Aedra and Daedra

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The designations of Gods, Demons, Aedra, and Daedra, are universally confusing to the layman. They are often used interchangeably.

"Aedra" and "Daedra" are not relative terms. They are Elvish and exact. Azura is a Daedra both in Skyrim and Morrowind. "Aedra" is usually translated as "ancestor," which is as close as Cyrodilic can come to this Elven concept. "Daedra" means, roughly, "not our ancestors." This distinction was crucial to the Dunmer, whose fundamental split in ideology is represented in their mythical genealogy.

Aedra are associated with stasis. Daedra represent change.

Aedra created the mortal world and are bound to the Earth Bones. Daedra, who cannot create, have the power to change.

As part of the divine contract of creation, the Aedra can be killed. Witness Lorkhan and the moons.

The protean Daedra, for whom the rules do not apply, can only be banished.

Aedra and Daedra

FormId	skyrim.esm:01B22C
Owning plugin	skyrim.esm
Local FormId	01B22C
Editor ID	Book2ReligiousAedraandDaedra
Inventory image	(none)
Menu art	HighPolyBookLarge01
Value (gold)	5
Type	Book or tome
Weight	1
Can be taken	Yes
Teaches	(none)
Inventory description	(none)
Keywords	VendorItemBook
Locations	1265
Leveled lists	12
Scripts	0

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