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## Skyrim vs eso map size

It seems as though The Elder Scrolls Online (ESO) is making preparations for the first game expansion of 2022, which, like many of the game's previous chapters, will more than likely expand the world of ESO significantly. As the game continues to grow and with many fans speculating that it will eventually explore areas outside of Tamriel, it's worth asking just how large The Elder Scrolls Online's map is by now and how it might compare to other mainline games in the series. Unlike many of the more recent mainline Elder Scrolls titles, starting with Morrowind through Oblivion to Skyrim, games in the series tend to only focus on exploring one region at a time, be that Morrowind, Cyrodiil, or Skyrim. Though there are some exceptions, such as Skyrim's Dragonborn DLC allowing for travel to the island of Solstheim, it seems that for the most part, the franchise will stick to this formula for some time to come, as it grows increasingly likely that The Elder Scrolls 6 will take place in either the region of High Rock or Hammerfell. An important distinction to make when examining the size of the map in The Elder Scrolls Online compared to other games is that ESO is not technically an open-world game, at least not to the extent that Skyrim or Oblivion is. Instead, it's split into smaller sub-locations. The Elsweyr chapter of ESO allows players to venture through the Northern region of Elsweyr, for example, which would otherwise not be accessible in the base game. To that end, Elder Scrolls fans looking to piece together the game's overall size have to do so by examining the general area of each map and adding them together. For the most part, the online community tends to place the total in-game map size of Elder Scrolls Online anywhere from 250 to over 400 kilometers squared and constantly growing based on newly-released expansions. It's Hard To Compare ESO's Map Size To Arena While just about every other mainline Elder Scrolls game has an easily-measurable map size, it gets a little more complicated when examining Arena's total area. While the game covers all of Tamriel, just like The Elder Scrolls Online, it's more traditionally open-world than ESO. At least, in theory. In reality, the developers intended for players to fast travel between critical locations, though Arena's manual states that traveling on foot between cities is possible, even if it may take players real-world hours or even days to make the journey. Unfortunately, it's never been successfully proven whether or not this is true, and any distances listed on the game's fast-travel map exist only in lore rather than actual in-game space. It appears that the broader area of the Elder Scrolls' continent of Tamriel is procedurally generated, something that would appear again later on in Daggerfall, and that venturing too far from any of the major cities in Arena will lead players to a seemingly endless wilderness populated with settlements, inns, and dungeons that become gradually unrecognizable the further the player travels. For that reason, it's almost impossible to calculate the actual map size of Arena. However, Bethesda's marketing placed the first Elder Scrolls game's map size at anywhere from 6 to 9 million square kilometers - though an argument could be made that Arena's map is technically infinite in practice. Daggerfall Has The Largest Elder Scrolls Map Fortunately, the procedural generation seen in Arena's successor, the second Elder Scrolls game, Daggerfall, worked much closer to what the developers originally intended. This made it far easier to measure the size of the map. Daggerfall is the most giant Elder Scrolls game in the series, with most Elder Scrolls fans agreeing that it's around 160,000 square kilometers. That said, dedicated players have the opportunity to expand this somewhere over 200,000 square kilometers if they allow the map to continue growing by continually generating new areas. The world of Daggerfall is also more populated than that of Arena. Although, the places and quests placed in the game aren't as well-designed as those in The Elder Scrolls Online by virtue of not being hand-crafted. Morrowind Has The Smallest Elder Scrolls Map Despite the overwhelming popularity of Morrowind among Elder Scrolls fans, it's surprisingly the smallest of the mainline Elder Scrolls games, measuring in at around just 16 square kilometers. However, Morrowind tends to feel much larger overall thanks to its lack of a built-in fast-travel system akin to that seen later in Skyrim. Instead, players had to rely on things like teleportation scrolls and silt striders to make their way around the world. This process helps the world of Morrowind feel expansive even when compared to The Elder Scrolls Online, which makes it faster for players to get around not only through its fast-travel systems but its player character's movement speed as well. Perhaps that's why many Elder Scrolls fans are vying for The Elder Scrolls 6 to bring back Morrowind's immersive, lore-friendly RPG mechanics. Cyrodiil In Oblivion Compared To Elder Scrolls Online The region of Cyrodiil appears in both Oblivion and The Elder Scrolls Online. The former's map comes in at just over 40 kilometers squared without even including the expansive world of the Shivering Isles expansion. The introduction of a fast-travel system and the design choice of having the White-Gold Tower visible from just about every point on the map makes it feel significantly smaller than both Morrowind and Skyrim. However, both games feature smaller maps than Oblivion. Skyrim would combat this by adding more winding pathways and mountain ranges to hide the distance between significant locations. In actuality, Oblivion is the largest mainline Elder Scrolls game that isn't procedurally generated, bested only by The Elder Scrolls Online. Elder Scrolls Online's Map Is Much Bigger Than Skyrim Skyrim is only a bit smaller than Cyrodiil, as depicted in Oblivion, with 37 square kilometers of area for players to explore. Unlike Daggerfall, developers meticulously crafted each location, meaning Skyrim has hundreds of hours' worth of unique areas and quests to discover. It's no wonder there are so many Easter eggs and hidden secrets to find in Skyrim. Perhaps that's why so many Elder Scrolls fans continually return to Skyrim through all of its many rereleases despite the game theoretically having less longevity than a constantly-updating title like The Elder Scrolls Online. It's unclear where precisely The Elder Scrolls 6 will be set, though Bethesda has been gradually dropping hints that Hammerfell is a likely candidate. The game has been in development since at least 2018, but the fact that it's still in its early design stage means that it will likely be a couple more years before Elder Scrolls fans learn anything about the size of the map compared to Skyrim or Morrowind. What's likely, though, is that it won't be more extensive than The Elder Scrolls Online's map, especially given the fact that by the time Elder Scrolls 6 is officially released, several additional chapters and expansions will have been added to the Elder Scrolls MMORPG. Next: Elder Scrolls Online's Hardest Bosses, Ranked Source: GameRant Genshin Impact: Kamisato Ayato Character Details and Skills Revealed Related Topics Game Features the elder scrolls pc About The Author Ky Shinkle (517 Articles Published) More From Ky Shinkle I saw a person recording his character walking and running across certain regions, but I am curious what is the total combined zine of every single interior and major exterior region lets exclude dungeons, I bet its one of the largest ever designed, Alone Cyrodiil is bigger than most games. Does any dev have an accurate data or maybe there is a way to measure it, I know its not an easy task , but size plus features and interaction is just mind blowing. Not only its enormous but dense,rich and feels alive, there is so much to do which makes zones so rich overall , easily spend weeks in one if you wish to do all,quest,lore,artifacts,points of internets etc... P.S There are outdated sties, ESO was released in 2014, at has changed and expanded since then, We need most recent update with Greymoor expansion The Elder Scrolls series is known for its breathtaking open worlds that players can lose themselves in. From fighting dragons in Skyrim to exploring the alien landscape of Morrowind, every game in the franchise has an emphasis on immersion that is unprecedented in the RPG genre. Part of what makes this franchise so beloved is the worlds each game takes place in. Skyrim, Vvardenfell, Cyrodiil, and many other locations are iconic in their topography and size. Size doesn't grow with each game, however. Some of Bethesda's older Elder Scrolls games are much larger than their most recent titles. Here are the maps of every Elder Scrolls game ranked by size. Spin-off Elder Scrolls titles that are linear are excluded from this list. Between the time Daggerfall and Morrowind released, Bethesda made a few spin-off titles in The Elder Scrolls universe. One of these games was The Elder Scrolls Aventures: Redguard. This game takes place on the island of Stros M'Kai, located on the southern coast of Hammerfell. Unlike most main Elder Scrolls games, this game is focused on completing levels in a certain order rather than exploring a massive world. As a result, measuring the size of the map is rather difficult. With how short the game is and how small the overworld is, it is safe to assume that this is the smallest Elder Scrolls game of the bunch that still allows a modicum of exploration. After all, a small island is no match for the main provinces the other games take place in. 6 Morrowind (16 km) Veteran Morrowind fans might be surprised that Morrowind is the smallest open-world Bethesda game in the series. Vvardenfell has about 16 kilometers of playable space. The reason it felt much larger than the likes of Skyrim was this game didn't have fast travel. Well, it didn't have convenient fast travel. Players could either pay a fee to use the silt striders dotted across the landscape to travel between towns, or those adept in the arcane arts could mark locations to teleport between. Coupled with the game's slow movement speed, Vvardenfell feels much larger than it really is. Those that own the Bloodmoon expansion can also travel to Solstheim through boat or having a high enough Acrobatics skill to jump over the ocean. 5 Skyrim (37 km) It's a meme amongst the community that Bethesda has resold Skyrim half a dozen times by now, including the Special Edition of the game, the Greymoor expansion for Elder Scrolls Online, and there's even a port for your Alexa. People keep buying it though because of how incredible the world is. There is always something interesting happening near the player, whether that's random encounters or unexplored dungeons. Skyrim is much larger than Morrowind, more than doubling that game's size at 37 kilometers. Some of that space is water and mountains, but nearly all of the landscape has something for players to discover. It's breathtaking vistas and quests keeps fans coming back almost a decade since its release. 4 Oblivion (41 km) The Elder Scrolls IV: Oblivion has the opposite problem of Morrowind. Many fans look back on this game as much smaller than other entries, but it is the opposite. Oblivion is a larger game compared to the latest 3 main entries, allowing players to explore the province of Cyrodiil. At 41 kilometers, this game has a massive landscape for players to explore. Like other Bethesda games, major towns and dungeons keep players busy while exploring. This size gets even larger when the Shivering Isles is considered—a unique zoned that is roughly 10 kilometers in size. When all of Oblivion's content is accounted for, it is one of the largest games Bethesda has made in recent memory. It seems like cheating putting an MMO beside single-player RPGs, but The Elder Scrolls Online is surprisingly not the largest Elder Scrolls game. Unfortunately, no one truly knows how large ESO is. Not only is it difficult to measure since each region is instanced, but new zones are frequently added in major expansions. However, the developers of the game commented before launch that Cyrodiil is around 100 kilometers while most regions are around 10 kilometers. Adding every region together and assuming the major expansion zones are around 100 kilometers, the map of ESO is around 400 kilometers. This dwarfs the size of the past three main Elder Scrolls games combined! It is the largest Elder Scrolls game ever made that didn't utilize procedural generation for its landscapes. 2 Arena (Unconfirmed; Supposedly 9,656,064 km) If we went off of Bethesda's marketing alone, The Elder Scrolls: Arena would be the largest RPG ever made by a massive margin. According to Bethesda, Arena is over 9 million kilometers large. Not only have developers lied about the size of their games, but this is impossible to prove. Players have tried walking from one town to another to measure distance, but the game seems to loop the same terrain infinitely when the player walks too far from a town. Do this long enough and the game begins to break. Cities do have unique playspace, however, but there's no way it adds up to exceed our final entry on this list. 1 Daggerfall (161,600 km) The Elder Scrolls II: Daggerfall is the largest game in the Elder Scrolls franchise by a massive margin when ignoring Arena. The specific number is up for debate, but many fans have settled on Daggerfall being approximately 161,600 kilometers. For reference, Great Britain is around 209,000 kilometers large. The size of both Arena and Daggerfall is thanks to its usage of procedural generation. Everything from the environment to quests is randomly generated. Archaic dungeons and sometimes impossible quests are also the results of this, but the large sandbox Bethesda made with Daggerfall is hard to beat. This game lives up to the Elder Scrolls mantra of "live another life" better than any other game in the series. Players can buy houses, join guilds, obtain bank loans, own entire boats, and even settle legal issues in court! It lacks the polish or compelling narrative of future games, but the sandbox it provides is near limitless. NEXT: Skyrim: 10 Secret Side Quests Everyone Missed Elden Ring Player Makes a Build Based on Ichigo from Bleach Charles Bargar (184 Articles Published) More From Charles Bargar



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