

## **A Brief Theory on the Potential Connection between Race and Tower**

The Towers of Nirn are some of the most esoteric, complicated and confusing fragments of lore in The Elder Scrolls Universe.

The Towers are believed, but not confirmed, to be the things that bind Mundus' reality in place. They certainly have the ability to warp reality when used correctly and have been linked to the creation of a border between Mundus and Oblivion. But what if there was another purpose to the Towers?

Firstly, I'll briefly explain what a Tower is, for those that don't know. Very briefly, a Tower is a physical or metaphorical 'structure' with the ability to manipulate reality. Each Tower has a Stone, which seems to act as a source of power for the Tower, or acts as a control system, allowing the Tower to work. A Tower can be deactivated should its physical form or its Stone be destroyed, and Towers can be naturally occurring, or constructed by mortals. Naturally occurring Towers include Red Mountain, the Throat of the World and Green-Sap, whilst mortal-made Towers include White-Gold, Crystal-Like Law and Orichalc.

All of the previous statements, have thus far, been agreed upon by the broader community. However, I would suggest that there is another purpose to the Towers – the solidarity of race, culture and society.

I shall now discuss my thoughts on Adamantia, the first Tower, as they are important to this theory. Also called the Zero-Tower, the Ur-Tower and the Direnni-Tower, Adamantia is the location where Convention, the end of the Wars of the Ehlnofoy, occurred, with Lorkhan's Heart being removed, and fired into the sea. Convention is believed to be the Stone of the Tower, although the official Stone is known as the Zero Stone, held in the Foundation Vault. Also housed in the Vault is the Argent Aperture, a door made of 13 revolving rings. These rings have been associated with other Towers across Nirn, but there is no concrete connection, and the door has never been opened, leaving what is contained within a mystery. Regardless, it is my belief that the Zero Stone is not the actual Stone of the Tower, but rather one of the keys to the Aperture, behind which the actual Stone, Convention, exists. It, and the other keys, the Stones of the other Towers, keep Convention in place, preventing reality from returning to that point. The deactivation of these Towers is the process by which the 13 rings are rotated into the right position and unlocked. This in turn suggests that there are 12 other Towers.

The following table is a list of the Towers, and the species with the greatest attachment to them. Some of these Towers are ideas of mine, that will be explained later.

<b>Tower</b>	<b>Stone</b>	<b>Race</b>
Adamantia	Zero-Stone/Convention	Bretons
Red Mountain	The Heart of Lorkhan	Dunmer
Crystal-Like-Law	Transparent Law/Person	Altmer
Green-Sap	Perchance Acorn	Bosmer
Snow-Throat	The Cave (The Underforge?)	Nords
Orichalc	The Sword (Diagna?)	Yokudans
White-Gold	Chim-el-adabal/Amulet of Kings	Ayleid/Imperial
Walk-Brass	The Heart of Lorkhan/Mantella	Dwemer
<i>Lunar Lattice</i>	<i>The Mane</i>	<i>Khajiit</i>
<i>The Coral Tower/Pillar of Thras</i>	<i>Unknown</i>	<i>Sload</i>
<i>The Hist</i>	<i>The Hist/Eye of Argonia</i>	<i>Argonians</i>
<i>Orsinium</i>	<i>Malacath/Trinimac/Penitent</i>	<i>Orsimer</i>
<i>The Chantry of Auri-el</i>	<i>Arch-Curate</i>	<i>Falmer</i>

Out of necessity, I have not included the Maomer or the species of Akavir, as we have next to no information on them, or any potential Towers they may possess. The entries in italics are all speculative.

It seems to me that the ownership of a Tower is vital to a society's success. The various races of Tamriel that hold a Tower are the most advanced and powerful on the continent. The closest races to them in intelligence - the Goblins, Rieklings and Giants are all far more primitive and tribe-based, similar to early Neolithic or Stone-Age societies in real life.

Now, a brief explanation of the speculative Towers.

In c0da, if I remember correctly, the Lunar Lattice, and by extension the Khajiit race itself, is a Tower, with the Mane acting as the Stone.

The Coral Tower and Pillar of Thras have both been likened to the other Towers, so for the sake of this theory, I am accepting them as one. However, I lack the necessary information to determine a Stone, so that entry must unfortunately remain unfilled.

I believe that the Argonians act much like the Khajiit when it comes to Towers, with the Hist acting as both the physical Tower and its Stone – although that may also be the Eye of Argonia, a legendary jewel in Black Marsh.

The Chantry of Auri-el, like the Crystal Tower of the Altmer, is a temple to Auri-el. Given the similarities between the two races, I assumed that the Towers would be similar. It is also implied that it was Vyrthur's corruption that cemented the fate of the Falmer - their blindness may have been caused by the Dwemer, but their corruption took far longer, implying that Vyrthur was somehow involved in this process, if the Arch-Curate is the Stone. My reasoning for the Arch-Curate being the Stone is again a connection to the Altmer - the Sapiarchs control the Tower, and thus the Stone. Therefore, in the absence of other potential objects for the Stone (aside from maybe Auriel's Bow), the controller becomes the Stone.

Orsinium is the city of the Orsimer. Raised multiple times, and subsequently sacked. The Orsimer are the least technologically advanced of the main races, and also the most tribal. If my theory is true, then their failure to permanently raise and control a Tower has prevented them from unifying and becoming a stronger, more advanced society.

N.B. - The Bretons, in this theory, use the Zero Stone as the Stone, rather than Convention, thus making it a slightly different Tower.

If this is the case, and the possession of a Tower is required for a society or race to flourish on Nirn, then the destruction of their Towers is symbolic of their downfall - when a race's Tower is deactivated, they begin to revert to their forms before the Tower was built. This would also suggest that the Aperture will only open when every race has regressed to the form they were in during the Wars of the Ehlnofoy, and thus what they would have been during Convention. The [Corner]Stone is the Foundation of the Tower, and without it, the Tower, and the residents thereof, fall.

Originally posted on reddit, the following segment is a brief explanation of a solution to holes in the theory mentioned in the comments on the original post, and that I have since noticed.

Why is the Adamantine Tower controlled by the Bretons, and not the Direnni Elves? Simply, the Direnni are functionally Altmer, with only a marginally different culture. Thus, they would be bound to Crystal-Like-Law, and not need to control another Tower. Furthermore, there is no evidence that I could find that the Direnni actually claimed the Tower as their own, but rather that they tried, and failed, to use it. It seems possible that a Tower can only be used by the race that controls it.

Why would the Stone of Orsinium be Malacath? It probably wouldn't be. If anything, it would likely be a relic of Trinimac or one of Malacath's Daedric Artefacts, such as Trinimac's sword Penitent. However, Malacath is one of the few things the Orsimer are actually connected to, so it works for this theory.

What about the Dwemer? Weren't they a highly advanced race before they built Walk-Brass? Speaking of which, what's up with the Dwemer's disappearance? Well, it is my belief that before the construction of the Anumidium, the Dwemer controlled Red Mountain. When the

Chimer came and claimed the area, and the mountain as their own, Dwemer society began to crumble. Wars broke out between the city states. Disunity was common. Walk-Brass was an attempt by Kagrenac to construct a new Tower to re-solidify their race, that failed due to their use of another Tower's Stone as Walk-Brass' Stone. The Dwemer's disappearance as a result is reflective of their Tower failing.

Why do the Falmer not control Snow-Throat, if the Nords are descendants of the Atmorans? According to Nord creation myth, they, and all other humans, were born when Kyne's breath came down the mountain. They then left for Atmora, returning millennia later. Thus, the Nords were always tied to Snow-Throat if the legend is true, as it was vital for their existence.

Why are the Imperials tied to White-Gold, if it was originally constructed by the Ayleirds? Did they have a Tower beforehand? The Imperials were born of the Nedes, whose revolution under Alessia resulted in their claiming of the White-Gold Tower and the downfall of the Ayleid society. The Nedes were originally from Atmora, and were thus tied either to Snow-Throat as the Nords/Atmorans were, or to some other Tower off the continent.