materialized, Lorkhan is separated from his divine center, sometimes involuntarily, and wanders the creation of the et'Ada. Interpretations of these events differ widely by culture. Below is one of the better known.

Online:Monomyth: Lorkhan and Satakal - UESP

Conclusion: Higher into 1-S on CSAP, High 1-A+ on VSB and AFB, and Higher into 1-T+ on PSW

Anuiel and Sithis (Namira's Great Darkness)

In short, Anuiel is the "eye" that all of the wheels return to. He's a sort of Monad figure who's without parts or distinction. Sithis is his "opposite" and is the void. He is the source of all ideas, multiplicity, distinction, and individual forms and intellects.



The term "Soul of All souls" is very interesting and it's been used various times in real life:

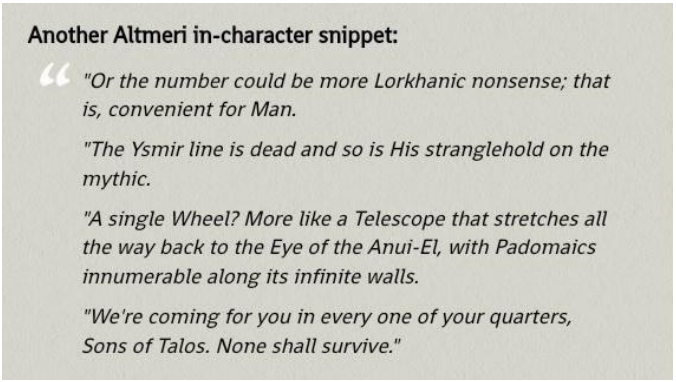
"God is the Soul of all souls – The Supreme Soul – The Supreme Consciousness."

— Sarvepalli Radhakrishnan

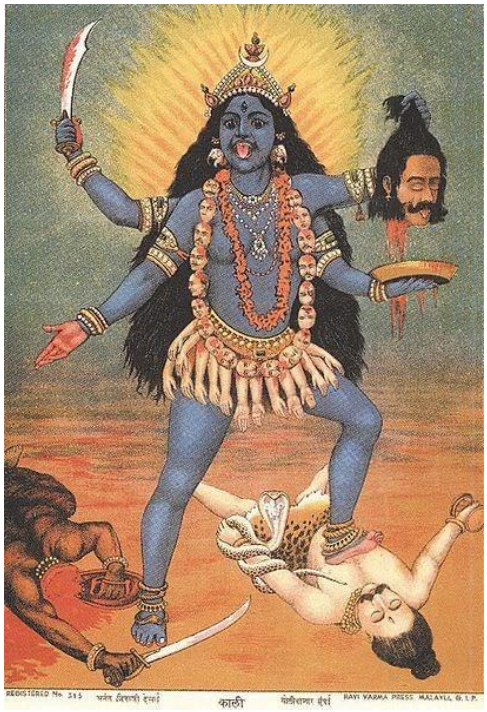
"The phrase "Soul of all souls" in Vaishnavism describes the Supreme Being as the ultimate essence and source of all souls and consciousness. It refers to the Supreme Personality of Godhead, emphasizing His role as the origin and essence of all living entities. This concept highlights the Supreme Being as the ultimate source from which all individual souls emerge, underscoring His significance in the spiritual hierarchy and the interconnectedness of all life."

Citation

All of the gradients of the wheel lead back to the “eye” of Anuiel, and by this metric, each gradient is not only a higher story, emanation, reality, but also a complete shattering of the limitations and a higher state of consciousness, and being where things become more and more real. In short, you were getting closer to the supreme consciousness of God, or rather Anuiel, The soul of souls.



This also has some interesting connotations with Mahavishnu. Thus, it can be said that Sithis has many similarities with Kali , not just in function but also in aesthetic given how they’re presented:


REGISTERED No. 345
चतुर्भुज त्रिवेणी देवम्
काली
मंगलेशाय ईश्वरं
RAVI VARMA PRESS MALAVLI, U. P.



Sithis is the ineffable canvas upon the whole of the setting. The nothing that births something.

How does creating art honor Sithis?

"Tell me this: what is painted upon a blank canvas?"

Nothing.

"Precisely! And it is only because of that nothing that something can be made. First, there is nothing. Then, there is something. Thus is the will of all things. Thus is the will of Sithis."

So the act of creation honors Sithis?/Explain how creating art honors Sithis./And how does creating art honor Sithis?

"Sithis is the nothing between the something. The void which created all, and will one day destroy it. The will of change, the inconstant which is our only constant.

My art honors this will. I destroy what was, and create what will be."

You don't all speak the same words?

"Sithis is a being of multitude. It is the will of change, the force of chaos, the lust for bloodshed. Its words are many, and so the nisswo are many.

But we all speak parts of the larger truth."

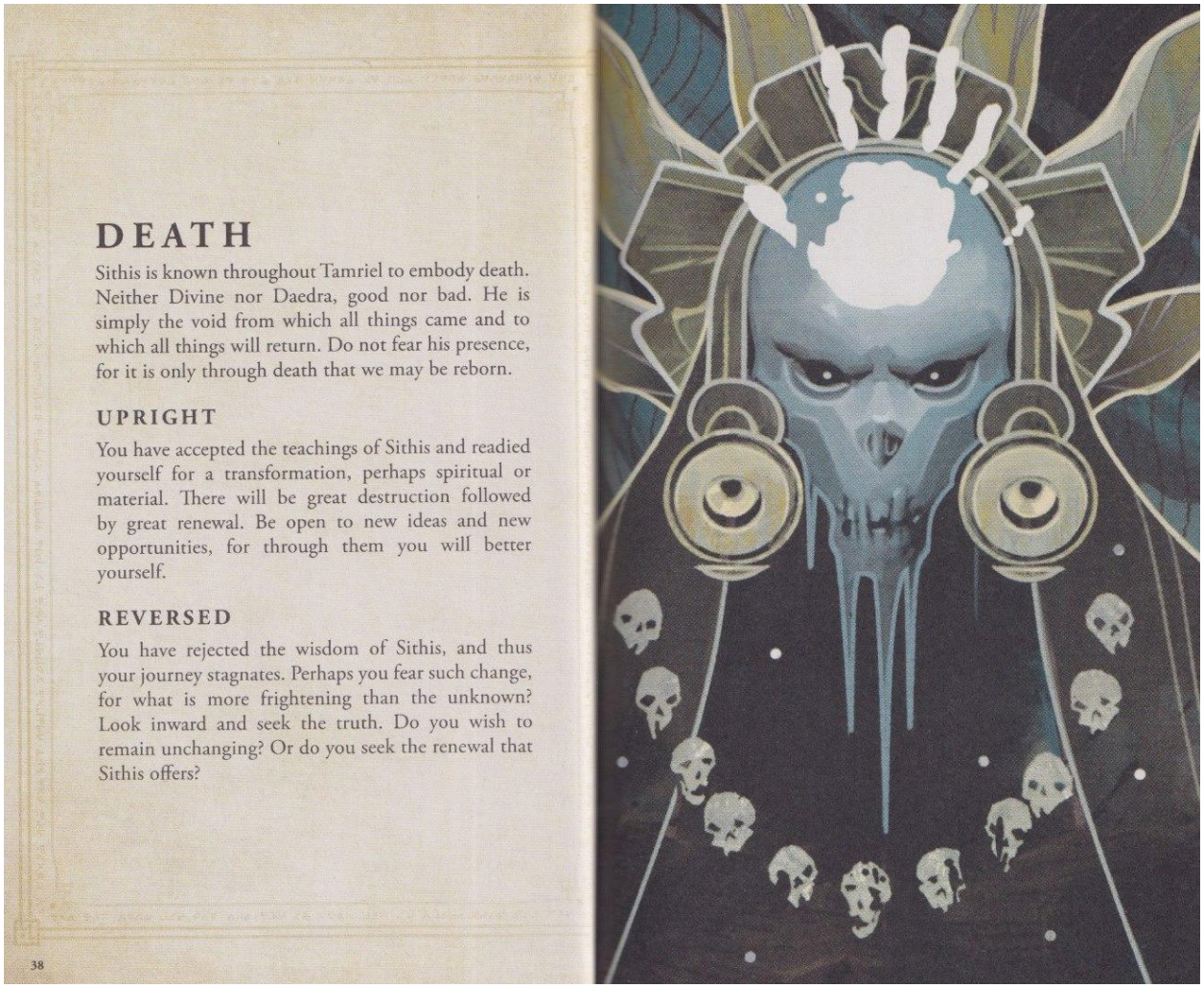
Meaning ...?

"Perhaps an example will help. I honor Sithis through my art. I see the something within the nothing, and create it. Through my actions a lesson is learned.

My mentor had a different approach. She would require offerings of blood."

Online:Nisswo Uaxal - The Unofficial Elder Scrolls Pages (UESP)

He comes from the void, He **IS** Void



DEATH

Sithis is known throughout Tamriel to embody death. Neither Divine nor Daedra, good nor bad. He is simply the void from which all things came and to which all things will return. Do not fear his presence, for it is only through death that we may be reborn.

UPRIGHT

You have accepted the teachings of Sithis and readied yourself for a transformation, perhaps spiritual or material. There will be great destruction followed by great renewal. Be open to new ideas and new opportunities, for through them you will better yourself.

REVERSED

You have rejected the wisdom of Sithis, and thus your journey stagnates. Perhaps you fear such change, for what is more frightening than the unknown? Look inward and seek the truth. Do you wish to remain unchanging? Or do you seek the renewal that Sithis offers?

38



He is known as the First Creator and Final Destroyer:

That which is eternal void
First creator, final destroyer
All that is born from nothing
Returned to nothing once again

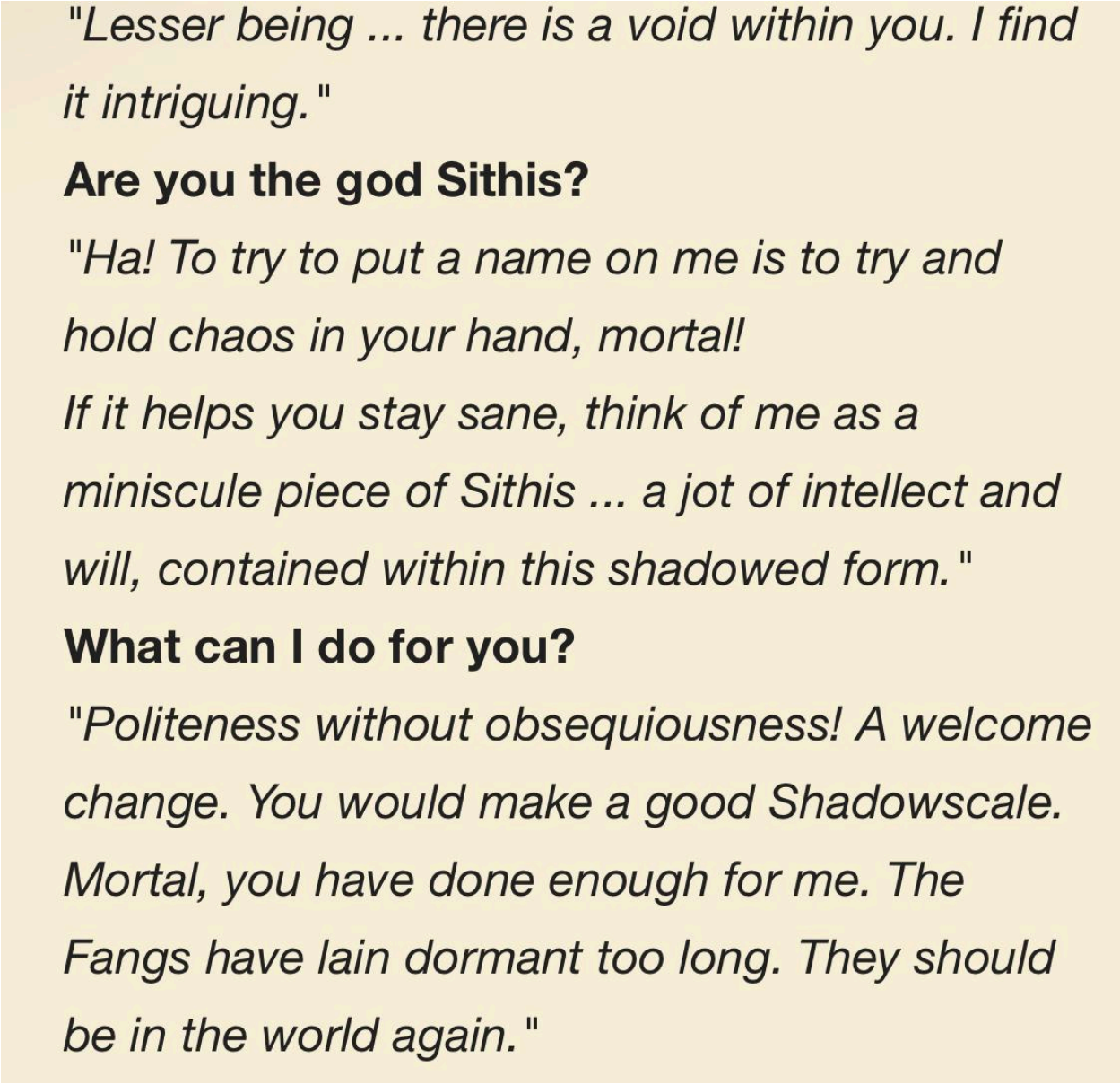
Day that melts into the dusk
Life taken by a pointed thrust
Stone that crumbles into dust
Death that blooms back into life

Unwanted change, needed change
Growing, decaying, reborn again
Like the darkness, like your death
Nothing words on a dying breath

Seasons change, despite our will
All things change, despite our fear
Look upon that which is void
Look upon with open eyes

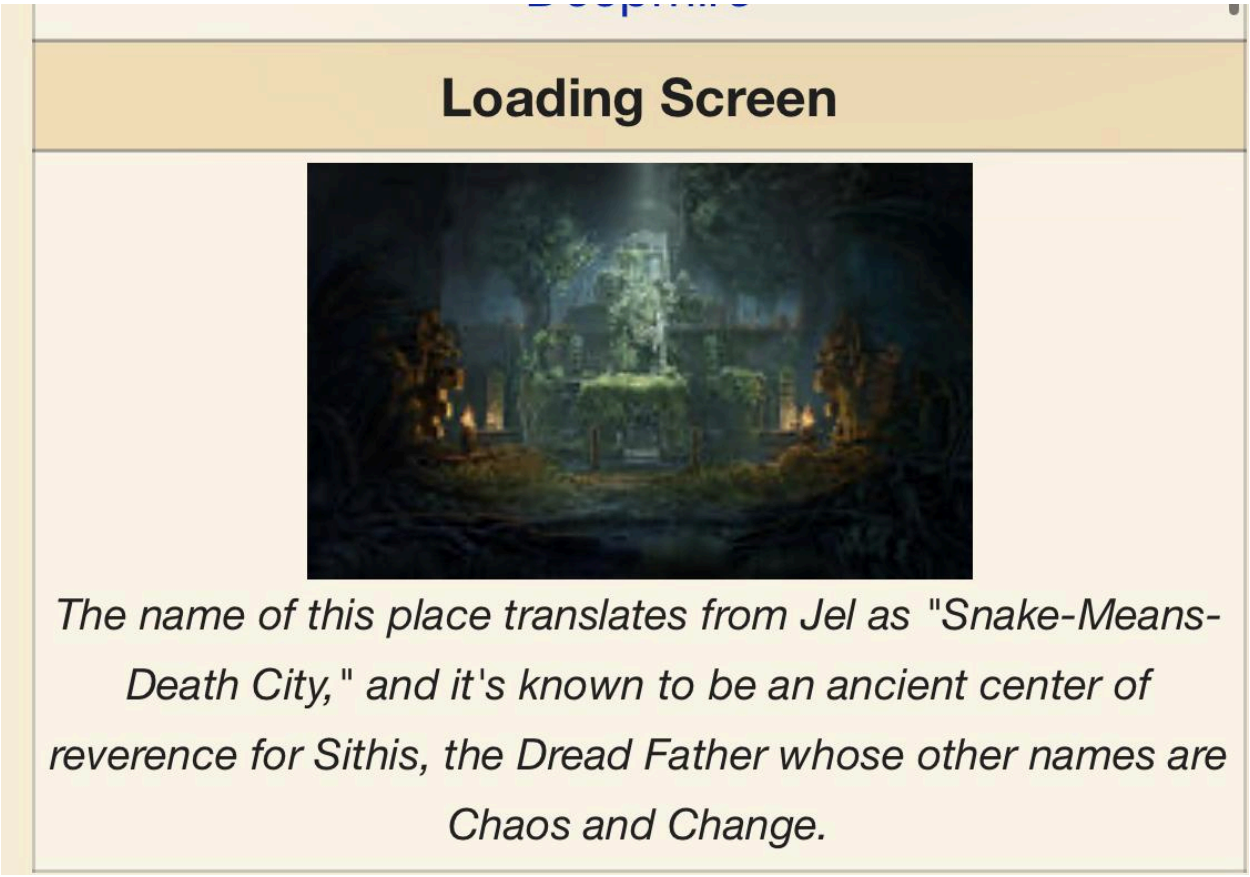
Lore:That of Void - The Unofficial Elder Scrolls Pages (UESP)

We actually meet an aspect of Sithis in ESO and he cannot be named. Trying to name it is like trying to hold chaos in your hands. He is ineffable.

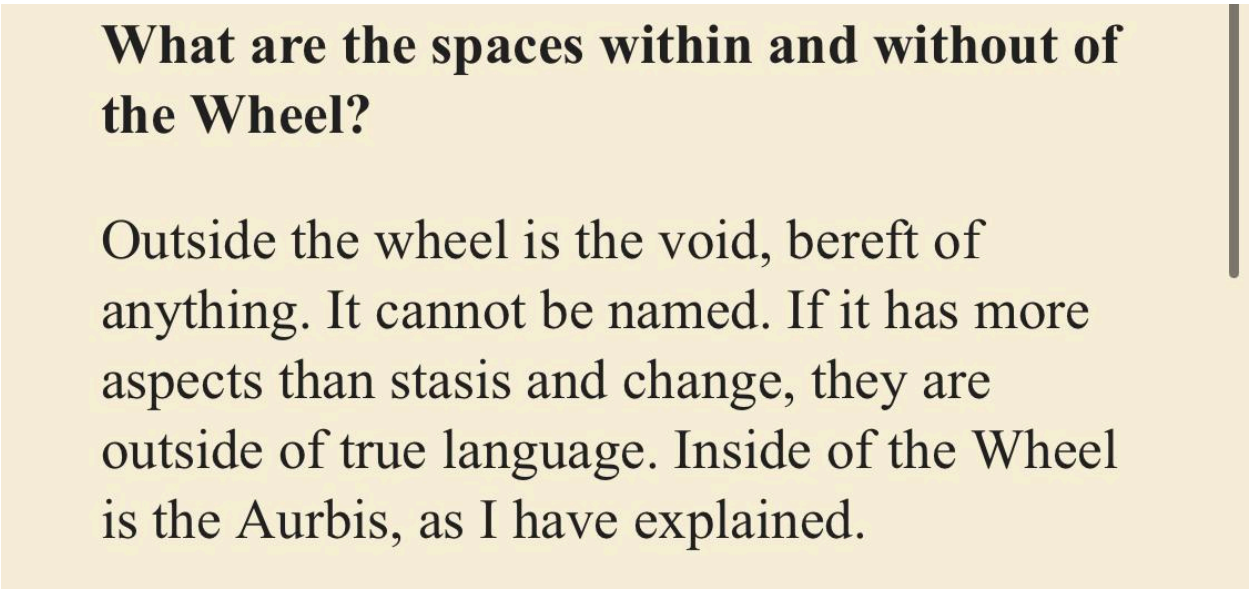


Online:Aspect of Sithis - The Unofficial Elder Scrolls Pages (UESP)

Sithis is commonly associated with nonexistence, chaos, and change



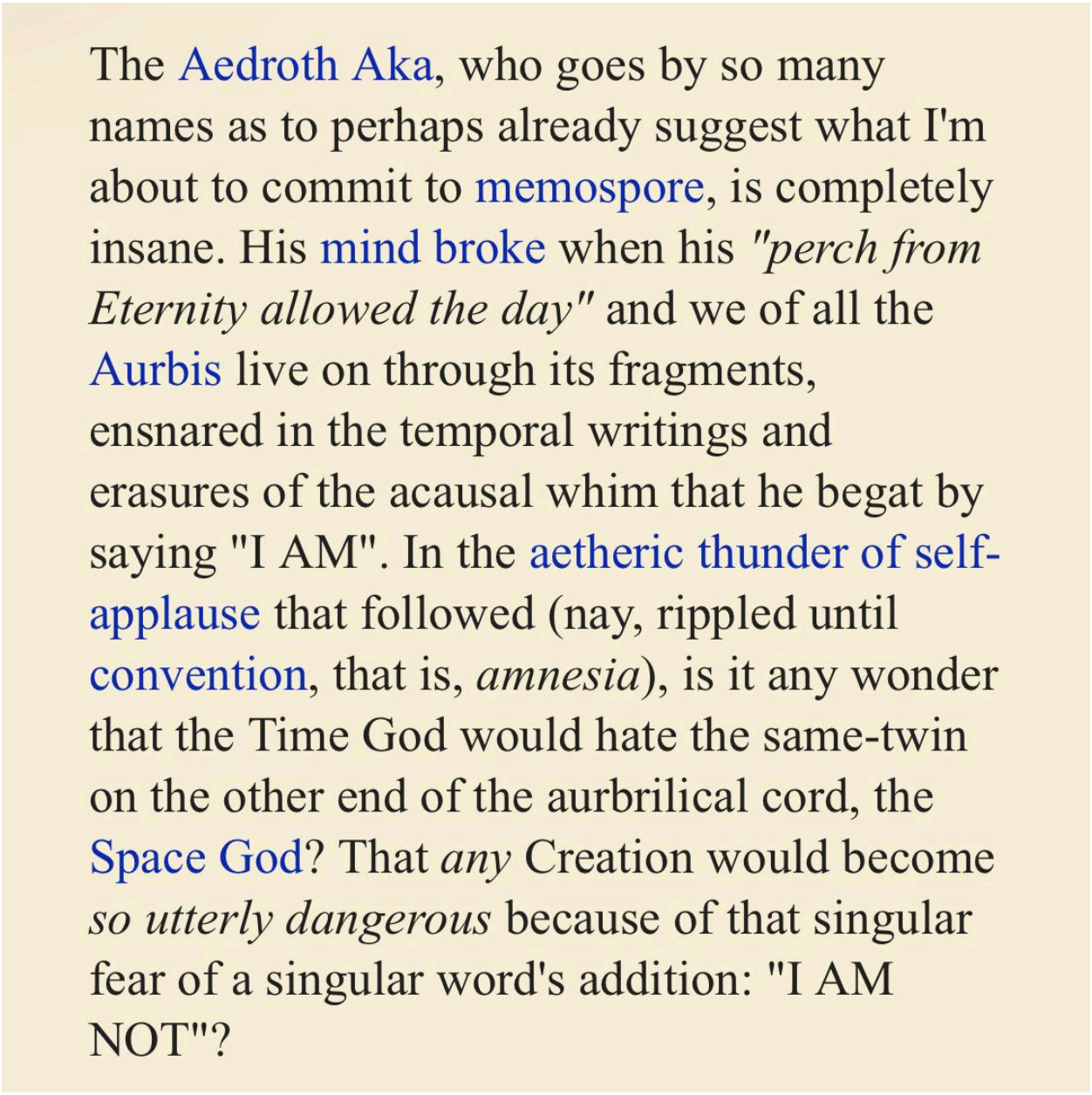
However, the void (Sithis) has more aspects than Stasis and change



General:The Thief Goes to Cyrodiil - UESP

This means that his true nature not only is beyond dualism but has more aspects than Stasis and change. This means he has likely infinite other modes of existence outside of Stasis and

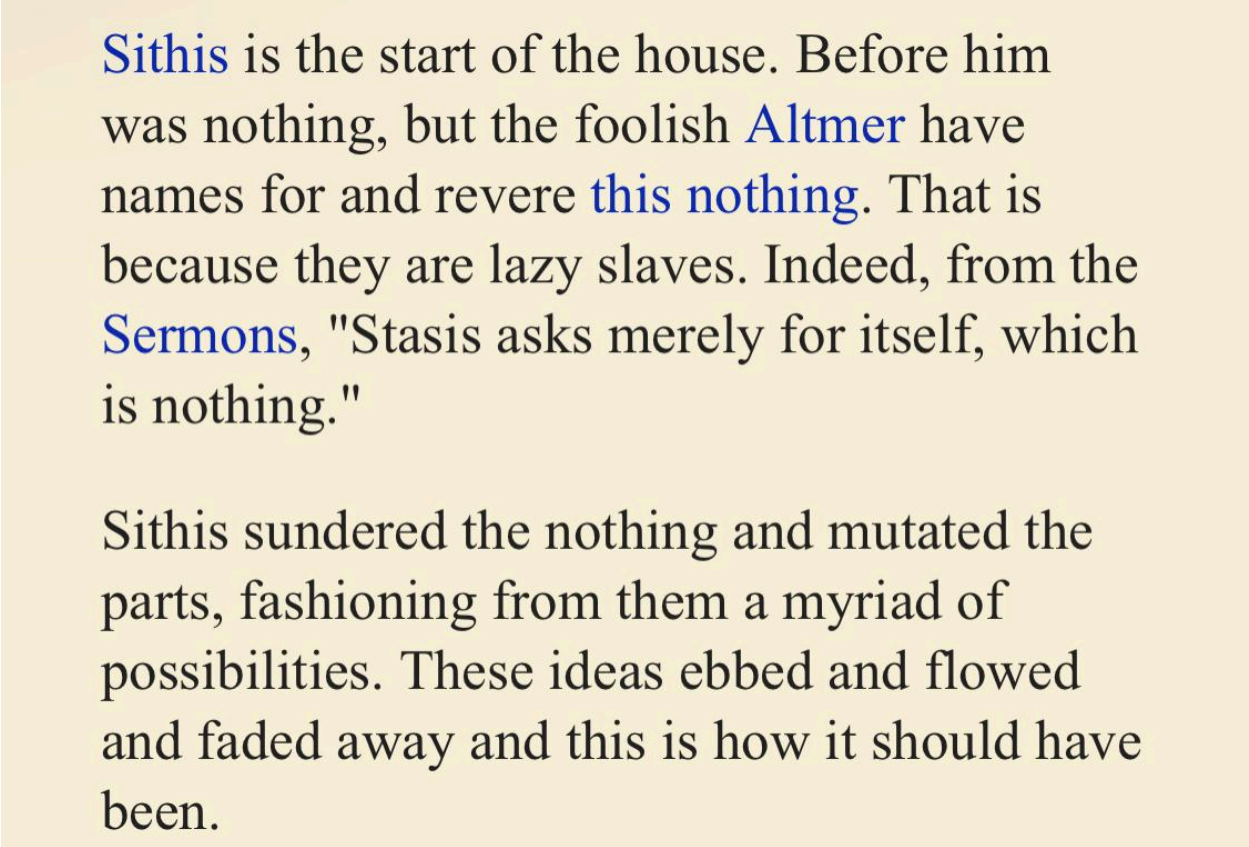
change and isn't bound by merely 2 of them. He is also beyond untime which is the "I AM" from Aka that gave the Et'ada crystallization from Ineffability into identities and being:



General:Et'Ada, Eight Aedra, Eat the Dreamer - UESP

This means that he would Qualify for Type 3 Transduality on VSBW and CSAP, while qualifying for Type 6 on PSW. Speaking of transdualism. More aspects than stasis and change means that it has more modes of existence than what we can conceive or put into words obviously and meaning that they would be in a pure is-ness, not thinking, not not thinking, but something that transcends the need for thought entirely given they transcend untime as well. This means it is

beyond all frameworks of reality. Once more, it is stated that Sithis is the start of everything:



Online:Sithis - The Unofficial Elder Scrolls Pages (UESP)

More nonduality and it states that he is also a Dreamer. (See subgradients) a dreamer within a dream. The Dreamer dreams of all things. From that came the void and Anu/Padomay who dream of Sithis/Anuiel, who they dream of the whole of the multiplicity and Aka dreams of the aurbis and the many paths, and so on.

"I am the Ghost Snake. I am both constant and ever-changing. One thing to you. Another, perhaps, to the Mabrigash.
Aid the Mabrigash as you will. The choice is yours to make. I can send you back to the Farseer. She waits for you at her tent."

Serpent
- Darkness
  - Devourer
- Dreamer

Silence
- Light
  - Death
- Rebirth

These are the eight sacred aspects of the Ghost Snake. Each contains a truth, a lie, and a mystery that entwines upon itself, forever undulating like the coils of the great serpent.

Ghost Snake, accept our humble offering!

Lore:Scroll of Eight - The Unofficial Elder Scrolls Pages (UESP)

The Aedra use his erasure and he is the force that is no force at all. It is the eternal nullity and is approached via negation.

Auriel-that-is-Akatosh returned to Mundex Arena from his dominion planet, signaling all Aedra to convene at a static meeting that would last outside of aurbic time. His sleek and silver vessel became a spike into the changing earth and the glimmerwinds of its impact warned any spirit that entered aura with it would become recorded-- that by consent of presence their actions here would last of a period unassailable, and would be so whatever might come later to these spirits, even if they rejoined the aether or succumbed willingly or by treachery to a sithite erasure. Thus could the Aedra and their cohorts truly covene in realness.

Phrastus: Yes, well...The theological beliefs of the Argonians are, in the main, primitive and animistic. But, what would you expect from *lizard people* who worship *trees*? TREES, I tell you! What more need be said? Sithis, of course, is our word for "the Void", for eternal nullity, for the force that is no force at all. It's no surprise that primitive minds cannot approach this concept without personifying it, to somehow put a faith on the Void, to familiarize it and make it less terrifying. I can only imagine that the Dark Brotherhood-just between ourselves, after all a society of sociopathic murderers has similarly deified this dark force so as to personify their own nihilism-give it a shape, as it were, to what is inherently shapeless. In both cases, we are not exactly dealing with logical and civilized thought processes, so it's probably best not to afford them too much interest lest it legitimize these outlandish notions.

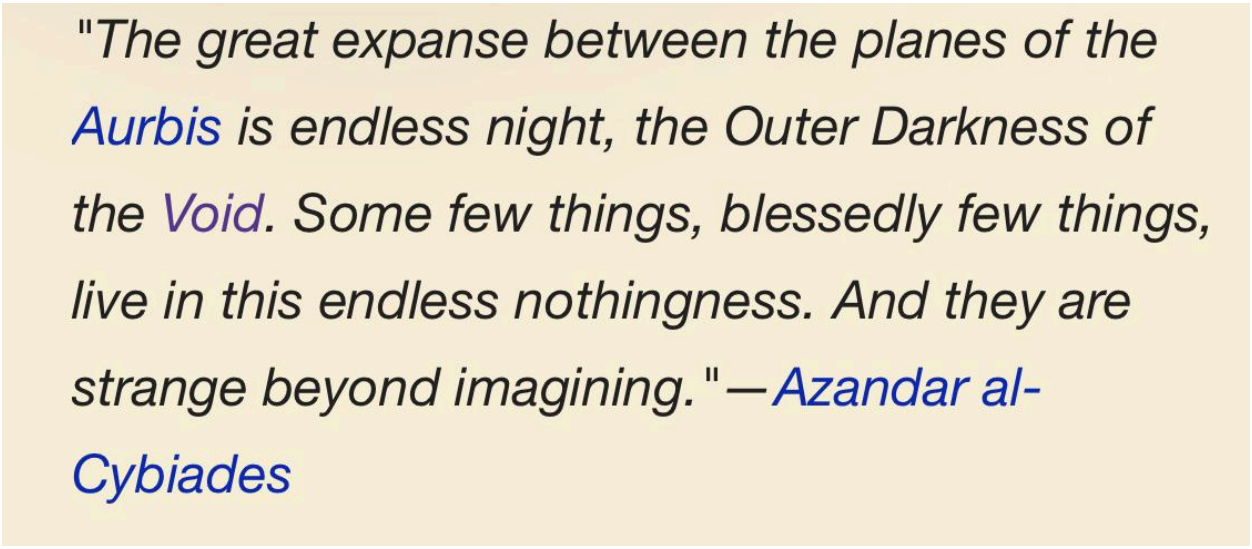
Namira’s Great Darkness, which is outside the Aurbis is stated to be infinite churning decay

What risk?

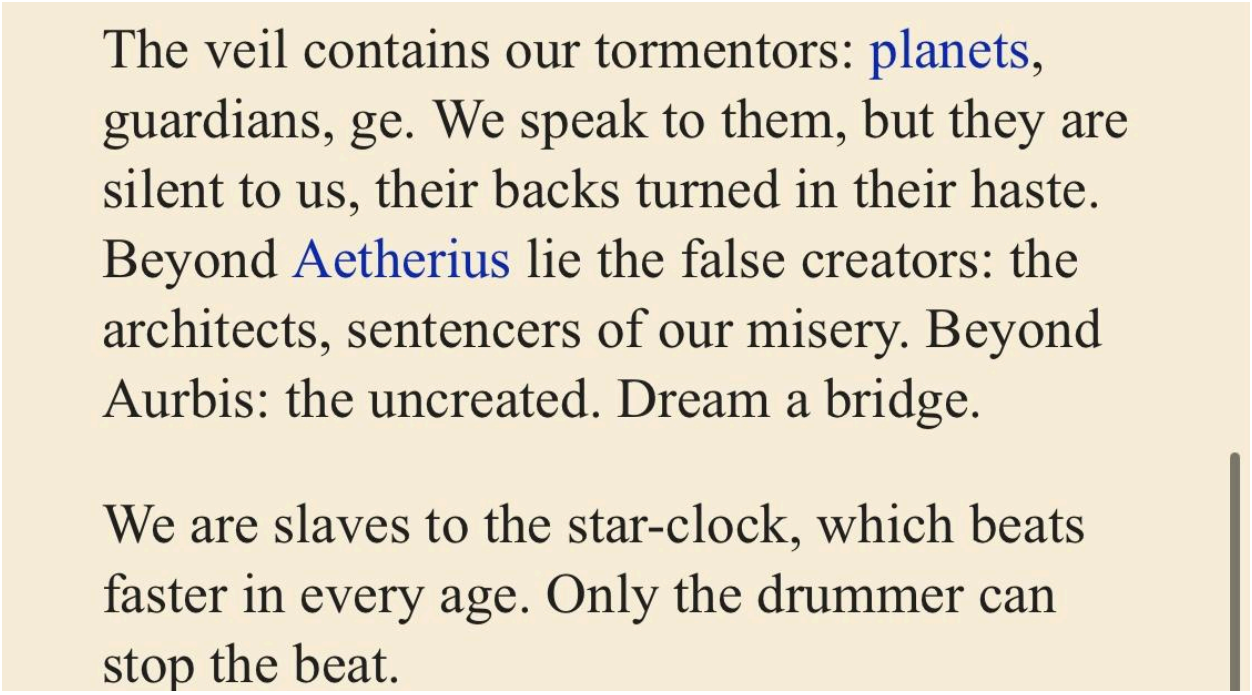
"We are attempting to harness forces never intended to be combined to peer into the infinite churning chaos we call the Void. I only suggest we try because it appears Rada has proven it can be done.
Besides, we have no other choice."

- **Nighthollow Keep** - *"To taste of the dark is to taste infinity. This world suffers endless, gnawing decay, born of a senseless hope. But you know better. You can hear it, can't you? The beating of the heart. The call of the Void."*
—Lady Belain

Any creature (monstrosity rather) that lives in the void is beyond comprehension, just like void itself.



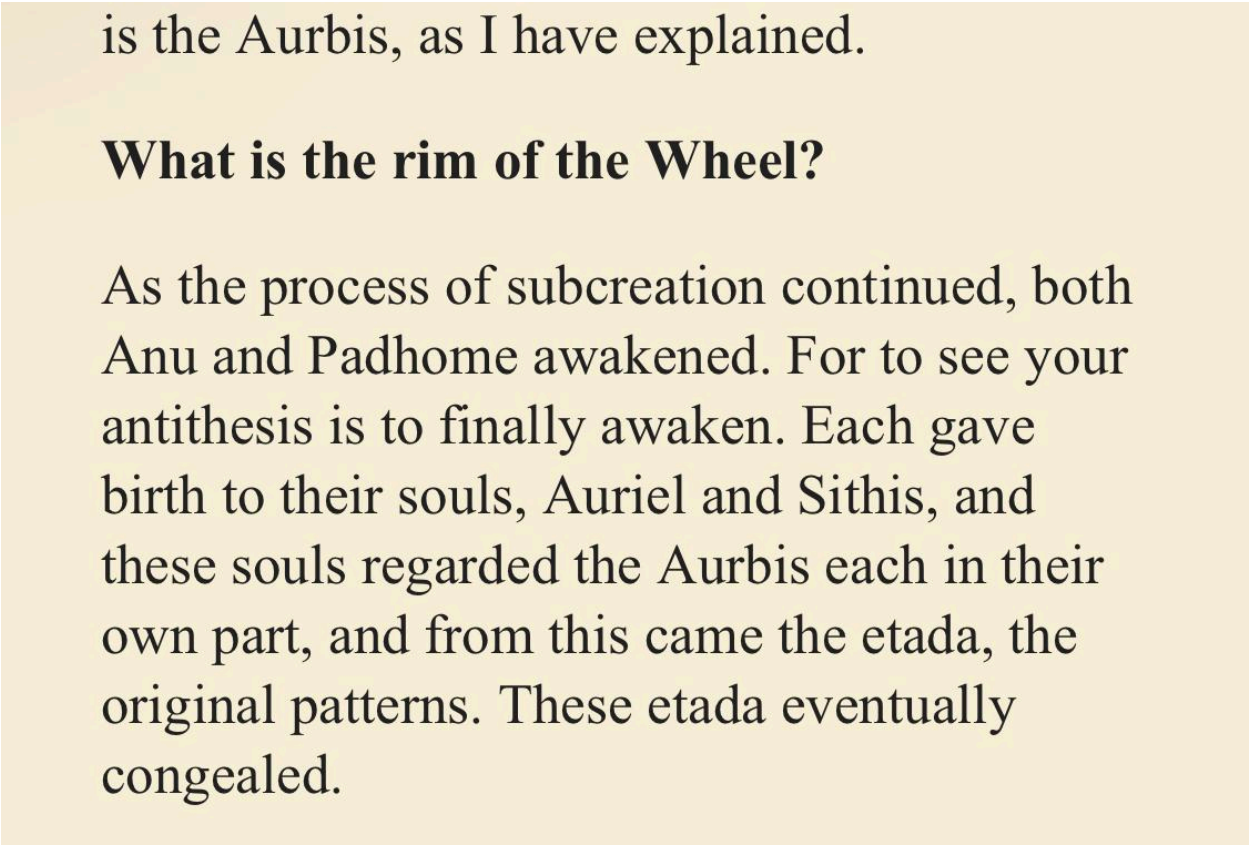
Sithis, Anuiel, and anything beyond this point is **Uncreated**



Conclusion: Immeasurable layers into 1-S for CSAP. High 1-A+ on VSBW (new standards btw). Same with AFB. Now on, PSW, They would be High 1-T.

Anu and Padomay

Anu and Padomay are commonly referred to as Stasis and change, however, as we went over, they have far more aspects than that. They subcreated Anuiel and Sithis and dream of them.



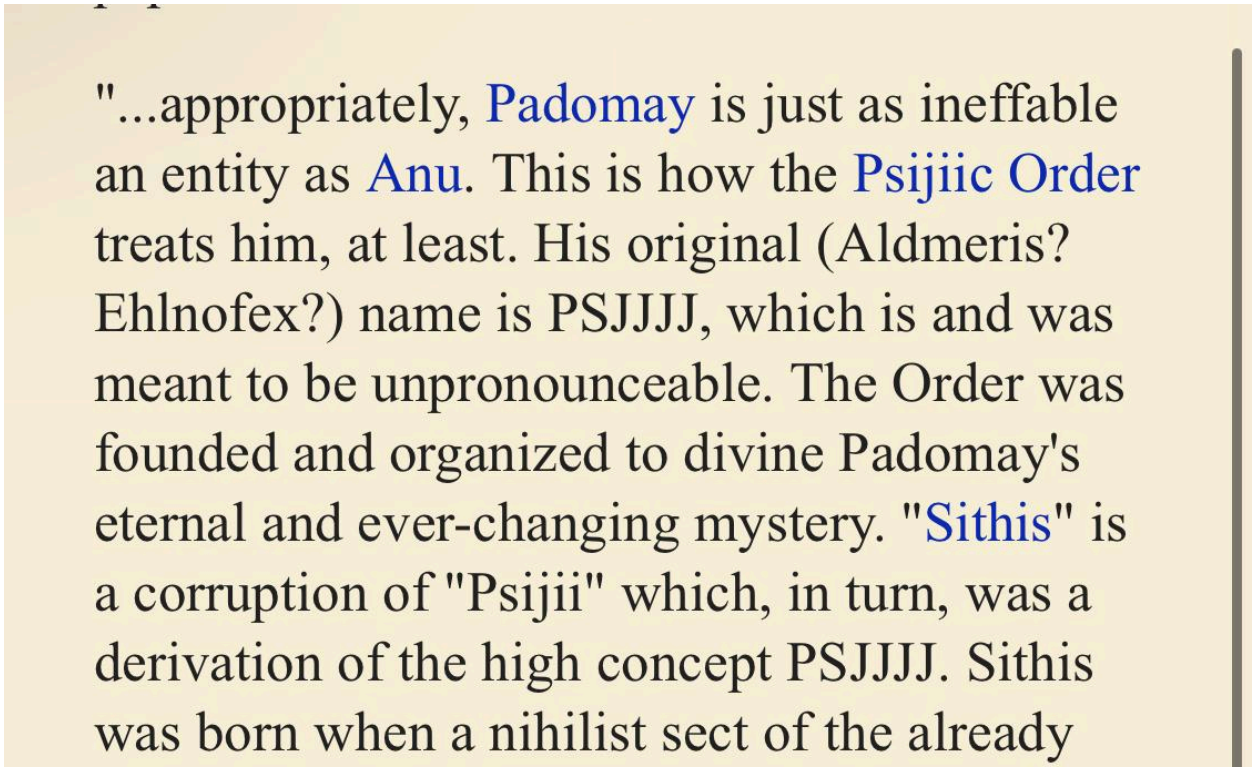
is the Aurbis, as I have explained.

What is the rim of the Wheel?

As the process of subcreation continued, both Anu and Padhome awakened. For to see your antithesis is to finally awaken. Each gave birth to their souls, Auriel and Sithis, and these souls regarded the Aurbis each in their own part, and from this came the etada, the original patterns. These etada eventually congealed.

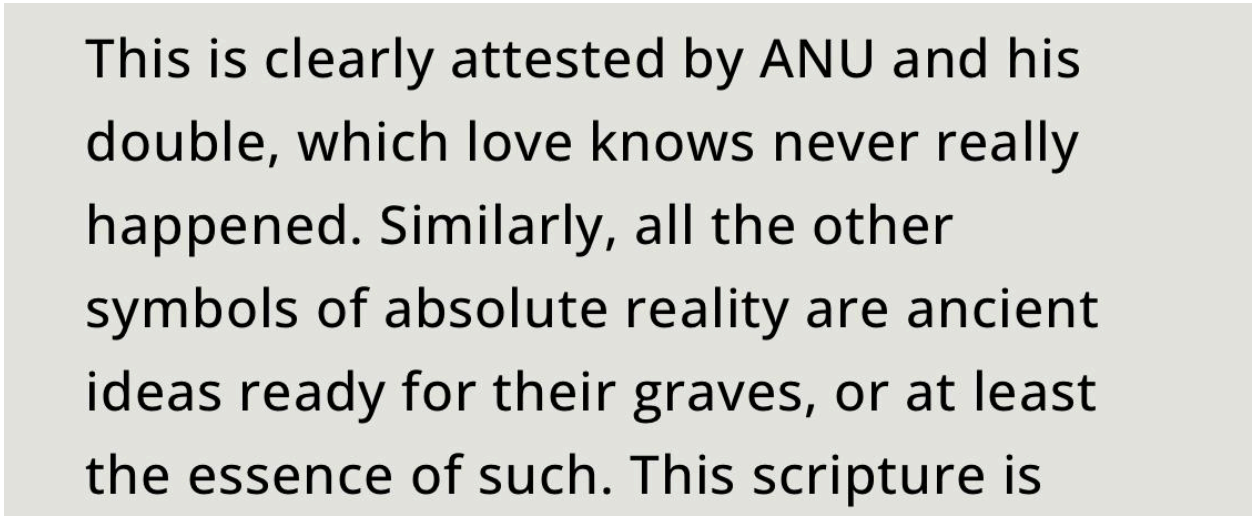
General:The Thief Goes to Cyrodiil - UESP

They are both as ineffable as each other



General:Source of Chaos - The Unofficial Elder Scrolls Pages (UESP)

Just like Anuiel and Sithis, they aren't 2 different entities but the same "force" that's beyond duality. They are One. Any attempt at duality is merely falling beneath the true scope of what is actually is. They are One and Quintessential. All and None.



> *"Anu. Padomay. That's what this camel reminds me of. Where one ends, the other begins. What one begins, the other ends. Striations of stasis and change. One. Eternal. Quintessential. Just like this camel. Duck. It's about to spit."—Atazal of Sentinel*

We see more of this with the Yokudan pantheon; who don't separate Anu and Padomay, but see them as one unified and ineffable force that is everything and nothing.

> Satakal (The Worldskin): Yokudan god of everything. A fusion of the concepts of Anu and Padomay. Basically, Satakal is much like the Nordic Alduin, who destroys one world to begin the next. In Yokudan mythology, Satakal had done (and still does) this many times over, a cycle which prompted the birth of spirits that could survive the transition. These spirits ultimately become the Yokudan pantheon. Popular god of the Alik'r nomads.

"Satakal is the making and the unmaking, the birth and the death, love and fear."

"For the world is the egg that Satakal laid, and the egg that in time Satakal shall eat."

"To know Satakal, consider a river. As a snake sheds its skin and lives on, so a river sheds its water into the sea, yet is reborn at the source."

"To be the Worldskin is to be everything, and to be everything is to be nothing."

"Fear not the unbelievers, for believer and unbeliever alike shall be eaten by the Serpent God."

But Satakal is a snake, right?

"A snake? Is Hammerfell simply a desert? Is HoonDing simply a sword? Satakal's coils control the fate of all Mundus. Creation, destruction, chaos, order—Satakal reigns over all.

You see the Scaled Court as a threat. All I see is a pack of fools."

Online:Safa al-Satakalaam - The Unofficial Elder Scrolls Pages …
Lore:Varieties of Faith... - The Unofficial Elder Scrolls Pages (UESP)
Lore:Knowing Satakal - The Unofficial Elder Scrolls Pages (UESP)

It is said to be a force so prevalent as to not really be there at all.

Anuiel is also perceived of as Order, opposed to the Sithis-Chaos. Perhaps it is easier for mortals to envision change than perfect stasis, for often Anuiel is relegated to the mythic background of Sithis' fancies. In Yokudan folk-tales, which are among the most vivid in the world, Satak is only referred to a handful of times, as "the Hum"; he is a force so prevalent as to be not really there at all.

Then in the Bladesongs of Boethra, it further signifies that Anu and Padomay are the same and interconnected and one. That they have “love” for all of creation”

Boethra opened her eyes to many spinning wheels surrounded by fire. Twelve in total they were, but she dodged each with the precision of her practiced art. Beyond she saw warring serpents, and in their conflict she recognized the truth within the lies of the Imga's dance.

One was a flame-feathered serpent, brilliant and pure, with crystal scales and a head like that of a hunting bird, its eyes sharp and clear, its mane an argument against all the Mannish impurity of all the known worlds.

There to meet it was a serpent of the blackest scales, and all the Void seemed to come with it, so much that one would think the feathered could never stand against it, and yet it did. And this serpent's eyes burned red as blood, and its scales moved and shifted with new ideas that were born and died as soon as they appeared. Despite this chaos, its mane was white and gentle, and in it Boethra saw a fleeting chance for peace along the Wheels.

https://en.m.uesp.net/wiki/Online:The_Bladesongs_of_Boethra

Conclusion: Further into the incomprehensible layers into 1-S for CSAP. High 1-A+ on VSBW. Nigh-0 on PSW

CHIM (Ruling Kings)

This section will be extremely metaphysical and trippy. So, let's get started. The one who coined the term and came up with the specifics in TES is a Gnostic and he admits it colors in his works:

RottenDeadite: For some time it seemed to me that the Elder Scrolls universe had a kind of Buddhist undertone. It seemed to suggest that CHIM was a bit like enlightenment, and the future Amaranth was an escape from the Kalpic cycle.

But this recent revelation about Anu As Amaranth seems to move a little towards a more monotheistic - I wanna use the word "Gnostic" - structure. Are we hearing echoes of your own personal views?

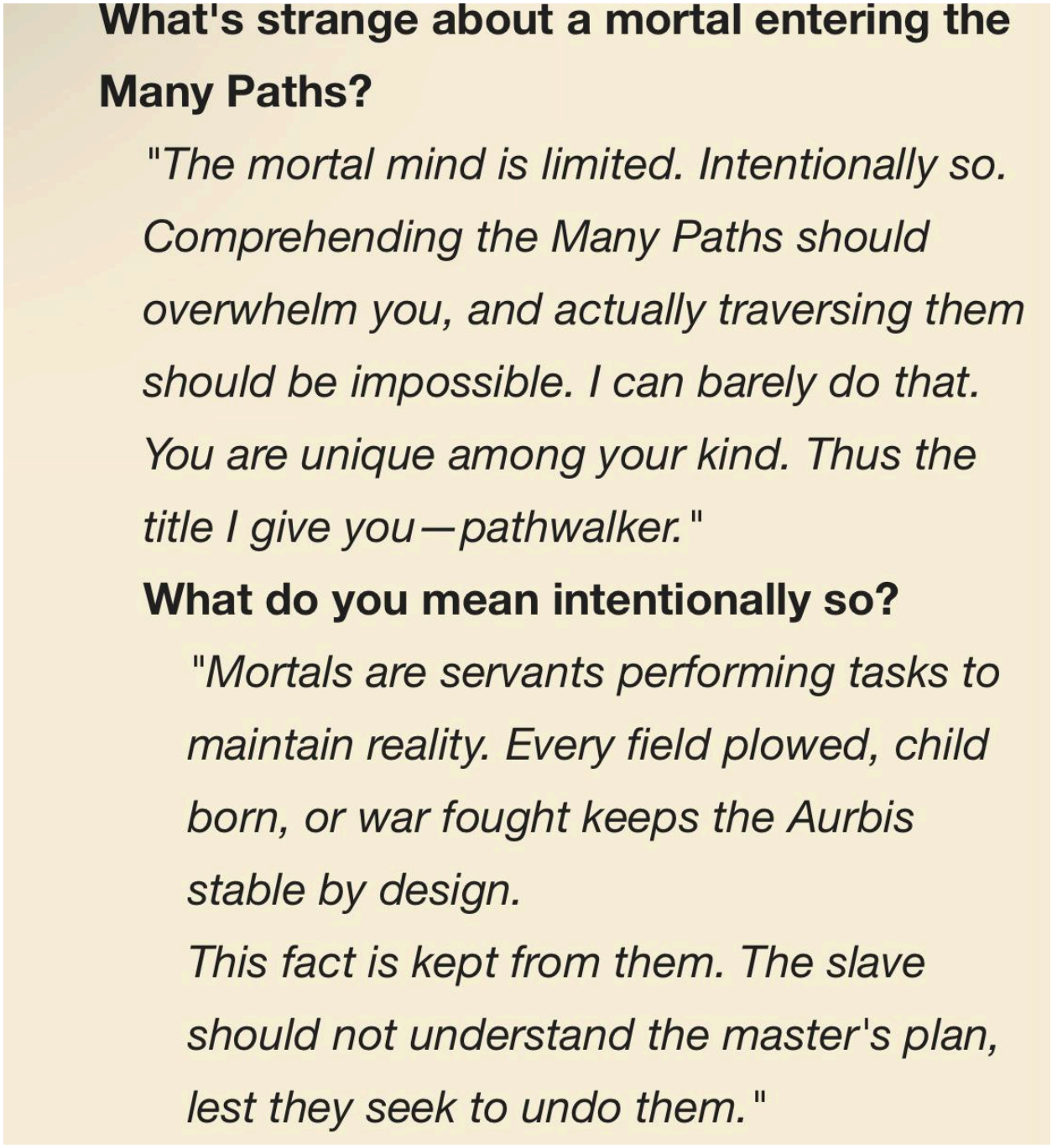
> **MKirkbride**: I am proud to be a gnostic heretic, and it colors my work.
> The second biggest influence in the structure of TES' mythos would be the mighty, mighty Glorantha. Hands down, the best mythology in games.

Gnosticism is a very complex belief system and I've made a few nods to it in this Document. In short, the gnostics believe that a Demiurge or ignorant creator God made the world and trapped souls in it to suffer. They believe that through secret and sacred knowledge, they can activate their divine spark and transcend the mortal world and back into the divine source. However, this demiurge and his archons will provide distractions and conflict to get in the way of that. They also believe in a reincarnation cycle. Needless to say, this is very similar to the elder scrolls. It has been stated that mortals have Divine Sparks within them.

- **Illumination Academy Stacks** - "*In each of you resides the Divine Spark, and thus the record of thy actions stands as a sacred duty. Keep, therefore, each and every one of you, an Oghma, an everscriven scroll which shall memorialize thy brief lives. Thus in at least this way shalt thy Spark be Immortal.*" -Xarxes Himself

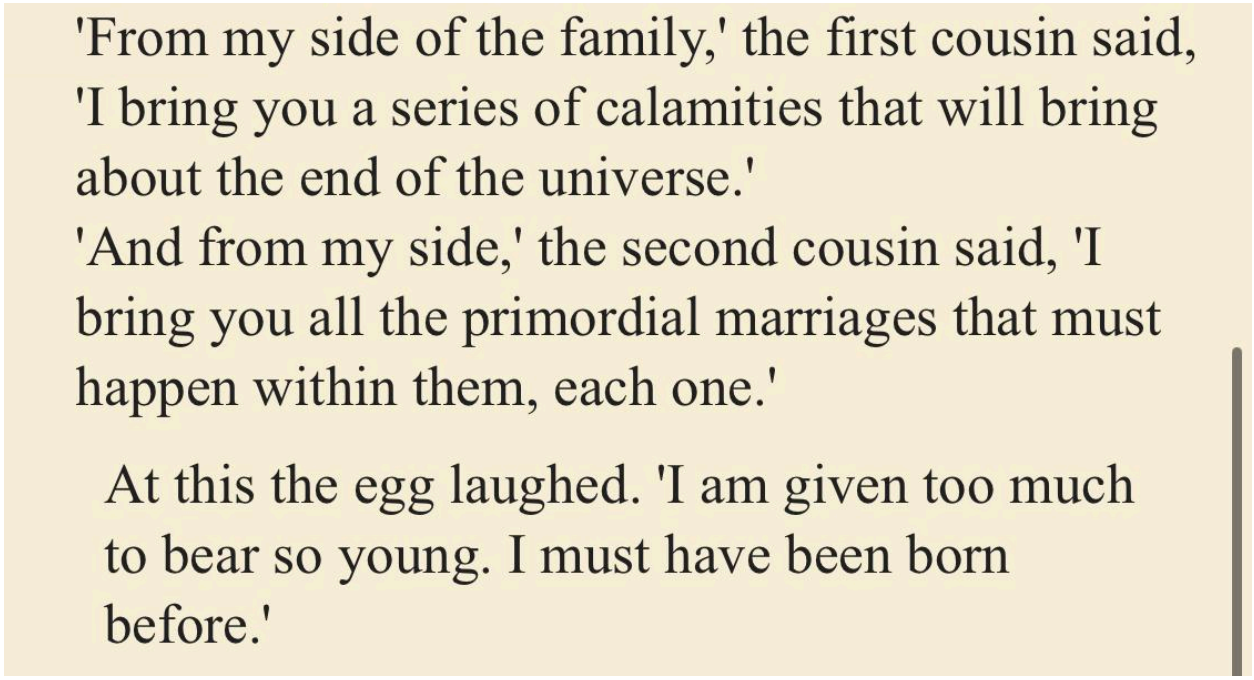
What's even more blatant is that this quote was said by Xarxes, who is the god of secret and forbidden knowledge. In various myths in the elder scrolls from the perspective of different cultures, this demiurge Title has been applied to various entities and pantheons. The Altmer think that Lorkhan is the Demiruge archetype who trapped souls in the material plane as a cruel joke. The Dunmer see the Aedra as false gods who only wish for stasis, and without change & Shane to keep the cycle of reincarnation going. A star orphan, the first daughter of Magnus, Ithelia is referred to as being the "Prime Archon". The term archon is literally what the

demiurge’s servants are called. And if we listen to her dialogue, she sounds just like an archon.



The demiurge, and the archons intentionally keep humanity ignorant of the true nature of reality. Within this dialogue above, you can see that this is echoed in the elder scrolls. In fact, the very word ‘Aurbis’ simply means arena. In Gnosticism all humans follow, something called the “Wheel of Fate”. This could be a little old metaphysical wheel that controls your actions, or could be something, just as subtle as you being bound with Lust, greed, hatred, wrath, gluttony, and so on. These things keep you distracted and ignorant of your true nature in any divine wisdom that you may obtain. The 36 lessons of Vivec drip with divine wisdom. He pretty much

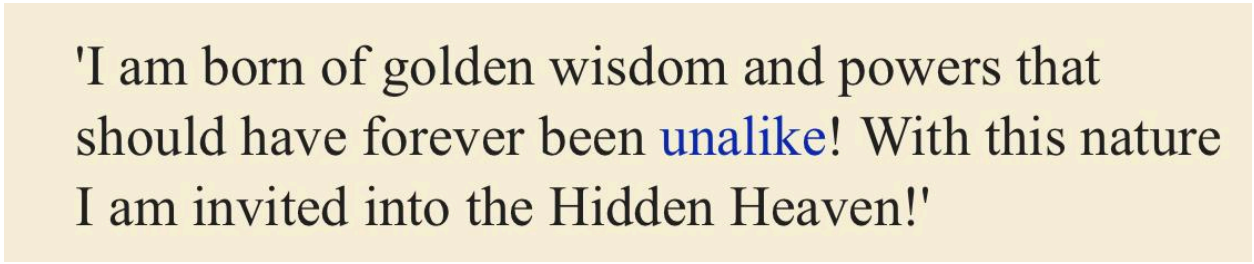
references everything. Right here he references the reincarnation cycle and complex cosmological information:


'From my side of the family,' the first cousin said, 'I bring you a series of calamities that will bring about the end of the universe.'
'And from my side,' the second cousin said, 'I bring you all the primordial marriages that must happen within them, each one.'

At this the egg laughed. 'I am given too much to bear so young. I must have been born before.'

Morrowind:36 Lessons of Vivec, Sermon 2 - UESP

In this next scan, he references golden powers and a hidden heaven. This is a reference to the gnostic Pleroma (Heaven) and Gnosis to which you guessed it, is CHIM in TES.


'I am born of golden wisdom and powers that should have forever been unalike! With this nature I am invited into the Hidden Heaven!'

Lore:36 Lessons of Vivec, Sermon 33 - UESP

Now we can go all day and talk about gnosticism, but there is also another theology that he takes inspiration from called Thelema (Will). This is a theology started by Alester Crowley.

Quickly put that shit together. This infamous line right here is right out of the book of the Law.

'For I have crushed a world with my left hand,' he will say, 'but in my right hand is how it could have won against me. Love is under my will only.'

The ending of the words is ALMSIVI.

Lore:The 36 Lessons of Vivec - UESP

I am the Lord of the Double Wand of Power; the wand of the Force of Coph Nia -- but my left hand is empty, for I have crushed an Universe; & nought remains.

Liber AL vel Legis

This refers to 0=2 ontology. 0 in this equation refers to absolute nothingness bereft of qualities, Nuit, unity devoid of distinction. 2 is the world of duality and separation experienced by mortal beings. 0 and 2 are in truth identical, and their distinction is merely an illusion. By the act of love, the two unite and are destroyed, returning into the 0 of Nuit. In this marriage and subsequent annihilation, a child is born from their union, possessing unmanifest and manifest aspects in naught and two. This should sound REAL familiar with Anu and Padomay.

"The Formula of Tetragrammaton is the complete mathematical expression of Love. Its essence is this: any two things unite, with a double effect; firstly, the destruction of both, accompanied by the ecstasy due to the relief of the strain of separateness; secondly, the creation of a third thing, accompanied by the ecstasy of the realisation of existence, which is Joy until with development it becomes

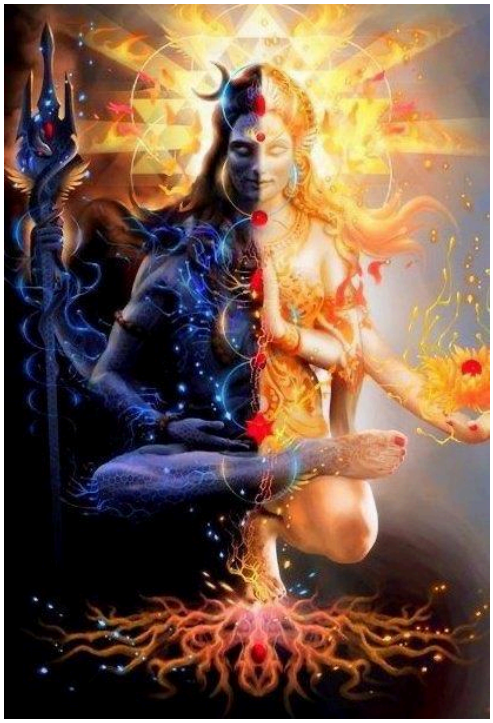
aware of its imperfection, and loves. This formula of Love is universal; all the laws of Nature are its servitors."

"The Many is as adorable to the One as the One is to the Many. This is the Love of These; creation-parturition is the Bliss of the One; coition-dissolution is the Bliss of the Many. The All, thus interwoven of These, is Bliss. Naught is beyond Bliss."

LOVE AND LET LOVE - MINISTRY OF INFORMATION

In short, love is the merging of two seemingly contradictory and dual forces that gives birth to a third thing. When it is stated that love is under his will only it means that all dual forces are under his control. This adds up with another point from Hinduism. Vivec is based on Ardhanarishvara who is a representation of nonduality, the intentional union of the divine forces Shiva and Shakti, as found within the Hindu religion. It's why Vivec is called a hermaphrodite and the sex-death of marriage. When he says "love is under my will only" he means at all dual forces are under his control and that he transcends them. This means that he cannot be categorized as a liar, or telling the truth. light/dark, mortal/immortal, active/passive, true/untrue, and creative/destructive all of these things, he encompasses and transcends both. And we have literal evidence from Fa nuit hen that some of the events for the sermons are, in fact truth. And with a power like that, he can literally just reshape causality to whatever he wants. At that point, the concept of

telling the “truth” just doesn’t apply anymore because truth is whatever you want it to be.





As Vivec said:

> The egg said: 'Love is used not only as a constituent in moods and affairs, but also as the raw material from which relationships produce hour-later exasperations, regrettably fashioned restrictions, riddles laced with affections known only to the loving couple, and looks that linger too long. Love is also an often-used ingredient in some transparent verbal and nonverbal transactions where, eventually, it can sometimes be converted to a variety of true devotions, some of which yield tough, insoluble, and infusible unions. In its basic form, love supplies approximately thirteen draughts of all energy that is derived from relationships. Its role and value in society at large are controversial.'

Lore:The 36 Lessons of Vivec - UESP

And to quote Kirkbride:

Nalion: *Vivec: "Arenotelicon."*
MK: Pretty easy: "a creature that alternates between male and female." In a more ES-Nu-Hatta sense (meaning Tamrielic theosophy): "The ultimate in all the marriages between."

Vivec is quite literally what's been stated. Non-duality given form.

These centres are those of Love, Life and language. Duality is the condition of all three. It will appear later how it is that None and Two are identical; they are distinct in our

minds only because those minds are conscious, and therefore think of "two" as their own state. But the unconscious mind thinks Nothing, and is Nothing. Yet it is the same mind.

The First Chapter - Liber Legis — The Book of the Law

Thelema refrences in comments

More Love

Love is what gave birth to the subgradients. Use what you know about love and apply it to the coming texts. Anu and Padomay in this text (the Khajit don't recognize Sithis and Anuiel) were in "love" and gave birth to Akha, to which Anu and Padomay told him to "find love" and so he did. He ended up going to each of the cardinal directions on Nirn and created the dragon gods of those lands. Tosh Raka, Alduin, Tall papa (maybe?), and he went south to Aldmeris (which isn't a real place necessarily) and vanished. In his place, Alkosh came to rule over the many paths. Alkosh who is Auriel who is Akatosh.

Akha. The First Cat, whom we know as the Pathfinder and the One Unmourned. In the earliest days, when Ahnurr and Fadomai were still in love, he explored the heavens and his trails became the Many Paths. He was Ahnurr's Favored Son, and his father told him to find love like Ahnurr found with Fadomai. Akha mated with the Winged Serpent of the East, the Dune Queen of the West, and the Mother Mammoth of the North. He then went to the South and never returned. Instead, Alkosh appeared speaking warnings of the things Akha had made along the Many Paths. Since then, Alkosh and his faithful watch over the many children of Akha, for they are both terrible and kind.

Lore:The Wandering Spirits - The Unofficial Elder Scrolls ... - UESP

Then this saying “primordial marriages of the Aether” which refer to the continuous subgradients being birth from “dual” forces.

'From my side of the family,' the first cousin said, 'I bring you a series of calamities that will bring about the end of the universe.'
'And from my side,' the second cousin said, 'I bring you all the primordial marriages that must happen within them, each one.'

At this the egg laughed. 'I am given too much to bear so young. I must have been born before.'

The marriages of the Aether describe the birth of all magic. Like a pregnant [untranslatable], the Aurbis exploded with its surplus. Will formed and, with it, the Potential to Action. This is the advent of the first Digitals: mantellian, mnemolia, the aetherial realm of the etada. The Head of this order is Magnus, but he is not its Ward, for even he was subcreated by the birth of Akatosh.

Aurbis to Aetherius: possibility to maintenance by time.

The ruling king must know love to obtain CHIM. The Ruling King stands above all forms of duality and has non duality. They resist the total dissolution of their being or

“Zero-Sum” and assert their individuality over all of the dream despite the proof that they aren’t necessarily real.

"According to the Codes of Mephala, there is no difference between the theorist and the terrorist. Even the most cherished desire disappears in their hands. This is why Mephala has black hands. Bring both of yours to every argument. The one-handed king finds no remedy. When you approach God, however, cut both of them off. God has no need of theory and he is armored head to toe in terror."

What is the Tower's secret?

How to permanently exist beyond duplexity, antithesis, or trouble. This is not an easy concept, I know. Imagine being able to feel with all of your senses the relentless alien terror that is God and your place in it, which is everywhere and therefore nowhere, and realizing that it means the total dissolution of your individuality into boundless being. Imagine that and then still being able to say "I". The "I" is the Tower.

The Ruling King resides within the tower that is “The One” behind Multiplicity and becomes a universal flux as they are one with everything around them. In short, they’re

simultaneously singular and Omnipresent across all existence and nonexistence. They then transcend the Aurbis up to the level of Anu and Padomay. The universal self is the macrocosm and the true self is the microcosm. The Ruling King must come to the conclusion that they are one in the same

What is the Tower?

The Tower is an ideal, which, in our world of myth and magic, means that it is so real that it becomes dangerous. It is the existence of the True Self within the Universal Self, and is embodied by the fourth constellation, and is guarded by the Thief, the third. The Thief is another metaphorical absolute; in this case, he represents the "taking of the Tower" or, and sometimes more importantly, the "taking" of the Tower's secret.

What is the purpose of the Psijic Endeavor?

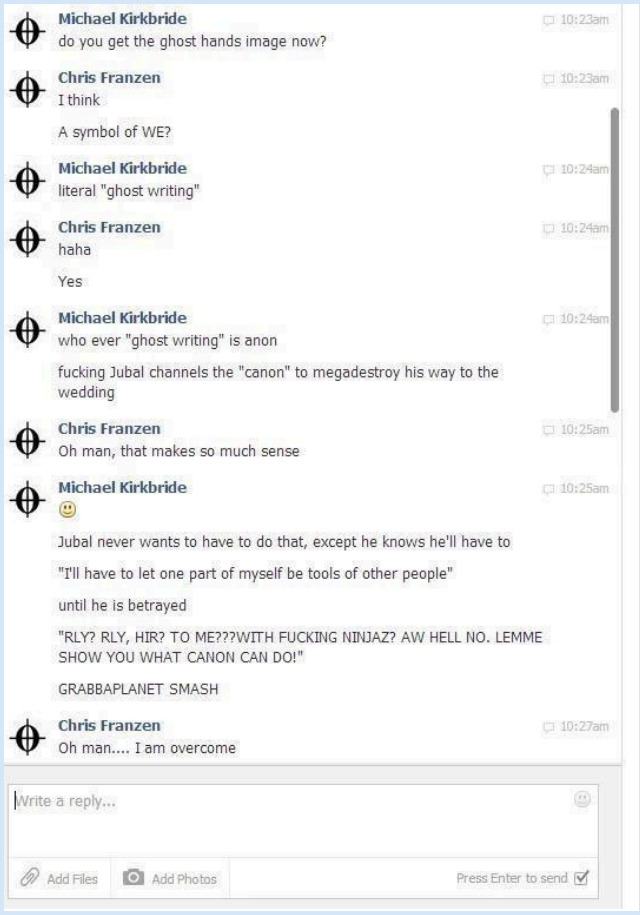
To transcend mortal boundaries set in place by immortal rulers. At its simplest, the state of *chim* provides an escape from all known laws of the divine worlds and the corruptions of the black sea of Oblivion. It is a return to the first brush of Anu-Padomay, where stasis and change created possibility. Moreso, it the essence needed to hold that 'dawning' together without disaster. One that *knows* CHIM observes the Tower without fear. Moreso: he resides within.

The Ruling King has control over all laws and concepts over reality (save for Lorkhan and anything associated with him)

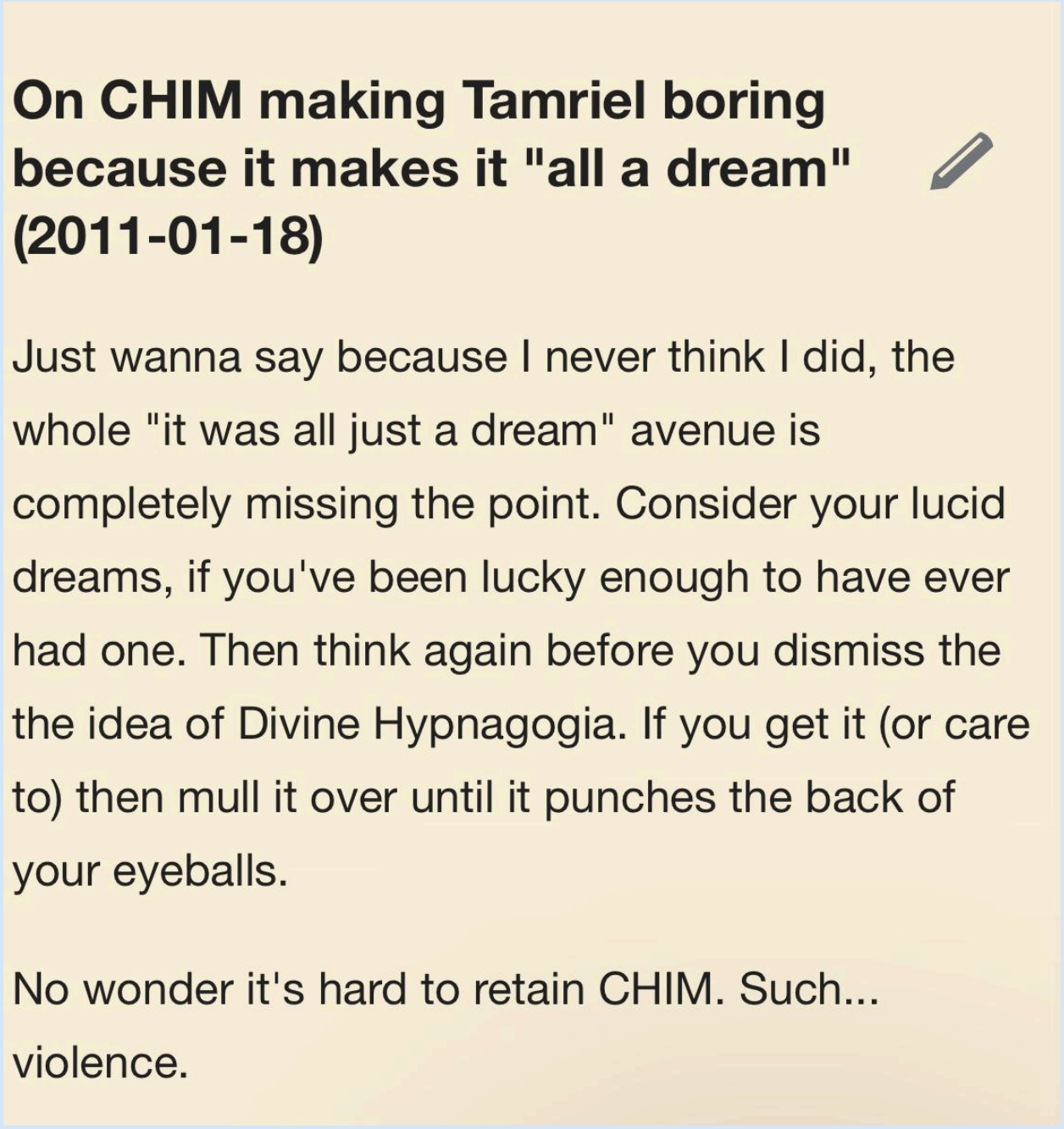
"Keep nothing in your house that is neither needed or beautiful.

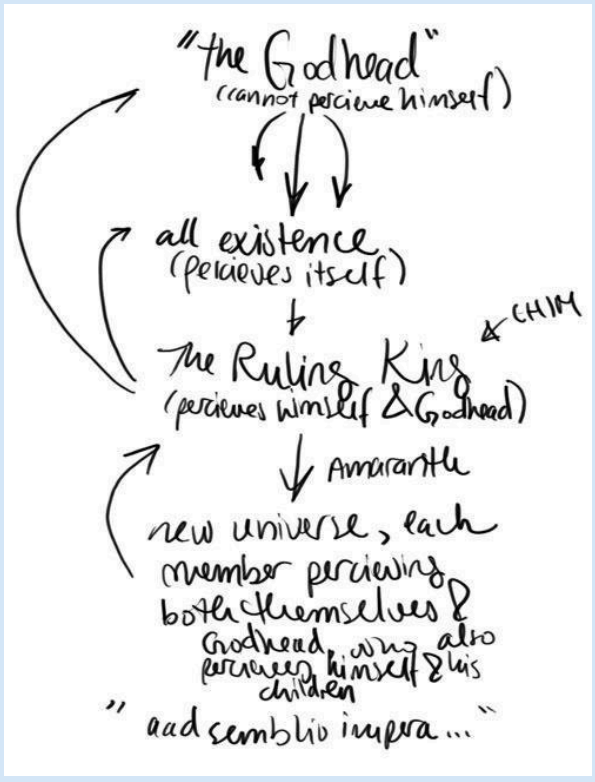
"Ordeals you should face unimpeded by the world of restriction. The splendor of stars is Ayem's domain. The selfishness of the sea is Seht's. I rule the middle air. All else is earth and under your temporal command. There is no bone that cannot be broken, except for the heart bone. You will see i twice in your lifetimes. Take what you can the first time and let us do the rest.

The Ruling King can even control the “canon” of the story



All things are a dream to them. It is likened to Lucid dreaming when you're basically omnipotent over your own dream. Omnipotent and omniscient.





As seen above the Ruling King perceives the Godhead and has an ineffable sense of it. From perceiving it, it perceives all of existence. We can see a smaller example of this with Pelinal and Aka. Remember that there are dreams within dreams. Anu and Padomay dreams of Anuiel and Sithis, And they dream of all things, and Aka dreams of the whole aurbis and many paths. Aka's insanity is a reflection of the dreamer's "insanity". When Pelinal crashes out right before he goes into his divine madness, he says "I watch you watching me watching back! Umaril dares call us out, for that is how we made him!" He also says "When a dream no longer needs its dreamer" when entering a

Pseudo CHIM. He also says that “that is how we made him!”

dragon, and that this was proof that he was a myth-echo, and that where he trod were shapes of the first urging. Pelinal cared for none of this and killed any who would speak god-logic, except for fair Perrif, who he said, "enacts, rather than talks, as language without exertion is dead witness." When those soldiers who heard him say this stared blankly, he laughed and swung his sword, running into the rain of Kyne to slaughter their Ayleid captives, screaming, "O Aka, for our shared madness I do this! I watch you watching me watching back! Umaril dares call us out, for that is how we made him!" [And it was during] these fits of anger and nonsense that Pelinal would fall into the Madness, where whole swaths of lands were devoured in divine rampage to become Void, and Alessia would have to pray to the Gods for their succor, and they would reach down as one mind and soothe the Whitestrake until he no longer had the will to kill the earth in whole. And Garid of the men-of-ge once saw such a Madness from afar and maneuvered, after it had abated, to drink together with Pelinal, and he asked what such an affliction felt like, to which Pelinal could only answer,

This is important because Aka and Lorkhan were the prime masculine creator gods. As above, so below. [redacted]

Is there something beyond CHIM? (2010-01-16)

There is one step beyond CHIM, but you're right in that it is not godhood. It's the flowering of a statehood where the images you give birth to in your dream-- stolen (?) from first dreamer-- wakes up. Wails knowing free will. And begins to dream in the same way. Children of liberty without end, and then the music lives forever as a pirate radio tuned against the rules of Heaven and the vulgarities of Hell.

[redacted]

Vivec then built the Provisional House at the Center of the Secret Door. From here he could watch the age to come. Of the House is written:

Cornerstone one has a finger
Buried under, pointing through
Dirt, slow low in the ground
North cannot be guessed,
And yet it is spirit-free

Cornerstone two has a tongue,
And even dust can be talkative,
Listen and you will see the love
The ancient libraries need

Cornerstone three has a bit of string,
Shaped like your favorite color,
A girl remembers who left it there
But she is afraid to dig it out,
And see what it is attached to

Cornerstone four has nine bones,
Removed carefully from a black cat,
Arranged in the fashion of this word,
Protecting us from our enemies

Your house is safe now
So why is it--
Your house is safe now
So why is it--

The finger is a Metaphor for will and direction to which is his ego's final grasp. It points north but there is no north. The Ruling King doesn't know which way is forward. "Buried in the dirt" means that it is the death of attachment and the death of the ego. This is the last bridge of ego. "Even dust can be talkative": This means that all ideas, language, and memories become fleeting and irrelevant because at this level and at this threshold that goes beyond thought itself and beyond being itself these things become…nothing.

The ancient library quote means that all knowledge, even if infinite, is incomplete compared to what's going to come next. After all, "All language is based on meat. Do not let the sophists fool you". Meaning and words themselves start to crumble at this point. The String is the final tether to selfhood. The favorite color is a nod to personal memory, attachments, and identity. The fear of the "girl" is the existential terror of finding out what she will find beneath her own existence and unraveling herself to her core and transcending all attachments to the world. This is the final whisper of individuality itself. Cornerstone four talks about how they use the bones of a black cat to defend themselves against spiritual assaults….but there are no enemies as we will see in the next quote. Remember, the ruling king stands above antithesis and duality. So what's the issue? He lacks the "love" component. To become the AMARANTH, he needs another Ruling King (Jubal)

"For I have removed my left hand and my right, he will say," she said, "for that is how I shall win against them. Love alone and you shall know only mistakes of salt."

The worlding of the words is AMARANTH.

As I've said before it's a return to 0. In Thelema it is said the universe sprang from 0. Featureless nothing that has **potential** for possibility. Everything that came from 0 is "2". Why 2 and not 1? It's because 1 leads nowhere other than the starting point. This also leads into the Hinduistic concept of the **ultimate reality.** Where the ultimate reality is perfection which is **nothingness,** and all things that are "things" or "something" at all, or just stains upon this perfection and must be destroyed. This is said under a description of the tarot card "The Tower" ironically this has a parallel in TES as well

XVI. THE TOWER (OR: WAR)

This card is attributed to the letter Pe', which means a mouth; it refers to the planet Mars. In its simplest interpretation it refers to the manifestation of cosmic energy in its grossest form. The picture shows the destruction of existing material by fire. It may be taken as tbe preface to Atu XX, the Last Judgment, i.e., the Coming of a New Aeon. This being so, it seems to indicate the quintessential quality of the Lord of the Aeon[2].

At the bottom part of the card, therefore, is shown the destruc tion of the old-established Aeon by lightning, flames, engines of war. In the right-hand corner are the jaws of Dis, belching flame at the roo~of the structure. Falling from the tower are broken figures of the garrison. It will be noticed that they have lost their human shape.

They have become mere geometrical expressions.

This suggests another (and totally different) interpretation of the

1 Compare Saturn, at one end of the Seven Sacred Wanderers, with the Moon at the other: the aged man and the young girl -see "The Formula of Tetragrammaton". They are linked as no other two planets, since $\mathbf{3^2=9}$, and each contains in itself the extremes of its own idea. (See also Appendix: Atu xxi.)

[2]See LiberAL. III. 3-9; II - 13; 17-18; 23-29; 46; 49-60; 70-72.

card. To understand this, it is necessary to refer to the doctrines of Yoga, especially those most widely current in Southern India, where the cult of Shiva, the Destroyer, is paramount. Shiva is represented as dancing upon the bodies of his devotees. To understand this is not easy for most western minds. Briefly, the doctrine is that the ultimate reality (which is Perfection) is Nothinguess. Hence all manifestations, however glorious, however delightful, are stains. To obtain per fection, all existing things must be annihilated. The destruction of the garrison may therefore be taken to mean their emancipation from the prison of organized life, which was confining them. It was their unwisdom to cling to it.

The above should make it clear that magical symbols must always be understood in a double sense, each contradictory of the other. These ideas blend naturally with the higher and deeper significance of the card.

There is a direct reference to this card in the Book of the Law. In Chapter I, verse 57, the goddess Nuith speaks: "Invoke me under my stars! Love is the law, love under will. Nor let the fools mistake love; for there are love and love. There is the dove, and there is the serpent. Choose ye well! He, my prophet, hath chosen, knowing the law of the fortress, and the great mystery of the House of God".[1]

The dominating feature of this card is the Eye of Horus. This is also the Eye of Shiva, on the opening of which, according to the legend of this cult, the Universe is destroyed.

Besides this, there is a special technical magical meaning, which is explained openly only to initiates of the Eleventh degree of the 0.T.O.; a grade so secret that it is not even listed in the official documents. It is not even to be understood by study of the Eye in Atu XV. Perhaps it is lawful to mention that the Arab sages and the Persian poets have written, not always guardedly, on the subject.

Bathed in the effulgence of this Eye (which now assumes even a third sense, that indicated in Atu XV) are the Dove bearing an olive branch and the Serpent: as in the above quotation. The Serpent is portrayed as the Lion-Serpent Xnoubis or Abraxas. These represent the two forms of desire; what Schopenhauer would have called the

[1]For this reason the ancient title, to-day not very intelligible, has been retained. Otherwise, it might have been called War.

Will to Live and the Will to Die. They represent the feminine and triasculine impulses; the nobility of the latter is possibly based upon recoguition of the futility of the former. This is perhaps why the renunciation of love in all the ordinary senses of the word has been so constantly announced as the first step towards initiation. This is an unnecessarily rigid view. This Trump is not the only card in the Pack, nor are the "will to live" and the "will to die" incompatible. This becomes clear as soon as life and death are understood (See Atu XIII) as phases of a single manifestation of energy.

XVII. THE STAR

This card is attributed to the letter He', as has been explained elsewhere. It refers to the Zodiacal sign of Aquarius, the water- bearer. The picture

represents Nuith, our Lady of the Stars. For the full meaning of this sentence it is necessary to understand the first chapter of the Book of the Law.

The figure of the goddess is shown in manifestation, that is, not as the surrounding space of heaven, shown in Atu XX, where she is the pure philosophical idea continuous and omniform. In this card she is definitely personified as a human-seeming figure; she is repre sented as bearing two cups, one golden, held high above her head, from which she pours water upon it. (These cups resemble breasts, as it is written: "the milk of the stars from her paps; yea, the milk of the stars from her paps").

The Universe is here resolved into its ultimate elements. (One is tempted to quote from the Vision of the Lake Pasquaney, "Nothingness with twinkles. . . but what twinkles!") Behind the figure of the goddess is the celestial globe. Most prominent among its features is the seven-pointed Star of Venus, as if declaring the prin cipal characteristic of her nature to be Love. (See again the descrip tion in Chapter I of the Book of the Law). From the golden cup she pours this ethereal water, which is also milk and oil and blood, upon her own head, indicating the eternal renewal of the categories, the inexhaustible possibilities of existence.

The left hand, lowered, holds a silver cup, from which also she pours the immortal liquor of her life. (This liquor is the Amrita of the

Indian philosophers, the Nepenthe and Ambrosia of the Greeks, the Alkahest and Universal Medicine of the Alchemists, the Blood of the Grail; or, rather, the nectar which is the mother of that blood. She pours it upon the junction of land and water. This water is the water of the great Sea of Binah; in the manifestation of Nuith on a lower plane, she is the Great Mother. For the Great Sea is upon the shore of the fertile earth, as represented by the roses in the right hand corner of the picture. But between sea and land is the "Abyss", and this is hidden by the clouds, which whirl as a development of her hair: "my hair the trees of Eternity". (AL. 1, 59).

In the left-hand corner of the picture is the star of Babalon; the Sigil of the Brotherhood of the A.'. A.'. For Babalon is yet a further materialization of the original idea of Nuith; she is the Scarlet Woman, the sacred Harlot who is the lady of Atu XI. From this star, behind the celestial sphere itself, issue the curled rays of spiritual light. Heaven itself is no more than a veil before the face of the immortal goddess.

It will be seen that every form of energy in this picture is spiral. Zoroaster says,

Reminder that the tower encompasses All

"And in those waning days, I decided to go to Cyrodiil with my Water Face, so that I might tell all I met along the way the truth and the truth only. I was then the Thief of the world, and my charges were three (and that being a very significant number to me), one of which was the Tower.

"And it was of the Tower that my emperor wanted to hear. He was dying and I loved him yet. He, too, was a Master and so I knew that he realized just how big a realm that the Tower encompassed. I am sure that when I meet the Warrior and Arctus again, they will have brought similar burdens. My guesses are the Lord and Ritual, but I do not know and would be delighted to be wrong.

"Understand that I am a Master and make my own way. For me, Mystery is dead. That is so hard to write. You cannot feel the pause. My brother is dead.

"Anyway.

The Tower touches all mantles of Heaven, that is to say, CHIM encompasses all layers and beyond those layers mentioned. The Stories within Stories, the narratives within narratives, the dreams within dreams (save the dreamer), and the worlds within worlds. The Last

Bridge of Existence and the Wheel obeys its king.

The Tower touches all the mantles of Heaven, brother-noviates, and by its apex one can be as he will. More: be as he was and yet changed for all else on that path for those that walk after. This is the third key of Nu-mantia and the secret of how mortals become makers, and makers back to mortals. The Bones of the Wheel need their flesh, and that is mankind's heirloom.

criminals.

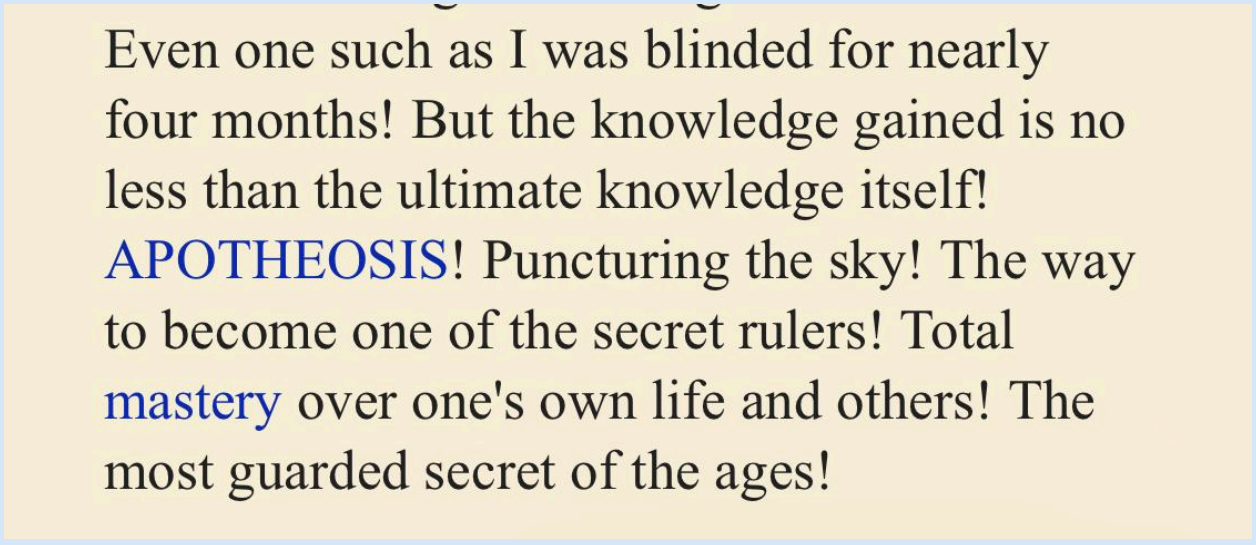
The Tower is the axle, the spear through the starry heart, the magne that line the lodestones. The Tower is the one place that lies within all the wheels of heaven.

And when a tower falls? The wheel is unchained, spinning wildly, stirring up wheels within wheels. And when one of those wheels stands upright? There is your tower. The wheel obeys.

And when a wheel breaks? The towers split, wander, grow, shrink, spin. And when one tower encompasses the rest? There is your wheel. The heavens are painted on its walls.

Nirn is bound in secret knots.

It gives mastery over your life and story and everyone else's story and life.



Conclusion: High 1-A+ on VSBW. Irrelevant Layers into 1-S. Unholy amounts into High 1-A on AFB. Nigh-0+ on PSW

AMARANTH/GOD/NU-MEN/ GODHEAD

Now, we reach the end-point of the verse and it's story. The Amaranth. The flowering statehood beyond divinity itself. The ineffable King of I beyond the words. God. The Darkness Reborn

Generous silver chalice, sword in the clouds, dying-radiant lady-star. He entered the Temple, passed the seven veils, beheld his wife, Berahzic. O: the word, the deed, the end inevitable: O!

She asked of him truths beyond words, and he answered without words, but added in completion:

“There is nothing beyond bliss, after death comes the void. Only then are we free to love. Figuring father Peryite would stamp it and catalogue it. And Mephala mother, embracing black hands, would smother it. Gods such as us must be gentle with all our children, both flesh and spirit, a seed-apple potpourri.”

blinding shows of Solitude.

Many thousand millions are the visions of aminreaV. A, awake, the first and last, the King of I.

You read the words of the Sermon, but you are blind to the truths between them.

The darkness is reborn, crowned and conquering, and you pull the covers tighter and sleep.

As mentioned in the last section, at this point, the Amaranth transcends **thought** and **being** itself. It is described as Everything and Nothing. Almighty and without limits or restrictions. It is a world without “AM”. Self sufficient:

'This is God's city, different from others. Cities from foreign countries put their denizens to sleep and walk to the star-wounded East to pay homage to me. The capital of the northern men, crusty with eon's ice, bows before Vivec the city, me it together.

'Self-thought streets rush through tunnel blood. I have rebuilt myself. Hyper eyed signposts along my traffic arm, soon to be an inner sea. My body is crawling with all gathered to see me rising up like a monolithic instrument of pleasure. My spine is the main road to the city that I am. Countless transactions are taking place in veins and catwalks and the roaming, roaming, roaming, as they roam over and through and add to me. There are temples erected along the hollow of my skull and I will ever wear them as a crown. Walk across the lips of God.

'They add new doors to me and I become effortlessly trans-immortal with the comings and goings and the stride-heat of the market where I am traded for, yell of the children hear them play, scoffed at, amused, desired, paid for in native coin, new minted with my face on one side and my city-body on the other. I stare with each new window. Soon I am a million-eyed insect dreaming.
'Red-sparking war trumpets sound like cattle in the ribcage of shuffling transit. The heretics are destroyed on the plaza knees. I flood over into the hills, houses rising like a rash, and I never scratch. Cities are the antidotes to hunting.
'I raise lanterns to light my hollows, lend wax to the thousands the candlesticks that bear my name again and again, the name innumerable, shutting in, mantra and priest, god-city, filling every corner with the naming name, wheeled, circling, running river language giggling with footfalls mating, selling, stealing, searching, and worry not ye who walk with me. This is the flowering scheme of the Aurbis. This is the promise of the PSJJJJ: egg, image, man, god, city, state. I serve and am served. I am made of wire and string and mortar and I accede my own precedent, world without am.'

Once more this echoes gnostic thought. It is very mirrored with the Monad, the supreme being who transcends being-ness itself:

The Inexpressible One

The One rules all. Nothing has authority over it.
It is the God.
It is Father of everything,
Holy One
The invisible one over everything.
It is uncontaminated
Pure light no eye can bear to look within.

The One is the Invisible Spirit.
It is not right to think of it as a God or as like God.
It is more than just God.

Nothing is above it.
Nothing rules it.
Since everything exists within it
It does not exist within anything.
Since it is not dependent on anything
It is eternal.

It is absolutely complete and so needs nothing.
It is utterly perfect
Light.

The One is without boundaries
Nothing exists outside of it to border it
The One cannot be investigated
Nothing exists apart from it to investigate it
The One cannot be measured
Nothing exists external to it to measure it

The One cannot be seen
For no one can envision it
The One is eternal
For it exists forever
The One is inconceivable
For no one can comprehend it
The One is indescribable
For no one can put any words to it.

The One is infinite light
Purity
Holiness
Stainless,

The One is incomprehensible
Perfectly free from corruption.
Not “perfect”
Not “blessed”
Not “divine”

It is outside of realms of being and time
For whatever is within realms of being was created
And whatever is within time had time allotted to it
The One receives nothing from anything.
It simply apprehends itself in its own perfect light

The One is majestic.
The One is measureless majesty

Chief of all Realms
Producing all realms

Light

I am the first and the last.
I am the honored and scorned.
I am the whore and holy.
I am the wife and the virgin.
I am the mother and daughter.
I am the members of my mother
and the barren one with many sons.
I have had a grand wedding
and have not found a husband.
I am a midwife and do not give birth.
I am the solace of my labor pains.
I am bride and groom,
and my husband produced me.
I am the mother of my father
and sister of my husband,
and he is my offspring.
I am a slave of him who prepared me
and ruler of my offspring.
He produced me earlier yet on my birthday.
He is my offspring to come,
and from him is my power.
I am the staff of his power in his youth
and he the rod of my old age,
and whatever he wants happens to me.
I am a silence incomprehensible
and an idea remembered often.
I am the voice whose sound is manifold
and word whose appearance is multiple.
I am the utterance of my name.

Why do you who hate me love me
and hate those who love me?
You who deny me confess me,
and you who confess me deny me.
You who tell the truth about me lie about me,
and you who lie tell the truth.
You who know me,
be ignorant of me, and those who have not known me,
let them know me.

I am knowledge and ignorance.
I am shame and fearlessness.
I am shameless and ashamed.
I am strength and fear.
I am war and peace.
Hear what I say.
I am the disgraced and the grand being.
Consider my poverty and wealth.
Don't be arrogant when I am cast down on the earth,
and you will find me in those who are to come.
Don't stare at me lying on a dung heap.
Don't run off and cast me away.
In the kingdoms you will find me.
Don't stare when I am cast with the disgraced
in the most sordid places
or laugh at me.
Don't throw me out among those violently slaughtered.
I am compassionate and cruel.

Be careful.
Don't hate my obedience
or love my self-control.
When I am weak, don't forsake me
or fear my power.
Why do you despise my fear
and curse my pride?
I am a woman existing in every fear
and in my strength when I tremble.
I am a woman, weak,
and carefree in a pleasant place.
I am senseless and wise.

For why do you despise my fear
and curse my pride?
But I am she who exists in all fears
and strength in trembling.
I am she who is weak,
and I am well in a pleasant place.
I am senseless and I am wise.

Why have you hated me in your counsels?
For I shall be silent among those who are silent,
and I shall appear and speak,

Why then have you hated me, you Greeks?
Because I am a barbarian among the barbarians?
For I am the wisdom of the Greeks
and the knowledge of the barbarians.
I am the judgement of the Greeks and of the barbarians.
I am the one whose image is great in Egypt
and the one who has no image among the barbarians.
I am the one who has been hated everywhere
and who has been loved everywhere.
I am the one whom they call Life,
and you have called Death.
I am the one whom they call Law,
and you have called Lawlessness.
I am the one whom you have pursued,
and I am the one whom you have seized.
I am the one whom you have scattered,
and you have gathered me together.
I am the one before whom you have been ashamed,
and you have been shameless to me.
I am she who does not keep festival,
and I am she whose festivals are many.

I, I am godless,
and I am the one whose God is great.
I am the one whom you have reflected upon,
and you have scorned me.
I am unlearned,
and they learn from me.
I am the one that you have despised,
and you reflect upon me.
I am the one whom you have hidden from,
and you appear to me.
But whenever you hide yourselves,
I myself will appear.
For whenever you appear,
I myself will hide from you.

and shrewd in my many words.

Hear me in gentleness and discover me in roughness.
I am the woman crying out
and cast upon the face of the earth.
I prepare bread and my mind within.
I am the knowledge of my name.
I am the one who cries out
and I listen.
I appear . . . walk in . . . I am . . . the defense.
I am called truth and iniquity. . . .

You honor me and whisper against me.
You, the vanquished, judge those who vanquish you
before they judge you,
because in you the judge and partiality exist.
If you are condemned by one, who will acquit you?
If acquitted by him, who will arrest you?
What is in you is outside,
and one who fashions you on the outside
shapes you inside.
What you see outside you see within you.
It is visible and your garment.
Hear me, hearers,
and find out about my words, you who know me.
I am the hearing all can reach;
I am speech undecipherable.
I am the name of the sound
and the sound of the name.
I am the sign of the letter
and the designation of the division.
I . . . light . . . great power . . . will not move the name . . .
to the one who created me.
I will speak his name.

Look at his words and all the writings completed.
Be alert, hearers and angels and those sent
and you spirits arisen from the dead.
I alone exist and have no one to judge me.
Many pleasures exist in many sins,
uncontrolled passions and disgraceful desires
and brief pleasures
embraced by people until they sober up
and float up to their place of rest.
There they will find me and live, and they will not die
again.

Secret book of John
Thunder, A Perfect Mind

The Godhead/AMARANTH (Treating them as the same for the sake of the argument and simplicity) sees all of its creations as fiction:

Waking Dreams of A Starless Sky

by Bilius Felcrex

A part of a series of Black Books



he eyes, once bleached by falling stars of utmost revelation, will forever see the faint insight drawn by the overwhelming question, as only the True Enquiry shapes the edge of thought. The rest is vulgar fiction, attempts to impose order on the consensus mantlings of an uncaring godhead. First,

This does include all interplay, which includes Anu and Padomay who are described as a flea of assertion on a wolf of naught, honing in on its sheer Ineffability and infinite

transcendence:

> *That all the Interplay is one flea of assertion on a wolf of naught*, and that every experience (that is, *everything*) born from that primal wail would cascade unto the echo-need of hologram, each slice the same except for scale, and all the magic that would need to spring forth just to hold it together at *living, divine cross-purpose*, support struts made from the need to exist (axial, along its two-headed fighting rays, each refusing their

It is God. The All-Being, Unerased, Omnipotent, etc. Beyond all AE which means "Being-ness":

> Those who do not fail become the New Men: an individual beyond all AE, unerased and all-being. Jumping beyond the last bridge of all existence is the Last Existence, The Eternal I.

I AM.

A whole World of You.

God.

God outside of all else but his own free consciousness, hallucinating for eternity and falling into love: I AM AND I ARE ALL WE.

C0DA Digitals have confirmed that a subject in sensory deprivation begins to hallucinate after only twenty minutes. Scale unto this along the magical spectrum and maintenance of time, which is forever, and you begin to see the Lunar God's failure as Greatest Gift. As above, *"This is the love of God."*

Why Love?

Know Love to avoid the Landfall, my brothers and sisters of the past.

The New Man becomes God becomes Amaranth, everlasting hypnogogic *[sic]*. Hallucinations become lucid under His eye and therefore, like all parents of their children, the Amaranth cherishes and adores

I ARE ALL WE.

God is Love.

COME TO THE HOUSE OF WE.

God is Love.

ONE WORLD IN SPIRIT I AM.

God is Love.

JUBAL-LUN-SUL:

Closer as JUBAL *recites his vows. We can kind of see that* LORKHAN*'s heart is perhaps a cage of a dragon.* AKATOSH.

LORKHAN:

VIVEC *recites hers.*



VIVEC:

[...] LORKHAN*'s heart-hole isn't a cage at all. Or maybe it is.* AKATOSH*, Time-Dragon, First Born, begins to eat his tail. The priest address the audience: if there are any here who would object.*

LORKHAN:

None do. None would.

VIVEC: I —

JUBAL-LUN-SUL: I —

VIVEC: WE.

JUBAL-LUN-SUL: YES.

The kiss. LORKHAN*'s hole is no more. It's healed. His heart is secure. All things are secure.*

XXVI. Amaranth

THE COSMIC ISSUE — THE FIRST OF THE NU-MEN, A BABY MADE OF FLOWERS — LOOKING TO THE READER, BUT NOT BREAKING THE FOURTH WALL. IT'S IS SIMPLY SEEING SOMETHING WE'RE NOT, SOMETHING THAT'S BEHIND US. "SCROLLING" BEHIND IT IS THE FOLLOWING TEXT:

> ~~My name is Jubal-lun-Sul, of House Sul, whose name is known and heard throughout the Scathing Bay and the Nine times Nine Thrones. Our lord is High Alma Jaroon, of House Jaroon, whose city is the First City of the New North, where all who Went Under from Landfall settled and made peace with the Worm, when we were not Eighty and One separate peoples but One, carrying the tibrols on our backs together and cutting tunnels by the light and heat that all mer wore, with equal dust in every mouth. My family's name comes from the first child born in the Velothiid, Haeko-dol-Sul, and, like him, we are salt merchants. Our crest is the tusk of the bat-tiger. Our bloodline is registered by C0DA.~~
>
> ~~The Digitals say we come from another star, but so many have forgotten. I have not, for my lineage granted me audience with Memory, and I have spoken with the Wheels of Lull. I have seen proof, as any who come Up during Landfall Season, when the winds die down enough Above that all may make pilgrimage under the banner of Vehk and Vehk. Though many Above have renounced Memory, they too remember.~~

NEW LANGUAGE, CONTINUED MEANING, STRING-STRAND OF BOTH. MEANING REMAINS: WELCOME TO THE HOUSE OF WE.



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Conclusion: Tier 0 on VSBW. Tier 0 on PSW. Beyond irrelevant layers into 1-S on CSAP. Same with AFB.