The Daedra And TheAedra

Spoiler Alert!

First the gods in Skyrim there’s 9 divines or gods that are considered good, and then there’s 39 others’ 13 of which is shown, in Skyrim the divines are named: Mara, Dibella, Akatosh, Zenithar, Stendarr, Talos, Arkay, Kynareth and Julianos. (Note that in Skyrim Talos worship is banned. Unless you side with the Stormcloaks.)

The Divines

* Akatosh is the Dragon god of time, he is also the master of the other divines.
* Arkay is the god of cycle of life and death, mortals and burial sites and rites.
* Dibella is the goddess of beauty.
* Julianos is the god of Wisdom and logic.
* Kynareth is the god of the wind, sky and the elements.
* Mara is the god of love, Compassion and is the mother of all the other divines.
* Stendarr is the god of Mercy, luck, justice, charity and rule by might and merciful forbearance.
* Talos is the hero god of mankind, Honor, Man, God of Might, State and Law and the god of War
* Zenithar is the god of traders, and the god of good work and commence.

The Aedra (singular: Aedroth) are one of the two groups of immortals which took part in the creation of Mundus. Their name is from the old Aldmeric tongue, and translates roughly into "our ancestors," referring to their role as the progenitors of mer and men.  To the majority of cultures on Tamriel, the Aedra are revered as gods.

As Oblivion is the night sky on Tamriel, so the Aedra are considered by some to be the planets. The largest eight planets are considered by Imperial society to be the Divines, while the stars are the Magna Ge.

These are the divines which mankind on Tamriel worships and these are also called *Aedra* which means “Our Ancestors” But there are others as well and these are called *Daedra* and this means “Not our Ancestors” but we will get to those in a minute.

The Daedra

The daedra live in oblivion where each and separate daedra have their plane of exitence. But there are many variations, you have daedric minions which only exist to serve their masters, and so on the highest and most dangerous is daedric princes which is the ones that give you “Daedric Quest’s” throughout the elder scrolls games.

These are the 13 ones that we meet in Skyrim.

* Azura is the queen of dusk and dawn, she is mostly associated with prophecies and twilight, her plane of oblivion is Moonshadow.
* Boethia is the queen of shadows, She, is mostly associated with conspiracies and deceit. her plane of oblivion is Attribution’s share.
* Clavicus Vile is the Child god of the Morningstar and the master of insidious wishes, he is mostly associated with Pact’s, Wishes and Powers, his daedric plane of oblivion is unknown.
* Herma Mora/ Hermaeus Mora, he is known as “The Golden Eye” or “The Keeper of Forbidden Knowledge”, he is mostly associated with Knowledge, Fate, Learning and Memory, his deadric plane of oblivion is Apocrypha.
* Hircine is the Father of Man Beasts, he is associated with the hunt, his daedric plane of oblivion is the Hunting Grounds.
* Malacath is the “Creator of Curses”, He is mostly associated with “The Bloody Curse” and “The Sworn Oath”, his plane of oblivion is Ashpit.
* Mehrunes Dagon is the “Prince of Destruction” and the “Prince of Destruction”, he is mostly associated with Destruction, Revolution and Change, his daedric plane of oblivion is the Deadlands.
* Mephala is known as the Web spinner and Spider, she is mostly associated with Lies and Secret Murder, her daedric plane of oblivion is the “Spiral Skein”.
* Meridia is the Lady of Light, she is mostly associated with Living Things, her daedric plane of oblivion is The Colored Room.
* Molag Bal is the Father of Vampires, he is associated with Domination and Enslavement, his daedric realm of oblivion is Coldharbour.
* Namira is the Lady of Decay, she is known as: “The Ancient Darkness”, her plane of oblivion is “The Scuttling Void”
* Nocturnal is the “Mistress of Shadow” and the God of Thieves, she is associated with Night and Darkness, her plane of oblivion is the Evergloam.
* Peryite is the “Taskmaster” and “The Bringer of Pestilence”, he is associated with Pestilence and ordering the lowest orders of oblivion, his plane of oblivion is “The Pits”
* Sanguine is the “Lord of Revelry”, he is associated with Hedonism, Debauchery and Indulgence, his plane of oblivion is Realms of Revelry.
* Sheagorath is “The God of Madness” he is associated with Madness his daedric plane of oblivion is the Shivering Isles.
* Vaermina is the “The Gifter” and “Weaver of Dreams” she is associated with Dreams, Nightmares and Omens, her plane of oblivion is Quagmire

​

[I går 17.03] Freim, Jonar

Lesser Daedra

There are many types of lesser daedra, most of them where created by the daedric princes as soldiers, playthings, servants or worshipers.

Humanoids

* Dremora: Most modern dremora serves Mehrunes Dagon, but some clans serve Molag Bal and Malacath and others before Dagon. They are organized into clans with strict hierarchical societies and ranks.
* Golden Saints: Appear as golden skinned humans in golden armor, and serve Sheagorath as guards of his realm, in a defined hierarchy. They are said to be Sheagorath’s favored soldiers and have a rivalry with “The Dark Seducers”
* The Dark Seducers: The violet skinned serving Sheagorath. In the Shivering Isles they serve as Sheagorath’s guards and have an ongoing feud with the Golden Saints for Sheagorath’s favor.
* Knights of Order: Crystalline entities resembling armored knights with swords, this race of crystalline warriors are servants to Jyggalag, with their incapacity for fear making them one of the more dangerous daedra.
* Aurorans: generally, serve the daedric prince Meridia; they appear as humans clad in ayleid battle armor.
* Xivilai: Highly intelligent creatures who serve Mehrunes Dagon. They are alike in temperament to the Dremora but are less likely to be subordinate to anyone. Xivilai appear as blue skinned humanoids
* Xivkyn: Powerful Daedra created by Molag Bal through the fusion of Xivilai and Dremora. They resulted from vestigial hybridization experiments in the Vile Laboratory.

Reptilians

Daedra have some reptilians within their ranks. (Listed Below)

* Daedroth: Resemble large, bipedal crocodiles with sharp claws and teeth, and serve Molag Bal.
* Clannfear: Are bipedal reptilian creatures, with a head like a ceratopsid dinosaur. They are loyal to Mehrunes Dagon.

Atronach’s

* Flame atronach: They resemble a human woman, with the internal system of the body being aflame and the outer being of a substance resembling ebony.
* Frost atronach: They resemble an ogre but smaller wider and made of ice, they are not to be taken lightly as they can easily crush you under their humongous ice arms resembling an overgrown spear head.
* Storm atronach: They are a bunch of rocks hold together by some electric charges, they are very dangerous as they can shoot bolts of lightning.

Others

* Winged Twilight: Are one of the few daedric creatures capable of flight, they bear some resemblance to harpies, their skin being blue with skulls about the same size as humans.
* Spider Daedra: Appear as a kind of spider-centaur a large spider with a female human’s head and torso in place of the spider’s head. They are associated with Mephalaand are so unruly and irrational that even Mephala’s worshippers rarely summon them for fear that they may disobey their orders.
* Orgrims: Are enormous daedra with very little intellect, but which are chiefly sent into the mortal world to menace living things for the amusement of daedric princes. Orgrims are associated with Malacath.
* Hunger: Are powerful and violent daedra with great magic ability, they are associated with Boethia
* Scamps: Are small goblin like creatures, skittish in nature, they are often associated with Mehrunes Dagon.
* Vermai: Appear similar to scamps but are hardier. Featured in Battlespire and Redguard
* Herne and Morphoid daedra: resemble horned scamps, associated with Mehrunes Dagon and Hircine. Featured in Battlespire.
* Seekers: Are tentacled daedra that are native to Apocrypha and are associated with Hermaeus Mora.
* Lurkers: Are large amphibious daedra that are native to Apocrypha, guarding the secrets of the Black Books, but they have been seen in Tamriel. They are associated with Hermaeus Mora.

​

Daedric Artifacts

The spirits of daedra can be summoned and reshaped into items on a short-term basis, to create bound weapons or permanently, to create daedric artifacts. The text is not clear on whether the Daedric prince who, is lord over the spirit creates bound weapons in Oblivion, which is then summoned to Mundus, or whether the summoner reshapes the daedra in question. Daedric artifacts can either be made by a Daedra Prince such as the Masque of Clavicus Vile, or infused with the spirit of Daedra, as with the case of the quill Feyfolken. Still other artifacts become associated with the daedra over time, despite no known connection to the daedra, such as Volendrung, which was crafted by the Rourken clan of the Dwemer but late became to be associated with Malacath. A list of known daedric artifacts, their forms and their association given here.

* Azura’s Star/Black Star comes in the form of a Soul gem Associated with Azura.
* Buttercup comes in the form of a cup is associated with Clavicus Vile.
* Black Books comes in the form of books and is associated with Herma Mora.
* Bow of Shadows comes in the form of a bow and is associated with Nocturnal.
* Dawnbreaker comes in the form of a sword and is associated with Meridia.
* Ebony blade comes in the form of a Greatsword and is associated with Mephala.
* Ebony Mail comes in the form of an ebony chestplate and is associated with Boethia.
* Feyfolken comes in the form of a quill and is associated with Clavicus Vile.
* Goldbrand comes in the form of a sword and is associated with Boethia.
* Mace of Molag Bal comes in the form of a mace and is associated with Molag Bal.
* Masque of Clavicus Vile comes in the form of a mask and is associated with Clavicus Vile.
* Mehrunes Razor comes in the form of a dagger and is associated with Mehrunes Dagon.
* Oghma Infinium comes in the form of a book and is associated with Hermaeus Mora.
* Ring of Khajiit comes in the form of a ring and associated with Mephala.
* Sanguine Rose comes in the form of a staff and is associated with Sanguine.
* Savior’s Hide comes in the form of a cuirass and is associated with Hircine.
* Skeleton Key comes in the form of a key/lockpick and is associated with Nocturnal.
* Skull of Corruption comes in the form of a staff and is associated with Mephala.
* Spear of Bitter Mercy comes in the form of a spear and is associated with Sheagorath.
* Spellbreaker comes in the form of a shield and is associated with Periyte.
* Volendrung comes in the form of a hammer and is associated with Malacath.
* Wabbajack comes in the form of a staff and is associated with Sheagorath.

Appearance and Invocation

Daedra can appear on Nirn through summonings by both worshipers and conjurers. These can either be short-term summonings, or rituals or pacts designed to bind the daedra to Nirn on a more permanent basis. There are claims that this art originated with the Direnni clan in the First Era, but the exodus of daedra worshipping Velothi from Summerset Isle in the Merethic Era means this is in likelihood false.

There are no restrictions on when or where the daedra may be summoned, although certain dates and circumstances either make this easier or are the conventional times that Daedra-worshiping cults do so, and a summoning is less a command and more an invitation in the case of more powerful daedra. Daedra of sufficient power may be able to manifest on their own, although this may also be summoned daedra who have escaped their bindings.

It was theoretically possible for Daedra and Daedric Princes to manifest while Allessia’s covenant with Akatosh was in force. However, Daedric summoning has been possible throughout Tamriels’s history, indicating this was not the case. The extinguishing Dragonfires in 3E 433 did however allow Daedra to manifest Oblivion gates on Tamriel, allowing a large scale daedric entrance onto Nirn, and for Daedric Princes to appear unimpeded on Nirn. This was remedied when Martin Septim broke the Amulet of Kings and became the avatar of Akatosh, defeating Mehrunes Dagon and sealing the oblivion gates. However small scale daedric summonings are still possible.