

## Chapter 1 : Thaos ix Arkannon - Official Pillars of Eternity Wiki

*Eternity architects is a corporation that integrates the disciplines of architecture, interior design, furniture, lighting, product research and design, into the perfect architectural marvel.*

First, the fact that the discussion about the deities can be as open-ended as it is shows Obsidian has done quite the job there, in my opinion; and no matter how the populace stands to the gods in the end, they should at least question the reasons they are following them. No easy answers here. In the same vein, none of the companions really get satisfying answers to their questions at the end of their storylines, and their final fate depends in no small part on how you help them find their own conclusions. When I had come to the end, I was certain to have explored just about every gameplay possibility there was, from the lowliest side quest to building up Caed Nua to the full extent and, of course, dealing with the Adra Dragon. My gripes were not with the story, but rather with the gameplay promises Obsidian had made throughout the game, but failed to keep. You can take prisoners once you have built a dungeon in Caed Nua. So can I interrogate them? Turn them to my side? Extract information that helps me on my quest? You can also set up shops in Caed Nua. I beg your pardon? Even after restoring the library, the only books I can find there are those I have collected by myself. You can craft just about anything with the right ingredients, even further enchanting enchanted items. As all items have the same enchantment threshold, finding enchanted items, even quest rewards with lots of in-game lore, very often makes no difference. My previous behavior "cruel to benevolent" will affect how characters in the game world will perceive me. Well, the various reputations only come into play two-thirds into the game, and even then only sparingly. The example from last post "where I could avoid a fight and take a prisoner using my reputation" was one of few high points. My character stats, especially Resolve so much for balancing, were far more important. You will regularly happen upon scripted interactions, where your character skills will influence the success of your decisions. There are too few of those interactions, and my inventory especially the tools, i. Would have added a lot of color to the countryside and given numerous of options for using the various skills. The actual role of the hall in the game is to serve as a contact point for the Dozens faction, so the few quests are more political in nature. Original background, spirit storms, rocks of a magical mineral, hollowborn children, ancient machines that seem to manipulate souls, shadows of previous lives, answers that spawn even more questions! Disappointment: That could have been done without any of those other elements, which renders the premise a little moot. A little more Numenera would have served well here. But my point is actually something else. And in many cases, it would have been easy to do so!

## Chapter 2 : Crown of Eternity | Dream Architecture

*Architects of Eternity: The New Science of Fossils - Kindle edition by Richard Corfield. Download it once and read it on your Kindle device, PC, phones or tablets. Use features like bookmarks, note taking and highlighting while reading Architects of Eternity: The New Science of Fossils.*

Background[ edit edit source ] A legendary figure across Eora , at least to those who are even aware of his existence, Thaos is as mysterious as he is powerful. What scraps of evidence exist suggest that he has died many times, only to be reborn each time, exactly the same man, Awakened during adolescence with all the knowledge and experience of all his lifetimes. The plots he orchestrates sometimes take hundreds of years to bear fruit. The boons bestowed by the goddess also ensure that his body is no boundary to his soul, and he is known to take possession of others, if their souls are weak enough. Often it is for elaborate deceptions, but sometimes he simply forces them to kill themselves. Two millenia of life and accumulated experience left him bereft of pity and with an overabundance of talent. He is not one to show himself in any but their most critical matters, which means that if he has directly involved himself in whatever the group plots, it is a major endeavor indeed. However, anyone seeking to confront him would have to remember that he is not merely a driven, single-minded man with not the slightest concern for anyone below, but also an incredibly powerful cipher and a man of incredible cunning. Centuries ago, when the Engwithan civilization was at its peak, Thaos was one of the architects of a grand social engineering experiment meant to give meaning to the world and through it, peace. It was the end result of generations of research into the divine and souls , trying to find the true Creators and put an end to the religious wars that ravaged Engwith. They found the answer, except it was no answer at all: There were no gods or, if they ever were, they were gone. There were no gods and it was necessary to create them. Centuries of animancy research left Engwith with a mastery of the science. The Engwithans constructed a vast network of adra -powered soul machinery connected to Sun in Shadow , where one of the greatest adra pillars in existence could be found. It was Thaos who activated the machine, sacrificing thousands of Engwithans - men and women, young and old, great and small - in an instant, to imbue the machine with their souls. As their bodies crumbled to ash, their souls coalesced into a single whole, melting into the adra and merging with it, birthing the gods into Eora. Thaos was the only one to walk away from the ash-filled chamber. He founded the Leaden Key to proselytize the new faith and ensure that nothing could threaten the grand social experiment through any means necessary. After all, the kith needed help in overcoming their instincts, that only gods could provide the spark needed to overcome the base instincts and give hope in a world that would otherwise lack purpose, answers, and ending, a world where there was only the Wheel, grinding without end and without mercy, slowly turning souls to dust. Yet they had little need for atrocity in that time, as the kith readily accepted true gods and the miracles they offered. Until the time of the Apostate. Apostasy and the Inquisition[ edit edit source ] Iovara ix Ensios was just one of many converts to the "true" faith offered by Thaos. When missionaries arrived at her village, their words gave her hope that she would bring to others. Yet a single breach of secrecy in the temple by one of the missionaries revealed the terrible truth to her. After a time spent in despair, Iovara began questioning missionaries in public, exposing their parlor tricks, and gradually taking over their followings. When Engwithans started to flock to her banner, Thaos retaliated in the most terrifying way possible, fearing that the great plan would be throttled in its infancy: Enlisting the aid of realms that accepted his vision of the world and the gods he ushered into the world, he started an Inquisition which would see Iovara and her followers destroyed and all trace of them removed from the annals of history. Peaceful missionaries became fervent inquisitors, rooting out heresy and heathens, burning the infidels on pyres and forcing them to confess. The orders were clear, to make Iovara move to Ossionus , right into the trap laid by the Inquisition. Ever the optimist, she fell for the notion that Thaos was marching armies at Creitum and that Ossionus would be a safe refuge. Captured and brought to the Court of Penitents , Iovara suffered terrifying torture at the hands of her friend. Yet despite the terrifying pain and injury, she did not break, remaining defiant to the end. She was imprisoned in the dark adra cells in Breith Eaman , the real Court of Penitents deep below the public building erected on what is known in modern times

as the Burial Isle. Thaos had his victory: The secret would remain safe for the next two millenia. In time, Thaos would see the entire world converted to the faith, with kith across Eora praying to the same gods, if under different names. As he gained experience and traveled the world, his cynicism solidified and transformed into a single-minded protection of the secret of the nature of the gods. To protect it - and cement belief in the Engwithan gods - Thaos destroyed cities, nations, and even entire civilizations. Compared to this litany of atrocities, the recent Hollowing of the Dyrwood was the mere skip of a heartbeat. Yet for all his might, Thaos was still human and no matter how he steeled his heart, there was a shred of humanity left within. He was unfazed by the War of Defiance and the independence of the Dyrwood , deciding only to intervene when animancy gained traction again. Instead of destroying it in its infancy, he allowed the science to grow in reach and popularity, plotting to discredit it in a way that would ensure its abandonment for centuries to come. But as he wormed his way into the fabric of Dyrwoodan society, setting up his pieces on the game board once more, he made one mistake: He fell in love for a time. Lady Eydis Webb , a cipher of tremendous power and talent, returned the feeling. Thaos convinced himself that he was merely using her, as he did thousands of others, but there was something different. He inducted her into the Leaden Key , benefited from her talent, and when she cast off the shackles of secrecy and ignorance he put on all of them He let her go and did not pursue her, as he would surely do with anyone else. Waidwen at Halgot Citadel. He carefully manipulated the people of the Dyrwood over the next fifteen years, destabilizing the nation and setting them against animancers and their research. By AI, the intrigue was in its final stages and Thaos made the final move in his bid to discredit the science. Against the backdrop of hearings conducted by Duc Aevan Wolf-Grin which would decide the fate of the science in the Dyrwood, his agents carried out acts of sabotage and passed them off as effects of animantic research. One of the most notable attempts was the activation of the Heritage Hill soul storage device, creating an undead pestilence on the district. Interdiction and death[ edit edit source ] Two factors led to Thaos fall: First, the aforementioned fall for Lady Webb, who knew of his name and the nature of his organization, if not its goals. Second, the Watcher , inadvertently created when Thaos replenished the Cilant Lis machine with soul energy necessary to keep relaying newborn souls to Sun in Shadow. The same one who confronted him in Sun in Shadow , demanding the truth. In doing so, however, he revealed his destination to her:

### Chapter 3 : Jewellery – the architecture of eternity | racedaydvl.com

*Architects of Eternity: The New Science of Fossils and millions of other books are available for Amazon Kindle. Learn more Enter your mobile number or email address below and we'll send you a link to download the free Kindle App.*

Background[ edit edit source ] Beneath the Gullet lies a vast cavern littered with the remains of an ancient city. The Old City shows none of these things. Indeed, what remains was constructed primarily of stone cut in austere blocks, and the buildings are arranged in a manner not dissimilar from those prevalent in the Engwithan ruins that dot the landscape. Regardless of its origins, the Old City is filled with undead vessels and other monstrosities. Points of interest[ edit edit source ] Overlook The Overlook is crawling with guls and other undead, making for excellent target practice. The Overlook is relatively light, but makes up for it with lots and lots of decaying corpses that give your party the Sickened affliction. The entrance to the ruins is in the southwest, protected by grubs and their nests. Wipe them out with ease. With Perception 13 you can inspect it to hear a muffled melody below the waters. To dive perfectly safely, you need Survival After grabbing the Cornett of Depths , you will have to fight a troop of skeletons though the loot they leave behind is good. In the southeast is a passageway filled with Sigils of Nightmares and various specters. Fight through them to find the Lone Survivor. In the northwest are stairs winding down the cliffside, leading to the southeastern-most point of the Old City. This interaction requires Athletics 3 to make your way down without injury. Ruins This area can be accessed from either the Undercroft or the overlook, which put you at the southwest and southeast corner respectively. The layout is the same otherwise. The southeastern half is dominated by cave grubs, which make trudging through a little annoying. The other sector, entered through the Chamber of the Waves from the Undercroft, is a little more open, holds the ruins of the city and the Temple of Ondra, and has a lot of rotghasts and darguls. Be sure to check out the northeastern corner for a talking sword and other loot. The exit to the City proper is in the northern part of the map. Inside is a massive grub that can be a potent challenge for a lower level party anywhere below ten is suicide. The south-eastern part is a hideout for a few blights, with minor loot spread throughout. You ascend the cliffs, but need Athletics 3 to cross them perfectly safely if you have not already descended the cliffside. This leads you directly to the Overlook near the skuldrak nest to the northwest.

### Chapter 4 : eternityarchitects | Process

*Architects of Eternity has 11 ratings and 0 reviews. Corfield's authoritative but accessible book takes us on an incredible journey, from the early days.*

### Chapter 5 : Old City - Official Pillars of Eternity Wiki

*h1. Welcome to your new campaign! This is your new campaign homepage. The first thing you should do is invite your players. Click on the 'Manage Members' link.*

### Chapter 6 : Architecture aims at Eternity. by Christopher Wren

*Looks at the personalities of those involved in fossil science, from Othniel Marsh and Edward Drinker Cope battling it out in 19th-century Wyoming to the bitter feuds between Stephen Jay Gould and Richard Dawkins, to tell the story of the real origins of life.*

### Chapter 7 : Pillars of Eternity: Be Careful What You Promise :

*Summary Acknowledged author Richard Corfield wrote Architects of Eternity: The New Science of Fossils comprising pages back in Textbook and etextbook are published under ISBN and*

### Chapter 8 : The Architects of Eternity | Obsidian Portal

*Get this from a library! Architects of eternity: the new science of fossils. [Richard Corfield] -- Corfield's authoritative but accessible book takes us on an incredible journey, from the early days of palaeontology to the very cutting edge of research today.*

### Chapter 9 : Architecture of Eternity

*The following weblog entries may throw some light on the aesthetics that went into choosing the above picture of a quiet room in Mexico.*