

THE DOTS

Connect them as you will

A (hopefully) comprehensive list of everything that could possibly tells us what the heck that city is

I am a mess and so is this document so if you're looking for something specific the first section is your best bet (the outline might be helpful too). Please tell me if you'd like a source for any of these points and I'll be happy to get that for you!

Please comment if you think I should add anything!

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Many thanks to anyone who has contributed anything to the CR wiki ever
Don't forget to love each other!

***** Spoilers up to c2e117 *****

BY TOPIC (kinda)

Halas, the Permaheart, and the Laughing Hand

- Torog, the Crawling King, captures and tortures the warrior Ganix, twisting him into the Laughing Hand, and trapping his heart in an extraplanar chamber.
- The archmage Halas Lutagran finds this extraplanar space, and shackles it to his own extra-dimensional tower.
- Halas dispels the field around the heart. It emits a corrosive aura and summons fleshy tendrils to defend itself, but Halas manages to seal the heart in a case of runic imprisonment.
- Halas experiments on the heart, attempting to imbue it's undying nature and regenerative properties into human flesh, to avoid lichdom.
- Halas ejects his failed experiments into the Astral Sea.
- Halas attempts to transfer his soul into a successful clone, but traps himself in a red gem.
- A fiend named Obann unwittingly begins following Tharizdun's wishes, thinking he is following the "Angel of Irons".
- Obann takes control of the mind of a fallen aasimar named Yasha for an extended period of time, following the commands of the "Angel of Irons". After some time, Yasha breaks free, her mind wiped of her travels with Obann.
- In the Folding Halls of Halas, The Mighty Nein find a strange ruby-colored spot in the Astral Sea in a pre-Divergence map of the planes.
- In Halas' study, Caleb finds a book discussing the theories behind the ice fields and underreaches of Eiselcross and the beasts that live and endure it.
- Obann frees the Laughing Hand from his sarcophagus, and takes the mind of Yasha once more.
- The Mighty Nein make their way into the Folding Halls of Halas and destroy the Permaheart, causing the Laughing Hand to lose it's regenerative ability.
- The Angel of Irons is revealed to the M9 to be Tharizdun, the Chained Oblivion, by a divination ritual performed by arcanist Allura Vysoren.
- Halas' soul is recovered by the Mighty Nein, and put into a pocket dimension by the mage Yussa. His body is destroyed.

- Obann, Yasha, and the Laughing Hand raise the Caedogeist, Jourrael, an assassin of Lolth, the Spider Queen.
- Obann attempts to release one of the shackles of the “Angel of Irons”, but fails and is killed by the now-freed Yasha. Tharizdun punishes him, transforming him into a terrifying monster.

Aeor and Eiselcross and Weapons

- Arcanists from the floating city of Aeor create weapons that can kill gods.
- The gods, Prime and Betrayer alike, work together to bring Aeor down.
- Aeor begins to crash, vanishing over the horizon to the north, thought to be obliterated or sunk beneath the Frozen Depths.
- Hundreds of years after the Calamity, bits and pieces of Aeor are discovered on Foren in the region of Eiselcross, releasing creatures of experimentation from the Age of Arcanum.
- On a job for the Gentleman outside Zadash, the Mighty Nein discover the journal of a mage from the Age of Arcanum. The journal speaks of developing “arcane gifts” to show the gods that they are “not above their creations.”
- Tensions between the Dwendalian Empire and the Kryn Dynasty reach a breaking point and war is declared.
- On Urukaxl, Jamedi Cosko tells Jester that he was “the only survivor to the escaping singular mines to the north area of the continent”. Cosko registers as undead to Caduceus.
- In Halas’ study, Caleb finds a book discussing the theories behind the ice fields and underreaches of Eiselcross and the beasts that live and endure it.
- Lady Vess DeRogna, the Archmage of Antiquity of the Cerberus Assembly finds that magical transportation to Eiselcross is extremely dangerous and risky.
- Professor Tuss Waccoh of Xhorhas makes ballista used to maintain the stalemate with creatures from the Umbra Gate.
- The Mighty Nein encounter these ballista outside Bazzozan and see that they have a blueish, crystalline tube towards the front. The guards tell Jester that they are partially constructed from something recovered in Eiselcross, and that it shoots various arcane attacks.

- In Mythburrow, Nott sees a 20-ft-tall glowing object embedded in ice in Gelidon's lair. The object slowly pulses blue light, and is entirely alien to her. She has never seen something like it.
- In the Arcane Armory in the Folding Halls, Nott notices that the ballistas seem to be made of the same material as the glowing object in Mythburrow.
- Vess DeRogna, invites the Mighty Nein to look for remnants of Aeor in Eiselcross, with the intent of keeping Aeor's weapons out of Xhorhasian hands.

Vokodo

- Vokodo flees the Astral Sea in terror from a living, moving city made of flesh, shattering the boundaries between worlds and bringing shards of other planes with it to the prime material plane. He lands on Rumblecusp, where he remains for a number of years.
- The Mighty Nein travel to Rumblecusp, and before killing Vokodo, banish it back to the Astral Sea for a minute. He returns terrified.
- As it dies, Vokodo projects images, presumably memories, of the city it fled from into the Mighty Nein's heads. The phrase "Eyes of Nine" sticks with them.
- During a Commune spell, the Wildmother tells Caduceus Clay that she doesn't know what this entity is, and can't sense it.
- Yudala Fon, High Curator of the Cobalt Soul in REXXENTRUM, tells Beau that no mentions of "eyes of nine" could be found anywhere in the library, even by the best researchers.

Nonagon

- A tiefling named Lucien leads a group of blood hunters from their order to find a new path as the Tomb Takers.
- Lucien, now going by the name/title Nonagon, with the help of Vess DeRogna, the Archmage of Antiquity, attempts to reach a "city" via ritual.
- DeRogna sabotages the ritual, leaving Lucien/Nonagon apparently dead. She takes the tome used in the ritual with her.
- Believing the ritual to have failed, the Tomb Takers bury Nonagon/Lucien and scatter, leaving no trace of the ritual.
- A tiefling wakes up in the ground with no memories of his previous life and nine red eye "tattoos" that won't take ink. The only thought on his mind is the word "empty".

- As he rediscovers his Blood Hunter powers, Mollymauk finds he wants nothing to do with his past, as whenever something creeps through, “it doesn’t feel good”.
- One member of the group Lucien had led, a tabaxi blood cleric named Cree, recognizes the tiefling and the Mighty Nein learn vague details of Lucien/Nonagon’s “death”.
- When informing Cree of Mollymauk’s (second) death, the tabaxi claims to have started a new life with the Gentleman, and shows no sign of wanting to leave.
- Many months later, Cree leaves the Gentleman’s employ of her own volition.
- Multiple people attend a ritual at the gravesite and the purple tiefling is resurrected.
- Cree and the tiefling arrive in Eiselcross. Upon being contacted by the Mighty Nein, Cree sounds... different and claims to not be able to help them.
- The M9 finds Mollymauk’s grave to be empty, his coat found 20ft away.
- Through multiple scries, it is evident that this tiefling is, at the very least, somewhat different than the Molly the M9 buried.
- Through Jester’s scries, he tracks down Vess DeRogna upon her arrival in Eiselcross and kills her, taking the tome back.
- The tiefling tells Jester through her scrying beacon that “things are now set right. Once more I have what she took from me.” He teases Jester by ending, “To alpha and alpha, we trek ‘til homeward bound we be.”
- Vess’ body is discovered to have nine red eye tattoos, in the same locations as Mollymauk’s. They do not appear to be recent.
- Through a *Speak with Dead* spell, Vess reveals to the Mighty Nein that “Nonagon is a vessel. It is the key to Cognouza. It is the one to free the Somnovem.”

CHRONOLOGICAL ORDER (kinda)

These are the same exact bullets points, but organized in chronological order to the best of my ability. These are not necessarily in the right order, but it was the intent when I started the list.

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- The archmage Halas Lutagran finds this extraplanar space, and shackles it to his own extra-dimensional tower.
- Halas dispels the field around the heart. It emits a corrosive aura and summons fleshy tendrils to defend itself, but Halas manages to seal the heart in a case of runic imprisonment.
- Halas experiments on the heart, attempting to imbue it's undying nature and regenerative properties into human flesh, to avoid lichdom.
- Halas ejects his failed experiments into the Astral Sea.
- Halas attempts to transfer his soul into a successful clone, but traps himself in a red gem.
- Arcanists from the floating city of Aeor create weapons that can kill gods.
- The gods, Prime and Betrayer alike, work together to bring Aeor down.
- Aeor begins to crash, vanishing over the horizon to the north, thought to be obliterated or sunk beneath the Frozen Depths.
- During the Calamity, the Prime Deities seal themselves and the Betrayer Gods behind the Divine Gate, ending the Age of Arcanum.
- Vokodo flees the Astral Sea in terror from a living, moving city made of flesh, shattering the boundaries between worlds and bringing shards of other planes with it to the prime material plane. He lands on Rumblecusp, where he remains for a number of years.
- Bits and pieces of Aeor are discovered on Foren in the region of Eiselcross, releasing creatures of experimentation from the Age of Arcanum.
- A tiefling named Lucien leads a group of blood hunters from their order to find a new path as the Tomb Takers.
- Lucien, now going by the name Nonagon, with the help of a mage woman from the capital (presumably REXXENTRUM), attempts to reach a "city" via ritual.

- Believing the ritual to have failed, the Tomb Takers bury Nonagon/Lucien and scatter, leaving no trace of the ritual. The tome used in the ritual remains with the mage.
- A lavender tiefling wakes up in the ground with no memories of his previous life and nine red eye “tattoos” that won’t take ink. The only thought on his mind is the word “empty”.
- As he rediscovers his Blood Hunter powers, Mollymauk finds he wants nothing to do with his past, as whenever something creeps through, “it doesn’t feel good”.
- A fiend named Obann makes a deal with the Chained Oblivion, Tharizdun, in order to make himself stronger. Tharizdun does not reveal itself to be the Chained Oblivion, but hides behind the title of the “Angel of Irons”.
- Obann takes control of the mind of a fallen aasimar named Yasha for an extended period of time, following the commands of the “Angel of Irons”. After some time, Yasha breaks free, her mind wiped of her travels with Obann.
- One member of the group Lucien had led, a tabaxi blood cleric named Cree, recognizes the tiefling and the Mighty Nein learn vague details of Lucien’s “death”.
- On a job for the Gentleman outside Zadash, the Mighty Nein discover the journal of a mage from the Age of Arcanum. The journal speaks of developing “arcane gifts” to show the gods that they are “not above their creations.”
- Tensions between the Dwendalian Empire and the Kryn Dynasty reach a breaking point and war is declared.
- When informing Cree of Lucien/Mollymauk’s (second) death, the tabaxi claims to have started a new life with the Gentleman, and shows no sign of wanting to leave.
- On Urukaxl, Jamedi Cosko tells Jester that he was “the only survivor to the escaping singular mines to the north area of the continent”. Cosko registers as undead to Caduceus.
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constructed from something recovered in Eiselcross, and that it shoots various arcane attacks.

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- Halas' soul is recovered by the Mighty Nein, and put into a pocket dimension by the mage Yussa.
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- Obann attempts to release one of the shackles of the "Angel of Irons", but fails and is killed by the now-freed Yasha. Tharizdun punishes him, transforming him into a terrifying monster.
- Obann the Punished is killed by the Caedogeist.
- The Mighty Nein travel to Rumblecusp, and before killing Vokodo, banish it back to the Astral Sea for a minute. He returns terrified.
- As it dies, Vokodo projects images, presumably memories, of the city it fled from into the Mighty Nein's heads. The phrase "Eyes of Nine" sticks with them.
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- Yudala Fon, High Curator of the Cobalt Soul in REXXENTRUM, tells Beau that no mentions of "eyes of nine" could be found in the library, even by the best researchers.
- The Gentleman tells the Mighty Nein that Cree left of her own volition some time ago
- Upon being contacted by the Mighty Nein, Cree sounds... different and claims to not be able to help them.
- Jester sries on Cree, and sees her walking through a snowstorm

- The M9 finds Mollymauk's grave to be empty, his coat found 20ft away.
- Jester scries on Molly, and sees a purple tiefling walking through a familiar snowstorm with a look of determination in his eyes

Everything Cree has said that could possibly be a clue to Molly's backstory

c2e14 *Fleeting Memories* ([transcript](#))

(I'm gonna condense this later)

"It has been too long, two ye--"

"Two years (laughs). Look at you! You have grown out your hair!"

"And you are covered in tattoos!"

"I apologize for using your old name. Nonagon, it is a pleasure to see you again."

"Nonagon, what happened? We watched you die."

"Well, it all went belly up two years ago. You told us to scatter and vanish if it didn't-- if things went wrong and wait until you returned. We buried your ass in the woods outside of the hideout, I mean-- "

"Well, I mean that spell-spitter lady from the capitol. She said you were gone, she took the book and left, and that her contract said she was in the right and that we knew better than to go toe to toe with her and her ilk."

"Unfortunately, Jurrel met with the axe of the law shortly after you left us."

"Zoran, Ottis, and Tyffial have all scattered amongst the empire..."

"But, do you want me to find the others?"

"I know where Tyffial is!"

"She's up in Nogvurot. We can travel there, I can send a message and have her come down to us."

"My apologies. My name is Cree."

"I am a member of the, well, the family around-- how much do they know?"

"Well, we were all part of the same order at one point, and we splintered off. Luci-- Nonagon had a different path in mind for us, so we went north to Shadycreek Run and we started the Tomb Takers. It's just so good to see you."

The tabaxi curls in a little bit, leans over the table towards you with this big grin and says, "Does this mean that it worked?"

SAM: No, you can tell us about the ritual! Ritual?

MATT: There's a look of recognition.

"Well, he led us away from the original order. They were a bit...clouded. We had a new path."

"We had to find work, we didn't know if you were ever coming back. We thought-- so we had to move on. We knew you'd eventually return, I just did not know how long and we had to make ends meet."

MATT: As you pull your hand out, Cree does a flick of the finger, and you watch as the blood trails off on its own like a small serpent of mercury and just (flowing). For a second, even though it was a small wound, it's bleeding quite a bit and you're like, "Uh." It makes you a little uncomfortable and then all of a sudden the blood flow stops. The vial is filled about an inch full, then she caps it. "Thank you so much."

TRAVIS: How did you do that?

MATT: "It's a gift that I learned the same place where the Nonagon's gifts were found."

TALIESIN: I have a weird question and I apologize for it. The spell I used to get away, it-- know I wasn't there for as long as you thought I was. I missed how everything ended in the end. I hate to ask, but I was long gone before anything really started to go down. How did everything end? Can you just-- I'll explain why in a moment.

MATT: "Well, you had acquired the tome with the ritual spell that you required to attempt to reach the city. That lady-- I don't remember her name. The spell slinger from the capital. She came and oversaw and performed the ritual for you. I don't trust those folk, but I trust you, and if you trusted, than that was enough for me. You gave us a speech. We had a fine meal. We all got ready there in the forest."

TALIESIN: That's where I lost you then.

MATT: "She said it would be hard for us to tell whether or not it worked at first, but we went and checked, and you were not breathing. For a good hour, you were not breathing and you had gone cold. We knew then that-- that we had lost you. We checked, and I'm very attuned to vitals, as you know. There was no heartbeat. So we waited longer. The sun rose, and nothing. So, as you told us, if anything were to go wrong, we had to get rid of any sign, any trace. So not far from the Tomb Taker hideout, we buried you and we went our separate ways. She took the tome, the mage woman, it was part of the arrangement you had with her."

TALIESIN: I'm going to have to find her again at some point. The reason I've stayed quiet-- It was never going to work. Somebody was working against me. I don't know who, but I can't trust anyone. I saw how you reacted to seeing me and it was-- I'm willing to believe it wasn't you who turned. But it could have been her, but it could have been one of us. That's why I need you to keep it quiet. Please.

MATT: Make a deception check. You're starting to get in deep into this now.

Rolls a 13

TALIESIN: There will come a moment when I can tell you everything, but... It's so complicated. Please just keep it quiet for now.

MATT: "Of course."

TALIESIN: Until I know that everyone's going to react the way that you did to seeing me.

MATT: "Right, of course, Lucien."

TALIESIN: I will tell you everything eventually.

MATT: "Please, please do."

TALIESIN: I give a hug.

MATT: There's a moment pause, and then Cree takes in the hug too.

TALIESIN: It's been too long

MATT: There's a faint purr in the ear, and then you hear the voice whisper, "It's good to see you."

TALIESIN: I'm sorry for everything. And I give the pat, and head back to the table.

MATT: "Me too." As you walk away.

From c2e31 *Commerce and Chaos*

MATT: "We of the Task Takers, we were undergoing a ritual that he had orchestrated with an ally of his, a woman of magical renown. He said that this was something that was meant to lead us to this city he promised, a place where we could learn of a great many powers and secrets. We believed him. He was very charismatic in his cruelty at times. But he did not survive."

TRAVIS: And then you saw him here for the first time in quite a while, yes?

MATT: Two years.

TRAVIS: Two years? Two years. Are you-- and forgive me if this is too personal-- are you expecting to see him again?

MATT: I wasn't expecting to see him this last time. I feel like whatever grace brought him back to us, maybe it was your carelessness that took him from us again.

TRAVIS: Indeed, maybe it was. You have my apologies and my condolences.

MATT: It is all right. I have started a new life here, and it has been serving me well.

Things Molly said when explaining his backstory

"I woke up without any names, or any past, buried in the ground two years ago."

"My first memory, my oldest memory is dirt in my face, underground."

Zone of truth is cast

"All right, that's not entirely true. It's a vague memory. I don't really remember it. It's kind of all jumbled. It's what I've been told, about some of it."

TRAVIS: Two years ago, did you have all those tattoos?

TALIESIN: No, not exactly.

SAM: Any of them?

TALIESIN: Some of them, yes.

LIAM: How much time passed between waking up in a dirt box and the circus?

TALIESIN: Days. I was a bit out of it. It's hard to remember. I wasn't speaking, really. Do you have memories from your childhood?

LIAM: Yeah, many.

TRAVIS: Sure.

TALIESIN: It felt like that. It's all bright and more meaningful than it should be. There was just nothing. I was practically catatonic; I was barely speaking.

MARISHA: Did you wake up to people, or alone?

TALIESIN: Alone.

LIAM: Are you a good guy?

TALIESIN: I'd like to think so.

TRAVIS: Why did she seem like she looked up to you so much?

TALIESIN: I don't know. I don't know who that was. I've never heard the name Lucien before, or that other name. I've never heard of any of it.

"Few months after I came to, I started noticing I could do things, knew things that I didn't necessarily know I knew."

Cuts his arm on a dagger

MATT: You watch as this large cluster of moisture all of a sudden solidifies around the outside of the blade, and the blade is now encrusted in jagged ice shards that just stick out, the steam coming off of it. Mist.

"I really don't. Whoever that was came to that end, and I want nothing to do with that. Whatever it was, it doesn't feel good when I-- The moment when something creeps through, I don't like it. I don't want anything to do with it. I was happy! I liked the circus! The circus was great!"

MATT: Yeah, I mean, there are jagged parts of the wooden frame of the bed.

TALIESIN: Perfect! I'm just going to cut myself again on the wooden frame and grab it, and use radiance.

MATT: Okay. You watch as this bright, vibrant light billows out of it, glowing in the vicinity, similar that you've seen it encase the scimitar.

TALIESIN: I'll admit, this is new.

TRAVIS: Yeah, that's a hell of a thing.

TALIESIN: You got to see the first time this happened.

“Okay, here's the thing that you're not catching. That wasn't me. This is mine. I don't want anything from that other person anymore. That person is someone else. I don't want anything to do with it. I did not feel good coming out of that. It was-- I'm in for a penny, might as well. I'm told, although I don't entirely remember this part, that I only said the world empty over and over again for the first week.”

TALIESIN: Things came back quick, and the circus helped. They were good people. They did a lot of me and joy can fill an awful lot of a person's life.

MARISHA: Things came back quick; do you feel like there's still remnants of who you once were that have informed who you are now?

TALIESIN: Maybe. I feel tinges of things on occasion, nothing I like.

“I use fortunes to tell people what I see in them. But sometimes, sometimes, I feel like maybe there's something that tickles the back of my head, I will admit.”

(Describing Molly's tattoos) “One of the eyes on one of the peacock feathers is a bright crimson red, which any of you if you'd ever made a fucking insight check would know. God, I was waiting for you to fuck with me. It's also the same place that he bleeds every time that he uses any of his powers. There's also a red eye on the snake on the palm, and there's a red eye on the snake on the opposite side of the hand.”

LIAM: Hey, does any of that symbology mean anything to me?

MATT: Not at the moment. How much do you show?

TALIESIN: I'm just showing the snake, the two snake eyes. I'm showing the peacock eye. And then I'm going to show the eye in the floral arrangement.

TALIESIN: I tried to cover them, but they wouldn't take ink. So I just did my best.

SAM: They're not tattoos?

TALIESIN: No. I don't know what they are.

SAM: They're just markings?

TALIESIN: I don't know.

TRAVIS: But you don't remember getting them? They just appeared?

TRAVIS: Is there anything about you that you don't want us to know?

TALIESIN: Yes. Everything. I like the safety of it, and if I had had my way, this would've been a conversation for a later date. But I need to protect you and myself from whatever that is, so you need to know that that is a wild card.

Random thoughts and notes

From c2e110 *Dinner with the Devil*

MARISHA: You mentioned being a tomb raider in Shattengrod. Is that a mission you've sent people on?

MATT: "No, but it sounds like the sort of thing that Vess would definitely go for."

MARISHA: Interesting.

MATT: "Her interests tend to lie in things around the forgotten history."

MARISHA: Isn't that kind of like her title?

MATT: She's the Archmage of Antiquity.

later...

ASHLEY: I had written down the same thing. I had "an order of Tomb Takers question mark? Went north to Shattenguard? Mollymauk's old order."

(Shattengrod is not mentioned by Cree in c2e14)

From c2e15 *Where the River Goes*

The pages, the ramblings speak of a coming war. They talk about foolish pawns who follow their gods to annihilation. They speak of the armies of Ghor Dranas washing over the land and pauper and kings alike being saved not at all and being placed on a pike and held like a banner into battle regardless of who they are. They speak of the weakness of flesh and the need to endure beyond the paltry life shell that we're given. It talks about experiments with refugees, finding if the soul is bound to the flesh in any form, be it ice or ash. It speaks of an obsession with avoiding the eternal hunger of The Crawling King, he who tunnels beneath the world and will find him. It speaks of a bounty hunter, who had infiltrated this sanctum after Siff. And while it cost Siff his legs, the hunter was burned into the brazier, flames of erasure. A trophy shall be taken and displayed as a warning. From there, it grows more and more manic. The scrawlings taking you a moment, even with the spell, to focus and make it out. Speaking on quaking within the earth around that shakes the surrounding hills and darken the sky. The betrayer gods come. **The power of man must remain. The arcane gifts must bypass their punishment, show them that they are not above their creations.** The final notes grow even more paranoid, worried that the secrets that Siff seeks will fall into the hands of Ghor Dranas and that all must be destroyed. All must come to ash and from the ashes, shall rise again. That's the final page before the rest of the book is charred beyond recognition.

c2e59 *Perspective* (timestamp 3:49:20) When Nott is looking through the rift, Matt describes the trees' movement in a similar way to the City, though it makes sense bc they're snakes and not living buildings

From c2e67

In the chamber with the spiders, Cad's light spell is diminished. This is something he hasn't encountered before, except maybe in the depths of the Savalierwood

From c2e78 *Between the Lines* (timestamp 2:40:15)

"The Far Realm has been studied as much as it can. It is a space, a plane outside of the general spheres of known existence, that is so alien, that is so strange and dangerous, that to peer deep into it is to welcome madness into the mind. It is said those who nightmare on it's borders sometimes dream things into being. Terrible, formless, ancient creatures that may have existed before Exandria itself. There are such creatures as beholders and aboleths and things are theorized to have been spawned from or originated from the Far Realm."

From c2e84 *Titles and Tattoos* (timestamp 22:00)

"Those who are foolhardy enough to follow such twisting destruction as the Chained Oblivion are often spurned, hateful, and chaotic souls who fall through the cracks of society and attention. A bit of inherent madness left unchecked opens the door to the creeping void that draws those who worship and come to the altar of this unspoken entity. You also know, since it is rare for those of sound mind to worship an entity that brings only madness and destruction, the Chained Oblivion and his followers often deceive sects into aiding their efforts from within other sects of worship, creating a false idol entirely. And you know that the higher acolytes of Tharizdun, as part of their ritual of ascension and to show their true faith, often remove their eyes so they can peer through shadow and light with his boon."

"The characteristics of the Chained Oblivion's influence, the madness that it instills subtly, is said to slowly corrupt people with bouts of uncontrollable hunger, uncharacteristic aggression, and eventually violent mania."

from c2e114

'You find yourself inside a warmly lit chamber. You see a figure moving in a familiar fur-lined coat- the same that you saw Mollymauk wearing- or at least the figure that you saw in your previous scries- currently pulling through different, what looks like, boxes and satchels, and is kind of like, carefully but quickly looting the contents of this room before turning around, and you see the tattoo- familiar peacock tattoo on the neck- you see this flash, and the red eye that's nestled within the tattoo begins to emit a dull, red light. As it does, you watch as the purple tiefling's eyes meet the beacon that you're seeing through and goes, "Oh, well looky here. A return visitor. Now, don't get running. You've curiosity to sate, right? I take it you're the one that's been peeking, recently. I have to thank you, for without your scent I wouldn't have been able to

follow her.” He keeps kind of looking through things. “Now don’t be alarmed, I see many things with mine eyes. Been trying to watch this one’s path a while now ‘til you found me. Saw the threads, and we made a detour. Shame, really. All that knowledge and so little understanding. Ah,” and you see off the actual scry beacon’s location, he darts off and returns with what looks to be a collection of papers, like a binderless book, just all like stitched together with no front and back, just this heavy collection of old parchment, looking worn and withered with age. He kind of passes through a bit. You see his eyes going wide with a smile on his face and he turns back to you. “But you see, now things are set right. Once more I have what she took from me.” And you see him kind of dart just beyond the range of it and it kind of follows his direction as he comes to an open window with a frozen snowfall outside, and he steps through it and looks back at you, framed in this kind of lightless, dark night sky. “To alpha and alpha, we trek ‘til homeward bound we be. Maybe we’ll see you there.” And he ducks out the window and does this [*reaches out and snaps fingers*], and as he does that, your scry ends.’

Speak with Dead

what do the eye tattoos mean?

“They are my connection. They are my right to be the Nonagon.”

What was the book?

“Something found. Something wasted on those who discovered it. And something I was so close to unlocking.”

To alpha and alpha, what does it mean?

“I am uncertain, though many pieces of this city lay strewn. One to the next.”

What is it to be a Nonagon?

“Nonagon is a vessel. It is the key to Cognouza. It is the one to free the Somnovem.”

Something went wrong with Lucien, changed him, do you know what it was?

“Yes, I’m the one that did it.”

To add for c2e117:

The nine eyes granted him those powers
(fjord realizes there are nine betrayer gods)

Vess scattered Lucien's soul, but a small part of him remained, which became Molly. When Molly died, the rest of Lucien came back to the body. Whether the part that was Molly is still there remains to be seen.

goddamn hivemind is so creepy

FREAKIN HUGE THRESHOLD CRESTS
SHIFTS CITIES TO OTHER PLANES

wait but if aeor's in another plane, why were the crests left behind...
syngorn's (sp?) crests came with them to the feywild

The tomb takers intend to collect these threshold crests, to "return home"

he kept the clover

Undead with a piece of the threshold crest??? May have misheard

It's always "eyes of nine" instead of "nine eyes"
Eyes of nine what???