

The Legend of Auriel's Weaponry

by

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Aurriel, the Elvish God of Sun, whom we in Morrowind honor under the name of Akatosh, the Dragon God of Time... Aurriel is the soul of Anuïel, who, in turn, is the soul of Anu the Everything.

Many legends glorify him. Among these legends, there is one that attracts all my curiosity: the genesis of his divine weapons.

The origin of these legendary items dates back to Dawn Era. Anu, seeing the Mundus sink into instability, allowed Aurriel to forge weapons in order to fight Lorkhan or the Daedras and thus restore the balance on the mortal plane. Since then, they pass from mortal to mortal to suit the mood of Akatosh-Aurriel and the striking events of the Dawn's Beauty...

Aurriel's Bow



The best known is Aurriel's Bow. By dint of Nerevarine who brought it back to me, I have the immense honor of being able to study it closely, and to give you all that my researches have revealed to me.

Seen from a distance, this weapon resembles a modest elven bow - brilliant and radiant - but without decorative overloads such as we often see on Altmer's bows. Nevertheless, discreet Elvish engravings and magical stones hidden in his heart betray his aedric origin. As for its material, it is made of adamantium, that is to say of mithril (or quicksilver according to the Nordic appellation) blessed with a consecrated precious stone.

As a reminder, adamantium is to mithril what daedric metal is to ebony... Slightly less solid than ebony, adamantium compensates by its very high degree of enchantment, its weight three times less, and its penetration towards any enemy who fears silver weapons. Thus, it is not uncommon for a adamantium artifact rivals a Daedric weapon thanks to its lightness and great magical potential.

Let us return to the Bow... The weapon draws its power from Aetherius itself, channeling it through the Sun. It has the ability to turn any arrow into a "missile of death"... Having experienced a few shots, it is not a metaphor! The Artifact remains as easy to stretch as a hunting bow, about 50 pounds of tension... However, the arrow goes at a crazy

speed, faster than the Nerevarine shoots an arrow with a Daedric bow! Knowing that such a bow requires a strength of 170 pounds to be armed... Such an amplification of the shot can only be explained by the magic! This makes Auriel's Bow one of the most powerful weapons of Tamriel... Probably the most powerful bow for that matter.

On the other hand, its enchantment remained unknown to me... The weapon seems empty of its energy and I fear that Akatosh will come to call him back in Aetherius in the years that follow, as often happens with Artifacts. So, I hurried to travel through Tamriel to discover its original power...

Altmers say he draws his power from the Sun... Probably does it inflict solar damage so much feared of the Vampires... The aura of its adamantium reinforces this hypothesis: it is a blessed weapon, slayer of Undead and Daedra. On the side of High Rock, the witnesses report that the light emanating from its shots would make think of an enchantment of fire or lightning... I think the fire refers to the heat of the Sun and the lightning to the brightness of its light. Unfortunately, impossible to know more... Without the favors of Auriel, the weapon refuses the energy from my Soul Gems.

Auriel's Shield



Another relic that Nerevarine had the honor of bringing back to me... It is linked to the Arc and was brandished by Auriel during the War of Elnofey.

Auriel's Shield looks like an elven shield stamped with a certain nobility. Many have thought it is made of ebony... No, just like the bow, it is made of adamantium, metal of the Aetherius by excellence; while ebony - the blood of Lorkhan - is preferred by the

Daedras. Combined with its aedric aura, its resistance surpasses that of a daedric shield while having the lightness of an elven shield... So, I'm dealing with an exceptional piece!

Unfortunately, like the Bow, this masterpiece has been delivered to me stripped of all enchantment and I fear that the Aetherius will soon recall it... That said, the legends of High Rock agree more about it. When Auriel infuses it with its full power, its resistance to fire is unsurpassed. It creates a powerful protective aura against spells and may even send them back.

Auriel's Sword



Auriel threw himself on the battlefield with his Shield, but what could he hold in his other hand? No, not a bow (as it is used with two hands). My research in Summerset Isles gave me the answer: an elven sword!

This is the least known Artifact of Akatosh and it is necessary to cross the Abecean Sea to find information about it. Why is this sword so little known in the interior of Tamriel? Simply because it has not manifested since at the very least the Second Era... I would even say the First Era, in the days of the Ayleids.

However, that may be, I now know that it is a graceful saber adorned with elven incantations, made of adamantium and particularly feared by the peoples of night... Bound to the Bow, the Sword could receive the same enchantment and shine with the brilliance of the Sun. But my knowledge stop here because it's thousands of years it has not been seen... Maybe it will reappear one day and will see its place in my museum...

The Tyranny of the Sun Prophecy

An anecdote about Auriel's Bow, reported from Solitude in Skyrim... It is said that Auriel's servant of the Nord lands would want to kill his own God and corrupt his Bow to mask the Sun and plunge forever the world into the darkness... A Prophecy apparently written in one or more of Elders Scrolls...

Apart from the Falmers, I do not see who could worship Auriel in Bordeciel... And yet, they have disappeared since the First Era... And why want to hide the Sun? Aside from

the Vampires, no one else would want our star suffer such a fate... Nevertheless, I will not be surprised that Vampires seek at all costs to destroy or corrupt Auriel's Bow, given the number of them who perished burned by its blessed arrows... But not sure that Akatosh lets his bow fall between such hands: the Gods choose carefully those who are worthy to possess their relics!

Granted... but if the Prophecy was true? To succeed in corrupting an Artifact, only divine blood could... which requires the intervention of an Aedra or a Daedra. The most likely would be Lorkhan, Nemesis of Auriel; or Molag Bal, creator of Vampires.

Anyway, such corruption could only be temporary. If the defilement is lifted, the Artifact will recover its original properties. The Star of Azura and its black version are an example.



Forging an Artefact by a Mortal

Another interesting anecdote from Iliac Bay: A Mage hated by the Daedra Nocturnal would have created a copy of Auriel's Bow and would have given it to the mercenary sent by the Goddess to spare his life... The fake - which possessed almost the same power as the true - would have held an entire month before falling into dust... Is it possible that a mortal recreates the divine Artifacts in a forge? At first glance, yes. A non-enchanted and slightly less powerful copy can and will remain stable in the Mundus. If it's enchanted, it will be unstable in the image of a bound weapon and will eventually disappear.

If I push this reasoning to the end, could one infuse a replica with the original energy of an Aedra or Daedra to the point of elevating it to the rank of Artifact, recognized as such by its divinity? This would be possible but very difficult in the Mundus.

On the one hand, only a Chosen of Nirn, in power worthy of a demigod (such as Magnus, Nerevarine or the Eternal Champion of Tamriel) could do this. Then, only the flames of a legendary forge (or the breath of a Dragon) would offer a sufficient temperature to forge such an object... Finally, the Chosen One must obtain the highest degree of favor from the Aedra or the Daedra and prove that he is worthy of his Artifact... That is to say having accomplished a great quest for him and be under his blessing. Unfortunately, I am afraid I can never see this in my lifetime... Thus, I invite any adventurer to keep abreast of rumors and explore deeply dungeons if an artifact was spotted... I will offer you a mountain of septims if you bring them back to our museum!