

Explaining the Elder Scrolls Cosmology

In Today's blog I would be explaining the complex Elder Scrolls Cosmology

Nirn

Nirn , is in simple terms , a Finite Ball of Matter and Magic that works together to make a planet

What is Nirn?

Nirn (Ehnofox [sic] [Do not change this to Ehlnofex. This misspelled word is how it officially appears.] for 'Arena') is a finite ball of matter and magic made from all of the god planets at the beginning of time, when Lorkhan tricked/convinced/forced the gods to create the mortal plane. Nirn is the mortal plane and the mortal planet, which is the same thing. Its creation upset the cosmic balance; now all souls (especially the Aedra-Daedra/Gods-Demons) have a vested interest in Nirn (especially its starry heart, Tamriel).

-- Michael Kirkbride , 1999

Nirn though , is a very complex Planet , for example the Water isn't actually water.....but the Memories of the Dead

Did You Know: Water is composed of memory? When a mortal dies, his or her memories become water, and in this way all of the memories of Tamriel's history are stored within its waters.

<https://t.co/tG5UpSjGpJ>

this is Supported by the Augur of Obscure explaining that The Water has Transliminal Tones .

If I take you out of that box, will you help me find these time breaches? "I'm actually quite comfortable here, mate. Cozy accomodations, the transliminal tones of the ocean waves, gangly meat-brains to mock. But I guess I should be going. These Elves plan to sell me! Can you imagine? I'll help you. On one condition."

-- Augur of Obscure , Elder Scrolls Online

What are Transliminal Tones?

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.

-- Wikipedia

The Existence Of Transliminal Tones Furthur Supports The Memories thing but Let's Go even furthur .

Its said that the Oceans of Nirn , literally holds All Inverse Number Forms which would be Infinite to a high degree (considering that any Two Numbers have infinite Numbers between them due to the workings of Decimals)

Also a statement about how it can be comprehended in Three Dimensions and even higher , making even the oceans Higher Dimensional

"A breach near the sea! I do love the ocean. It's a shame you can only see in three dimensions. All the quasi-tones and inverse number-forms Actually, I take it back—your meat-brain would explode if you saw this."

-- Augur of Obscure

The Complexity of The Oceans do not End here Though , to move through oceans On Nirn is to Move through 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 when it comes to time.

It's linear. It follows a line.

The Line, if you get me

- Michael Kirkbride

so that shows us that Nirn has really really complex Oceanic Mechanics and Water in General

The Earthbones

The Earthbones are The Et Ada that makes up the Laws of Physics on Nirn and Mundus as a whole

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. .

- Baladas Demnevanni

What are the Planets and the Moons

The Planets and The Moons , are in simpler Words , Avatars of The Gods , The Avatars which are in a state of Camatose , they are infinite in size and mass but Mortal restrictions only allow them to be precieved as Planets when in actuality they are planes , The Moon part also gives us an explicit mention of Larger Infinities .

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.

What are moons?

Small planets, insofar as one infinite mass of infinite size can be smaller than another. Planets do have orbits, or at least lunar orbits are perceived to happen by mortals. Moons are regarded by various cultures as attendant spirits of their god planet, or minor gods, or foreign gods. The moons of Nirn are Masser and Secunda. Moons are not represented in the Dwarven Orrery.

-- Michael Kirkbride

They are impossible to Understand , Thus making them complicated to the Point that math becomes Irrelevant

anyway , we also have confirmation that the Bodies of Aedra remain completely unaffected by time Being broken

"Do you mean, where were the Khajiit when the Dragon Broke? R'leyt tells you where: recording it. 'One thousand eight years,' you've heard it. You think the Cyro-Nordics came up with that all on their own. You humans are better thieves than even Rajhin! While you were fighting wars with phantoms and giving birth to your own fathers, it was the Mane that watched the ja-Kha'jay, because the moons were the only constant, and you didn't have the sugar to see it. We'll give you credit: you broke Alkosh something fierce, and that's not easy. Just don't think you solved what you accomplished by it, or can ever solve it. You did it again with Big Walker, not once, but twice! Once at Rimmen, which we'll never learn to live with. The second time it was in Daggerfall, or was it Sentinel, or was it Wayrest, or was it in all three places at once? Get me, Cyrodiil? When will you wake up and realize what really happened to the Dwarves?"

https://en.uesp.net/wiki/Lore:Where_Were_You_..._Dragon_Broke

what happens during Dragonbreaks? time becomes completely nonlinear and thus , Everything is Simultaneous .

"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."

-- Augur of Obscure

so not being effected by such an event would Mean that the concept of Time isn't relevant to The Moons and Planets

What is The Space , The Stars , The Sky and The Shooting Stars?

in simple words , the Stars are Holes in the Sky made by Magnus and The Magne Ge During their Retreat from Mundus after Being betrayed from Lorkhan

What is the sun?

Magnus is the sun, the largest hole in Oblivion, and the gateway to magic. Magnus was present at the creation of the mortal plane, and, in fact, was its architect (Lorkhan was its advocate and inspiration). Prehistoric (before ME2500, startyear) Nirn was a magical place, and highly unstable to the first mortals. Magnus then left, some say in disgust, and Oblivion filled in the void with the Void. His escape was not easy, and tatters of Magnus remain in the firmament as stars.

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

-- Michael Kirkbride , 1999

The Stars are the Source of all Magic as they are The Links To Aetherius

Aetherius is the only place that have been explained as The Source Of All Magic/Magicka

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

https://www.uesp.net/wiki/Lore:Magic_from_the_Sky

Vestige: "How do stars relate to Aetherius?"

Girnaln: "They are Aetherius. Rather, the sun and stars are holes pierced in the wall of night by Magnus - and other spirits - seeking to escape Nirn."

"These holes permit Aetherius' light to enter our world. From theirs to ours does Magicka trickle."

-- Elder Scrolls Online

The Space and The Sky , is simply an interpretation of the changing sides

What is space?

Space is the interpretation of Oblivion, which is black and empty and surrounds the mortal plane. Space is infinite, but it acts just like a planet, in that Oblivion is 'surrounded' by Aetherius. You can see Aetherius by the stars

-- Michael Kirkbride 1999

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.

-- Michael Kirkbride , 1999

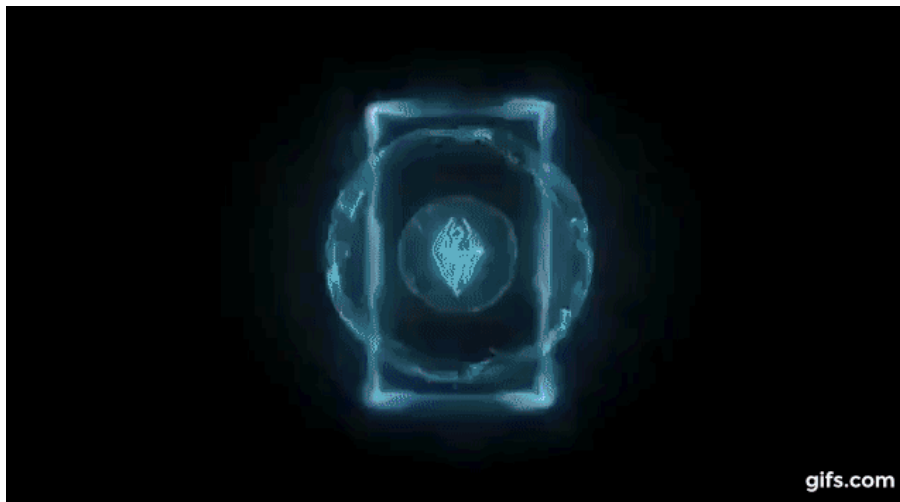
Shooting stars? special Magical Matter that are for some unknown reason send to the Mortal Plane from Aetherius

What are shooting stars, then?

A misnomer. Shooting stars are bits of matter and magic, either from Oblivion or Aetherius, that sometimes move through the cosmos. The largest shooting stars are really planets with independent orbits, like Baan Dar the Rogue Plane.

-- Michael Kirkbride , 1999

though The Stars are not any smaller than Real Life Stars as they are shown to form Nebulaes and such the exact same way



What Are The Unstars and The constellations?

The constellations are beings that are made up of the stars , with one of them being made up of the Unstars

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

-- Michael Kirkbride 1999

The Stars of Tamriel are divided into thirteen constellations. Three of them are the major constellations, known as the Guardians. These are the Warrior, the Mage, and the Thief. Each of the Guardians protects its three Charges from the thirteenth constellation, the Serpent.

When the sun rises near one of the constellations, it is that constellation's season. Each constellation has a Season of approximately one month. The Serpent has no season, for it moves about in the heavens, usually threatening one of the other constellations

-- The Firmament

The Unstars refer to a form of a void , The Serpant is a void

While the rest of the new world was allowed to strive back to godhood, Sep could only slink around in a dead skin, or swim about in the sky, a hungry void that jealously tried to eat the stars.

- The Monomyth

Temporality

There are Like.... Two to three Temporal Dimension In Mundus alone

"“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.”

-- From Septimus Signus:

Here he describes how the scrolls can look left and right in time (the future and the past), but he goes on to say that they can also look up and down which would be another axis or dimension of time.

" It would take a month to explain to you how that very question doesn't even make sense. The Scrolls exist here, with us, but also beyond and beneath. Before and after. "

-- Urag gro-Shub: "

and there are infinite Timelines/futures as to move on one future is to ignore an infinite futures

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

-- The Truth in Sequence VII

Establishing The Gods as Conceptual Embodiments

The Gods in Elder Scrolls , are actually what they embody , Time/Cause and such is said to be the hands of Akatosh

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!

-- Fa-Nuit-Hen

There are more statement in the case of Both Akatosh and Auri-El for them to be conceptual embodiments

The Cosmos formed from the Aurbis (chaos, or totality) by Anu and Padomay. Akatosh (Auriel) formed and Time began.

Before the Ages of Man

When Akatosh forms, Time begins, and it becomes easier for some spirits to realize themselves as beings with a past and a future. The strongest of the recognizable spirits crystallize: Mephala, Arkay, Y'ffre, Magnus, Ruptga, etc., etc. Others remain as concepts, ideas, or emotions. One of the strongest of these, a barely formed urge that the others call Lorkhan, details a plan to create Mundus, the Mortal Plane.

-- The Monomyth

But Auri-El is indubitably the God of Time for both the Altmer and Bosmer, and in their creation myths we easily recognize the acts of our own Father Akatosh. As to your penultimate question, since both Akatosh and Auri-El are credited with commencing the flow of time, by definition neither could 'precede' the other.

-- Artorius Ponticus Answers Your Questions

Sheogorath is constantly stated to be Madness itself

"Sheogorath is already inside each of us. You have already lost."

-- Myths of Sheogorath

I am a part of you, little mortal. I am a shadow in your subconscious, a blemish on your fragile little psyche. You know me. You just don't know it.

-- Sheogorath himself

Mephala:

As known in the West, Mephala is the demon of murder, sex, and secrets. All of these themes contain subtle aspects and violent ones (assassination/genocide, courtship/orgy, tact/poetic truths); Mephala is understood paradoxically to contain and integrate these contradictory themes.

-- Vivec and Mephala (Book)

N'Gasta says something similar

Daedra were born before stars, mortal. Do you consider that perhaps such names preceded, hence perhaps inspired, the concepts they connote?

-- N'Gasta

Shadows and Adjacent Places

Azra Nightweilder was a Brilliant Mage who found that All Possibilities are showed by Shadows and By Manipulating The Very same Shadows he showed that all possibilities are actually passively manifesting

First Scroll of Shadow

... 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.

Manipulating a shadow could, through contagion, manipulate the object or force which cast it.

Second Scroll of Shadow

... Azra attempted what had never been done before, manipulating his own shadow to such an extent that he instantiated and melded all possible Azras at the same time, crossing over from this singular existence to all the existences in shadow.

https://www.uesp.net/wiki/Shadowkey:Scroll_of_Shadow

These Shadows Aka Possibilities Manifest as Adjacent places

appeared and drank from the excess. Grabbers from the Adjacent Place came into the world sideways, the slave talking having disrupted

-- 36 lessons of Vivec

this is confirmed when the Augur of Obscure Directly states that he would be something different in a different Adjacent Place

Why are you stuck in a crystal skull? "I'm not in the skull. I am the skull—at least here on Nirn. Over in the Adjacent Place, I'm shaped like a throw-pillow. Imagine that! You look confused. It's just a trick of the light, mate. The skull's what you might call a manifestation."

-- Augur of Obscure

so this concludes the Mundus part

what we established for Mundus was

- The Oceans are really complex , containing all of maths , Transliminal Waves and complex Quasi-Tones
- The Earthbones are what makes the Laws of Physics
- Infinities can be greater and smaller
- Human eye limits Comprehension abilities
- Stars are Portals but still act like Stars in Size , making Nebulaes and Providing The World with Energy
- There are infinite Timelines
- There are Multiple Temporal Dimensions
- The Unstars is a way of saying the Word " Void "
- There is an Unlimited Number of Shadows and thus possibilities
- Infinite possibilities manifest as infinite Adjacent places

- Gods are Conceptual Embodiments

Oblivion's infinite worlds of infinite Size

There is an infinite amount of Worlds in Oblivion

Ah, the Xivilai. Are there any Daedra, in all the infinite worlds of Oblivion, more pompous and filled with unwarranted conceit than those impertinent and unruly louts

<http://www.elderscrollsonline.com/en-gb/news/post/2015/05/01/loremasters-archive-ranks-and-hierarchy-of-the-daedra>

its stated repeatedly that the Dimensions of Oblivion vary in size , but can go up to be infinite

[a note written in a trembling hand]

There is no world so great as the world of the mind.

There is no voyager so well-traveled as the traveler in the land of dreams.

There is no abyss so deep as the well of terror that lies within each of us.

I have plumbed its depths.

I have seen the unthinkable. I am unafraid.

Even death's boundaries do not confine me.

I am the lord of limitless space, and the master of place and time.

Through the doors of sleep, the universe lies waiting for me.

I will no longer wait for my dreams to carry me worlds away, to unknowable deeps, to unspeakable vastness.

I shall dwell in the House of Vaermina forever, the Orb my companion.

There is no compass to my destination, no end to my journey.

My mind is the eternal voyager, fearless and wild with wonder in the Halls of Horror

-- Handwritten Note

there are more quotes reffering to infinite

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.

- P. 239 of The Infernal City

even Azura's star is reffered to as infinite

I have Finally Gained Azura's star , The Infinite Soul Gem .

-- Skyrim

There are Far more Infinite statements which I would add on later into the Blog Ofcourse

Oblivion Exists outside of Causality and Spatiality

Oblivion has been referred to as a Non Spatial space

Vivec put on his armor and stepped into a non-spatial space filling to capacity with mortal interaction and information, a canvas-less cartography of every single mind it has ever known, an event that had developed some semblance of a divine spark. He said, 'From here I shall launch my attack on the eight monsters.'

[https://www.uesp.net/wiki/Morrowind:36 Lessons of Vivec, Sermon 19](https://www.uesp.net/wiki/Morrowind:36_Lessons_of_Vivec,_Sermon_19)

its mentioned that Cause and Consequence is not a thing in Oblivion , making anyone who actually manipulates Oblivion Acausal V by extension

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!

<http://www.elderscrollsonline.com/en-gb/news/post/2015/10/30/loremasters-archive-the-maelstrom-arena---part-two>

Things Like Time and Space are Directly stated to lose meaning in Oblivion entirely

"My imprisonment is as meaningless as my immortality. Time and place are nothing. Constructs of a feeble mortal mind attempting to categorize and understand the world around it. If you were one of the fortunate few, you would one day understand and accept this. However, you are not and you will not."

-- Elder Scrolls IV : Oblivion

The Existence of All Possibilities

All Possibilities Manifest in Oblivion thus making any possible scenario exist in Oblivion .

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 think that, because you perceive a superficial resemblance between the outward appearance of the Nightmare Courser and the Hell Hound, that they must share a 'relationship.' Ever the mortal mind defends itself against the reality of what it cannot comprehend by the pathetic imposition of familiar patterns on entities of inconvenient hyperagonal morphology. Bah. Reflect on the fact that you have failed to understand a single word of my explanation, and burden me with no more such questions.”

<https://www.imperial-library.info/content/lyranth-foolkiller-answers-your-questions>

Dimensional Hierarchy

Its been confirmed that Oblivion's Dimensional Hierarchy Goes upto infinite/limitless Dimensional

Know that there are places beyond Tamriel where the cunning and the wary can go to learn forgotten spells. I speak of the planes of Oblivion. The sea of limitless dimensions contains an endless series of islands. Some are controlled by the mighty Daedric Princes; others are loosely connected to one minor Daedra Lord or another. On these islands, creatures dwell who possess secrets out of time. Some are there of their own volition, but others are banished there for crimes either heinous or imagined.

https://www.uesp.net/wiki/Online:Rulantaril%27s_Notes

there are many other mention of Higher Dimensional

These are not, of course, the literal shadows cast by the blockage of light by an opaque object, but the emanation of the limen each object possesses—the depth-impression its existence makes in the local reality of the Mundus. This requires learning to focus the hyperagonal sense through which the practitioner perceives the flow of magicka. Once the nightblade can "feel" local transpentine deformation, it becomes almost trivial to make the transliminal saltation to any point within range.

https://www.uesp.net/wiki/Lore:Stepping_through_Shadows

It appears to me that the magical siphoning of health is related to the instant translocation spells insofar as it creates a transliminal flow of essence from the target to the caster. Through the

hyperagonal magicka sense, the nightblade perceives the target's transpentine deformation and "pierces" it, and in the resulting disruption absorbs the essence that is lost by the target. Thus, instead of "stepping through shadows" as in translocation, the mage is "shadow draining" from one location to another.

https://www.uesp.net/wiki/Lore:Shadow_Draining:_A_Hypothesis

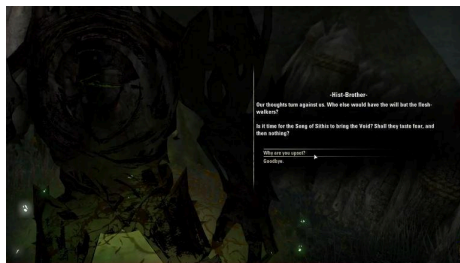
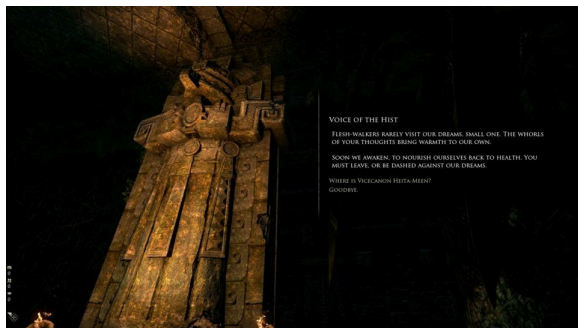
now this Might sound insane , but all material coming from Oblivion such as Sigil Stone , and by extention , things like The Orb of Vaermina are Higher Dimensional Constructs , here is an example of something from Oblivion in the Shape of The Sigil Stone having some form of Higher Dimensional Connection

Though other hyperagonal media may exist in theory, the only known transliminal artifact capable of sustained transpentine circumpenetration is the sigil stone. A sigil stone is a specimen of pre-Mythic quasi-crystalline morpholith that has been transformed into an extra-dimensional artifact through the arcane inscription of a daedric sigil. Though some common morpholiths like soul gems may be found in nature, the exotic morpholiths used to make sigil stones occur only in pocket voids of Oblivion, and cannot be prospected or harvested without daedric assistance.

-- Liminal Bridges

Now lets see how Higher Dimensional beings view the Lower Dimensional

Hist view them as dreams



Another example is Fa-Nuit-Hen , a Higher Dimensional Being viewing his lower Dimensions as the projection of his thoughts

Lord Fa-Nuit-Hen says, "To answer your questions, Spellwright, I shall go from the specific to the general! In common with the greater Princes, my realm of Maelstrom and myself are indistinguishable—my pocket reality is a projection of my mind, nature, and will. Indeed, reality as personal manifestation is the norm in all the highly-organized realms I have visited

- Elder Scrolls Online

Arkved , using a Higher Dimensional Artifact is capable of vieweing Lower Universes of Infinite Size as His dreams

[a note written in a trembling hand]

There is no world so great as the world of the mind.

There is no voyager so well-traveled as the traveler in the land of dreams.

There is no abyss so deep as the well of terror that lies within each of us.

I have plumbed its depths.

I have seen the unthinkable. I am unafraid.

Even death's boundaries do not confine me.

I am the lord of limitless space, and the master of place and time.

Through the doors of sleep, the universe lies waiting for me.

I will no longer wait for my dreams to carry me worlds away, to unknowable deeps, to unspeakable vastness.

I shall dwell in the House of Vaermina forever, the Orb my companion.

There is no compass to my destination, no end to my journey.

My mind is the eternal voyager, fearless and wild with wonder in the Halls of Horror

-- Handwritten Note

another example is Vaermina , another Higher Dimensional being vieweing the Lower Universes as fiction

Erandur said:Vaermina resides in a strange realm known as Quagmire... a nightmarish land where reality shifts upon itself in seemingly impossible ways. From her citadel at the center, she reaches forth to collect our memories, leaving nothing in return apart from visions of horror and despair.

<https://www.uesp.net/wiki/Skyrim:Erandur>

Vaermina said:We meet again, mortal, for we have met before, whether you know it or not. When you mutter in your sleep, you speak to me. When you waken wet with sweat, you've just left my house. I dwell in your dreams; I savor your nightmares. Now, you will serve me.

https://en.uesp.net/wiki/Lore:Darkest_Divinities

You know who else sees his lowers as fiction , the one at the top of the cosmology , the A-M-A-R-A-N-T-H himself

[And it is] said that he emerged into the world like a Padomaic, that is, borne by Sithis and all the forces of change therein. Still others, like Fidf of New Teed, say that beneath the Pelinal's star-armor was a chest that gaped open to show no heart, only a red rage shaped diamond-fashion, singing like a mindless 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 Whitestrike 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, "Like when the dream no longer needs its dreamer

<https://www.imperial-library.info/content/song-pelinal-volume-6-his-madness>

so the Difference between Each Dimension is of Seeing the lower as dream/thoughts so practically absolute transcendence in a sense .

so what we established for Oblivion

- Its infinite in every sense of the word Infinite
- It has all possibilities manifesting
- Space and Time Lose meaning in Oblivion
- it Is Beyond the System of Cause and effect
- It has an infinite Dimensional Hierarchy
- Higher beings view lower as fiction

The Realms Beyond

The Next Layer is Aetherius , which have even more layers Beyond

Thank you, Numinous." "The Aetherius is simply the first layer. I have seen outside the Aetherius."

...

- ESO : Altnor and Ayarene

Then We come to the difference between Dimensions , again its of reality and fiction , Aetherius is ' real ' compared to Oblivion

"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. The spirits that were left pleaded with Tall Papa to take them back. But grim Ruptga would not, and he told the spirits that they must learn new ways to follow the stars to the Far Shores now. If they could not, then they must live on through their children, which was not the same as before. Sep, however, needed more punishment, and so Tall Papa squashed the Snake with a big stick. The hunger fell out of Sep's dead mouth and was the only thing left of the Second Serpent. While the rest of the new world was allowed to strive back to godhood, Sep could only slink around in a dead skin, or swim about in the sky, a hungry void that jealously tried to eat the stars."

- Monomyth : Yokudan , Satakal the world skin

Now we must establish how many layers there are after Aetherius and I believe them to be infinite due to how TES works

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

-- The Tower

the very next hierarchy is directly stated Infinite

what Elder Scrolls is , practically , is infinitely inclosed by another an hierarchy that runs along with " infinite walls " thus the hierachies of Things being enclosed by another , is simply running for infinite

" A single Wheel? More like a Telescope that stretches all the way back to the Eye of the Anui-El, with Padomaics innumerable along its infinite walls. "

- Michael Kirkbride

so on the basis of the verse , what we know about the verses ahead is

- there is a layer based hierarchy that extends to infinity with each having Reality > Fiction Advantage over the previous .

now to move on to the Third Hierarchy

its another infinite Hierarchy

" A single Wheel? More like a Telescope that stretches all the way back to the Eye of the Anui-El, with Padomaics innumerable along its infinite walls. "

- Michael Kirkbride

and the nature , assuming it corresponds to the previous , is of another R>F

- so three Different Hierarchies , each extending to infinite with having a Reality/Fiction (R>F) transcendence over previous

Countering Any Form of Contradiction Beforehand

Morrowind already counters any inconsistency by making it so that the Godly Perception of World is different than Mortal

"I have no idea what happened to the Dwemer. I have no sense of them in the timeless divine world outside of mortal time. And, in fact, if I did believe they existed, I would be in no hurry to make contact with them. They may, with some justice, hold the Dunmer race responsible for their fate. My intuition is that they are gone forever -- and that is perfectly fine with me."

--- Vivec

so Any Inconsistency isn't a contradiction persay , we also know that people like Fa-Nuit-Hen wants to construct realms for Mortals

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!

<http://www.elderscrollsonline.com/en-gb/news/post/2015/10/30/loremasters-archive-the-maelstrom-arena---part-two>

So Any Inconsistency can be chopped down to the fact that There is always either help from a Higher Dimensional Artifact or Person or a lower slot at the Dimensional Hierarchy whenever someone enters Oblivion or Aetherius

- There is always help when a normal person enters oblivion
- There are Higher and Lower Dimensions in both Aetherius and Oblivion and we have never seen mortals except some enter higher ones
- any mortal who can make a portal to Oblivion is already higher Dimensional .

Conclusion

with that I am concluding this blog , what we have learnt

to quickly Summarize all the points

- The Oceans are really complex , containing all of maths , Transliminal Waves and complex Quasi-Tones
- The Earthbones are what makes the Laws of Physics
- Infinities can be greater and smaller
- Human eye limits Comprehension abilities
- Stars are Portals but still act like Stars in Size , making Nebulaes and Providing The World with Energy
- There are infinite Timelines
- There are Multiple Temporal Dimensions
- The Unstars is a way of saying the Word " Void "
- There is an Unlimited Number of Shadows and thus possibilities
- Infinite possibilities manifest as infinite Adjacent places
- Gods are Conceptual Embodiments
- Its infinite in every sense of the word Infinite
- It has all possibilities manifesting
- Space and Time Lose meaning in Oblivion
- it Is Beyond the System of Cause and effect
- It has an infinite Dimensional Hierarchy
- Higher beings view lower as fiction
- so three Different Hierarchies , each extending to infinite with having a Reality/Fiction ($R > F$) transcendence over previous
- There is always help when a normal person enters oblivion
- There are Higher and Lower Dimensions in both Aetherius and Oblivion and we have never seen mortals except some enter higher ones
- any mortal who can make a portal to Oblivion is already higher Dimensional so them visiting it is a feat for them rather than an anti feat

- Transcendant beings have true forms in different worlds and a completely different way of seeing worlds