LORDS OF GOSSAMER & SHADOW

The Long Walk: Life On The Grand Stair

By Kit Kindred

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The Long Walk:

Life on the Grand Stair

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Additional Developers

This book was not written in a vacuum. It was written in collaboration and consultation with a number of people. Some were our original Gold Patrons and some were Kickstarter backers. All contributed in some way. They may have provided support, feedback, or contributed character, Domain or Gossamer world ideas. The author worked extensively with them to bring their contributions and ideas to you. They are listed below, along with their contributions.

J.P. Brannan: Tomasso Ercole, Hurricane, Sir David McIntyre, Zinaida, and the Talent trees.

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Joe Saul: Sir Richard Reynolds.

Cliff Winnig: Vuurnth.

Playtesters

This book has been in playtest since even before the publication of the Lords of Gossamer & Shadow core book itself. It was playtested in home games, online, and at Ambercon 2012, Amber Central 2012, Ambercon 2013, Amber Central 2013, Ambercon Northwest 2013, Ambercon 2014, Amber Central 2014, Ambercon 2015, Amber Central 2015, Ambercon Northwest 2015, and Ambercon 2016. The patience, willingness to experiment with new concepts and rules, and eagerness to provide feedback was invaluable from all playtesters.

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Playtest Gamemasters

The following GMs ran playtests of the scenarios and rules found in this book. Their assistance and input is greatly appreciated.

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The Long Walk: Life on the Grand Stair
is dedicated in memory and gratitude
to Steven D. Russell.
Steve made it possible for us to begin our travel upon
the Escalara and through its countless Doors.
It is in his honor we take the Long Walk
and continue on the adventure.
Steve, thank you for opening the Doors for us.

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The Long Walk:
Life on the Grand Stair

Well, that took forever.

But then, there is a reason they call it the Long Walk.

It's much easier if you can step through a Door from a Gossamer world, maybe go up or down a few steps, and enter another Door into another Gossamer world. Simple. At least for those of us who know the trick.

And if you know where the hell you are going.

But if you don't, and you're exploring or searching for something in particular, you've got to go the long way. You've got to start walking up and down the endless steps and through countless corridors and chambers and halls and expanses. There are an awful lot of steps on the infinite Escalara, the Grand Stair. Trust me, I know.

Long Walk, indeed.

It almost makes me feel bad for the suckers who do it this way all the time. Those folks who trek across the Grand Stair going about their lives. The Cicerones acting as scouts and guides for the uninitiated who can't find their own way. The Porters, who for some damn fool reason decided that schlepping other people's stuff up and down an infinite stairway was a good career choice. Like I said, I almost feel bad. Almost.

Then there's the true believers who have made this a calling. Praecones collecting as many tales and stories that they can from as much of the Grand Stair as they can travel in their lifetimes. Then, there are the guys like Sir Richard, Uwe or even Yaeger trying to catalog everything and everybody. To say nothing of the Doormen, Drake's wandering knights traveling the Stair, protecting people, being all heroic and honorable and stuff, while endlessly preparing for a war with an ancient enemy that may never return. Poor doomed bastards the lot of them. Let's not mention the nomads of the steps, the Khalderi. No, seriously. Let's not. I'd be worried those ancient and mysterious Stair-dwellers might hear me. I don't need to get involved in one of their hunts right now. Or worse, be the prey of one…

Damn. I hate walking everywhere. Sir Richard and I once wondered why, in all our travels, we've never come across an escalator section of the Escalara. I'm sure that means something. I'm sure Lucien could tell me what it means, but I doubt the answer would make my feet hurt less.

I'm still not sure how Lucien conned me into this little job. Well, that's a lie. I owed him. So, he gets to sit back in the Athenaeum while I search the Grand Stair for clues to the death of a Gossamer Lady.

Lucien was worried about the whole thing. Not just because a Gossamer Lady named Tsianan'oshtra had died either. That was bad enough, but frankly, Lucien can be a bit insensitive about that sort of thing, and his personal relationship skills are not nearly as impressive as his academic skills. No, this death and its ramifications had him worried in a way I hadn't seen from him before. I'm probably one of the few people who could tell that he was drinking and chain smoking more than normal - yes, it is possible - and that meant he was worried. A worried Lucien worries Cal.

So, off I went.

Between Lucien's knowledge of the Stair and my own considerable abilities I tracked Tsianan'oshtra's path to the last Door she used to reach the Stair. Like I said, I'd had to do it the hard way. The long way.

So, through markets busy and markets blackened I trekked. Through narrow corridors and empty chambers I searched. I sought information from unsavory characters in inhospitable places. I faced stairwaymen and monsters. I'd avoided Raven Legion operations and Conciliatore patrols. Yes, my journey was long and epic if you go in for that sort of thing. Praecones could sing songs and tell tales of my heroic exploits. Mostly, my feet just hurt.

Note to self: work up some sort of reliable foot massaging and cushioning spell for the next time you get roped into one of these errands for Lucien. You know there will be a next time, don't you Cal?

The search finally led to a tiny little expanse. More an alcove than anything. One of those side spurs of the Stair that branch off, but don't really seem to go anywhere or lead to anything important. It was a bit off the beaten path with little or no traffic likely to come this way. Most travelers might not even notice it. Hell, I might not have noticed it except that I was searching for it.

The one thing that bothered me was that it was in an area of expanses that the Ascendancy had recently made noises about, claiming that it was under its "protection." Of course, I'm pretty sure Bastiano thinks everything should be under his Ascendancy's protection. I was going to have to keep my guard up and hope the damn Conciliatore didn't notice me and find out what I was up to. Poncy fascists. I hate those guys.

Sneaking into an Ascendancy claimed expanse? I could do that. I didn't need a fight. Not that I was terribly scared of the Bastiano Bunch, but because a fight might

keep me from solving the mystery that had caused me to do all that damn walking. Not to mention the unsolved mystery would annoy Lucien. Plus, I really didn't want to have Vala upset at me because I killed some of Bastiano's tools. You decide which motivated me more.

So. Yea, did young Calais through the expanses sneak. Stealthy were his ways and silent, and lo he was not discovered.

At last, I stood before the Door. My search: concluded. My mission: accomplished. My feet: sore.

The Door itself did not appear particularly interesting. Yeah, it was a heavy brass arched thing with a deeply embossed grill design, but the Stair is full of more interesting looking Doors in better and more traveled neighborhoods. Most people, had they even found the little alcove it was in, might have simply ignored it save for two things of note. The clever and crafty might notice that the Door was old. Very old. The last person through it and onto the Stair had been Tsianan'oshtra and that just a short time before her death. Before that? I'd swear it hadn't been opened in about a thousand years.

The other thing of note was a bit harder to miss. Even Bull would have spotted them. To the left side of the Door was a series of Rhen codes. They blazed blue and brilliant against the pale wall. They read, "Dangerous Environment." Or maybe it was "Danger. Do Not Use." Both of those look alike to me and my skill with ancient complex languages was a bit rusty. It was probably just my imagination that added, "Yes, Cal. This means you shouldn't open it." I had a sense that the warning was old, placed there when the Door was last used and locked a thousand years ago.

What I didn't have a sense of was what lay behind the Door. That shouldn't have been a problem for me. I should have been able to get some sense of the Gossamer world behind it. But, what I felt instead confused me. It was like everything was behind that Door. And Nothing. It was that last that really worried me.

I stared at the Door and the warning for a while. I pondered. I thought. I rested my feet.

A Door unused for so long. An ancient warning. The timing of which would have just been right for it to be a wartime warning. I thought about some of the things that I'd heard had happened at the end of the wars. Those unsettling thoughts, and some of the odd circumstances surrounding Tsianan'oshtra's death, made me reluctant to open the Door without greater precautions.

I considered the Door a bit longer and thought about calling Lucien and turning the whole mess back over to him. That seemed fair and like an increasingly good idea.

Then, the Door flew open.

Behind it, a lady. Pretty. Injured. Endangered.

Behind her, a shapeshifting horror out of legend.

"Run," I said eloquently, as I drew my blade and stepped through the Doorway into an unknown Gossamer world to save a woman I'd never met.

–Cal's Journal

The Long Walk: Life on the Grand Stair

is a companion book to *Lords of Gossamer & Shadow*. It expands upon the rules, setting, and characters found in that book and our other *Lords of Gossamer & Shadow* publications.

The Long Walk: Life on the Grand Stair provides gamemasters (GMs) and players alike with a wealth of new resources to draw on for their own campaigns.

Chapter One: Powers adds new powers to the game and expands on some only briefly mentioned in the *Lords of Gossamer & Shadow* core book.

Chapter Two: Talents provides rules for partial powers and power advancement.

Chapter Three: Idiosyncratic Qualities and Powers enables GMs and players to make characters whose abilities in their native Gossamer worlds still function in other worlds and on the Stair itself.

Chapter Four: Agents of Gossamer & Shadow gives players and GMs suggestions on creating characters who are not as powerful as the Gossamer Lords, but are capable heroes in their own right, along with options for running entire campaigns with these characters.

Chapter Five: Life on the Grand Stair details the history, culture, and society of those who walk the Grand Stair, including the enigmatic Gossamer Lords under the leadership of Vala, Lady of the Shimmering Veil.

Chapter Six: Worlds of Gossamer & Shadow explores a few of the various locales on the Grand Stair of import to those who wander it.

Chapter Seven: People of the Grand Stair introduces GMs and players to various people who travel the Stair and even ply their trades on it.

Chapter Eight: Sovereigns of Gossamer & Shadow covers several new key Gossamer Lords who may be encountered on the Long Walk.

Chapter Nine: Knights of Gossamer & Shadow features agents of Gossamer Lords and a mysterious independent and ancient faction.

Chapter Ten: Adventures on the Long Walk provides GMs with a campaign frame and three adventures to take their players on the Long Walk.

A Door opens. The Grand Stair awaits. The Long Walk calls to you. Will you answer the call?

Chapter One: Powers

The following four powers are new for Lords of Gossamer & Shadow. Two of them, Aetheric Projection and Keeper of the Void, are briefly touched upon in the core book and are fully detailed here. Some of the NPCs (Non-Player Characters) featured in this book possess these powers. GMs may wish to make these powers available to players when creating characters, or may reserve them for NPC use only. Enchantment, in particular, might make an excellent "lost power," as the only NPC in the book who has it is the long-lost Gossamer Lord Luther.

This chapter also includes optional new rules for the Invocation power, found in the *Lords of Gossamer & Shadow* core book.

Aetheric Projection [35 Points]

Across the myriad Gossamer worlds, there are those who have learned to separate mind from body, able to leave their corporeal form behind as their mind travels in their own world or even others. This aetheric form is a mental construct, and is usually invisible and intangible. Mystics, psychics, and other seekers of knowledge often use this power to explore the Gossamer worlds without the risk or hardships of physical travel. Those who use this power are sometimes called Projectors.

Attribute tips for Aetheric Projection

Psyche is critical for Aetheric Projection. Psyche determines the range and speed of the projection and governs its other abilities. Endurance is key in maintaining the projection for any duration.

Dangers of Aetheric Projection

Inability to Affect the Physical World. The Projector cannot interact with the physical world. She cannot touch objects or beings or help them or cause them harm. This includes an inability to use any of her other powers to affect the material world while in aetheric form. She cannot cast cantrips or spells or use an Icon to affect physical reality. She can, however, use any sensory abilities granted by her powers. The Projector passes through physical barriers as though they were not present. Magically or psychically warded barriers can be an effective obstacle. To breach them, the Projector must win a Psyche contest against the resistance of the barrier. This may damage both the aetheric form and the physical body of the Projector.

Aetheric Combat. If the Projector were to encounter another aetheric being, astral creature, or even a projected Dwimmerlaik, they would be able to interact with one another as though they were physically present. This may even lead to combat. Combat is treated as though the combatants were both physical entities. In this case, the Projector's other powers may even be employed in combat against the aetheric target. Combatants should take care as damage to aetheric form is also reflected upon the physical form. A Projector who survives an aetheric combat may need to heal their physical and aetheric forms. Note that aetheric form healing is determined by Psyche rank not Endurance.

Shared Damage. Damage to the physical body is reflected in the aetheric projection as though it was the physical body. The Projector will feel pain and suffer the effects on any injuries as though they were inflicted upon the projection. If the body of a Projector is killed while the aetheric projection is elsewhere, the Projector will die. A wise Projector will not leave her body unguarded. Likewise if harm somehow comes to the aetheric projection, that harm is reflected upon the physical body as well.

Aetheric Projection Abilities

Aetheric Trance. The Projector is able to meditate and enter a trance which allows her to separate her aetheric form from her physical body. The aetheric form is normally invisible and unable to interact with the physical world. It cannot normally be seen or heard, but can be sensed by beings with High Psyche and by various magical means or applications of the Eidolon and Umbra. A Dwimmerlaik using the Far Sight ability of Channeling would be aware of the aetheric projection and a Scryer with High Psyche might see the aetheric form. A Dwimmerlaik using the Projection ability of Exalted Channeling (found in Threats: Dawn of the Dwimmerlaik), would be able to see the projection and in turn could be seen by the Projector.

Healing Trance. The Projector may focus her attention inward and instead of separating her aetheric form from her physical body, she turns her full mental attention to restoring her physical form. While engaged in a healing trance, the Projector heals using her Psyche rank instead of her Endurance rank.

Aetheric Healing. The Projector may absorb psychic energy from unresisting psychic constructs, phenomena, and entities and use it to heal and replenish her aetheric form.

Aetheric Visions. When in her meditative trance, the Projector may attempt to call upon visions of other places and times. The Projector may experience quick visions of past, present, or future. The Projector may call upon these visions, but does not command them. She cannot specify what she wishes to see, but will instead see what the aether carries to her. GMs should consider a Projector's Stuff when providing visions.

Aetheric Travel. The Projector may travel in aetheric form in one of three ways: walking, flight, or projection itself.

Travel

Psyche	Means
Average	Walking
Superior	Flight at Double Speed; Projection
Paragon	Flight at Engine Speed; Projection
Ranked	Flight at Lightning Speed; Projection

Walking. The Projector may walk or run as though traveling in physical form though unrestricted by mundane physical barriers. The projector moves at her normal physical walking or running speed and is subject to the same rules of gravity that she would be if she were a physical being. Average rank Projectors are only capable of this form of aetheric travel.

Flight. The Projector may fly in her aetheric form. Her flight speed is determined by her Psyche. A Superior Rank Projector may fly at the equivalent of Double Speed while one of Paragon Rank or above may fly at the equivalent of Engine Speed. The physical rules of gravity no longer apply and the Projector can use this ability to walk on walls, stand upside down on ceilings, or pass through ceilings and floors.

Projection. The Projector may project their aetheric form directly to another location without traveling across the intervening distance. The destination must be well known to the Projector or the Projector runs the risk of arriving somewhere else. Personal knowledge of the desired location is best, followed by knowledge gained through magical means such as Scrying or through psychic contact with someone who has been to the location and knows it well. Simple descriptions of a place are unreliable and potentially dangerous. Depending on Stuff, a Projector without adequate knowledge of her target destination might appear in another Gossamer world similar to the desired location or she might appear someplace unexpected and dangerous.

The range of a Projector is determined by Psyche.

Aetheric Perception. While in aetheric form the Projector can perceive psychic phenomena that would otherwise not be visible, and disregard all perception penalties due to physical conditions like darkness, fog, etc. Range of perception is still limited by distance from her aetheric body as though seeing with physical eyes. This can be combined with other sensory abilities the character possesses.

Interactive Projection. The Projector can, with effort and concentration, make her aetheric form visible and audible. The aetheric form is still unable to physically interact, but

Range	
Average	Immediate environment such as another part of the building their physical form is in.
Superior	The Gossamer world they are in.
Paragon	World they are in, expanses it is linked to and the worlds linked to those expanses.
Ranked	World they are in, expanses it is linked to and the worlds linked to those expanses, as well as expanses and worlds not directly linked [essentially anywhere on the Stair and linked Gossamer worlds, but not Shadow.]

can communicate. A Projector could utter a cantrip or a lynchpin, but they would not have any effect, unless they were sensory in nature and only affected the Projector.

Possession. This is the most dangerous and feared ability of a Projector. The Projector uses their aetheric form to enter the body of another intelligent being and control them. This requires engaging in and winning a Psychic conflict. A Projector may choose to possess an unconscious or sleeping body. However, the projector must still win the Psychic conflict to successfully possess the sleeping or unconscious target. The Projector could possess a mindless body (such as someone who was brain dead or a mindless clone) or an uninhabited body (perhaps of another Projector) with no Psyche contest required. A Projector may even possess an intelligent artifact or creature, if she engages in and wins a Psychic conflict with the target.

The Projector has access to the possessed being's mind and can command it to some extent. If the victim was conscious at the time of possession, he remains conscious and able to speak freely unless the Projector commands otherwise. The Projector can compel basic information and surface thoughts from the victim without an additional Psyche contest. However, if the Projector tries to pry deeper, another Psyche contest must be won. Self-destructive or abhorrent commands will result in another Psyche contest, with the victim receiving the benefit of their Psyche being raised one Rank for purposes of this particular contest only.

The Projector has command of her victim's body for as long as she maintains the possession. Physical actions such as walking or dropping a weapon are not subject to another Psyche contest. The Projector can engage in physical combat and other activities using her victim's physical form. When serious physical damage is done to a victim's body, the Projector must win a Psyche contest to remain in control. Attempting to force the victim to kill himself or engage in suicidal actions will initiate a Psyche contest with the victim receiving the benefit of their Psyche being raised one Rank for purposes of this particular contest only.

While the Projector is in possession of a victim, the following rules apply:

Psyche: The Projector uses her own Psyche attribute.

Strength: The Projector uses the victim's Strength attribute.

Endurance: The Projector will use her own Endurance to deal with Psyche contests and drain from using powers. The victim's Endurance is used in dealing with physical contests.

Warfare: The Projector uses the Warfare of the victim.

Powers: The Projector remains limited in the powers she can use while projected. She can use sorcery and cantrips provided she has control over the victim's ability to speak. She cannot use the victim's powers save those of a physical nature. However, if The Projector does not already have the power, she runs the risk of it running wild. Few Projectors are willing to risk attempting to use unfamiliar powers.

Stuff: The Projector uses her own Stuff. The Projector's Stuff should also be considered when determining effects of the attributes as well. A Bad Stuff Projector who possess a high Strength victim may not know her own Strength and may lack the victim's skill at using it. A Good Stuff projector with high Warfare may be able to use some of her own ability while possessing a lower Warfare victim.

Dangerous Victims

A Projector may find it dangerous to attempt to possess certain victims. A Projector possessing an Eidolon Master may find the Eidolon attempting to force her out or, worse, attempting to delete her. A Projector possessing an Umbra Master could find herself being subjected to the madness of the Umbra. The Umbra might even infect both her aetheric and physical bodies. A particularly unfortunate Projector might find her aetheric form torn apart and destroyed by the maelstrom of the Umbra. A Projector possessing a Keeper of the Void could find themselves drawn into the Shadow. Worse, their aetheric form might be consumed by it. Possessing certain creatures is also a dangerous proposition. An Annunaki might rewrite or reprogram a possessing Projector to serve its own ends. A Projector attempting to possess an Erebus might be unmade by it instead. Because of its hive nature, a Gorgon might be able to actually subsume the Projector into its hive. Likewise, a Projector seeking to possess an Usari could potentially be absorbed as though she were an Usari. The ever-shifting nature of the Ur-Orobos makes them difficult to possess and harder to control since their ancient ties to the Dwimmerlaik make them keenly aware of the dangers posed by Projectors. A Projector attempting to possess an Eidolon Construct might find herself instead following its programing. An Umbra Gaunt may instead use the connection of a Projector attempting to possess it to itself infect and take command of the Projector's physical form. Woe to the Projector foolish enough to attempt to possess a Typhonian.

Advanced Aetheric Projection [55 Points]

If the character already has Aetheric Projection, the cost is an additional 20 points.

Advanced Aetheric Form. The Projector has mastered the ability to bridge the aetheric and physical worlds. She can now affect more of the physical world while in her aetheric form. While she is still intangible, she can now use sorcery and cantrips as though she were in her physical form. She can use any other powers and abilities that do not affect her own physical form or are not dependent upon it.

This type of aetheric form is harder to maintain and has restrictions on travel.

Travel

Psyche	Means
Average	Confined to immediate environment
Superior	Walking
Paragon	Flight at Double Speed
Ranked	Flight at Engine Speed

All other rules and restrictions on aetheric forms apply as normal.

Aetheric Barrier. The Projector can place an aetheric barrier around their immediate environment, effectively preventing another Projector or projected Dwimmerlaik from entering or exiting the area. The barrier affects friend and foe alike. Breaching the barrier requires winning a Psyche contest against the barrier's creator. The barrier lasts only as long as it is actively concentrated upon and maintained.

Aetheric Disguise. The Projector may focus her attention inward and instead of separating her aetheric form from her physical body, she shifts her own mind's mental structure so it takes on a completely different psychic appearance. This changes the appearance of the mind, so that a Psychic touch will be fooled. This only affects the appearance and not the Psyche rank. Some of the possible aetheric disguises include that of a plant or animal, the lesser Psyche of a normal human, or the imitation of any person's Psyche known to the Projector. If the Projector wins the equivalent of a Psyche contest, she can imitate the Psyche of her target. If she loses, the disguise is flawed or unable to be created or maintained. The greater the difference in Psyche, the harder it is to maintain the disguise. A wise Projector will be cautious when using this ability to disguise herself as a being of alien mental nature such as an Annunaki, an Erebus, a Gorgon, an Ur-Orobos, an Usari, or an Eidolon Construct or Umbra Gaunt. The Projector should take care when attempting to use her ability to disguise herself as a being with greater Psyche than her own. In this instance, if she wins the Psyche contest, she can create the illusion as normal. However, if she loses, the target personality may take control and act as if it were the target being until the disguise wears off on its own or is disrupted.

Aetheric Exorcism. This ability is a counterpart to possession and often used in conjunction with that ability. The Projector engages in a Psyche contest with a target. If she wins, she forces the target Psyche out of its own physical body. This frees the Projector to easily possess the now mindless body is she so chooses. The evicted Psyche is now subject to the limitations of being in an aetheric form, including damage being reflected between aetheric and physical bodies. The victim is also limited in his ability to travel in its new aetheric form.

Travel of Aetheric Victim

Psyche	Means
Average	Confined to immediate environment, unable to leave. Like a ghost haunting the scene of its death.
Superior	Walking
Paragon	Flight at Double Speed
Ranked	Flight at Engine Speed

The victim can return to his own body when he wins a Psyche contest against the Projector, forcing her from his body, or when the body has been left by the Projector voluntarily or involuntarily. He does not snap back into his body. If the victim is separated by distance from his physical body, he will have to travel to it somehow to take possession of it again. If someone moves or hides the body, the victim will have to locate it.

Aetheric Shaping. The Projector can use ambient aetheric, magical, and psychic energy to form certain simple constructs. These constructs can only be crude objects and shapes like a sword or a shield or a hammer. They only affect other aetheric, intangible, or projected beings or creatures and are powered by the Projector's Psyche.

Enchantment [20 Points]

Enchantment is the power to magically create or alter people, places, or things. It is using magic to mold and reshape Gossamer reality. Those beings with this power are known as Enchanters.

Enchantment does not require Sorcery. However, in order to use spells with Enchantment, the character will need to have Sorcery. To incorporate abilities of a power into an enchantment the Enchanter must possess the power.

Since the details of Enchantment relate to altering or creating creatures or items, you will need to be familiar with the Creature & Artifact construction rules on pages 47-56 of *Lords of Gossamer & Shadow*.

The GM and player should confer before the start of the game to determine the number and abilities of artifacts or creatures a character may be allowed to have already created before game play begins. This may be affected by character background, Stuff, and other factors.

Favored Attributes for Enchantment: Psyche and Endurance are a must for an Enchanter. Endurance is vital to engage in longer enchantments. Psyche is key in Enchanting with speed and with finesse and is crucial when Enchanters come into conflict.

Weaknesses of Enchantment:

Time. Casting enchantments takes time. In most cases there is preparation time and actual casting time. The process must be uninterrupted, and requires considerable concentration and effort. Any other use of Psyche or powers will disrupt the process and the Enchanter will have to start again from the beginning. Should the Enchanter halt the preparations or casting for any reason, voluntarily or not, the enchantments will dissipate and the Enchanter will have to start the entire process over again from the beginning. For those enchantments with a preparation time, once the preparation is complete the Enchanter may choose to wait before casting the actual enchantments. Care must always be taken with the subject of the enchantment. If the subject is altered in any way between the time of its preparation and the time the enchantment is cast, the enchantment will fail and the Enchanter will have to begin the complete process again including preparation. How badly the enchantment fails may be affected by how the subject of the enchantment was altered and by the Enchanter's Stuff. For all of these reasons, Enchanters are reluctant to begin work on projects they do not have time to finish and tend to be very careful with subjects they have prepared but have not yet enchanted.

General Limitations. Things created or empowered by Enchanters may not function properly or at all in other Gossamer worlds or on the Grand Stair. As it is a magical power, Enchantment will be limited or powerless in places where magic is weak or does not work. Things created or empowered by Enchanters may be altered, rendered powerless, or even destroyed by interaction with some other powers. A wise Enchanter is careful about what items or creatures he enchants. An enchanted twig, for example, is merely a twig if it loses its enchantments whereas an enchanted sword at least remains a sword. A flying horse remains a horse when disenchanted, but a flying chair is just furniture to carry around.

Gossamer vs Real Power: Enchanters specialize in reshaping Gossamer material to suit their purposes. When dealing with places or beings of real power, they face certain limitations.

The Grand Stair. The Stair is not a thing of Gossamer. Because of this, Enchanters find it difficult to use their power there. Enchantments made while on the Grand Stair will take twice as long and be twice as draining on the Enchanter's Endurance. If the Enchanter wishes to cast an enchantment upon some part of the Grand Stair itself, it will take four times as long and be four times as draining to his Endurance. Enchantments placed upon the Stair itself quickly fade away and are easily dispelled. Enchantments may be cast upon Doors normally because of their nature in bridging the Stair and Gossamer worlds. Enchanters will normally cast the enchantment upon the Gossamer world side of the Door.

The Eidolon. Enchanters may find to difficult or even impossible to cast enchantments in worlds where the Eidolon is strong. Depending on the power of the Eidolon in such places, the creation time may be increased and endurance may be greatly drained. In some Eidolon strong worlds, enchanted artifacts or creatures may reset to their original state. In some of these worlds, the Eidolon will not allow enchantments to be made at all.

The Umbra. In worlds in which the Umbra is strong, Enchanters may find it easier to alter or change an artifact or creature through enchantments. Casting time may be decreased and it may even be less taxing on Endurance. However, the nature of the Umbra leads to enchantments deteriorating or changing. Enchanted artifacts or creatures brought into Umbra strong worlds may be altered or warped in unexpected and possibly unwelcome ways. In some of these worlds, enchantments will continually mutate without control of the Enchanter until they deteriorate and fall apart.

Primal worlds. These special worlds are rare places of power. Depending on the nature of the primal world, enchantments may prove difficult in such places.

Beings of Power. Gossamer Lords and other beings of power are not easily enchanted. It is difficult to anchor an enchantment to them. Doing so requires consent of the targeted being or winning a Psyche contest against them. Enchantments placed on such beings are usually easily dispelled by the enchanted being. Enchanting a being of power has other restrictions discussed below.

Purchasing Enchantments with Character Advancement

GMs may choose to allow player character to purchase items that have been created through the Enchantment power with advancement points. GMs may calculate the point cost of the item and charge the character the appropriate amount of advancement points. Refer to the Artifact & Creature Creation Worksheet on page 163 of *Lords of Gossamer & Shadow*. GMs should be mindful of only allowing the newly purchased item to possess the level of Empowerment it was enchanted with. The newly purchased artifact or creature will still only function as though it had the appropriate level of Empowerment, but will no longer be subject to simple magic disrupts and other such means of altering or destroying it. It will last until it is destroyed or killed.

GMs should carefully consider if they choose to allow player characters to purchase enchantments placed upon the characters themselves. If allowed, those should be purchased as though they were an Idiosyncratic Ability. See Chapter Three: Idiosyncratic abilities for more details.

Enchantment Abilities

Shape Gossamer Material. Using the magical forces of a particular Gossamer world, the Enchanter can quickly create or alter almost any artifact or creature she desires. It is a simple matter to create food or drink or mundane items such as coins or ropes or the like. These objects can usually be created in mere minutes depending upon the number and complexity of the items to be created, the power and skill of the Enchanter, and the ease of working magic in the world. Creating or altering more complex items is more time consuming. For those, refer to the Artifact & Creature Creation Worksheet on page 163 of *Lords of Gossamer & Shadow* and use the following to calculate creation time:

Quality per point	5 minutes
Power per point	10 minutes

The multipliers for quantity and form apply to the total enchanting time.

These creations and alterations are temporary and fleeting and will quickly fade away depending on the Psyche of the Enchanter.

Psyche	Duration
Average	1 hour
Superior	2 hours
Paragon	4 hours
Ranked	8 hours

As well, all items created or altered in this way can exist only in the world of their creation. Such an artifact or creature will instantly dissipate upon crossing the threshold of a Door or if otherwise removed from the Gossamer world of its origin. These creatures and items are also highly vulnerable to other powers. A simple spell that dispels magic may destroy them if the caster wins the equivalent of a Psyche battle with the Enchanter. The merest touch of Eidolon will destroy them even in the world of their creation. An encounter with Umbra will alter them; their qualities and powers will be shifted and creatures may no longer obey their creator and objects may become unreliable, although they may still be dispelled by their creator.

Beings of power like Gossamer Lords are difficult to enchant. Enchantments of this type will not anchor to them and dissipate instead of taking affect.

Example:

Before greeting unexpected visitors, Luther decides to shape Gossamer material to create protective clothing.

He chooses to give it the following abilities:

- Invulnerable to Conventional Weapons [4 Points]
- Named & Numbered Alternate Forms [2 Points]

This will take him 40 minutes to create ((4 Point Quality x 5 minutes) + (2 Point Power x 10 minutes)) and will last 8 hours (Ranked Psyche at 165 Points) unless it is destroyed or dispelled first. If Luther decides to accompany his visitors through a Door or otherwise leave this world, he will need a different set of clothes.

Empowerment. The Enchanter imparts some permanent magical power into an object or creature. The basic preparation of the subject takes about thirty minutes, which defines the target and opens it up for the change. This process must be uninterrupted, and requires considerable concentration and effort. Refer to the Artifact & Creature Creation Worksheet on page 163 of *Lords of Gossamer & Shadow* and use the following to calculate the empowerment time:

Quality per point	10 minutes
Power per point	1 hour

The multipliers for quantity and form apply to the total empowerment time. Such enchanted creatures and objects are permanent within the world of their creation until disenchanted by the Enchanter or until destroyed. Such an artifact or creature will still instantly dissipate upon crossing the threshold of a Door or if otherwise removed from the Gossamer world of its origin. If the Enchanter wishes to use his creatures and objects elsewhere he must create them with Stable Empowerment (see below) which is a more complicated process.

Beings of power like Gossamer Lords remain difficult to enchant. Enchantments of this type will not anchor to them and quickly dissipate instead of taking affect.

Example:

Before greeting unexpected visitors, Luther decides to empower a set of protective clothing with the following abilities:

- Invulnerable to Conventional Weapons [4 Points]
- Named & Numbered Alternate Forms [2 Points]

Luther will need to spend 30 minutes preparing the enchantment. Once that is complete, it will take him an additional 2 hours and 40 minutes ((4 Point Quality x 10 minutes) + (2 Point Power x 1 hour)) to impart the empowerment. In its world of origin, the empowerment is permanent unless it is destroyed or dispelled. If Luther decides to accompany his visitors through a Door or otherwise leave this world, he will need a different set of clothes.

Stable Empowerment The effectiveness and durability of enchanted artifacts and creatures varies wildly across Gossamer worlds and on the Grand Stair. Rules of magic and technology may change each time an Enchanter passes through a Door. When creating an artifact or creature that the Enchanter wishes to take out of the Gossamer world of its creation, it needs to be empowered with Stable Empowerment, and should be selected at the desired level.

Before enchanting artifacts and creatures with levels of Stable Empowerment, the Enchanter must carefully plan and prepare. This process must be uninterrupted, and requires considerable concentration and effort. Once the time of preparation noted above is successfully completed, the Enchanter may create the artifact or creature at the following rate:

Quality per point	1 hour
Power per point	1 day

Level	Casting Time Multiplier	Preparation Time	Location	Description
1	1x	12 hours	Origin World	The artifact or creature can leave the Gossamer world of its creation, but it is inert on the Grand Stair and other Gossamer worlds. Depending on the Stuff of the Enchanter, there is still a possibility that the artifact or creature will be altered or destroyed.
2	2x	1 day	Similar Worlds	It works perfectly on Gossamer worlds with equivalent magic/physics/environments, but is very limited on the Grand Stair and other Gossamer worlds: At ¼ strength of all qualities and powers (a 4 Point Deadly Damage sword would only function as a 1 Point Hardened sword). It will be destroyed if taken into the void of Shadow.

A note on Stable Empowerment:

- Advanced and Exalted abilities that shorten creation time may not be employed on enchantments with Stable Empowerment.
- Because of their special nature, enchantments with Stable Empowerment cannot be copied with any of the Duplication abilities. If the Enchanter wishes to make another copy with Stable Empowerment, he must go through the entre creation process for each copy.
- Enchantments with Stable Empowerment are resilient enough to anchor to beings of power like Gossamer Lords. They require the consent of the target or victory in a Psyche contest. These enchantments remain quite fragile, however, and can be easily dispelled.
- Quantity modifiers still apply as normal.
- Stable Empowerment casting time modifier is applied after the quantity modifier, if any.

These artifacts or creatures, regardless of their level of Stability, are still magical constructs. Coming into contact with the Eidolon may strip away qualities or powers or even revert the object to its mundane form if it has one. An empowered artifact or creature that comes into contact with the Umbra may be altered in some way and its qualities and powers may be changed, usually detrimental. It might even be destroyed. Magic drains may strip away qualities or powers or even destroy them depending on the strength of the drain and the length of exposure to it. These artifacts and creatures may also be disenchanted by another Enchanter.

Example:

Luther chooses to give a set of clothing the following abilities:

- Invulnerable to Conventional Weapons [4 Points]
- Named & Numbered Alternate Forms [2 Points]

Because he is expecting to travel, Luther invests the enchantment with Stable Empowerment level 1.

Luther will need to spend 12 hours preparing the enchantment. Once that is complete, it will take him an additional 2 days and 4 hours to create the enchantment ((4 Point Quality x 1 hour) + (2 Point Power x 1 day) x1). His armored suit will be fully functional in its world of origin and should survive travel to the Grand Stair or another world, though its qualities and powers will be inert there.

If Luther needs the suit to be functional elsewhere, he may choose to imbue his enchantment with a Stable Empowerment of level 2. Luther will need to spend 1 day preparing the enchantment. Once that is complete, it will take him an additional 4 days and 8 hours ((4 Point Quality x 1 hour) + (2 Point Power x 1 day) x2) to create the enchantment. His armored suit will be fully functional in its world or origin and similar worlds. On the Grand Stair, its qualities and powers will be greatly reduced. There, it will only provide Damage Resistance equivalent to Resistant to Normal Weapons. Its ability to take other forms will be inert.

Disenchant. The Enchanter may remove the enchantments from an artifact or creature altered by another Enchanter. This is handled as a Psyche contest between the two Enchanters. The winner is able to remove or maintain the enchantment as he chooses. Removing enchantments is as time consuming as creating them. An Enchanter removes one quality or power at a time at the following rate:

Quality per point	1 hour
Power per point	1 day

An Enchanter may instantly disenchant any artifact or creature he created at will. If he wishes to enchant or empower it again, he will have to go through that entire process.

Duplication. The Enchanter can duplicate an artifact or creature she has already created using Shape Gossamer Material in reduced time. The Enchanter may duplicate Gossamer material creations in a world at the following rate:

Quality per point	2 minutes
Power per point	5 minutes

Quantity modifiers still apply as normal. The artifact or creature must still remain in its world of origin or be destroyed.

Example:

Luther decides to duplicate a set of protective clothing he has molded from Gossamer material. The original had the following abilities:

- Invulnerable to Conventional Weapons [4 Points]
- Named & Numbered Alternate Forms [2 Points]

This will take him 18 minutes to duplicate. It will still only last 8 hours and cannot leave the world of its creation.

An Enchanter may also duplicate an Empowered artifact or creature. The preparation time only takes 15 minutes with additional time as follows:

Quality per point	5 minutes
Power per point	30 minutes

Quantity modifiers still apply as normal. The artifact or creature must still remain in its world of origin or be destroyed. As already noted, an artifact or creature with Stable Empowerment cannot be duplicated in this way.

Example:

Luther wishes to duplicate an Empowered set of protective clothing. The original had the following abilities:

- Invulnerable to Conventional Weapons [4 Points]
- Named & Numbered Alternate Forms [2 Points]

Luther will need to spend 15 minutes preparing the enchantment. Once that is complete, it will take him an additional 1 hour and 20 minutes to duplicate the enchantment.

Advanced Enchantment [45 Points]

If the character already possesses Enchantment the cost for Advanced Enchantment is 25 points.

Quick Enchantment. The Enchanter is able to create or alter an artifact or creature quicker. The Enchanter may now Shape Gossamer Material in a world at the following rate:

Quality per point	2 minutes
Power per point	5 minutes

The artifact or creature must still remain in its world of origin or be destroyed. Quick enchantments may not be cast on beings of power like Gossamer Lords.

Example:

Luther decides to create a set of protective clothing from Gossamer material. It has the following abilities:

- Invulnerable to Conventional Weapons [4 Points]
- Named & Numbered Alternate Forms [2 Points]

This will take him 18 minutes to create. It will still only last 8 hours and cannot leave the world of its creation.

An Enchanter imparting Empowerment on an artifact or creature may also do so at an increased rate. These enchantments cannot be cast on Gossamer Lords or beings of power. The preparation time now only takes 15 minutes with the additional time below:

Quality per point	5 minutes
Power per point	30 minutes

Quantity modifiers still apply. The artifact or creature must still remain in its world of origin or be destroyed.

Example:

Luther decides to Empower a set of protective clothing with the following abilities:

- Invulnerable to Conventional Weapons [4 Points]
- Named & Numbered Alternate Forms [2 Points]

This will take him 15 minutes to prepare and an additional 1 hour and 20 minutes to create.

Increased Stability. An Advanced Enchanter can now create artifacts and creatures with increased levels of Stable Empowerment.

The normal rules for enchanting artifacts and creatures with Stable Empowerment still apply.

Beings of power still remain difficult to cast enchantments upon. However, the Enchanter may now cast enchantments with Stable Empowerment of up to level 2 on such beings.

Example:

Luther decides to enchant a set of protective clothing. He chooses to give it the following abilities:

- Invulnerable to Conventional Weapons [4 Points]
- Named & Numbered Alternate Forms [2 Points]

Level	Casting Time Multiplier	Preparation Time	Location	Description
3	4x	2 days	All Gossamer Worlds	The artifact or creature functions on all Gossamer worlds but any extra qualities and powers are limited on the Grand Stair, and may not have full strength in places of power, owned Domains, or non-magic worlds. In these places, it functions at about ½ strength of all qualities and powers (a 4 Point Deadly Damage sword would only function as a 2 Point Double Damage sword). In the Shadow between worlds it only functions at ¼ ability on qualities and powers.
4	8x	4 days	Universal	It is useful everywhere, and functions normally in all locales except the Shadow between worlds. There, its qualities and powers function at only ½ ability.

Because he is expecting to travel to a wide range of Gossamer worlds and locales on the Grand Stair, Luther invests the enchantment with Stable Empowerment level 3.

Luther will need to spend 2 days preparing the enchantment. Once that is complete, it will take him an additional 8 days and 16 hours to create the enchantment (and, as previously noted, he cannot create the suit with *Stable Empowerment* using *Quick Enchantment*). His armored suit will be fully functional in its world of origin and similar worlds. On the Grand Stair and non-magic worlds its qualities and powers will be somewhat reduced. In such places, it will provide Damage Resistance equivalent to Resistant to Firearms. Its ability to take other forms will be reduced to the equivalent of Alternate Form.

If Luther needs the suit to be functional virtually everywhere, he may choose to imbue his enchantment with Stable Empowerment of level 4. In this case, Luther will need to spend 4 days preparing the enchantment. Once that is complete, it will take him an additional 17 days and 8 hours to create the enchantment.

Edit Gossamer Material. As the Enchanter can reshape Gossamer material to create or alter artifacts or creatures, so too can he edit it. An Enchanter might change his clothing or currency to match the local custom. He might use this ability to purify water or remove known toxins. He can even use this ability to remove poisons, or illnesses, or injuries from Gossamer beings. This is much more difficult and limited when dealing with beings of power like Gossamer Lords, Eidolon and Umbra Masters. The Enchanter will only be able to edit Gossamer conditions such as removing poisons or illnesses. Editing physical injuries and the like of Gossamer Lords is beyond this ability. If the subject of the editing is unwilling, the Enchanter must beat the subject in a Psyche contest. Subtle and minor changes are easiest, while more profound changes are more time consuming and draining. Minor changes may take only a few minutes, whereas greater or complex changes might take hours or even days. Likewise, minor changes last longer and may even be permanent whereas larger changes have a shorter duration.

Enchantment Protection. The Enchanter can ward himself from his own creations being used against him. A character attempting to use an artifact or creature against its creator will need to beat the creator in a Psyche contest to do so. If the attacker wins, they may attack as normal. If the Enchanter wins, the item may cease to function for the attacker, or even turn on the attacker depending on its nature. The Enchanter always maintains the option to instantly disenchant his own creation, but that is a defense of last resort.

Quick Disenchant. The Enchanter is able to more quickly disenchant an artifact or creature created or altered by another Enchanter. This is handled as a Psyche contest between the two Enchanters. The winner is able to remove or maintain the enchantment as she chooses, one quality or power at a time.

Quality per point	30 minutes
Power per point	12 hours

Quick Duplication. The Enchanter is able to duplicate an artifact or creature he has already created using Shape Gossamer Material with great speed. Gossamer material creations may be duplicated at the following rate:

Quality per point	1 minute
Power per point	2 minutes

Quantity modifiers still apply as normal. The artifact or creature must remain in its world of origin or be destroyed.

Example:

Luther decides to duplicate a set of protective clothing he has molded from Gossamer material. The original had the following abilities:

- Invulnerable to Conventional Weapons [4 Points]
- Named & Numbered Alternate Forms [2 Points]

This will take him 8 minutes to duplicate. It will still only last 8 hours and cannot leave the world of its creation.

The Enchanter may also duplicate previously created *Empowered* artifacts or creatures at a greatly accelerated rate. The preparation time only takes 10 minutes with additional time as listed:

Quality per point	2 minutes
Power per point	15 minutes

Quantity modifiers still apply as normal. The artifact or creature must remain in its world of origin or be destroyed. As already noted, an Empowered artifact or creature with Stable Empowerment cannot be duplicated in this way.

Example:

Luther chooses to duplicate his Empowered suit:

- Invulnerable to Conventional Weapons [4 Points]
- Named & Numbered Alternate Forms [2 Points]

This will take him 10 minutes to prepare and an additional 38 minutes to duplicate.

Exalted Enchantment [85 Points]

If the character already possesses Advanced Enchantment the cost for Exalted Enchantment is 40 points.

Fast Enchantment. The Enchanter is able to create or alter artifacts or creatures with great speed. The Enchanter may now Shape Gossamer Material at the following rate:

Quality per point	1 minute
Power per point	2 minutes

The artifact or creature must remain in its world of origin or be destroyed. These enchantments cannot be cast on Gossamer Lords or other beings of power.

Example:

Luther molds protective clothing from Gossamer material:

- Invulnerable to Conventional Weapons [4 Points]
- Named & Numbered Alternate Forms [2 Points]

This will take him 8 minutes to create. It will still only last 8 hours and cannot leave the world of its creation.

The Enchanter may also use Empowerment on artifacts or creatures at a greatly accelerated rate. These enchantments cannot be cast on beings of power like Gossamer Lords. The preparation time now only takes 10 minutes with the following additional required time:

Quality per point	2 minutes
Power per point	15 minutes

Quantity modifiers still apply. The artifact or creature must still remain in its world of origin or be destroyed.

Example:

Luther desires to empower a set of protective clothing. It has the following abilities:

- Invulnerable to Conventional Weapons [4 Points]
- Named & Numbered Alternate Forms [2 Points]

This will take him 10 minutes to prepare and an additional 38 minutes to create.

Increased Stability. The Exalted Enchanter is now able to empower artifacts or creatures with such stability as to become truly permanent. Such items often become things of legend such as Drake's sword, *Clarent,* or the Denraki Bow. These items with such a high level of Stable Empowerment function everywhere and are not subject to the usual vulnerabilities to disenchants, magic disrupts or drains, and the like. They may still be broken or destroyed by extreme forces, as is true of any artifact or creature.

The normal rules for creating enchantments with Stable Empowerment still apply.

The Exalted Enchanter may also now cast enchantments with Stable Empowerment of up to level 3 upon beings of power like Gossamer Lords.

Example:

Luther decides to permanently enchant a set of protective clothing. He chooses to give it the following abilities:

- Invulnerable to Conventional Weapons [4 Points]
- Named & Numbered Alternate Forms [2 Points]

Because he wishes it to be permanent, Luther invests the enchantment with Stability level 5. Luther will need to spend 1 week preparing the enchantment. Once that is complete, it will take him an additional 34 days and 6 hours to create the enchantment (and, as previously noted, he cannot create the suit with Stable Empowerment using Fast Enchantment). His armored suit will be permanent and fully functional everywhere.

Control Enchantments. The Enchanter can control her own creations even if they are in possession of another being and are being used against her. The Enchanter can take command of any intelligent creations of hers that are in her presence. She may also temporarily cancel the qualities or powers of any of her creations. If the creation is in the possession of someone other than the Enchanter, that character may oppose this action through a Psyche contest with the Enchanter. If the Enchanter wins, she controls her creation as she wishes. If the opposing character wins, the artifact or creature remains under their control as before. The Enchanter always maintains the option to instantly disenchant her own creation, but that is a defense of last resort. An Enchanter may combine this with Enchantment Awareness (see below) to remotely control a creation. However, she may not disenchant her creation unless it is in her physical presence.

Level	Casting Time Multiplier	Preparation Time	Location	Description
5	16x	1 week	True permanence	True Permanence. Useful everywhere, functions normally, not subject to disenchants, magic drains, or the like.

Disguising Enchantments. The Enchanter may disguise or even hide the qualities and powers he has given his creation. He may choose to have the creation appear to have different qualities or powers or to have none at all. Disguising is considerably easier than hiding as there are a number of powers that may detect that the creation is in some way magical. Disguising or hiding the abilities is best done when the enchantment is created, but can be done later with greater effort. Piercing such a disguise is handled as a Psyche contest between the creating Enchanter and the character attempting to ascertain the enchantment's true nature. The winner maintains the illusion or sees through it as he chooses.

Enchantment Awareness. The Enchanter can concentrate and make contact with a creation wherever it may be. Once contact is established, the Enchanter will have a sense of its location and condition. The Enchanter will know if it is in the same Gossamer world, a different world, or on the Grand Stair. She will have a sense of the type of world it is in and its immediate surroundings. The closer the creation is, the more information the Enchanter will be able to determine. Various powers and precautions may be used to block the Enchanter from contacting her creation. The Enchanter's efforts may be detected by some magical precautions, those with high Psyche, and those familiar with enchantments. Anyone touching the enchanted creation in question would find themselves in Psychic contact with the Enchanter whose awareness is projected into it, possibly resulting in a Psychic combat. An Enchanter still may not disenchant his creation unless it is in her physical presence.

Fast Disenchantment. The Enchanter is able to rapidly disenchant an artifact of creature created or altered by another Enchanter. This is handled as a Psyche contest between the two Enchanters. The winner is able to remove or maintain the enchantment as he chooses. Enchantments are removed one quality or power at a time.

Quality per point	15 minutes
Power per point	6 hours

Fast Duplication. The Enchanter is able to duplicate a previously created artifact or creature of his making with increased speed. Shape Gossamer Material creations may be duplicated at the following rate:

Quality per point	1 minute
Power per point	2 minutes

Quantity modifiers still apply as normal. The artifact or creature must remain in its world of origin or be destroyed.

EXAMPLE:

Luther decides to duplicate a set of protective clothing he has molded from Gossamer material. The original had the following abilities:

- Invulnerable to Conventional Weapons [4 Points]
- Named & Numbered Alternate Forms [2 Points]

This will take him 4 minutes to duplicate. It will still only last 8 hours and cannot leave the world of its creation.

The Enchanter may also duplicate previously created Empowered artifacts or creatures at a greatly accelerated rate. The preparation time only takes 5 minutes with additional time as listed:

Quality per point	1 minute
Power per point	8 minutes

Quantity modifiers still apply as normal. The artifact or creature must remain in its world of origin or be destroyed. As already noted, an endowed artifact or creature with Stable Empowerment cannot be duplicated in this way.

EXAMPLE:

Luther chooses to duplicate an empowered set of protective clothing. The original had the following abilities:

- Invulnerable to Conventional Weapons [4 Points]
- Named & Numbered Alternate Forms [2 Points]

This will take him 5 minutes to prepare and an additional 20 minutes to duplicate.

Mold Gossamer Material. The Enchanter can mold Gossamer material as he sees fit. He can make changes to the Gossamer world itself. Weather patterns can be altered, geography can be changed, and physical laws can be rewritten. The more subtle the change and the smaller the area affected, the easier the change is to make and to maintain. The greater the change and the greater the area affected, the more difficult it is to create and maintain and the longer it takes. The Enchanter cannot change the world to prevent magic from functioning, or otherwise block any of the Powers from operating. Powers can be used to oppose these changes, and attempting these changes in the domain of a Gossamer Lord is likely to lead to conflict. Gossamer Lords and other beings of power cannot be molded.

Unmaking. The Enchanter may remove enchantments from an artifact or creature, even those with True Permanence or otherwise legendary status, like the Denraki Bow or Drake's sword, *Clarent*. This may include artifacts or creatures purchased during character creation. This is handled as a Psyche contest between the Enchanter attempting to unmake the item and the character who

created it, or, if that is not known, the Psyche of the character who "owns" it. The winner is able to unmake or maintain the artifact or creature as they choose. Unmaking items requires one day of specially preparing the item with the following required times:

Quality per point	2 hours
Power per point	2 days

The Enchanter may remove only one quality or power at a time.

Keeper of the Void [35 Points]

The great Shadow is the void between Gossamer worlds. It is cold and dark beyond all comprehension. Here, even the Eidolon and Umbra do not hold sway. Still, it is not completely empty. In this void are lost remnants of worlds and terrible entities and dark secrets. There are those who dare to try to master its terrible mysteries. A being desperate or determined enough to do so must subject himself directly to the Shadow. He must leave the reality of the Grand Stair and the Gossamer worlds and find a path into the Void itself. There, he must survive the physical hardships and threats while opening his unshielded mind directly to the Shadow. He must gaze into the Shadow until it gazes back, forever changing him. Most who try to master the Shadow perish. Some are simply broken in body and mind. Others are unmade by the Void itself. Some, it is said, become its dark creatures. There are those who believe this is the true origin of the Erebi. The few survivors are forever altered. They will bear the madness of the Void and always carry the Shadow within them, affecting everything they do and waiting to devour them and their works.

Those rare beings who risk all to master this dark power are called Keepers of the Void. They command dreadful abilities that few understand.

Dangers of Keeper of the Void

The Shadow Within. The Shadow lies within each Keeper. It is like a crack in reality, always present. It waits hungrily for the Keeper to fall into it. It is a flaw, a crack, a void within everything the Keeper does. It is the Shadow waiting to collapse upon him with every use of the power increasing that risk. If the Keeper were to fall to the Shadow within, he would be unmade, completely destroyed, and become a part of the Void. It is possible that a Keeper who loses control and falls into the Shadow might in time become an Erebi, and come to eventually serve another Keeper.

Weakness to Eidolon and Umbra. The Eidolon and Umbra hold no power in the Shadow. Conversely, the power of the Void is particularly susceptible to these great powers when it is employed outside of the Shadow in the Gossamer worlds. The Eidolon and Umbra may be applied to disrupt Keeper abilities utilized in Gossamer worlds and may be opposed only with great effort. A Keeper of the Void has learned to survive in the Shadow without the influence of Eidolon and Umbra. They endure time, space, and stress that detaches their perceptions from a living framework. The resultant stress folds and refolds within them. This leads to disorientation when in Gossamer worlds and on the Grand Stair. This disorientation increases dramatically while using the power of the Void. For example, sounds could be multiplied or vanish, spaces and opponents could appear larger or smaller. This disorientation will primarily affect a character's Psyche and Warfare, while Strength and Endurance will be largely unaffected. The GM should consider the character's environment, actions, and Stuff when determining if he experiences distortions and their severity.

Weakness outside the Shadow. A Keeper's power is strongest within the Void. Some of his abilities do

not work at all outside of Shadow. Others are limited. A Keeper may not use his power at all on the Grand Stair. He cannot summon anything from it nor banish anything to it. He cannot open a gate to or from the Grand Stair itself. He has much more power over the flimsy Gossamer worlds. Only primal worlds, the personal domains of Gossamer Lords, or those worlds with a strong connection to the Eidolon or Umbra offer great resistance.

Dangerous Path. Travel to or from the Void is dangerous at the best of times. The places where Gossamer veils are the weakest, and thus most easily parted by a Keeper, are usually broken and unstable places. A Keeper opening the Void to these places may find himself in danger from the environment and its inhabitants. A Keeper may travel from the Void to the "nearest" Gossamer world and enter through one of these dark, thin places. But, if a Keeper wishes to travel to a specific Gossamer world or summon something from it or banish something to it, he will need to be familiar with it. It is best if the Gossamer world is one personally known to him. It is more difficult and more dangerous to rely on simple descriptions and psychic impressions from others, or magical sources of information such as Scrying. The greater the familiarity with the Gossamer world, the greater the chance the Keeper will reach his target destination. With less familiarity, the greater the likelihood the Keeper will reach a different world altogether. The GM should consider the Keeper's Stuff as well.

Keeper of the Void Abilities

Void Survival. The Keeper has learned to physically and mentally survive in the unforgiving environment of the Void. He can navigate through the great emptiness and maintain a sense of direction. He has almost an internal compass and can traverse through the Shadow.

Void Walking. While in Shadow, the Keeper may warp, contract, and fold the Void so as to be able to move instantly from one place to another. The Keeper concentrates on his desired location and warps the Void around him to step from one place to another regardless of how great the physical distance might be. The Keeper could bring others with him or even have an army follow him if he desired. This ability only functions within the Void and cannot be employed in Gossamer worlds or on the Grand Stair.

Void Manipulation. The Keeper may manipulate the terrible emptiness of the Shadow and move things through it at will. Treat this as the Telekinesis ability of High Channeling found on page 145 of *Lords of Gossamer & Shadow*. The Keeper can also warp and contort the Void to temporarily create simple objects. He might shape a chair, a wall, or even a shield or sword. Weapons formed in this manner are dependent on the Keeper's Psyche:

Psyche Rank	Type of Weapon
Average	Normal weapon
Superior	Hardened
Paragon	Double damage
Ranked	Deadly damage

Keepers with very high Ranked Psyches, equivalent to someone such as Dayle or Luther, could potentially create Destructive Damage weapons. These shapes last only as long as actively concentrated upon as the shapes tend to quickly return back to the Void from which they came. The Void manipulation ability only functions within the Shadow and cannot be employed in Gossamer worlds or on the Grand Stair.

Enter/Exit the Void. The Keeper may temporarily rip the thin veil of Gossamer reality asunder allowing him to either step from a Gossamer world into the Void or from the Void into a Gossamer world. The Keeper devotes his full concentration to pull apart the Gossamer reality and step through it. He can only transport himself and whatever he is carrying and cannot bring others with him. This ability allows travel to or from the "nearest" Gossamer world only. When being used to enter the Void, it allows travel to the nearest point in the Void, and not a specific locale. The Keeper may not enter the Void from the Grand Stair or enter the Grand Stair from the Void. It is very difficult to enter or exit a primal world or world with strong connections to the Eidolon or Umbra. Domains controlled by Gossamer Lords may also be protected, depending on the precautions taken by the Gossamer Lord and the nature of the domain. It is not a subtle thing to enter or exit the Void. Any Warden within the world will be instantly aware of it. Wardens on the Grand Stair near a Door to the world affected will likewise be aware. If the world is the domain of a Gossamer Lord, that Gossamer Lord will instantly be aware that something has transpired in his domain no matter where she is.

Void Gate. The Keeper may create a gate from the Void to a Gossamer world or from a Gossamer world to the Void, allowing him to transport himself and others. This requires a tremendous amount of personal energy to open and even more to maintain the gate for any length of time. Maintaining the gate requires the

full attention of the keeper and he may not engage in other activities while the gate is active. A gate may not be opened to or from the Grand Stair. It is very difficult to create a gate to or from a primal world or world with strong connections to the Eidolon or Umbra. Domains controlled by Gossamer Lords may also be protected, depending on the precautions taken by the Gossamer Lord and the nature of the domain. It is not a subtle thing to open, maintain, or close a gate. Any Warden within the world will be instantly aware of it. Wardens on the Grand Stair near a Door to the world affected will likewise be aware. If the world is the domain of a Gossamer Lord, that Gossamer Lord will instantly be aware that something has transpired in his domain no matter where he is.

Void Defense. The Keeper can use the power of the Void to defend himself from attacks. The Keeper may protect himself by creating a small Void gate and using it as a shield. The shield is destructive to Gossamer reality, pulling anything that comes in contact with it into the Void of Shadow or, if already in Shadow, into the "nearest" Gossamer world. Spells and physical attacks vanish into it, and are destroyed or are transported through the shield. Attackers may resist this through Psyche or Endurance. This defense is not subtle. It causes immense distress to nearby living beings and to lesser matter. Any Warden in the Gossamer world will immediately be aware of it. The Keeper will find it more difficult and draining to use this ability on primal worlds and those with strong ties to the Eidolon and Umbra. In fact, the shield is particularly ineffective against Eidolon and Umbra abilities. This ability cannot be used on the Grand Stair itself.

Void Summoning and Banishing. With an exertion of will, the Keeper may reach through the Gossamer veils and pull things into the Shadow through small Void gates created expressly for this purpose. Essentially, he opens a small Void gate around the item he seeks and pulls it through to him. It is assumed the Keeper uses his power over the Void to protect the summoned or banished object from the stresses of entering or exiting the Void. Treat Psyche as Strength in determining if the Keeper can physically move the object. If resisted, this is treated as a Psyche conflict. The Keeper may do the reverse and banish something from the Void into a Gossamer world. This may be resisted as a Psychic combat. The Keeper may not summon or banish to the Grand Stair and it is difficult and draining to summon or banish to or from a primal world or worlds with strong ties to Umbra and Eidolon.

Summoning and Controlling Creatures of Shadow. The Keeper has learned to recognize and master some of the dark entities that make the Void their home. The GM and Keeper should create these beings using the artifact and creature rules in *Lords of Gossamer & Shadow*. The amount of time to summon a Shadow entity while in the Void is based upon its total points with a base of ten minutes per point. The base time to bind such a creature is one minute per point. For example, it would take about 4 hours to summon an Erebus and another 24 minutes to bind it. This ability works best when the Keeper is in the Void, but does work elsewhere. A Keeper in a Gossamer world or even on the Grand Stair itself could attempt to summon a Shadow being, but it would take a much longer time, assuming there were such entities around to summon. Outside of the Void, calculate times as an hour per point to summon on a typical Gossamer world. An Erebus would require 24 hours to summon and another 24 minutes to bind. On a primal world or one with a strong connection to the Umbra or Eidolon calculate times as two hours per point to summon. The Erebus would take 48 hours to summon and another 24 minutes to bind. On the Grand Stair, calculate times as four hours per point to summon. The Erebus would take four days to summon and another 24 minutes to bind. Summoning an entity of Shadow unto the Grand Stair is not subtle. Any Warden within the same expanse of the Keeper will be aware of this action.

A Note on the Keeper of the Void Power: The GM may wish to restrict this power to Dwimmerlaik NPCs only. If not, it should still be a rare and mysterious power. A character with this power, especially a player character, should have an interesting background indeed.

Master of the Void [50 Points]

If the character already possesses Keeper of the Void, the cost for Master of the Void is 15 points.

In the Void of the Shadow, few beings are more feared than Masters of the Void. These terrible beings have dwelt long in the Shadow and paid dark prices to gain some mastery of the Void. Even the great Dwimmerlaik witches fear them and for good reason.

Feeding the Shadow Within. This is by far the most feared of the Master's abilities. The Master literally devours a victim, feeding on its life-force as it is unmade by the forces of the Void. The Master uses this horrible ability to sustain himself and, hopefully, sate the terrible hunger of the Shadow within him before it falls upon him.

The victim must be in direct contact with an aspect of the Void controlled by the Master. This may occur if the target character is in contact with a Void gate, summoned Shadow, Void energies controlled by the Master, or even Shadow servants directly controlled by the Master. The victim suffers physical damage from the contact as appropriate and the Master may initiate Psychic combat. If successful, the Master feeds on the physical and psychic damage. Unless stopped, victims will be completely unmade and devoured, body and mind, by the Master and the Shadow within it. If the victim is successful, he prevents the Master from feeding, but still suffers physical damage until free of the physical contact.

This power is particularly feared by the Dwimmerlaik.

Shape Shadow Servants. The Master of the Void can shape the Shadow itself and manipulate it as a servant. The manifestations of the Shadow closely resemble Erebi in appearance and function. Some Dwimmerlaik believe that Erebi are Shadow servants that did not disperse into the Void when their task was completed. Others claim they are created when Keepers lose control of Shadow servants and have their minds trapped within them. Creation of a Shadow servant is never attempted lightly.

The Master must devote his full attention to control of the Shadow servants. They are difficult to create and control. The number formed is dependent upon the Psyche of the Master:

Superior Rank	1 Shadow servant
Paragon Rank	2 Shadow servants
Ranked	No more than a dozen Shadow servants

It takes an hour of preparation to create the servants. This process must be uninterrupted, and requires considerable concentration and effort.

These Shadow servants have the following characteristics:

- Double Vitality [2 Points]
- Paragon stamina [2 Points]
- Destructive Damage [8 Points]

They have no will or minds and are merely manifestations of the Shadow directly controlled by the Master. Psychic contact with them is Psychic combat with the Master. If the Master were to lose concentration, they would dissipate back into the nothingness of the Void.

Shadow servants can only be created and controlled within the Void of Shadow itself and not in Gossamer worlds or along the Grand Stair.

Summon the Shadow. The Keeper may summon the Shadow itself into a Gossamer world. This is a direct connection to the Void of Shadow and may bring total destruction to whatever Gossamer material it contacts. Once summoned, it must be quickly dispelled or it will eventually absorb the entire Gossamer world back into the Shadow. It is not a subtle thing to Summon the Shadow. Any Warden within the world will be instantly aware of it. Wardens on the Grand Stair near a Door to the world affected will likewise be aware. If the world is the domain of a Gossamer Lord, that Gossamer Lord will instantly be aware that his domain is threatened no matter where he is. This disruption is incredibly taxing. While it is in effect, it will be a significant drain to the Endurance of the Master of the Void. Further, to create and maintain the disruption, the Master of the Void must make it the focus of his attention, preventing him from engaging in any other activities that require Psyche. The Master may not Summon the Shadow on the Grand Stair. It is almost impossible to attempt this on a primal world or one with a strong connection to the Eidolon or the Umbra.

Scrying [30 Points]

Scrying is the art of looking into a specially prepared magical object in one Gossamer world and using another reflective surface elsewhere as a scrying device to observe distant people and places, even across the vast gulf of the Shadow and into other Gossamer worlds.

The magical object used for gazing into, called a Medium, is unique to the Scryer. Each Scryer has her own preferred Medium. The most common objects used are reflective, translucent, or luminescent substances such as crystals, stones, mirrors, glass, water, fire, or smoke. The Medium could be small and portable like a hand mirror or it could be stationary or even permanent like a special hearth or a reflecting pool or pond.

The Medium is used to link to related objects or substances elsewhere which are used as scrying devices. The devices must be of the same nature as the Medium. A Scryer with a magic mirror as her Medium will only be able to use mirrors as scrying devices. However, she will be able to link to any type of mirror, regardless of size or design, be they handheld mirrors, large wall-hanging mirrors, or even the rear-view mirror in a vehicle. One who uses a magical flame as a Medium might link to torches, a bonfire, or even the flames of a burning building. Some advanced Scryers can use substances or objects related to their Medium as scrying devices.

The way a Scryer uses her abilities is dependent upon her Medium and her own personal methods. A Scryer with a seeing stone or crystal ball may simply concentrate on it and see the visions or she may need to first go into a trance. A Scryer with a magic mirror may say a ritual before using the mirror. Scryers who favor fires may

Scrying Range	
Psyche Rank	Scrying Range
Average	Only the Gossamer world the Scryer is in.
Superior	Gossamer world they are in and the expanse[s] it is linked to but not any other worlds linked to those expanses.
Paragon	World they are in, expanses it is linked to and the worlds linked to those expanses.
Ranked	Anywhere on the Grand Stair and any Gossamer worlds, but not into the Shadow.

have to stoke the fire and get it to a specific size before searching it for visions in the flames or the embers. Those who use water may submerge their faces into bowls of water or drop pebbles into a pool or pond and seek visions as the ripples clear. Scrying is a very personal power and the method a Scryer uses differs from person to person.

When creating a Scryer, the player must determine the nature of her Medium. She should work with the Game Master to establish what objects and substances may be used as scrying devices.

As the Medium is so important to a Scryer, it is often given abilities above and beyond its nature as a scrying device. Portable Media are often given Damage Resistance qualities or may include cantrip use or spell storing. Larger or more permanent or stationary Media are often guarded. Characters should use the Artifacts & Creatures system to add qualities or powers to their Medium.

A note on size: There is no metaphysical advantage to creating a large stationary Medium rather than a small, portable Medium. Both function equally well magically. The difference lies in portability, defensibility, and size of viewing surface. A modern earth analog is screen size. A Scryer using a hand mirror Medium to link to a full length mirror will see everything reflected in the larger mirror on a smaller screen. It might be comparable to watching a wide-screen film on your cell phone. The full image will be made to fit the "screen," but details and clarity may be lost. Therefore, a Scryer using a large mirror as a Medium will have a large "screen" to view whatever she observes through the linked device. Some Scryers will prefer larger Media for their greater viewing area and for ease in protecting them in places of power. Other Scryers prefer small easily portable Media for ease of use despite the small viewing area.

Favored Attributes for Scrying. Psyche is essential for powering the rituals and enchantments used in creating and utilizing the magical Medium. The greater the Psyche, the greater control the Scryer will have. This manifests as greater range, clarity, and adding more power for the many abilities of a Scryer. The greater Endurance a Scryer has, the longer she can continue to use her Medium.

Weaknesses of Scrying:

Stolen Medium. The primary weakness of Scrying is that it requires a Medium personally created by the Scryer. This Medium could be lost, stolen, or destroyed. Because of the connection between a Scryer and her Medium, a Medium may be used against a Scryer. If the Medium falls into enemy hands, it may be used to initiate psychic contact or combat with the Scryer. Scryers will often add defenses to their Medium using the Artifacts & Creatures system to minimize these risks.

Link to other Media. The Medium must link to another related item or substance which is used as the scrying device. These generally need to be stationary and may not be part of another being. When Media are actively linked to a device, if one is broken, either physically or magically, both may be destroyed. The Medium may have to be replaced or merely enchanted again depending upon its nature.

Fixed View. The view provided by the scrying device is "fixed." The Scryer may only see in her Medium what is directly observed or reflected in the linked scrying device. She cannot change the angle of the view without changing to a different scrying device. Think of the device as a stationary camera rather than a mobile camera.

Blocking View. Covering Media and scrying devices or keeping them in darkness are very effective ways of to prevent Scrying. With no light, contact is impossible.

Time and Distance are a Factor. The distance between Media and the scrying device is limited by the Psyche of the Scryer. The time it takes to establish a new link between Media and a scrying device is dependent on where the target device is located relative to the Scryer.

Scrying Abilities

Create Media. Scryers must select and empower a Medium, a magical item to use in their craft. As described above, the Medium can take many forms. The initial rituals and empowerments necessary to prepare a Medium takes roughly two days. This process must be

uninterrupted and requires considerable concentration. Care should be taken in selecting a Medium as it will only link with objects or substances of a similar nature; mirror to mirror, fire to fire, water to water, etc. Scryers may possess more than one Medium device.

Divination. A Scryer may choose to concentrate upon her Medium and command it to show a brief vision of another time. The Scryer has no control of what the Medium will display. It may be a vision of the past or of a possible future. The Medium usually shows fragments or small clues rather than a complete set of images.

The Medium sometimes displays such images without command or warning. These visions tend to be signs or portents of doom or fortune that may come to pass or of one that has already occurred.

The use of this ability does not require the Medium be linked to a scrying device.

Spying. The Scryer may use her Medium to turn her gaze elsewhere and see through a related item or substance which she uses as a scrying device. For example, a Scryer in one Gossamer world may look into her Medium, a bowl of water, and have it show what is reflected in a reflecting pond in another Gossamer world. The Scryer must have a target locale or person in mind and there must be a related substance or object there to act as a device to scry through. Knowledge of the target is key. The greater the knowledge and familiarity the Scryer has with the area to be spied upon, the greater her chance of success. Firsthand knowledge is ideal and a good and reliable description is often sufficient. Using a rough sketch or the like is possible, but not consistently reliable. Spying without proper knowledge of the target is time-consuming and unreliable at best. If successful, the Scryer can see only what is reflected or in view of the linked surface, but can hear any conversations as though she were present. The Scryer should choose her targets carefully as characters with high Psyches, and creatures or artifacts with Danger Sensitivity or Extraordinary Psychic Sense may detect that they are being spied upon. Magical means of observation such as certain spells or abilities to perceive the Eidolon or Umbra may also detect such spying or that something has been used as a scrying device.

Establishing Initial Connection

Location	Time
Target device is in same Gossamer world or same Expanse of the Grand Stair as the Scryer	1 hour
Target device is in any Gossamer world connected to the same Expanse as the Scryer	12 hours
Target device is in any Gossamer world attached to the Grand Stair or in its Expanses	1 day

This is the rough time it takes to initially locate and make the mental connection with the target device and magically transform it into a scrying device. The Scryer may wish to link to multiple devices, but each device must be linked separately.

Once the link between Media and device is created, the Scryer may link another device in the same general area in less time than it took to make the initial connection.

Linking to an Additional Device in Same Location

Location	Time
Target device is in same Gossamer world or same Expanse of the Grand Stair as the Scryer and another device	30 minutes
Target device is in any Gossamer world connected to the same Expanse as the Scryer and another device	6 hours
Target device is in any Gossamer world attached to the Grand Stair and another device	12 hours

Each time the Scryer wishes to view a particular device, she must reconnect with it. This is much faster than creating the initial link.

Reconnect to Established Device

Location	Time
Target device is in same Gossamer world or same Expanse of the Grand Stair as the Scryer	5 minutes
Target device is in a Gossamer world connected to the same Expanse as the Scryer	1 hour
Target device is in any Gossamer world attached to the Grand Stair	2 hours

If the device is moved from the locale when the device is not in use, the link may maintain, but now provide a view of its new location, or the link may break depending on the Psyche and Stuff of the Scryer. If the device is damaged, broken, or magically altered in some way, the Scryer will have to reestablish the link as though it were a new device.

Passive Spying. Scryers may also choose to create special dedicated Media to passively spy upon a person or place, using the same rules described above for creating Media. Once created and the connection established, it stays operational unless something happens to it – the link does not have to be recreated. This form of scrying does not require a Psyche connection and cannot be detected

by normal means, only by extremely high Psyche, special magical defenses, or an Advanced or Exalted Scryer. If the target being or locale undergoes a magical purification process, disenchantment, or use of great power such as the Eidolon or Umbra, the connection will be instantly disrupted. The Medium will have to be empowered again and once that is accomplished, the Scryer may attempt once more to establish a Psychic "fix" on the target being or locale and resume passive scrying.

Recognizing Other Media and Devices. Scryers are able to instinctively recognize any item that is a Medium, and sense the identity of the being it is linked to. For this reason, many Scryers take great care to keep their Media safe and unusable until they need them. Some have been known to give their Medium alternate forms to prevent its use against them. A Scryer may also recognize if something has been used as a scrying device though she will not get a sense of the identity of the Scryer who used the device. The Scryer must consciously search for a connection, active, passive, or past. If successful in the equivalent of a Psyche contest, the Scryer will be able to determine that something is in use or has been used as a scrying device. Magical means of observation such as certain spells or abilities to perceive the Eidolon or Umbra may also detect such spying or that something has been used as a scrying device.

Blocking and Disabling the Medium. A Scryer can sense when contact is being attempted through their personal Medium. A Scryer is able to block their own Medium from scrying attempts by other Scryers. This is done by simply blocking the use of the Medium with Psyche. Contact with the Medium then cannot be established without overcoming the blocker in Psychic combat. Blocking requires the Scryer to be actively engaged and requires her full psychic attention. While blocking, the Scryer may not engage in other activities related to Psyche such as using cantrips or casting spells or the like. The Scryer may also choose to disable her own Medium at any time so long as it is in her presence. She will not be able to use it again as a Medium until she successfully completes the rituals and empowerments necessary to create another Medium. Because of their nature, once they have been disabled, some Media may never function properly again, if at all. Most Scryers view disabling their Medium as an option of last resort.

Advanced Scrying [60 Points]

If the character already possesses Scrying, the cost for Advanced Scrying is 30 points.

Quick Media Creation. The Scryer is of suitable power and experience to create a Medium in about half the normal time, or one day. This process must be uninterrupted and requires considerable concentration. Care should be taken in selecting a Medium as it will only link with objects or substances of a similar nature; mirror to mirror, fire to fire, water to water, etc.

Quick Connection. The Scryer is of sufficient skill to quickly establish connections between Media and devices.

Location	Time
Target device is in same Gossamer world or same Expanse of the Grand Stair as the Scryer	30 minutes
Target device is in any Gossamer world connected to the same Expanse as the Scryer	6 hours
Target device is in any Gossamer world attached to the Grand Stair	12 hours

Additional Device	Time
Target device is in same Gossamer world or same Expanse of the Grand Stair as the Scryer and another device	15 minutes
Target device is in any Gossamer world connected to the same Expanse as the Scryer and another device	3 hours
Target device is in any Gossamer world attached to the Grand Stair and another device	6 hours

Reconnecting	
Location	Time
Target device is in same Gossamer world or same Expanse of the Grand Stair as the Scryer	3 minutes
Target device is in a Gossamer world connected to the same Expanse as the Scryer	30 minutes
Target device is in any Gossamer world attached to the Grand Stair	1 hour

Creating Psychic Contact through a Medium and Scrying Device. Like Icons, Media can be used to psychically communicate or attack, cast spells, or use cantrips through the connection at a target. This requires the target to first be found via Spying. If the target is unwilling to be contacted psychically, only a successful Psychic combat will allow the Scryer to establish contact. Once contact is made, the Scryer may freely communicate with the target, or may launch a Psychic assault, cast spells, use cantrips, or employ other powers through the connection. The contact can be

broken by winning a Psychic contest against the Scryer, by destroying or otherwise making the Scryer's linked scrying device somehow unusable, or by leaving the area observed by the device.

Focused Divination. An Advanced Scryer may choose to concentrate upon her Medium and command it to show a brief vision of another time. The Advanced Scryer may command her Medium to display a vision of the past or of a possible future. However, the Scryer still cannot specify a specific event to view. The Media usually show fragments or small clues rather than a complete set of images.

Observation Awareness. This ability allows the Scryer to immediately sense when being observed by another Scryer via a magical Medium or scrying device. It also allows the Scryer to determine when someone else in her presence is being observed, and to know when entering an area which is in range of observation of a device linked to a Medium. If the Advanced Scryer successfully detects that she is being observed, she may choose to communicate with or even to enter into Psychic combat with the observer. Magical means of observation such as certain spells or abilities to perceive the Eidolon or Umbra may also detect such spying or that something has been used as a scrying device.

Playback. An Advanced Scryer may record and replay anything observed through the active use of her Medium. The Advanced Scryer must command her Medium to record as it will not do so automatically. These recordings may be replayed and experienced again to study for clues, unnoticed elements, or hidden meanings, but they may only be replayed once. These recordings may only be played forward in real time from beginning to end. They cannot be 'rewound' or 'fast forwarded,' but may be 'paused.' Once the recording finishes replaying, it disappears from the memory of the Medium and may not be called forth again.

This ability is of particular use to Advanced Scryers who have created dedicated Media for passive spying. Those Media may be set to record and may prove to be useful intelligence gathering tools.

Related Device. The Advanced Scryer may use her Medium to link to a second type of scrying device, though it must still be closely related to the Medium. For example, an Advanced Scryer using a fire as her Medium might also use smoke or perhaps ash. An Advanced Scryer with water as a Medium might also use snow or perhaps ice.

Temporary Media. In emergencies, an Advanced Scryer may find herself separated from her Medium. In these situations, the Advanced Scryer can temporarily empower a mundane specimen of their Medium as a temporary Medium. This takes up to a few hours and the temporary Medium can only be used once or twice. The magical energies tend to alter the temporary Media in harmful ways. For example, mirrors may crack, crystals may break, fires may extinguish or burn out of control, water may evaporate, or freeze, or become foul. Using such Media causes a great drain on Endurance and Psyche and generally takes longer to use and are less accurate than a proper Medium. Contact made with a temporary Medium is always fleeting, difficult to maintain and of poor quality. Initiating Psychic combat, casting spells, or using cantrips is impossible except for those Advanced Scryers with extremely high Psyche and Endurance.

Exalted Scrying [80 Points]

If the character already possesses Advanced Scrying, the cost for Exalted Scrying is 20 points.

Fast Media Creation. The Scryer is of such skill and power that she can create her Medium in only 12 hours. This process must be uninterrupted and requires considerable concentration. Care should be taken in selecting a Medium as it will only link with objects or substances of a similar nature; mirror to mirror, fire to fire, water to water, etc.

Fast Connection. The Scryer is of sufficient mastery as to be able to more quickly make connections between Media and devices.

Establishing Initial Connection

Location	Time
Target device is in same Gossamer world or same Expanse of the Grand Stair as the Scryer	15 minutes
Target device is in any Gossamer world connected to the same Expanse as the Scryer	3 hours
Target device is in any Gossamer world attached to the Grand Stair	6 hours

Establishing Additional Device

Location	Time
Target device is in same Gossamer world or same Expanse of the Grand Stair as the Scryer and another device	8 minutes
Target device is in any Gossamer world connected to the same Expanse as the Scryer and another device	1 hour
Target device is in any Gossamer world attached to the Grand Stair and another device	3 hours

Reconnecting	
Location	Time
Target device is in same Gossamer world or same Expanse of the Grand Stair as the Scryer	1 minute
Target device is in a Gossamer world connected to the same Expanse as the Scryer	15 minutes
Target device is in any Gossamer world attached to the Grand Stair	30 minutes

Using Another's Medium. An Exalted Scryer can use the Medium of another Scryer as a scrying device to spy, actively or passively, or to make contact, or to initiate a Psychic combat, cast spells, use cantrips, or employ other powers. If two Scryers are engaged in Psychic combat through their respective Media, and one of the Media is destroyed, both Media will be destroyed. This tends to make such direct conflicts rare among Scryers.

Observation Blackout. This ability allows the Exalted Scryer to prevent her immediate environment from being observed via magical Medium or scrying device. The size of the area blacked out is dependent upon the Psyche and Endurance of the Exalted Scryer. A small room is easier to black out than a few chambers or a great hall or field. Blacking out an entire structure is a feat only those with the highest Psyche and Endurance would dare attempt. Naturally, the greater the duration of the black out, the more draining it is. Blacking out an area requires the Exalted Scryer to be actively engaged in blacking it out and requires her full psychic attention. While creating the blackout, the Exalted Scryer may not engage in other activities related to Psyche such as using cantrips or casting spells or the like. The Exalted Scryer may lift the blackout at any time. Blacking out an area from scrying is an effective means of preventing observation, but it is not subtle. A Scryer attempting to spy on a blacked out area will not be able to do so, but will be aware that she is being prevented from doing so. Overcoming a black out is handled as a Psychic test with the winner either being able to overcome the black out or maintain it as desired. Once the blackout is overcome, the Scryer will still need to successfully link to a device in the area as normal.

Determined Divination. An Exalted Scryer may choose to concentrate upon her Medium and command it to show a brief vision of another time. The Exalted Scryer may command her Medium to display a vision of the past or of a possible future, and she may focus on a specific place, person or event. The Media usually show fragments or small clues rather than a complete set of images.

Improved Playback. An Exalted Scryer may record and replay anything observed through the use of her Medium. The Exalted Scryer must command her Medium to record as it will not do so automatically. These recordings may be replayed and experienced again to study for clues, unnoticed elements, or hidden meanings, but they may only be replayed once. These recordings may be 'rewound' or 'fast forwarded,' and may be 'paused.' Once the recording finishes replaying, it disappears from the memory of the Medium and may not be called forth again.

Scrying without a Linked Scrying Device. An Exalted Scryer can use her Medium to observe people, and places without the use of a linked scrying device. Without a scrying device, the Exalted Scryer may only spy, actively or passively, playback images, or divine the past or future. Psychic contact or combat still requires the Medium be linked to a scrying device. The Scryer can still only observe as great an area as her Psyche allows.

Scrying Area	Time
Target is in same Gossamer world or same Expanse of the Grand Stair as the Scryer	1 hour
Target is in any Gossamer world connected to the same Expanse as the Scryer	12 hours
Target is in any Gossamer world attached to the Grand Stair	1 day

Advanced and Exalted Powers

The following are example Advanced and Exalted versions of powers described in Lords of Gossamer & Shadow. They were created using the Talents rules (found in Chapter Two) and incorporate both new abilities and abilities hinted at in the Lords of Gossamer & Shadow text or described in various *Lords of Gossamer & Shadow* publications.

Exalted Channeling [105 points]

If the character already possesses High Channeling, the cost for Exalted Channeling is 40 points.

The Dwimmerlaik have many terrifying abilities, and some have mastered more frightening and darker secrets. A select few Dwimmerlaik like Mowbray and his best disciples have surpassed all other Dwimmerlaik in unlocking their horrific potential.

Exalted Channeling Abilities:

Affect Multitudes. The Channeler can use his fearsome abilities against multiple targets at once. If the targets are willing, this is not an issue. If they are not, the Channeler becomes engaged in Psychic combat against each of the targets.

Destroy Minds. This dreadful ability gives the Channeler the power to destroy or re-write minds in Psychic combat. While engaged in Psychic combat, the Channeler may attempt to completely destroy the target mind or to completely re-write it. This requires a considerable advantage in Psyche and is especially draining and greatly taxes the Endurance

Flesh Rending. This is an enhanced version of the Flesh Weaving ability of the High Channeling power. This ability allows the Channeler to use the power against an unwilling target to heal or to cause physical damage. If used against an unwilling target the Channeler must win a Psychic combat and bears the Endurance drain of the healing or damage himself.

Improved Telekinesis. This is an enhanced version of the Telekinesis ability of the High Channeling power. The Channeler has greater facility and finesse with Telekinesis and can use it in very subtle ways. The Channeler is able to use the ability in combat with confidence.

Matter Weaving. This is an enhanced version of the Flesh Weaving ability of the High Channeling power. This ability enables the Channeler to alter matter and not simply mere flesh. It may only repair that which was damaged, restoring it to its previous condition. It will not stop ongoing damage and will not work on damage that has already been repaired, no matter how incomplete or imperfect the repair was.

Matter Rending. This is an enhanced version of the Matter Weaving ability. This ability allows the Channeler to use the power to cause physical damage to material objects. If used against an object protected by magic or a power, the Channeler must win the equivalent of a Psychic combat against the character whose spell or power protects the object. Some artifacts or creatures will have Psyche qualities of their own and the Channeler must defeat them in Psychic combat to damage them with this Talent.

Projection. As per the Exalted Channeling ability of the same name, found in *Threats: Dawn of the Dwimmerlaik*.

Marking. As per the Exalted Channeling ability of the same name, found in *Threats: Dawn of the Dwimmerlaik*.

Advanced Eidolon Mastery [80 points]

If the character already possesses Eidolon Mastery, the cost for Advanced Eidolon Mastery is 30 points.

Some adepts of the Eidolon, have reached an understanding of it beyond that of even most masters. Advanced Eidolon Mastery Abilities:

Eidolon Affinity. This ability confers a greater understanding of the principles of the Eidolon, providing an intuitive and near instant understanding of its design. This ability is above and beyond the ability of even an Eidolon Master to perceive the Eidolon. A character with this ability may find herself influenced by the Eidolon itself to its own ends.

Enhanced Fortification. This ability provides the character with the protection of the Eidolon itself. A character utilizing this ability may sheathe their entire form with the power of the Eidolon to prevent harm. Psyche is used instead of Strength to resist physical harm. A character with this ability may use it to protect anything in physical contact with the character.

Sanctifying Others. This is an enhanced version of the Sanctification of the Eidolon ability. This ability allows a character to use the purification of the Eidolon on others. If the target is willing, this is not an issue. If not, a Psychic combat may ensue.

Forcing Conformity. This ability allows the character to force the target to conform to the Eidolon's plan. The target may be edited to better fit the grand design or even have some or all nonconforming aspects deleted.

If the target is unwilling the target resists with Psyche against the Eidolon backed Psyche of the character with the Talent. Use of this ability in Gossamer worlds with a strong Umbra presence is ill-advised at best. Use of this ability against an artifact or being with Umbra may be catastrophic.

Imperatives. As per the ability found in *Threats: Secrets of the Annunaki*. Those with The Eidolon Mastery ability of Perceiving the Eidolon or the Advanced Eidolon Mastery ability of Eidolon Affinity are immune. Attempting this ability on an Umbra Master is ill-advised.

Instantiate [Observed] Annunaki. As the ability found in *Threats: Secrets of the Annunaki*.

Exalted Eidolon Mastery [115 points]

If the character already possesses Advanced Eidolon Master, the cost for Exalted Eidolon Mastery is 35 points.

Few beings understand the Eidolon so well as to possess this level of mastery over it.

Exalted Eidolon Mastery Abilities:

Greater Fortification. This ability allows the character to provide her protection to anything within line of sight of the character without requiring physical contact. The greater the area protected and the greater distance from the character, the greater the strain on Endurance.

Infuse Eidolon. This ability allows the character to infuse some small aspect of the Eidolon into an object or device. Using the Artifact & Creature system, a character could create an Eidolon blade or even an Eidolon Construct as found on page 148 of *Lords of Gossamer & Shadow.*

Intuitive Reality Manipulation. This ability enables the character to make constant fine adjustments to reality to bring it closer to the design of the Eidolon. This ability works on an almost subconscious level with little or no conscious effort of the user. Wherever the character goes, reality will improve in minor subtle ways. Cracked items might seal and tears in clothing might mend. A glass of wine might improve in taste. The poison in it could even be eliminated.

Instantiate [Created] Annunaki. As the ability found in *Threats: Secrets of the Annunaki.*

Stasis. As the ability found in *Threats: Secrets of the Annunaki.*

Teleport. As the ability found in *Threats: Secrets of the Annunaki.*

Invocation Options

The following rules are options for using the Invocation power found in Lords of Gossamer & Shadow. The GM may choose to utilize them in her campaign or to ignore them if she prefers the original rules.

Named Artifacts & Creatures. An Invoker may begin the game already knowing a number of True Names for unspecified beings or even items.

A character may wish to know the True Name of a demon, a dragon, a magical sword or some other sort of being or item. The GM may allow the player to 'create' the being using the Creatures & Artifacts rules as though it were purchased during character creation, although the character does not own them. Creating a Named being or item in this fashion can be used to help GMs and players determine how powerful they are and how long it takes to divine their True Names. This will have certain affects discussed below.

Time. Time is important to an Invoker. It takes time to divine a True Name. It takes time to summon or banish a named entity. As per the invocation rules, the time to divine a True Name is as follows:

Child, creature, or person whose life has been uneventful	1 day
Older person, minor magical being, or someone with some degree of magical Talent	Few days to a week
Gossamer Lords, powerful sorcerers, divine beings, or hugely powerful magical creatures	Weeks to months, if at all

Time is a factor in summoning a Named being or item (if that item has some sort of mobility) to the Invoker and may likewise be a factor in dismissing one. The GM may use the existing Invocation rule that the time it takes

to summon a Named being or item is equal to the time it took to learn the True Name in hours rather than days. GMs wishing to make Invocation faster and perhaps more useful in a crisis, may choose to allow the use of this optional rule for lesser beings and items:

Quality per point	10 minutes
Power per point	1 hour

The GM may rule that summoning a complex and more powerful character like a Gossamer Lord or Dwimmerlaik could be similarly calculated, but using a much more simple formula of one hour per character point.

Advanced Invocation [45 points]

If the character already possesses Invocation, the cost for Advanced Invocation is 25 points.

Names have power and some Invokers know far more esoteric secrets about the true power of names than others dare to dream.

Advanced Invocation Abilities:

Combine True Names with Other Powers. This ability allows the Invoker to use his knowledge of True Names with his other powers. The Invoker might use the Eidolon to manipulate True Names or might hang spells or cantrips on True Names or cast spells or cantrips at a target through a True Name.

Quick Understanding of True Names. This ability enables the Invoker to quickly understand the True Name of most sentient beings in half the time that would normally be required.

Quick Divining of True Names. This ability enables the Invoker to quickly divine and understand the True Name of most sentient beings in half the time that would normally be required.

Quick Compelling Obedience and Binding. This ability allows the Invoker to quickly compel and bind victims in one half the time that would normally be required.

Quick Changing a True Name. This Talent allows the Invoker to change a True Name in one half the time that would normally be required.

Exalted Invocation [70 points]

If the character already possesses Advanced Invocation, the cost for Exalted Invocation is 25 points.

Exalted Invocation Abilities:

Grant True Names. This ability gives the Invoker the ability to grant True Names to things that otherwise would not have them. For example, an Invoker with this Talent might give a True Name to a Door or to a Gossamer world. Once a True Name has been granted, the usual rules for dealing with True Names apply.

Fast Understanding of True Names. This ability enables the Invoker to rapidly understand the True Name of most sentient beings in one fourth the time that would normally be required.

Fast Divining of True Names. This ability enables the Invoker to rapidly divine and understand the True Name of most sentient beings in one fourth the time that would normally be required.

Fast Compelling Obedience and Binding. This ability allows the Invoker to rapidly compel and bind victims in one quarter the time that would normally be required.

Fast Changing a True Name. This ability allows the Invoker to change a True Name in one fourth the time that would normally be required.

Esoteric Invocation [95 points]

If the character already possesses Exalted Invocation, the cost for Esoteric Invocation is 25 points.

Some Invokers of legendary skill, like Lady Vala, possess an esoteric and intuitive mastery of Invocation.

Revoke True Names. This ability gives the Invoker the ability to strip True Names from people or things that otherwise would have them. For example, an Invoker with this Talent might remove the True Name from a person or creature or item. This requires knowing the target's True Name and winning a Psyche contest against it. Once a True Name has been removed, it is no longer subject to any of the advantages or weaknesses of having a True Name. A being stripped of its True Name may feel hollow or empty. The GM may even rule that Icons depicting it no longer function.

Intuitive Understanding of True Names. This ability enables the Invoker to intuitively understand the True Name of most sentient beings in one eighth the time that would normally be required, often within mere minutes of discovering them.

Intuitive Divining of True Names. This ability enables the Invoker to intuitively divine and understand the True Name of most sentient beings in one eighth the time that would normally be required, often within mere minutes of merely meeting them.

Intuitive Compelling Obedience and Binding. This ability allows the Invoker to intuitively compel and bind victims in one eighth the time that would normally be required.

Intuitive Changing a True Name. This ability allows the Invoker to change a True Name in one eighth the time that would normally be required.

Advanced Sorcery [55 points]

If the character already possesses Sorcery, the cost for Advanced Sorcery is 40 points.

Some archmages and sorcerer kings have arcane skills and abilities that are as far above most sorcerers as they are beyond their apprentices.

Advanced Sorcery Abilities:

Attribute Enhancement Spells. Sorcerers with this ability are able to lock spells into their own Attributes. Tangible attributes can be improved (Strength and Endurance) but effects cannot be circular (you cannot create an Endurance effect to power more magic, but you can create an Endurance effect to become immune to ordinary poison). These spells can be dispelled, but only after other active spells on the caster are dispelled first.

Combine Spells. The Sorcerer may combine different spells in conditional manners or chain/cascade effects. A Sorcerer might combine Mind Touch and Bolt to create a magic link and then pour molten metal into the target's skull for example. A combined spell takes as long to cast as both component spells combined.

Combine Spells with Powers. The Sorcerer may combine different basic spells with powers they have or with powers brought to bear by friendly casters. The GM may limit the combinations of Sorcery and other powers, especially with advanced Eidolon or Umbra effects. This ability only allows the caster to combine one particular spell with one specific power as one spell effect.

Efficient Raw Power. This is an enhanced version of the Raw Power ability of the Sorcery power. A Sorcerer with this ability can use the raw magic of a place not only to cast spells, but to sustain himself. A Sorcerer might use the raw power to give himself a brief Endurance boost to help him remain in a fight or perhaps to speed up recovery after a fight. A more subtle and long-term use of this ability is for a Sorcerer to use the raw magic of a place to sustain his life force and extend his life for as long as the magical power lasts. This is a popular trick among dark Sorcerers in Gossamer worlds.

Improved Spell Memory. Normally a Sorcerer can only memorize and "hang" a single spell and must rely on an object or another power to hang a greater number of spells. This ability allows the Sorcerer to increase the number of spells memorized and hanged on himself depending on his Psyche.

Superior	up to a total of 2 spells
Paragon	up to a total of 4 spells
Ranked	up to a total of 6 spells

Magic Disrupt. The Sorcerer can cause a temporary but spectacular disruption of magic in his immediate vicinity within a Gossamer world. Cantrips, Sorcery spells, invocations, enchantments, and scryings will all be temporarily negated. Eidolon and Umbra will be only moderately affected. The area affected is small, generally only a few yards, centered on the Sorcerer. The greater the Psyche of the Sorcerer the greater the area covered, and the greater his Endurance the longer the effect lasts. To create and maintain the disruption, the Sorcerer must make it the focus of his attention, preventing him from engaging in any other activities that require Psyche. Magic disruptions are usually stationary. They can be moved as the Sorcerer moves, but this adds to the drain on Endurance and Psyche. Due to its nature, dispelling a magic disrupt with magic is almost impossible. Disrupting magic in this way is generally considered an option of last resort to Sorcerers as it affects the originating Sorcerer as well as everyone else within its area of effect. This ability only works in Gossamer worlds and not on the Grand Stair.

Quick Casting. This ability allows a Sorcerer to quickly cast spells. The Sorcerer may cast spells and refill spell racking devices in half the time it would normally take. The Sorcerer must still take the time to cast each lynchpin as those are specific.

Quick Gossamer Magic Awareness. For a spell to work, the Sorcerer must be familiar with the magic of the place it is to be cast. Sorcerers often must rely on hanging spells with the Gossamer Magic lynchpin left blank, filling it in once the local magic is known. See Lords of Gossamer & Shadow page 41 for more details. GMs will determine how long it takes to understand and adapt to local magic depending on Psyche, strength and type of magic, and other powers used. This ability enables to Sorcerer to more quickly learn and adapt to local magic. The Sorcerer will be able to adapt his spells to function in the local environment in ½ the time it would normally take.

Exalted Sorcery [95 points]

If the character already possesses Advanced Sorcery, the cost for Exalted Sorcery is 40 points.

Few Sorcerers have achieved so great a mastery of magic.

Exalted Sorcery Abilities:

Complex Castings. This is an enhanced version of the Combine Spells ability of Advanced Sorcery. Sorcerers with this ability are studied in complex interlocking spells assembled over days or weeks of local time that connect to intrinsic underpinnings of magic in the Gossamer world. Complex castings resist entropy and are relatively permanent once fully formed. Once activated, complex castings cannot be easily broken by Dispel or even by Dispel cast by multiple sorcerers. Complex castings may include "harrowing defenses" which will attack someone who tries to interfere with the operation of the spell. Complex castings can be broken by other Sorcerers with Complex Castings ability. Complex Castings can be broken by Eidolon or Umbra users, but the dispelling is not instant and requires a Psyche check against the caster of the Complex Casting.

Enhanced Spell Memory. This ability allows the Sorcerer to increase the number of spells memorized and hanged on himself depending on his Psyche.

Superior	up to a total of 4 spells
Paragon	up to a total of 6 spells
Ranked	up to a total of 8 spells

Fast Casting This ability allows a Sorcerer to rapidly cast spells. The Sorcerer may cast spells and refill spell racking devices in one fourth the time it would normally take. The Sorcerer must still take the time to cast each lynchpin as those are specific.

Fast Gossamer Magic Awareness. This ability allows the Sorcerer to adapt his spells to local magical conditions in ¼ the time it would usually take.

Living Magic. This ability allows the Sorcerer to draw on his own life force to power his spells. Most spells are fueled by the magic of a Gossamer world. This ability allows a sorcerer to use his Endurance as the battery for spell casting. The character could draw on Living Magic without needing to tap a Gossamer world's magic and it would also be proof against the Magic Drain spell or cantrips that affect Gossamer world magic. Spells using this ability may be particularly effective as the spells are backed by two Attributes against a single target Attribute.

Power Storage. A Sorcerer with this ability can store the magical energies of a Gossamer world within himself. This power is shielded within the Sorcerer and not dispelled by counterspells or lost when visiting a world with no magic, though it may not be easily accessed in such places. In a world without magic, the Sorcerer might be able to manage one quick burst of magical power before it was gone. The Sorcerer can utilize stored magical power as he would normally use raw magical power. This is often used as an emergency energy reserve or, if desperate, as a surprise attack. Any use of the stored magical power fully empties the "battery" whether all the power was used or not. The battery would then need to be recharged in a magical environment.

Warded Magic Disrupt. The Sorcerer can disrupt magic over a greater area within a Gossamer world and can create a small warded area centered on himself, protecting him from the effects. The area of effect of magic disruption is roughly 100 yards while the protected area is only about a yard around the Sorcerer. This disruption is tiring. While it is in effect, it will be a significant drain to the Endurance of the Sorcerer. Further, to create and maintain the disruption, the Sorcerer must make it the focus of his attention, preventing him from engaging in any other activities that require Psyche.

Targeted Magic Disrupt. The Sorcerer can temporarily disrupt magic over a greater area (roughly one mile) and can even target the area of its effects. The Sorcerer needs be able to see the target area and must be in the same Gossamer world. This disruption is exhausting. While it is in effect, it will be a significant drain to the Endurance of the Sorcerer. Further, to create and maintain the disruption, the Sorcerer must make it the focus of his attention, preventing him from engaging in any other activities that require Psyche.

High Sorcery [120 points]

If the character already possesses Exalted Sorcery, the cost for High Sorcery is 25 points.

Only the most skilled Sorcerers master High Sorcery. Only Lucien and Mowbray are known to be such masters of the mystic arts.

High Sorcery Abilities:

Automatic Counterspells. The Sorcerer may hang spells that are activated by basic or well-known spells impacting the Sorcerer to nullify the adverse effect without concentration or lynchpin. Incoming spells are by essentially "uncast" them when they are cast upon the Sorcerer. The GM may limit the ability to counterspell invented spells depending on similarity to basic spell principles known to the Sorcerer.

Intuitive Casting. This ability allows a Sorcerer to intuitively cast spells. The Sorcerer may cast spells and refill spell racking devices in one eighth the time it would normally take. The Sorcerer must still take time to cast each lynchpin as those are specific.

Intuitive Gossamer Magic Awareness. This ability allows the Sorcerer to almost instinctively adapt his spells to function in the local magical environment. He may do this in 1/8 the time it would normally take.

Massive Magic Disrupt. The Sorcerer may temporarily disrupt magic throughout the Gossamer world he is in. This disruption may not be targeted. It affects the entire Gossamer world except only a small protected area of about a yard around the Sorcerer. The disruption ripples out in all directions with the Sorcerer at its center. Such a disruption is not subtle. Those familiar with the world or even those near a Door to it will be aware that the world has been altered. Attempting this in the domain of a Gossamer Lord is likely to result in conflict. This disruption is incredibly taxing. While it is in effect, it will be a significant drain to the Endurance of the Sorcerer. Further, to create and maintain the disruption, the Sorcerer must make it the focus of his attention, preventing him from engaging in any other activities that require Psyche.

Optimum Spell Memory. This ability allows the Sorcerer to increase the number of spells memorized and hanged on himself depending on his Psyche.

Superior	up to a total of 6 spells
Paragon	up to a total of 8 spells
Ranked	up to a total of 12 spells

Advanced Umbra Mastery [80 points]

If the character already possesses Umbra Mastery, the cost for Advanced Umbra Mastery is 30 points.

Some acolytes of the Umbra have uncovered secrets and abilities beyond those of most Umbra masters.

Advanced Umbra Mastery Abilities:

Umbra Affinity. This ability confers a greater understanding of the workings of the Umbra, providing an intuitive and near instant understanding of its nature. This ability is above and beyond the ability of even an Umbra Master to perceive the Umbra. A character with this ability may find herself influenced by the Umbra itself to its own ends.

Call Umbral Servitor. The Advanced Umbra Master can manifest an aspect of the Umbra itself and manipulate it as a servant.

The Advanced Umbra Master must devote his full attention to the Umbral servitor as it is difficult to call and control. The creation process is arduous, but not lengthy. This process must be uninterrupted, and requires considerable concentration and effort.

The Umbral servitor has the following characteristics:

Linked to a Power (Umbra) - The servitor is Umbra energy given form and function

Immense Vitality [4 points]
Double Speed [2 points]
Tireless Stamina [4 points]
Combat Reflexes [2 points]
Double Damage [2 points]
Resistant to Firearms [2 points]
Psychic Barrier [4 points]
Self Healing [1 point]

The Umbral servitor has no will or mind and is merely a manifestation of the Umbra directly controlled by the Advanced Umbra Master. If the Advanced Umbra Master were to lose concentration or control, the Umbral servitor would follow the flow of the Umbra, bringing about change and destruction for a brief time before dissipating back into the Umbra.

Dispelling Reality. This is an enhanced variant of the Destabilizing Reality ability of the Umbra Mastery power. This allows the character to briefly eliminate the influence of the Eidolon in a Gossamer world and set the full mad power of the Umbra loose. The area in question boils away into the void of the Shadow. If allowed to continue unchecked, the entirety of the Gossamer world will eventually fall apart and be destroyed. The Grand Stair is resistant to harm and a character attempting to use this ability while on the Stair would need to continually maintain it, testing his Endurance and Psyche to the limit and leaving the character capable of doing little or nothing else. Attempting use of this ability in an area in which the Eidolon is strong can be explosive. This is an incredibly dangerous ability to use and is not at all subtle. Eidolon and Umbra Masters as well as any Wardens or Masters of the Grand Stair nearby will be aware of it.

Inflict Shape-Changing. This ability allows a character to temporarily inflict a limited form of Shape-Changing on others. Use of this ability requires the character to be in physical contact with the subject and have dominated them psychically. If the subject is willing, Psychic domination is not necessary. The target, even if willing, is then subject to a brief period of uncontrolled Shape-Changing causing excruciating pain, both physical and mental. Characters suffering from inflicted Shape-Changing are often nearly helpless. Victims with a high Psyche or Endurance will recover more quickly and those with high Psyche and high Strength will be more capable of action while suffering the effects.

Precise Shape-Changing. This is an improved version of the Shape-Changing ability of the Umbra Mastery power. A character with this ability has a lager "wardrobe" of forms from which to choose and is better able to replicate the appearance of another individual. The character may choose to alter parts of their form instead of the whole, may shift their internal organs about, and may shift their forms to include abilities from other creatures such as gills or wings or claws as necessary.

Revocations. This ability allows the Advanced Umbra Master to use the Umbra within everything, not to issue imperatives, but to break them. He exposes those around him to the nature of the Umbra, and those without the understanding of an Umbra Master may experience symptoms of temporary insanity. Victims may experience confusion or brief uncontrolled hallucinations, or they might start a riot or flee in terror. The Advanced Umbra Master might use this ability to cause a guard to break orders or to leave his post or to tear down a barricade rather than build it or defend it. This ability is similar to Invocation, but instantaneous and uses the Umbra instead of the target's True Name. This is limited to the abilities of Compelling Obedience and Banishment. This ability requires a Psyche contest and a spoken command. Those with The Umbra Mastery ability of Perceiving the Umbra or the Advanced Umbra Mastery ability of Umbra Affinity are immune. Attempting this ability on an Eidolon Master is ill-advised.

Exalted Umbra Mastery [115 points]

If the character already possesses Advanced Umbra Mastery, the cost for Exalted Umbra Mastery is 35 points.

A few initiates of the Umbra, such as Mowbray, seem to have unrivalled mastery of it.

Exalted Umbra Mastery Abilities:

Create Umbral Servitor. This is an improved version of the Call Umbral Servitor ability of Advanced Umbra Mastery. The Exalted Umbra Master may create an Umbral servitor with the minimum abilities of the one listed above, but may add to them. Often the additions make the Umbral servitor faster, more resistant to damage, and more destructive.

Creating an Umbral servitor is more difficult and time-consuming than calling one. A created Umbral servitor is also more difficult to control. If the Exalted Umbra Master loses control of his creation, it will freely follow the path of the Umbra and become a force for change and destruction until the Exalted Umbra Master regains control of the Umbral servitor and disperses it back into the Umbra or until it is somehow destroyed.

Infect with Umbra. This ability allows the character to infect a device, object, or creature with the chaos of the Umbra. Such receptacles should be flawed, broken, injured, dying, or even dead. Using the Artifact & Creature system, a character could create an Umbra weapon or even Umbra Gaunts as found on page 148 of *Lords of Gossamer & Shadow*.

Intuitive Warping Reality. This ability enables the character to make constant fine adjustments to reality to bring it closer to the entropic state of the Umbra. This ability works on an almost subconscious level with little or no conscious effort of the user. Wherever the character goes, reality will degrade in minor subtle ways. Fragile items might crack and seams in clothing might fray or tear. A glass of wine may crack or shatter, and the wine it contains could even become foul or even poisonous.

Psychically Inflict Shape-Changing. A character with this ability does not need to be touching the subject, but may instead cause the uncontrolled Shape-Changing at range provided he has a Psychic connection with the subject and has dominated them psychically. The psychic connection may be though a Psyche contact, a spell, Icon use, use of Invocation, Channeling, or Empathy.

Teleport. This ability enables the Exalted Umbra Master to travel through the Umbra itself, tearing himself apart and moving through cracks and breaks and faults to reappear elsewhere. This teleportation is physically and psychically painful and short range. It is limited to line of sight or well-known or well-remembered locations within a Gossamer world. It cannot be used on the Grand Stair or to teleport from one Gossamer world to another.

Umbra Absorption. This ability allows the Exalted Umbra Master to draw the turbulent and destructive energies of the Umbra into himself and temporarily contain them. He might use this to temporarily limit the Umbra's destructive influence on a Gossamer world. He might even use it to weaken the effects of a lesser Umbra Master or even an Umbra Gaunt, limiting or undoing the changes wrought. This latter use requires winning the equivalent of a Psyche contest with the opposing Umbra Master or Umbra Gaunt.

Advanced Wrighting [70 points]

If the character already possesses Wrighting, the cost for Advanced Wrighting is 40 points.

Some Wrights are masters, demonstrating skills and techniques undreamed of by others practicing their art.

Advanced Wrighting Abilities:

Icon Blocking. This ability allows a character to block one or more Icons. The character must have the actual physical Icon of the target or targets he wishes to block. The character may attempt to block multiple targets from receiving Icon contacts by concentrating on all of the targeted Icons, and

none of their subjects will be able to receive contacts for as long as the character maintains concentration on blocking the Icons. The character may also concentrate on blocking one Icon, and its subject will be unable to send or receive Icon contacts for as long as the character continues to concentrate on blocking the Icon. Actively attempting to push through the block will initiate Psychic combat. Lastly, the character may choose to block its own Icon. In this case, the character automatically succeeds and may not make or receive Icon contacts for as long as the character wishes the block to remain in place. A character blocking an Icon cannot engage in any other task that requires active concentration.

Icon Memory. This ability allows a character to memorize any Icon he has created. The memorized Icon may be used for Icon communication and defense as though the user were concentrating upon a physical Icon.

Icon Spying. This ability enables the character to secretly witness an Icon communication without entering into it. The character must be in physical contact with the Icon of the being involved in the Icon contact. If the user is not touching the Icons of both beings in the contact, the character will only witness the part of the communication featuring the being whose Icon is being touched.

Instantiate [Observed] Annunaki. As the ability found in *Threats: Secrets of the Annunaki.*

Quick Icon Creation. This ability allows a wright to more quickly create an Icon. The wright can create an Icon in roughly the same time as it takes to create a non-magical version of the same item. The process must still be uninterrupted and requires considerable concentration and artistry while the item is created.

Unmaking Icons. This ability allows the wright to render an Icon inoperable, breaking the connection between it and its subject and causing it to lose all the qualities of an Icon. This is handled as the equivalent of a Psyche contest between the Wright attempting to unmake the Icon and the Wright that created it. If the attacker succeeds, the Icon may no longer be used as such and in fact is no longer an Icon. The Wright who created the Icon will be aware that it has been unmade.

Exalted Wrighting [105 points]

If the character already possesses Advanced Wrighting, the cost for Exalted Wrighting is 45 points.

Few can compare their mastery of the art with that of the Gossamer Lord Dayle.

Exalted Wrighting Abilities:

Icon Trap. This ability enables the Wright to create Icons that act as traps. They may fashion an Icon that activates automatically at the merest touch or glance. The true subject of the Icon may be disguised and appear to be a different being altogether. The Icon may be cloaked so that it does not appear to be an Icon at all.

Impromptu Icon Trap. As Icon Trap above but allows traps to be made even in impromptu Icons.

Icon Imprisonment. This ability allows the Wright to imprison others within specially created Icons. When a target activates the Icon trap by using it, the target is engaged in a Psychic combat with the Icon. For purposes of the combat, the Icon trap is considered to have the same rank Psyche as the Wright who created it. If the targeted character wins the combat, he avoids being pulled into the trap. If he loses the combat, his psyche is pulled from his physical body and he is trapped in the special Icon. The Wright may also attempt to imprison a target's Psyche anytime they are in psychic contact. The contact then becomes a combat. If victorious in a Psychic combat, the Wright may rip the victim's Psyche from their body and force it into an Icon representing the loser of the combat, either one on or near the Wright or on or near the victim.

Makeshift Icons. This ability allows the Wright to use non-Icon representations of themselves or others as though they were actual Icons.

Instantiate [Created] Annunaki. As the ability found in *Threats: Secrets of the Annunaki.*

Project Awareness Through Own Icon. This ability allows the character to project his awareness through any Icon of his that exists. The character must concentrate and make contact with the Icon wherever it may be. Once contact is established, the character will "see" and "hear" whatever the Icon is physically in a position to witness, as though through an Icon contact with the Icon itself. The character may not act through the contact, but merely observe. These observations may be detected by some magical precautions, those with high Psyche, and those familiar with Icons. Anyone touching the Icon in question would find themselves in Psychic contact with the character whose awareness is projected into it, possibly resulting in a Psychic combat.

Advanced and Exalted Powers for the Sovereigns of Gossamer & Shadow

Gamemasters wishing to use these updated powers with the characters introduced in the *Lords of Gossamer & Shadow* core book may wish to assign these powers as follows:

Ayasha: Advanced Umbra Mastery

Dayle: Aetheric Projection and Exalted Wrighting

Lucien: High Sorcery, Advanced Scrying, and Advanced Wrighting

Mowbray: Exalted Channeling, High Sorcery, Keeper of the Void, and Exalted Umbra Mastery

Vala: Exalted Eidolon Mastery and Esoteric Invocation.

Chapter Two: Talents

Not every initiate of the Eidolon is an adept. Not all who have perceived the Umbra are masters. Like most artists, Wrights vary in skill and technique. Invokers know that names have power, but there are differing degrees of knowledge and the ability to use it. Many sorcerers begin as apprentices.

This guide is intended as an optional rules supplement. Gamemasters may use it as a basis for creating interesting NPCs with a wide, but limited range of talents and abilities. Some Gamemasters may choose to allow players to use these rules as a partial powers system or even a basis for character advancement.

Purchasing Talents

When a character purchases a Talent, it often reflects a limited knowledge or mastery of a power such as Eidolon or Umbra, or it might be considered a power in its own right depending on the character and campaign background.

Talents provide a means of customizing and differentiating a character, but are subject to limitations and are not as cost effective as buying a complete power or as versatile as possessing a complete power.

Talents may be considered partial powers. If the character eventually purchases a full power, the GM may choose to apply the points spent thus far to discount the cost of the complete power.

Gamemasters may choose to allow players to purchase Talents during character advancement. These Talents might represent a character learning aspects of a new power or increasing their mastery of a power they already possess.

Some Talents have prerequisites and require one or more other Talents before they can be purchased. Prerequisites are listed in the description of individual Talents.

Advanced and Exalted Talents

GMs may allow NPCs and player characters to simply purchase any of these Greater Talents, along with any of their prerequisite Talents for their point cost. This allows for an NPC or player character to have a special trick or ability beyond the scope of those with the complete power, but lack the other abilities of that power. A GM may instead require NPCs or player characters to have the full basic power before allowing the purchase of Advanced Talents, and to have the full Advanced version of the power before purchasing Exalted Talents.

Quality	Cost	Description
Confers Talent on wielder/owner/user	10 Points per Talent	Confers a single Talent on the owner/wielder, as designated when created

Talents for Creatures and Artifacts

Talents may be purchased for artifacts and creatures if the GM allows. The Talents have the same costs and restrictions as listed here. If the creature or artifact possesses a Talent that the wielder/owner may use, the rules for transferal are as follows:

A conferred Talent with prerequisite Talents only counts as one Talent for purposes of calculating transferal costs. For example, an item is capable of conferring *Eidolon Immortality*. The Talent of *Eidolon Immortality* requires the prerequisite Talent of *Perceiving the Eidolon*. The player wishes the item to confer only the *Eidolon Immortality* Talent and thus pays 10 Points to confer that Talent. If the player also wanted to confer the item's *Perceiving the Eidolon* Talent, he would need to pay the cost to confer that Talent as well.

Combining Talents

As Talents are in many ways parts of a greater whole, they are meant to combine and interact with the other Talents of the same power. An Eidolon adept with *Opposing the Umbra* and *Opposing Other Powers* will receive the benefits of both those Talents.

Customizing Talents

These rules are not exclusionary. GMs should feel free to alter or add to the Talents. A GM may restrict or remove some Talents from his campaign. As characters experiment with their powers and develop new tricks, a GM may wish to add new Talents.

Aetheric Projection

Some Projectors focus only the greater insights given by the power and never leave their physical form behind. Some wish only to observe and never interact.

Aetheric Projection Talents

Aetheric Trance [5 Points] This Talent is required for all other Aetheric projection Talents. This Talent includes the Healing Trance ability of the Aetheric Projection power and the ability to aetheric walk.

Aetheric Flight/Projection [5 Points] As per the Aetheric Travel ability. Requires Aetheric Trance.

Aetheric Healing [5 Points] Requires Aetheric Perception.

Aetheric Perception [5 Points] Requires Aetheric Trance.

Aetheric Visions [5 Points] Requires Aetheric Trance.

Interactive Projection [5 Points] Requires Aetheric Perception and Aetheric Flight/Projection.

Possession [5 Points] Requires Aetheric Perception and Aetheric Flight/Projection.

Advanced Aetheric Projection Talents

Some rare Projectors have mastered great aetheric powers known only to a few. The GM may require the character to purchase the full 35 Point Aetheric Projection power before purchasing any of these Talents.

Aetheric Barrier [5 Points] Requires the Aetheric Perception and Aetheric Flight/Projection Talents or the full Aetheric Projection power.

Aetheric Disguise [5 Points] Requires the Interactive Projection Talent or the full Aetheric Projection power.

Aetheric Exorcism [5 Points] Requires the Possession Talent or the full Aetheric Projection power.

Aetheric Shaping [5 Points] Requires the Aetheric Perception and Aetheric Flight/Projection Talents or the full Aetheric Projection power.

Blessings & Curses

Every magician walks his own path. Some walk the Gossamer worlds bestowing blessings upon those in need, with no desire or even ability to do them harm. Other magicians tread a darker road and bring only curses and woe to their victims.

Blessings & Curses Talents

Blessings [10 Points] This is the ability to bestow a blessing upon someone as per the power. The pool of points from which to create the blessing must also be purchased, or the magician will draw from his own pool of Stuff. The magician cannot create a curse without also having that ability.

Curses [10 Points] This is the ability to bestow a curse upon someone as per the power. The pool of points from which to create the curse must also be purchased, or the magician will draw from his own pool of Stuff. The magician cannot create a blessing without also having that ability.

Channeling

The Dwimmerlaik have many terrifying abilities, but not every Dwimmerlaik has mastered all of their dark ways. The GM may wish to limit these Talents to Dwimmerlaik characters.

Channeling Talents

Far Sight [5 Points] As per the Channeling ability of the same name.

Danger Sense [5 Points] As per the Channeling ability of the same name.

Inflict Pain [5 Points] As per the Channeling ability of the same name.

Mind Over Body [5 Points] As per the Channeling ability of the same name.

Mind Shroud [5 Points] As per the Channeling ability of the same name.

Mind Speech [5 Points] As per the Channeling ability of the same name.

Mind Storm [5 Points] As per the Channeling ability of the same name.

Will Binding [5 Points] As per the Channeling ability of the same name.

High Channeling Talents

Some Dwimmerlaik have mastered more frightening and darker secrets. The GM may require that characters purchase the full 40 Point Channeling power before purchasing any of these Talents.

Alter Memory [5 Points] As per the High Channeling ability of the same name. Requires Will Binding.

Flesh Weaving [5 Points] As per the High Channeling ability of the same name. Requires Mind over Body.

Mind Strike [5 Points] As per the High Channeling ability of the same name. Requires Inflict Pain.

Telekinesis [10 Points] As per the High Channeling ability of the same name.

Exalted Channeling Talents

A select few Dwimmerlaik like Mowbray and his best disciples have surpassed all other Dwimmerlaik in unlocking their horrific potential. The GM may require that characters purchase the full 65 Point High Channeling power before purchasing any of these Talents.

Affect Multitudes [5 Points] As per the Exalted Channeling ability of the same name.

Destroy Minds [5 Points] As per the Exalted Channeling ability of the same name. If purchased without possessing High Channeling, it requires Will Binding and Alter Memory.

Flesh Rending [5 Points] As per the Exalted Channeling ability of the same name. If purchased without possessing High Channeling, it requires Flesh Weaving.

Improved Telekinesis [5 Points] As per the Exalted Channeling ability of the same name. If purchased without possessing High Channeling, it requires Telekinesis.

Matter Weaving [5 Points] As per the Exalted Channeling ability of the same name. If purchased without possessing High Channeling, it requires Flesh Weaving.

Matter Rending [5 Points] As per the Exalted Channeling ability of the same name. Requires Matter Weaving.

Marking [5 Points] As per the Exalted Channeling ability of the same name, found in *Threats: Dawn of the Dwimmerlaik*.

Projection [5 Points] As per the Exalted Channeling ability of the same name, found in *Threats: Dawn of the Dwimmerlaik*.

Eidolon and Umbra

The Eidolon and Umbra are conflicting forces. As such, characters may not normally combine Talents from these two powers. The exception is that the Eidolon Talents of *Perceiving the Eidolon* and *Eidolon Affinity* and the Umbra Talents of *Perceiving the Umbra* and *Umbra Affinity* may be purchased by the same character. A character may then have other Talents of the Eidolon OR of the Umbra, but not both without GM approval as per the section on Opposed Powers on page 26 of *Lords of Gossamer & Shadow*. Other restrictions on each power will be covered individually.

Eidolon

It is not an easy thing to study the great cosmic blueprint that is the Eidolon. Awareness and understanding of the Eidolon takes time and discipline. But even before one fully becomes a master, one may still understand enough of the grand design to utilize it in a limited fashion.

Eidolon Talents

Perceiving the Eidolon [5 Points] As Eidolon Mastery ability of the same name. This ability (or Eidolon Affinity) is required for all other Eidolon Talents. This Eidolon Talent may be purchased with Umbra Talents.

Bolstering Gossamer Reality [5 Points] As Eidolon Mastery ability of the same name. Requires Perceiving the Eidolon.

Editing Reality [5 Points] As Eidolon Mastery ability of the same name. Requires Guiding Reality.

Forcing Doors Open [5 Points] As Eidolon Mastery ability of the same name. Requires Perceiving the Eidolon.

Guiding Reality [5 Points] As Eidolon Mastery ability of the same name. Requires Bolstering Gossamer Reality.

Immortality [5 Points] As Eidolon Mastery ability of the same name. Requires Perceiving the Eidolon.

Opposing the Umbra [5 Points] As Eidolon Mastery ability of the same name. Requires Perceiving the Eidolon.

Opposing Other Powers [5 Points] As Eidolon Mastery ability of the same name. Requires Perceiving the Eidolon.

Physical Fortification [5 Points] As Eidolon Mastery ability of the same name. Requires Perceiving the Eidolon.

Sanctification of the Eidolon [5 Points] As Eidolon Mastery ability of the same name. Requires Perceiving the Eidolon.

Advanced Eidolon Talents

The GM may require that characters purchase the full 50 Point Eidolon Mastery power before purchasing any of these Talents.

Eidolon Affinity [10 Points; 5 if the character already has Perceiving the Eidolon] As per the Advanced Eidolon Mastery ability of the same name. A character with this ability may purchase Umbra Talents.

Enhanced Fortification [5 Points] As per the Advanced Eidolon Mastery ability of the same name. Requires Eidolon Mastery or Physical Fortification.

Forcing Conformity [5 Points] As per the Advanced Eidolon Mastery ability of the same name. Requires Eidolon Mastery or the Eidolon Affinity and Editing Reality Talents.

Imperatives [5 Points] As per the ability found in *Threats: Secrets of the Annunaki*. Requires Eidolon Mastery or the Eidolon Affinity and Editing Reality Talent.

Instantiate [Observed] Annunaki [5 Points] As the ability found in *Threats: Secrets of the Annunaki*. Requires Eidolon Affinity and Editing Reality.

Sanctifying Others [5 Points] As per the Advanced Eidolon Mastery ability of the same name. Requires Eidolon Affinity and Sanctification of the Eidolon.

Exalted Eidolon Mastery Talents

Some rare Gossamer Lords like Lady Vala have mastered the Eidolon to this degree.

The GM may require that characters purchase the full 80 Point Advanced Eidolon Mastery power before purchasing any of these Talents.

Greater Fortification [5 Points] As per the Exalted Eidolon Mastery ability of the same name. Requires Eidolon Mastery and Enhanced Fortification or Enhanced Fortification and either the Perceiving the Eidolon or Eidolon Affinity Talents.

Infuse Eidolon [5 Points] As per the Exalted Eidolon Mastery ability of the same name. Requires Eidolon Affinity and Editing Reality.

Intuitive Reality Manipulation [5 Points] As per the Exalted Eidolon Mastery ability of the same name. Requires Eidolon Affinity and Editing Reality.

Instantiate [Created] Annunaki [10 Points] As the ability found in *Threats: Secrets of the Annunaki*. Requires the Instantiate [Observed] Annunaki Talent.

Stasis [5 Points] As the ability found in *Threats: Secrets of the Annunaki*. Requires Eidolon Affinity and Editing Reality.

Teleport [5 Points] As the ability found in *Threats: Secrets of the Annunaki*. Requires Eidolon Affinity and Editing Reality.

Empathy

Across the myriad Gossamer worlds, Empaths may be found. Many of them have but a single gift or two. They are telepaths and healers, sensitives and manipulators.

Empathy Talents

The **Empathic Link** ability of the Empathy power is required for most Empathy Talents and is automatically included with those abilities.

Aura Sense and Item Reading [5 Points] As per the Empathy ability of the same name.

Danger Sense [5 Points] As per the Channeling ability of the same name found on page 143 of *Lords of Gossamer & Shadow*.

Mind Probe and Mind Reading [5 Points] As per the Empathy abilities of the same name.

Psychic Neutral [5 Points] As per the Empathy ability of the same name.

Sending [5 Points] As per the Empathy ability of the same name.

Sensing Psyche and Psychic Qualities [5 Points] As per the Empathy abilities of the same name.

Sensing Thoughts and Emotional Manipulation [5 Points] As per the Empathy ability of the same name. Requires Mind Probe/Mind Reading.

Advanced Empathy Talents

Some Empaths have mastered advanced mental abilities. The GM may require that characters purchase the full 30 Point Empathy power before purchasing any of these Talents.

Healing [5 Points] As per the Advanced Empathy ability of the same name.

Mind Control [5 Points] As per the Advanced Empathy ability of the same name. Requires Mind Probe/Mind Reading.

Prescience [5 Points] As per the Advanced Empathy ability of the same name. This Talent includes the Empathic Trance ability of the Advanced Empathy power.

Transferring Energy [5 Points] As per the Advanced Empathy ability of the same name.

Enchantment

Enchanters, like other practitioners of the magical arts, have different styles and aptitudes.

Enchantment Talents

Disenchant [5 Points] As per the Enchantment ability of the same name.

Duplication [5 Points] As per the Enchantment ability of the same name.

Empowerment [5 Points] As per the Enchantment ability of the same name. Requires Shape Gossamer Material.

Shape Gossamer Material [5 Points] As per the Enchantment ability of the same name.

Stable Empowerment [5 Points] As per the Enchantment ability of the same name. Requires Empowerment.

Advanced Enchantment Talents

Some Enchanters are craftsmen, with skills far surpassing others practicing their art. GMs may require characters purchase the full 20 Point Enchantment power before purchasing any of these Talents.

Edit Gossamer Material [5 Points] As per the Advanced Enchantment ability of the same name. Requires Shape Gossamer Material or the Enchantment power.

Enchantment Protection [5 Points] As per the Advanced Enchantment ability of the same name. Requires Shape Gossamer Material and Disenchant or the Enchantment power.

Quick Disenchant [5 Points] As per the Advanced Enchantment ability of the same name. Requires Disenchant or the Enchantment power.

Quick Duplication [5 Points] As per the Advanced Enchantment ability of the same name. Requires Shape Gossamer Material or the Enchantment power.

Quick Empowerment [5 Points] As per the Advanced Enchantment ability of the same name. Requires the Enchantment Talent or the full Enchantment power.

Exalted Enchantment Talents

A few legendary Enchanters like Luther have mastered their art so thoroughly as to be true artists and creators, with unrivaled skill in creating and even destroying creatures and objects of power. GMs may require characters purchase the full Advanced Enchantment power before purchasing any of these Talents.

Control Enchantment [5 Points] As per the Exalted Enchantment ability of the same name. Requires Shape Gossamer Material or the Advanced Enchantment power.

Disguising Enchantment [5 Points] As per the Exalted Enchantment ability of the same name. Requires Shape Gossamer Material or the Advanced Enchantment power.

Enchantment Awareness [5 Points] As per the Exalted Enchantment ability of the same name. Requires Shape Gossamer Material or the Advanced Enchantment power.

Fast Disenchantment [5 Points] As per the Exalted Enchantment ability of the same name. Requires Quick Disenchant or the Advanced Enchantment power.

Fast Duplication [5 Points] As per the Exalted Enchantment ability of the same name. Requires Quick Duplication or the Advanced Enchantment power.

Fast Empowerment [5 Points] As per the Exalted Enchantment ability of the same name. Requires the Quick Enchantment Talent or the Advanced Enchantment power.

Mold Gossamer Materials [5 Points] As per the Exalted Enchantment ability of the same name. Requires Edit Gossamer Material or the Advanced Enchantment power.

Unmaking [5 Points] As per the Exalted Enchantment ability of the same name. Requires Disenchantment or the Advanced Enchantment power.

The Grand Stair

The abilities of Wardens and Masters are potent, and as a whole the mantle of each office is truly something rare and marvelous in the universe, but the actual powers themselves are not all so unique. There are beings whose abilities can be very similar, even identical, to those of the Wardens or Masters.

Note: Some of these Talents first appeared in *Lucien's Guide to the Grand Stair*. They have been expanded upon, and in some cases their descriptions and costs have been changed. GMs may decide which version, if any, they wish to include in their games. Characters in this book are created with the costs and descriptions found in this chapter.

Observant GMs and players will notice that not every ability of the Warden of the Grand Stair and Master of the Grand Stair powers is included. They will also note that purchasing these Talents is far more expensive than purchasing those powers. In both instances, this is intentional. Wardens of the Grand Stair are special, chosen by the Stair itself in some way. Masters of the Grand Stair are even rarer. Most of those who find their way to the Stair will never be chosen, but they may develop some of the abilities. These Talents are intended for use in creating interesting characters with the ability to travel the Grand Stair, but who lack the power, skill, or calling of a Warden or Master. See the sidebar for advice on using these Talents for character advancement.

Grand Stair Talents

Exegesis [3 Points] As Warden ability of the same name.

Holding Doors [3 Points] As Warden ability of the same name.

Opening and Closing Doors [5 Points] As Warden ability of the same name. Includes the Piercing the Veil ability of the Warden of the Grand Stair power.

Unlocking and Locking Doors [3 Points] As Warden ability of the same name.

Waysense [3 Points] With a few minutes study, the character can get a rough sense of the kind of place a Door opens into. If they are familiar with the Gossamer world in question, they will recognize it. Also, the character has the Warden's ability to find Doors that return to their home world.

Grand Stair Greater Talents

Bridging Doors [5 Points] As Master ability of the same name. Requires the Opening and Closing Doors Talent.

Creating New Doors [5 Points] As Master ability of the same name. Requires Opening and Closing Doors.

Diverting Doors [5 Points] As Master ability of the same name. Requires the Opening and Closing New Doors and the Shrouding Doors Talents.

Keys [5 Points] As Master ability of the same name. Requires the Opening and Closing New Doors and the Creating New Doors Talents.

Postcognition [5 Points] As Master ability. Requires Opening and Closing Doors.

Severing Doors [5 Points] As Master ability of the same name. Requires Opening and Closing Doors.

Shrouding Doors [5 Points] As Master ability of the same name. Requires Opening and Closing Doors.

Trapping Doors [5 Points] As Master ability of the same name. Requires Opening and Closing Doors.

Warding Doors [5 Points] As Master ability of the same name. Requires Opening and Closing Doors.

Using Talents to Advance from Warden to Master

The Grand Stair Talents are intended for characters who are not Wardens. GMs wishing to use Talents as a partial powers system to allow Warden characters to advance to Master of the Grand Stair may use the following modified descriptions and costs. These added abilities and lowered costs reflect the Warden's calling and familiarity with the Grand Stair. It is recommended these be used only for characters with the full Warden of the Grand Stair power. GMs and players should review the paragraphs on Wardens becoming Masters on pages 24-25 of *Lords of Gossamer & Shadow*.

Warding Doors [2 Points] As Master ability of the same name.

Creating New Doors [2 Points] As Master ability of the same name.

Keys [2 Points] As Master ability of the same name. Requires the Creating New Doors Talent.

Bridging Doors [2 Points] As Master ability of the same name.

Severing Doors [2 Points] As Master ability of the same name.

Sensing Lost Links [2 Points] As Master ability of the same name.

Opening "Empty" Doors [2 Points] As Master ability of the same name. Requires the Sensing Lost Links Talent.

Manipulating Doors [2 Points] As Master ability of the same name.

Awareness of the Grand Stair [3 Points] As Master ability of the same name.

Evoking the Safety of the Grand Stair [2 Points] As Master ability of the same name.

Affecting the Grand Stair [3 Points] As Master ability of the same name.

Domain [1 Point] As Master ability of the same name.

Invocation

Not all of those who know the value of True Names have fully mastered the arcane rites of Invocation. Some magicians know only certain aspects of this power. They may lack the power to Divine a True Name themselves, but have the research skills to discover it, the Talent to understand it, and the will and ability to use it.

Invocation Talents

Understanding a True Name [5 Points] As per the Invocation ability of the same name. Note that this Talent does not give the character the ability to Divine and discover True Names, but instead the ability to understand True Names that are discovered through other, more laborious means, as per the description on

page 35 of *Lords of Gossamer & Shadow*. This Talent also includes Awareness of One's Own True Name, usually the first True Name learned by Invokers. This ability is required for all other Invocation Talents.

Divining a True Name [5 Points] As per the Invocation ability of the same name. Characters lacking this Lesser Talent will be forced to discover True Names through laborious occult research, dangerous bargains, or hazardous quests. Requires Understanding a True Name.

Calling, Summoning and Banishment [5 Points] As per the Invocation abilities of the same name. Requires Understanding a True Name.

Changing a True Name [5 Points] As per the Invocation ability of the same name. Requires Understanding a True Name.

Concealing and Warding a True Name [5 Points] As per the Invocation ability of the same name. Requires Understanding a True Name.

Compelling Obedience and Binding [5 Points] As per the Invocation ability of the same name. Requires Understanding a True Name.

Purification [5 Points] As per the Invocation ability of the same name. Requires Understanding a True Name.

Using a True Name in Magic and Evoking [5 Points] As per the Invocation ability of the same name. Requires Understanding a True Name.

Advanced Invocation Talents

The GM may require that characters purchase the full 20 Point Invocation power before purchasing any of these Talents.

Combine True Names with Other Powers [5 Points] As per the Advanced Invocation ability of the same name. Requires Understanding a True Name or the full Invocation power.

Quick Understanding of True Names [5 Points] As per the Advanced Invocation ability of the same name. Requires Understanding a True Name or the full Invocation power.

Quick Divining of True Names [5 Points] As per the Advanced Invocation ability of the same name. Requires Divining a True Name and Understanding a True Name or the full Invocation power.

Quick Compelling Obedience and Binding [5 Points] As per the Advanced Invocation ability of the same name. Requires Compelling Obedience and Binding or the full Invocation power.

Quick Changing a True Name [5 Points] As per the Advanced Invocation ability of the same name. Requires Changing a True Name or the full Invocation power.

Exalted Invocation Talents

Few Invokers have so great an understanding of the power of True Names.

The GM may require that characters purchase the full 45 Point Advanced Invocation power before purchasing any of these Talents.

Fast Understanding of True Names [5 Points] As per the Exalted Invocation ability of the same name. This requires Quick Understanding of a True Name.

Fast Divining of True Names [5 Points] As per the Exalted Invocation ability of the same name. This requires Quick Divining of a True Name.

Fast Compelling Obedience and Binding [5 Points] As per the Exalted Invocation ability of the same name. Requires Quick Compelling Obedience and Binding.

Fast Changing a True Name [5 Points] As per the Exalted Invocation ability of the same name. Requires Quick Changing a True Name.

Grant True Names [5 Points] As per the Exalted Invocation ability of the same name. Requires Divining a True Name and Understanding a True Name or the full Invocation power.

Esoteric Invocation Talents

The GM may require that characters purchase the full 70 Point Exalted Invocation power before purchasing any of these Talents.

Intuitive Understanding of True Names [5 Points] As per the Esoteric Invocation ability of the same name. Requires Fast Understanding of True Names.

Intuitive Divining of True Names [5 Points] As per the Esoteric Invocation ability of the same name. Requires Fast Divining of True Names.

Intuitive Compelling Obedience and Binding [5 Points] As per the Esoteric Invocation ability of the same name. Requires Fast Compelling Obedience and Binding.

Intuitive Changing a True Name [5 Points] As per the Esoteric Invocation ability of the same name. Requires Fast Changing a True Name.

Revoke True Name [5 Points] As per the Esoteric Invocation ability of the same name. Requires the Grant True Names Talent.

Keeper of the Void

The Shadow is difficult to master and not every being who studies it survives to become a Keeper of the Void. Those who dare work with the power of the Shadow are forever altered by it and suffer all its weaknesses, regardless of their mastery. As with the Keeper of the Void power, the GM may choose to restrict these Talents to Dwimmerlaik characters.

Keeper of the Void Talents

Void Survival [5 Points] As the Keeper of the Void ability. This Talent is required for all other Keeper of the Void Talents.

Enter/Exit the Void [5 Points] As the Keeper of the Void ability. Requires Void Survival.

Summoning and Controlling Creatures of Shadow [5 Points] As the Keeper of the Void ability. Requires Void Manipulation.

Void Defense [5 Points] As the Keeper of the Void ability. Requires Void Gate.

Void Gate [5 Points] As the Keeper of the Void ability. Requires Void Walking.

Void Manipulation [5 Points] As the Keeper of the Void ability. Requires Void Survival.

Void Summoning and Banishing [5 Points] As the Keeper of the Void ability. Requires Void Defense.

Void Walking [5 Points] As the Keeper of the Void ability. Requires Void Manipulation.

Master of the Void Talents

Some beings have greater mastery of the Shadow than even the Keepers of the Void. These entities are greatly feared by all who know of them. The GM may require players to already have the full basic Keeper of the Void power before purchasing any of these Talents. As with the Keeper of the Void power, the GM may choose to restrict these Talents to Dwimmerlaik characters.

Feeding the Shadow Within [5 Points] As the Master of the Void ability. Requires the Keeper of the Void power or the Void Manipulation, Void Gate, or Void Defense Talents.

Shape Shadow Servants [5 Points] As the Master of the Void ability. Requires the Keeper of the Void power or the Summoning and Controlling Creatures of Shadow Talent.

Summon the Shadow [5 Points] As the Master of the Void ability. Requires the Keeper of the Void power or the Void Summoning and Banishing Talent.

Scrying

Scrying is a very personal art. As each Scryer chooses her own Medium, so is each Scryer unique in her mastery of her abilities.

Scrying Talents

Blocking or Disabling the Medium [5 Points] As per the Scrying ability of the same name. Requires Recognizing Other Media & Devices.

Create Media [5 Points] As per the Scrying ability of the same name.

Divination [5 Points] As per the Scrying ability of the same name. Requires Create Media.

Passive Spying [5 Points] As per the Scrying ability of the same name. Requires Spying.

Recognizing Other Media & Devices [5 Points] As per the Scrying ability of the same name. Requires Create Media.

Spying [5 Points] As per the Scrying ability of the same name. Requires Create Media.

Advanced Scrying Talents

Some Scryers have greater mastery of their arts. The GM may require players to already have the full basic Scrying power before purchasing any of these Talents.

Creating Psychic Contact [5 Points] As per the Advanced Scrying ability of the same name. Requires Spying or the Scrying power.

Focused Divination [5 Points] As per the Advanced Scrying ability of the same name. Requires Create Media and Divination or the Scrying power.

Observation Awareness [5 Points] As per the Advanced Scrying ability of the same name. Requires the Scrying power or the Recognizing Other Media & Devices Talent. This also requires Creating Psychic Contact to engage in Psychic contact or combat against an observer.

Playback [5 Points] As per the Advanced Scrying ability of the same name. Requires Spying or the Scrying power.

Quick Connection [5 Points] As per the Advanced Scrying ability of the same name. Requires Spying or the Scrying power.

Quick Media Creation [5 Points] As per the Advance Scrying power of the same name. Requires the Scrying power or the Create Media Talent.

Related Device [5 Points] As per the Advanced Scrying ability of the same name. Requires Create Media or the Scrying power. This Talent may be purchased multiple times to add an additional related type of device with each purchase.

Temporary Media [5 Points] as per the Advanced Scrying ability of the same name. Requires Create Media or the Scrying power.

Exalted Scrying Talents

A few visionaries like Sybelle have mastered their art in ways unforeseen by their fellow Scryers. The GM may require players to already own the full Advanced Scrying power before purchasing any of these Talents.

Determined Divination [5 Points] As per the Exalted Scrying ability of the same name. Requires the Advanced Scrying power or the Focused Divination Talent.

Fast Connection [5 Points] As per the Exalted Scrying ability of the same name. Requires the Advanced Scrying power or Quick Connection.

Fast Media Creation [5 Points] As per the Exalted Scrying ability of the same name. Requires the Advanced Scrying power or Quick Media Creation.

Improved Playback [5 Points] As per the Exalted Scrying ability of the same name. Requires the Advanced Scrying power or the Playback Talent.

Observation Blackout [5 Points] As per the Exalted Scrying ability of the same name. Requires the Advanced Scrying power or the Blocking or Disabling the Medium Talent.

Scrying without Linked Device [5 Points] As per the Exalted Scrying ability of the same name. Requires the Advanced Scrying power or the Passive Spying Talent.

Using Another's Medium [5 Points] As per the Exalted Scrying ability of the same name. Requires the Advanced Scrying power or the Spying, Recognizing Other Media & Devices, and Creating Psychic Contact Talents.

Shape Shifting Talents

No two shape shifters are truly alike. They are as varied as the forms they take.

Lesser Shape Shifting Talents

Alternate Form [10 Points] As the Lesser Shape Shifting ability.

Partial Transformation [5 Points] As the Lesser Shape Shifting ability.

Note: GMs using these rules for character advancement should allow a character advancing from Lesser Shape Shifting to Shape Shifting to simply replace the Lesser Shape Shifting Talents of Alternate Form and Partial Transformation with the Shape Shifting Talents of Alternate Forms and Partial Shape Shifting, at no additional cost. All other Shape Shifting Talents should be purchased normally.

Shape Shifting Talents

Alternate Forms [5 Points] As the Shape Shifting ability. Requires the Alternate Form Talent.

Bodily Control [5 Points] As the Shape Shifting ability. Requires the Partial Shape Shifting Talent.

Disguise [5 Points] As the Shape Shifting ability. Requires the Partial Transformation Talent.

Impromptu Shape Shifting [5 Points] As the Shape Shifting ability. Requires the Partial Transformation Talent.

Instinctual Shape Shifting [5 Points] As the Shape Shifting ability. Requires the Impromptu Shape Shifting Talent.

Partial Shape Shifting [5 Points] As the Shape Shifting ability. Requires the Partial Transformation Talent.

Quickened Healing [5 Points] As the Shape Shifting ability. Requires the Partial Shape Shifting Talent.

Advanced Shape Shifting Talents

The GM may require that a character purchase the full Shape Shifting power before being allowed to purchase any Advanced Shape Shifting Talents.

Aura Shape Shifting [5 Points] As the Advanced Shape Shifting ability. May require the Shape Shifting power.

Bodily Autonomy [5 Points] As the Advanced Shape Shifting ability. Requires the Shape Shifting power or the Bodily Control Talent.

Creatures of Blood [5 Points] As the Advanced Shape Shifting ability. Requires the Bodily Autonomy Talent.

Higher Form [5 Points] As the Advanced Shape Shifting ability. Requires the Shape Shifting power or the Alternate Forms Talent.

Internal Reorganization [5 Points] As the Advanced Shape Shifting ability. Requires the Shape Shifting power or the Bodily Control Talent.

Size Change [5 Points.] As the Advanced Shape Shifting ability. Requires the Shape Shifting power or the Bodily Control Talent.

Exalted Shape Shifting Talents

The GM may require that a character purchase the full Advanced Shape Shifting power before being allowed to purchase any Exalted Shape Shifting Talents.

Elemental Chameleon [5 Points] As the Exalted Shape Shifting ability. Requires the Advanced Shape Shifting power or the Internal Reorganization Talent.

Exalted Size Shift [5 Points] As the Exalted Shape Shifting ability. Requires the Advanced Shape Shifting power or the Size Change Talent.

Flock Transformation [5 Points] As the Exalted Shape Shifting ability. Requires the Advanced Shape Shifting power or the Creatures of Blood Talent.

Permanent Transformation [5 Points] As the Exalted Shape Shifting ability. Requires the Advanced Shape Shifting power or the Internal Reorganization Talent.

Regeneration [5 Points] As the Exalted Shape Shifting ability. Requires the Advanced Shape Shifting power or the Quickened Healing, Instinctual Shape Shifting, and Internal Reorganization Talents.

Sorcery

The magical arts are complex and often long in mastering. It is not uncommon for sorcerers to have apprentices in various stages of their studies often with only limited knowledge and power.

Sorcery Talents

Basic Sorcery Spells [5 Points] A character with this Talent knows only a few basic spells and can hold one in his memory or hang them. The character is incapable of creating spells of his own or even using other spells without the Building New Spells Talent. The known spells are those described in the Sorcery power on pages 43-45 of *Lords of Gossamer & Shadow*.

Alternatively, GMs allowing players to use spells of their own devising or other spells instead of the basic spells provided in the book need simply restrict the character to a set list and number of starting spells. The important element is that these are the only spells that are known or may be used, and that the character cannot create new spells or use other spells unless the character has the Building New Spells Talent.

Building New Spells [5 Points] As per the Sorcery ability of the same name. Requires Basic Sorcery Spells Talent.

Raw Power [5 Points] As per the Sorcery ability of the same name. A character with this Talent could conceivably have no other Sorcery abilities and still make use of this ability. In this case, she would use the raw magical power of her environment and shape it into a crude magical attack. The Raw Power Talent gives awareness that sorcery is present when looked for, but does not include analysis of the sorcery.

Advanced Sorcery Talents

The GM may require that characters purchase the full 15 Point Sorcery power before purchasing any of these Talents.

Attribute Enhancement Spells [5 Points] As per the Advanced Sorcery ability of the same name. Requires the Sorcery Power or either the Basic Sorcery Spells or Building New Spells Talents.

Combine Spells [5 Points] As per the Advanced Sorcery ability of the same name. Requires the Sorcery Power or either the Basic Sorcery Spells or Building New Spells Talents. If the Sorcerer only has the Basic Sorcery Spells Talent, they can only combine those basic starting spells that they have.

Combine Spells with Powers [5 Points] As per the Advanced Sorcery ability of the same name. This Talent only allows the caster to combine one particular spell with one specific power as one spell effect. If the caster wished to combine multiple spells with a power to create a particular magic effect, he would need the Combine Spells Talent as well. Requires the Sorcery Power or either the Basic Sorcery Spells or Building New Spells Talents.

Efficient Raw Power [5 Points] As per the Advanced Sorcery ability of the same name. Requires the Sorcery Power or the Raw Power Talent.

Improved Spell Memory [5 Points] As per the Advanced Sorcery ability of the same name. Requires the Sorcery Power or either the Basic Sorcery Spells or Building New Spells Talents.

Magic Disrupt [5 Points] As per the Advanced Sorcery ability of the same name. Requires the Sorcery Power or the Raw Power Talent.

Quick Casting [5 Points] As per the Advanced Sorcery ability of the same name. Requires the Sorcery Power or either the Basic Sorcery Spells or Building New Spells Talents.

Quick Gossamer Magic Awareness [5 Points] As per the Advanced Sorcery ability of the same name. Requires the Sorcery Power or either the Basic Sorcery Spells or Building New Spells Talents.

Exalted Sorcery Talents

The GM may require that characters purchase the full 55 point Advanced Sorcery power before purchasing any of these Talents.

Complex Castings [5 Points] As per the Exalted Sorcery ability of the same name. Requires the Combine Spells Talent. If the Sorcerer wishes the Complex Casting to incorporate powers as well, it also requires the Combine Spells with Powers Talent.

Enhanced Spell Memory [5 Points] As per the Exalted Sorcery ability of the same name. Requires the Improved Spell Memory Talent.

Fast Casting [5 Points] As per the Exalted Sorcery ability of the same name. Requires the Quick Casting Talent.

Fast Gossamer Magic Awareness [5 Points] As per the Exalted Sorcery ability of the same name. Requires the Quick Gossamer Magic Awareness Talent.

Living Magic [5 Points] As per the Exalted Sorcery ability of the same name. Requires the Sorcery power or either the Basic Sorcery Spells or Building New Spells Talents.

Power Storage [5 Points] As per the Exalted Sorcery ability of the same name. Requires the Efficient Raw Power Talent.

Warded Magic Disrupt [5 Points] As per the Exalted Sorcery ability of the same name. Requires the Magic Disrupt Talent.

Targeted Magic Disrupt [5 Points] As per the Exalted Sorcery ability of the same name. Requires the Warded Magic Disrupt Talent.

High Sorcery Talents

The GM may require that characters purchase the full 95 point Exalted Sorcery power before purchasing any of these Talents.

Automatic Counterspells [5 Points] As per the High Sorcery ability of the same name. Requires the Complex Castings Talent.

Intuitive Casting [5 Points] As per the Exalted Sorcery ability of the same name. Requires the Fast Casting Talent.

Intuitive Gossamer Magic Awareness [5 Points] As per the Exalted Sorcery ability of the same name. Requires the Fast Gossamer Magic Awareness Talent.

Massive Magic Disrupt [5 Points] As per the Exalted Sorcery ability of the same name. Requires the Targeted Magic disrupt Talent.

Optimum Spell Memory [5 Points] As per the Exalted Sorcery ability of the same name. Requires the Enhanced Spell Memory Talent.

Umbra Mastery

Few can master the raging entropic majesty that is the Umbra. The journey into chaos is an individual one and not all can fully master the Umbra. Yet, it is ever-present and it has devotees everywhere, each with their own unique understanding and command of it.

Umbra Talents

A character with even a limited mastery of the Umbra is still subject to its side effects. As such, any character purchasing any Talent of the Umbra except *Perceiving the Umbra* is subject to the effects described in the Aging, Involuntary Shape-Changing, and Insanity and Amnesia sections of the Umbra Mastery power on page 32 of *Lords of Gossamer & Shadow*. Other Umbra Talents may have other restrictions or side effects.

Perceiving the Umbra [5 Points] As Umbra Mastery ability of the same name, which includes Detecting Imperfections and Weaknesses as described in *Lords of Gossamer & Shadow*. This ability is required for all other Umbra Talents. This Umbra Talent may not cause Insanity and Amnesia, Aging or Involuntary Shape-Changing, depending on the amount of Bad Stuff the character possesses. This Umbra Talent may be purchased along with Eidolon Talents.

Destabilizing Reality [5 Points] As Umbra Mastery ability of the same name, and includes the ability Uncontrolled Transformation as described in *Lords of Gossamer & Shadow*. Requires Warping Reality.

Forcing Doors Open [5 Points] As Umbra Mastery ability of the same name. Requires Perceiving the Umbra.

Opposing the Eidolon [5 Points] As Umbra Mastery ability of the same name. Requires Perceiving the Umbra.

Physical and Psychological Adaptability [5 Points] As Umbra Mastery abilities of the same name. Requires Perceiving the Umbra.

Regeneration [5 Points] As Umbra Mastery ability of the same name. Requires Shape-Changing and Physical and Psychological Adaptability.

Shape-Changing [5 Points] As Umbra Mastery ability of the same name. Requires Perceiving the Umbra.

Umbra Defense [5 Points] As Umbra Mastery ability of the same name. Requires Perceiving the Umbra.

Warping Reality [5 Points] As Umbra Mastery ability of the same name. Requires Weakening Reality.

Weakening Reality [5 Points] As Umbra Mastery ability of the same name. Requires Perceiving the Umbra.

Advanced Umbra Mastery Talents

The GM may require that characters purchase the full 50 Point Umbra Mastery power before purchasing any of these Talents.

Umbra Affinity [10 Points; 5 Points if the character already has Perceiving the Umbra] As per the Advanced Umbra Mastery ability of the same name. This ability does not cause Insanity and Amnesia, Aging or Involuntary Shape-Changing. This ability may be purchased along with Eidolon Talents.

Call Umbral Servitor [5 Points] as per Advanced Umbra ability of the same name. Requires the Umbra Mastery power or the Destabilizing Reality Talent

Dispelling Reality [5 Points] As per the Advanced Umbra ability of the same name. Requires the Umbra Mastery power or the Destabilizing Reality Talent.

Inflict Shape-Changing [5 Points] As per the Advanced Umbra ability of the same name. Characters with the Precise Shape-Changing Talent may have some limited choice of the initial form the victim changes into. Requires the Umbra Mastery power or the Shape-Changing Talent.

Precise Shape-Changing [5 Points] As per the Advanced Umbra ability of the same name. Requires the Umbra Mastery power or the Shape-Changing Talent.

Revocations [5 Points] As per the Advanced Umbra Mastery ability of the same name. Requires the Umbra Mastery power or the Destabilizing Reality Talent

Exalted Umbra Talents

The GM may require that characters purchase the full 80 point Advanced Umbra Mastery power before purchasing any of these Talents.

Create Umbral Servitor [10 points] As per the Exalted Umbra Mastery ability of the same name. Requires Advanced Umbra Mastery or the Call Umbral Servitor Talent.

Infect with Umbra [5 Points] As per the Exalted Umbra ability of the same name. Requires the Umbra Mastery power and the Umbra Affinity Talent or the Umbra Affinity and Warping Reality Talents.

Intuitive Warping Reality [5 Points] As per the Exalted Umbra Mastery ability of the same name. Requires Advanced Umbra Mastery or the Dispelling Reality Talent.

Psychically Inflict Shape-Changing [5 Points] As per the Exalted Umbra ability of the same name. Requires the Inflict Shape-Changing Talent.

Teleport [5 Points] As per the Exalted Umbra Mastery ability of the same name. Requires Advanced Umbra Mastery or the Dispelling Reality Talent.

Umbra Absorption [5 Points] As per the Exalted Umbra Mastery ability of the same name. Requires Advanced Umbra Mastery or the Dispelling Reality Talent.

Wrighting

As Wrights use different mediums, so too do they vary in skill and technique. Not all who have a grasp of the principles of Wrighting have mastered all of them.

Wrighting Talents

Creating Icons [10 Points] As Wrighting ability of the same name.

Creating Icon-Powered Artifacts [5 Points] As Wrighting ability of the same name. Requires Creating Icons.

Icon Defense [5 Points] As Wrighting ability of the same name. Requires Creating Icons.

Identifying Icons [5 Points] As Wrighting ability of the same name. Requires Creating Icons or Impromptu Icons.

Impromptu Icons [5 Points] As Wrighting ability of the same name.

Advanced Wrighting Talents

The GM may require that characters purchase the full 30 Point Wrighting power before purchasing any of these Talents.

Icon Blocking [5 Points] As per the Advanced Wrighting ability of the same name. Requires the Icon Defense and Identifying Icons Talents.

Icon Memory [5 Points] As per the Advanced Wrighting ability of the same name. Requires Identifying Icons.

Icon Spying [5 Points] As per the Advanced Wrighting ability of the same name. Requires Identifying Icons.

Instantiate [Observed] Annunaki [15 Points.] As the ability found in *Threats: Secrets of the Annunaki.*

Quick Icon Creation [5 Points] As per the Advanced Wrighting ability of the same name. Requires Creating Icons.

Unmaking Icons [5 Points] As per the Advanced Wrighting ability of the same name. Requires Identifying Icons.

Exalted Wrighting Talents

The GM may require that characters purchase the full 70 point Advanced Wrighting power before purchasing any of these Talents

Icon Imprisonment [5 Points] As per the Exalted Wrighting ability of the same name. Requires Creating Icons or Impromptu Icons and Icon Trap or Impromptu Icon Trap.

Icon Trap [5 Points] As per the Exalted Wrighting ability of the same name. Requires the Creating Icons Talent. Wrights wishing to be able to create traps in regular and impromptu Icons must purchase both the Icon Trap and the Impromptu Icon Trap Talents.

Impromptu Icon Trap [5 Points] As per the Exalted Wrighting ability of the same name. Requires the Impromptu Icons Talent. Wrights wishing to be able to create traps in regular and impromptu Icons must purchase both the Icon Trap and the Impromptu Icon Trap Talents.

Makeshift Icons [5 Points] As per the Exalted Wrighting ability of the same name. Requires Creating Icons or Impromptu Icons.

Instantiate [Created] Annunaki [20 Points.] As the ability found in *Threats: Secrets of the Annunaki.* Requires the Instantiate [Observed] Annunaki Talent.

Project Awareness Through Own Icon [5 Points] As per the Exalted Wrighting ability of the same name. Requires the Identifying Icons Talent.

Chapter Three: Idiosyncratic Qualities and Powers

Many beings throughout the Gossamer worlds have abilities beyond those of mere mortals. They may be magical creatures of myth and legend. They may be alien life forms. They may have been given special abilities by enchantments or through technological means. Some players may want to play these types of characters with special abilities, but the current rules in *Lords of Gossamer & Shadow* state that those abilities only work in a limited setting such as the Gossamer world of the character's origin.

Using these new guidelines, a player may create characters with inherent abilities, essentially special capabilities or Talents, such as a centaur with great running speed, or a flying winged warrior, a shaman with magical tattoos, or a street punk with cybernetic razor claws. In order for these abilities to work outside the character's place of origin, the player must purchase these abilities using the Artifacts and Creatures creation rules found in chapter five of *Lords of Gossamer & Shadow,* and purchase the new type of **Transferal: Idiosyncratic**. In essence, the player is purchasing a special ability that is an inherent part of the character, as if they were purchasing an item.

New Transferal Rule: Idiosyncratic

Idiosyncratic Quality	10 Points per Quality
Idiosyncratic Power	15 Points per Power

Examples of Idiosyncratic Transferals:

Puck, annoying faerie messenger, has goat legs and can run at incredible speeds.

Goat Legs [14 Points]

- Engine Speed [4 Points]
- Idiosyncratic Quality [10 Points]

Ben is covered in protective orange rocks.

Rocky body [14 Points]

- Invulnerable to All Conventional Weapons [4 Points]
- Idiosyncratic Quality [10 Points]

Note, Ben is stuck as an orange rocky guy because he didn't purchase an Alternate Form Power.

New Artifact and Creature Power: Unconventional Abilities

Some entities and creatures have abilities that do not easily fit into the categories found in the Artifacts and Creatures creation rules. To represent these, GMs may choose to use the Unconventional Ability power.

Unconventional Ability Power

Power	Cost	Description
Minor	1 Point	The ability is minor and usually doesn't affect another (sonar, infrared vision, etc.)
Significant	2 Points	The ability is significant and/or has a minor effect on someone else (paralyzing venom, water breathing, etc.)
Major	4 Points	The ability is major and can have significant effects (intangible, invisible, etc.)

Examples of Creatures with Unconventional Abilities:

Banshee [2 Points]

- Unconventional Ability: Paralyzing scream [2 Points]

Medusa [7 Points]

- Unconventional Ability: Gaze of Stone [4 Points]
- Unconventional Ability: Infrared Vision [1 Point]
- Unconventional Ability: Poisonous Sting [2 Points]

Using Idiosyncratic Transferals and Unconventional Abilities

There are certain key concepts to remember when using Idiosyncratic Transferals and creating Unconventional Abilities:

Expensive. Idiosyncratic Transferals and Unconventional Abilities are expensive. Artifacts and creatures, even those with the ability to confer Qualities or Powers, are more economical to purchase. Idiosyncratic Transferals and Unconventional Abilities are meant to be a tool for Gamemasters (and players if the GM allows) to create interesting characters with a wide range of abilities reflecting their diverse origins in the vast multiverse of Gossamer worlds.

Qualities and Powers are poor substitutes for Attributes. As with the standard Transferal rules, the effects are not additive. A Quality or Power that confers a lower value than the character's rank in an Attribute does not confer the lower rank at the GM's discretion.

Definition is Key. Idiosyncratic Transferals and Unconventional Abilities are literally part of your character. They are not a weapon to be lost and replaced. They are as much a part of you as your limbs and your senses. Consider the limitations of the origin of your Idiosyncratic Transferals or Unconventional Abilities as well as the advantages you gain from them, because your GM will! You get the bad with the good and you do NOT gain points for it. Be true to concept rather than seeking an advantage. Your centaur may be able to run at great speeds, but will have problems with certain terrain and will not be able to fit into certain environments. Wings take up space and may be damaged, which could render you incapable of flight for a time. A merman may have difficulty with stairs. While vampires, werewolves, fae, or some aliens may be nigh invulnerable, they have specific things to which they are vulnerable. You will not gain points for weapons/items you are vulnerable to, as those are part of your concept.

Concept is Key. Use common sense and good taste in purchasing these qualities and powers. For example, Named and Numbered provides a range of 2-12. Use the number that is appropriate to the character concept rather than trying to seek an advantage. While your vampire or werewolf or fae lord may be Invulnerable to Conventional Weapons, be reasonable and stick to the concept. Remember that your GM may not consider sunlight, silver weapons, and cold iron as "conventional" weapons.

No Guarantees. Having an Idiosyncratic Transferal or Unconventional Ability is no guarantee against these abilities being lost. These qualities and powers by their nature are difficult to lose, remove, or hinder. However, this can still happen and when it does, it can be painful and bloody. A character with a magic belt may have it taken away to prevent him from flying, or a character with a pegasus may have it imprisoned or, worse, killed. A character with wings may find them bound, damaged, ripped or cut off. The normal guidelines for players regaining points spent on lost qualities and powers still apply.

GM Veto. The GM has the right to restrict the purchase of Idiosyncratic Transferals or Unconventional Abilities if they will be harmful to the game.

More Examples of Idiosyncratic Transferals and Unconventional Abilities

Mary, plague queen.

Infectious Touch [14 Points]

- Deadly Damage [4 Points]
- Idiosyncratic Quality [10 Points]

Ruthven, vampire annoyance.

Vampire [45 Points]

- Invulnerable to Conventional Weapons [4 Points]
- Idiosyncratic Quality [10 Points]
- Deadly Damage [4 Points]
- Idiosyncratic Quality [10 Points]
- Named and Numbered Forms: bat, rat, wolf. [2 Points]
- Idiosyncratic Power [15 Points]

Note: Instead of taking N&N Forms and transferring them, he could instead purchase Lesser Shape Shifting [15 Points] and the Alternate Forms Talent [5 Points], which would actually allow him to transform into more forms.

Red, blind swordsman.

In addition to his normal Attributes, Red has a way of viewing the world without sight.

Blind Sight [16 Points]

- Unconventional Ability: Sonar Sense [1 Point]
- Idiosyncratic Power [15 Points]

Phase Panther

Aside from the having the natural abilities of a panther, the Phase Panther has the ability to become intangible.

Phasing [19 Points]

- Unconventional Ability: Intangible [4 Points]
- Idiosyncratic Power [15 Points]

Birdman, flying humanoid.

Wings [14 Points]

- Engine Speed Wings [4 Points]
- Idiosyncratic Quality [10 Points]

Chapter Four: Agents of Gossamer & Shadow

Alternate rules for creating lesser powered characters

The standard character built using the character generation rules in *Lords of Gossamer & Shadow* is a force to be reckoned with. It begins with 100 Points and all Attributes start at Paragon Rank. This is a Gossamer Lord, a being of superhuman abilities and supernatural powers who can easily stride across the multiverse and claim one, or more, of its worlds as their personal domain. Contrast this with most beings who find their way to the Grand Stair or who are encountered in their own Gossamer worlds. Most have Average Ranks in Attributes and only a handful, if any, have points for powers or increased Attributes or artifacts or creatures. For more information on creating special non-powered characters, you can refer to the Lords of Gossamer & Shadow supplement *Gossamer Worlds: Nexopolis*, pages 43-44.

There are also exceptional beings out there who, though not as powerful as the Gossamer Lords, are every bit as interesting and dynamic. Often, these beings serve the Gossamer Lords as trusted allies, agents, and operatives. Sometimes, these beings are new to the Grand Stair, still growing in their power, and will someday become Gossamer Lords themselves.

These less powerful individuals can make excellent player characters and exciting campaigns can be based on their adventures. Games of this sort are often cooperative, team, and mission-based. The characters often work for a powerful patron and go on missions, quests, and grand adventures on their patron's behalf. Such games have proven quite popular at the Ambercon and Amber Central gaming conventions over the years. In 2012, John Lees and Kit Kindred began an ongoing campaign featuring strangers who found themselves on the Grand Stair for the first time and who were slowly rising to become Gossamer Lords. In 2014 and 2015, David A. McCreless, Erik Florentz, and Kit Kindred ran two simultaneous games featuring the Doormen and the Raven Legion (detailed later in this supplement). In all of these games, the characters, though far less powerful than standard 100 Point Gossamer Lords, had epic adventures and overcame incredible challenges.

Suggested rules

Limit character creation Points. A good range for an exceptional character who is not yet a Gossamer Lord is 20-50 Points. Limit the points to better match the tone you wish to set for the game. For games of swashbuckling action in which the solutions involve Attributes and heroics with limited use of powers, lower the points further. For games in which you want the characters to have greater access to powers, increase the point total. During playtest games, teams of Conciliatore, Doormen, Khalderi, and Raven Legionnaires have been created on 20-25 Points. At that point level, those characters ideally fit the heroic action theme that was desired.

Set starting Attribute Ranks. These may be at the default of Paragon or may be lowered to Superior or even to Average depending upon the game. Some characters during playtesting started at Paragon Rank, which meant they were superhumanly capable before they allocated any points.

Choose whether to run an auction or to use the point-buy system of character creation. Both systems have their merits. Some GMs prefer auctions because they give players an awareness of where they stand relative to one another and because it can instill a sense of competition. Other GMs prefer the point-buy system because it avoids that sense of competition and because it allows the players to create their characters as they wish. Decide which option works best for your game. For the playtests, the auction was discarded for all but the Conciliatore characters. For the other playtests the players were given 20-25 Points and they were able to allocate them as they chose. Ranks were calculated once all the characters were created.

Limit powers to fit the game. To a certain degree, lowering character points will limit powers. However, a determined player can almost always find a way to purchase even the most expensive power. The Talent rules are a good option to use here for restricting or limiting which powers will be available to characters to fit the needs of the campaign. In playtests, characters made extensive use of the Talents and Idiosyncratic Abilities rules. The powers of Warden of the Grand Stair and Master of the Grand Stair were not available to playtest characters. This helped emphasize the relatively small number of Wardens, and even smaller number of Masters, active on the Grand Stair, and that the characters were not themselves Gossamer Lords.

GMs may also feel free to pre-generate non-player characters using all the guidelines above, with respect to starting Attribute Ranks, limited purchasing points, restricted powers, and the use of Talents and Idiosyncratic qualities and powers.

The following are sample characters created using the rules above. Each was built on 25 Points and began with Paragon Rank Attributes. The powers of Warden of the Grand Stair and Master of the Grand Stair were not available to them at character creation. Each character was an agent or member of a particular group, be it Conciliatore, Doormen, Khalderi host, or the Raven Legion. More information on these groups may be found in Chapter 9: Knights of Gossamer & Shadow

Tomasso Ercole, Officer of the Conciliatore

Tomasso is a loyal and dedicated Conciliatore. He exemplifies all the best and worst qualities of his order and works tirelessly to increase his standing and gain favor with Lord Bastiano.

Attributes

PSYCHE – 7 Points

STRENGTH – Superior

ENDURANCE – 2 Points

WARFARE – 5 Points

Powers

Sorcery [15 Points]

Artifacts and Creatures

Standard Conciliatore Torc [16 Points] - The torc is a gift from Bastiano and has certain conditions connected to its use. See Chapter 9: Knights of Gossamer & Shadow for more details.

- Deadly Damage [4 Points]
- Resistant to Normal Weapons [1 Point]
- Extraordinary Psychic Sense [4 Points]
- Psychic Neutral [2 Points]
- Confers Quality on Wearer [5 Points]

Contus [7 Points] – the signature weapon of a Conciliatore. See Chapter 9 for more details.

- Hardened [1]
- Resistant to Firearms [2]
- Rack Named and Numbered Spells [2]
- Contains Cantrip: Fracture [1]
- Contains Cantrip: Pain [1]

Stuff

Bad [+1 Points]

Sir David McIntyre, Knight of the Ostiarium

Sir David is a steadfast knight of the Ostiarium. Though he is haunted by what he has experienced in the wars, he will give his life in Lord Drake's service.

Attributes

PSYCHE – 4 Points

STRENGTH – Paragon

ENDURANCE – Paragon

WARFARE – 8 Points

Talents

Grand Stair - Opening and Closing Doors [5 Points]

Grand Stair - Exegesis [3 Points]

Empathy - Psychic Neutral [5 Points]

Artifacts and Creatures

Blessed Opalescent Longsword [2 Points]

- Double Damage [2]

Doorman Greatcoat [2 Points]

- Resistant to Firearms [2]

Stuff

Good [+1 Points]

Zinaida, Sentinel of the Hall of Life

Zinaida, of the Sentinels of the Hall of Life of the Khalderi Host, is an apprentice to the Magi of her clan. Someday, after she has traveled far enough on the Grand Stair and learned enough to better serve them, she will be chosen as the Magi of the Sentinels of the Hall of Life. She works tirelessly to be worthy of her people and the honor they would have her bear.

Attributes

PSYCHE – 5 Points

STRENGTH – Superior

ENDURANCE – Paragon

WARFARE – 6 Points

Powers

Walker on the Grand Stair [5 Points]

Talents

Invocation - Understanding a True Name [5 Points]

Invocation - Divining a True Name [5 Points]

Invocation - Calling, Summoning, and Banishment [5 Points]

Artifacts and Creatures

Illuminated Khalderi Staff [4 Points] - Like all Khalderi, Zinaida has created her own staff. She has made hers a thing of deadly beauty. It is electrified and can create light, as well as deliver a shock on contact and even project a bolt of lightning from the headpiece.

- Deadly Damage [4]

Stuff

Zero [+0 Points]

Hurricane, Raven Legionnaire

Once she was known as Callista Dancer. That name and the life she led are no more. She has given up her past and made a new life in the Raven Legion. Now, she is known as Hurricane for the swath of broken hearts and bodies she leaves in her wake. She wears the easily identifiable Legionnaire red beret with the Raven insignia, so that (according to Mordecai) "there are no mistakes, by anyone, as to who they are dealing with."

Attributes

PSYCHE – Superior

STRENGTH – 9 Points

ENDURANCE – 3 Points

WARFARE – 16 Points

Powers

Walker of the Grand Stair [5 Points]

Artifacts and Creatures

Polyceramic-Lined Combat Jacket (FOMWA-Approved) [2 Points]

- Resistant to Firearms [2]

Stuff

Zero [0 Points]

Chapter Five: Life on the Grand Stair

"The Long Walk beckons. It is time I got back on it. I must see where it leads me this time." – Uwe's Gazetteer

Throughout the ages, the winding infinite staircase has been known by many names. The Grand Stair and the Escalara are but two of the most common. Many of those who tread the Stair regularly have a name for their travels upon its length, a name handed down from antiquity. They call it the Long Walk.

History of the Gossamer Lords

"The Gossamer Lords were brought together by Vala as a mutual defense and information-sharing alliance in the face of the seemingly unstoppable Dwimmerlaik threat. That she has somehow managed to hold it together is a wonder. It is, after all, against our nature." –Cal's Journal

When they first found their way to the Grand Stair, those who would eventually become known as the Gossamer Lords came as individuals. They had their own interests and agendas and were not unified or united. Though they were mighty lords and ladies of their own worlds, this lack of cooperation made them easy prey for the forces of the Dwimmerlaik. The Dwimmerlaik viewed them with disdain and mocked them as lords of nothing but gossamer. Many tried to unify and lead forces against the Dwimmerlaik, but they let their own interests and desires for power interfere and all failed. It seemed that nothing could stand against the Dwimmerlaik's mastery of the Grand Stair. Then Vala appeared.

Vala was the leader needed to create a force capable of opposing the Dwimmerlaik. She was young, charismatic, and clever. Her interest was in stopping the enemy, not gaining power. She did not try to build an empire, but instead created an alliance. She took the Dwimmerlaik's derision and threw it back at them, taking a name they had given in disdain and making it her own. Under her leadership, these mere lords of gossamer not only stood against the Dwimmerlaik, but began to push back.

Under Vala's leadership, the Gossamer Lords fought many long wars with the Dwimmerlaik. Some wars lasted years, some decades, and some a century or more. Between the wars were tense periods of uneasy peace between the Dwimmerlaik and the Gossamer Lords. These cold war periods saw little direct conflict, but saw proxy battles on countless worlds. Some of these periods of relative peace lasted years, some decades, and some even a century or longer. But whenever the peace ended, the next war was always more devastating than the one that preceded it. The Last Great Dwimmerlaik War was the most brutal and destructive of all. Countless worlds fell and even parts of the Grand Stair itself were forever damaged by the conflict. It appeared as though Vala and her coalition of Gossamer Lords would finally fall when, for reasons still unknown, the Grand Stair itself took action and cast out the Dwimmerlaik. Their worlds were severed from the Stair and were lost. Expanses of the Grand Stair overrun by the Dwimmerlaik fell into Shadow and the Stair reconfigured itself without them. The wars which had given the Gossamer Lords a common identity and enemy were over.

The Last Great Dwimmerlaik War ended over 1,000 years ago. In its aftermath, Vala has managed through great effort to hold the alliance of Gossamer Lords together. In the absence of the Dwimmerlaik, the Gossamer Lords have fallen on old ways and many have become more embroiled in their own schemes and dreams of power than in the common interests of all who walk on the Grand Stair. Some seek to see the old alliances end. Some seek to supplant Vala and make the loose coalition into something more, a vast multiversal empire to rival that of the Dwimmerlaik. Today, Vala manages to keep the Gossamer Lords at least loosely united. But there are enemies within and there are signs that the great enemy is beginning to stir once more.

Society of the Gossamer Lords

"When you speak of the Gossamer Lords, you need to understand, we are not a unified group. We're not a bureaucracy, a nation, or a royal court. We're certainly not a family. We're a loose association of dangerous and powerful individuals, all with our own goals and interests. We're too interested in our own agendas to ever truly be a close-knit group. So, we mostly keep to ourselves. In my experience, if there are more than two of us in one place, there's likely to be trouble." –Cal's Journal

The Gossamer Lords are a disparate group of powerful beings. Many have made domains of one or more worlds. All have their own interests and agendas. Few tolerate those who stand in their way. As such, they pursue their objective individually or sometimes with a small group of associates who, however temporarily, may cooperate toward the achievement of a common goal. They rarely simply socialize. When they do meet it is often because their aims are in opposition with one another, something Vala seeks to minimize. To this end, Vala makes her domain of Shatterlight open to all. There, Gossamer Lords meet without conflict, and can share intelligence, work out solutions to common problems, and find allies against common threats.

Numbers

"How many Gossamer Lords are there? Good question. We come and go, so it is hard to tell. New Lords rise. Old Lords walk away. But in the infinite expanses of the Grand Stair, there are only so many that we know of. And that's the trick: That we know of. Still, I bet Lucien has an answer…" –Cal's Journal

Most beings encountered on the Stair have no power over the Stair at all. Most of them have found their way through a Door onto the Stair or found a Key to a Door leading to the Stair. Some are able to go from their own Gossamer world to the Stair and to another world. A much smaller number of beings on the Stair are Walkers, those who have memorized the way to certain Doors and can open only those specific Doors. Rarer still, are the Wardens. These beings are seemingly chosen by the Stair itself. Lucien has so far documented roughly one hundred Wardens active on the Grand Stair. Even more rare, are the Masters of the Stair, those Wardens who have surpassed the other Wardens in their knowledge of the Stair and been granted still greater power over it. Lucien estimates that there are about half as many masters as there are Wardens. There are only two known Lords of the Stair and that is one more than Lucien is comfortable with. Lucien is quick to point out that all his estimates reflect only the relatively small fraction of the infinite Stair that is known to the Gossamer Lords. In the vastness of the Gossamer worlds, there will be far more than the numbers he has calculated. In other, distant recesses of the Stair, there will doubtless be other groupings and organizations of beings on par with the Gossamer Lords, who would have their own names and political and bureaucratic structures.

Birth of a Warden

"They say the way one finds the Stair is as varied as the Doors upon it. What happens next, what you do with this newfound knowledge and power, is up to you. And, sometimes, up to the Stair. The Grand Stair calls some to act as its Wardens and each walks their own path. Literally. To become one, you follow the Stair to wherever it leads. And you need to survive. Each Warden's journey is different, and whether they are new to the Stair or have walked it for ages, they all call this the First Walk" –Cal's Journal

The First Walk is an ancient tradition among the Wardens. It is their name for the journey each takes along the Grand Stair to become a Warden. How the Stair selects its Wardens is a mystery, even to Lucien, but there are common elements. The potential Warden is drawn in a particular direction along the Stair. He may elect to reject the call at any time along the way and his life would be as it was before. In some rare instances, the Stair might call again, but this is a thing of legend and rumor, not history. But, if he follows the call, he will undertake a journey along the Stair. Each route is unique to the person called. It may be a great distance or a short walk. It may be through familiar expanses or into areas never before traversed. It is believed that all routes lead at some point through the Labyrinth itself.

Not everyone completes the First Walk. Some quit along the way. Some are lost and never found. Some perish. But those few who successfully follow the call and survive become Wardens of the Grand Stair.

Pax Escalara

"If you're really lucky, when you first step foot on the Grand Stair, you have a mentor. You'll have someone who actually cares enough to bother teaching you what you need to know to survive this grand and glorious and dangerous new life you are now part of. If not, you'll have to learn it on your own. And the learning curve, like parts of the Grand Stair, can be pretty damn steep. And pretty damn deadly." –Cal's Journal

The Pax Escalara, or "Peace of the Grand Stair" is an informal custom dating back to the aftermath of the Last Great Dwimmerlaik War. With the enemy gone from the

Grand Stair, Vala sought to ensure that there would be peace among the Gossamer worlds. Those who walk the Stair should be permitted to conduct their business free of harm as long as they themselves bring no harm to others. It is this custom that allows the Agora and other areas of common ground to function.

Hospitality is another aspect of the Pax Escalara encouraged by Vala. She has opened her domain of Shatterlight to all. Everyone is welcome in Shatterlight, even those who have attempted harm against Vala herself in the past. While they are in Shatterlight, they will be treated as guests and will be safe, provided they abide by the rules of the place. This is an ancient tradition dating to the violent times of the Dwimmerlaik Wars and beyond. A Gossamer Lord seeking refuge in the domain of another is expected to be given sanctuary regardless of past history and know that both guest and host are safe from one another. Some Gossamer Lords such as Drake are staunch adherents to this tradition. Others are not.

The Gossamer Lords have no formal police force on the Grand Stair to enforce the customs of the Pax Escalara. Those known to violate these customs and traditions are often shunned and distrusted. More serious offences may have more serious consequences. Some Gossamer Lords and Wardens of the Grand Stair take these matters very seriously indeed. The Raven Legion has at times been contracted to deal with grave offences. The Doormen have been tasked by Drake to mete out justice to those who prey on travelers on the Grand Stair, and as such, some see them as an informal police force.

Language on the Grand Stair

"Nothing else sounds quite like the Agora. No matter when you arrive, there is always the sound of the crowd. The place bustles with activity at all times and it is not at all quiet. Buyers and sellers alike constantly call out deals being made in countless different tongues from countless different worlds. Savvy entrepreneurs who found a niche as translators help broker deals. Magical spells and mechanical translation devices repeat conversations in foreign languages through floating eldritch mouths or robotic voices. Throughout the place, deals are brokered in the pidgin common tongue some wag had dubbed 'Escalaranto.' Lucien swears it wasn't him. No, nothing else sounds like the Agora and you hear it long before you get there." –Cal's Journal

The majority of those who find their way to the Grand Stair are never called as Wardens. Most travelers never develop the gift of exegesis. For them, communication with others on the Stair can be difficult. There are many means of breaching the language barrier, each with its own benefits and weaknesses.

Spells and Devices. Some travelers prefer spells or mechanical constructs to provide translation. These can be useful but suffer the usual limitations of magic and technology on the Stair and in the Gossamer worlds-they may prove unreliable, provide inaccurate translations, or fail entirely depending on reliability of magic and technology in the locale visited.

Key stones and signage. In some well-traveled expanses, great stones or signs have been erected with samples of the languages commonly encountered in the expanse. These have been used as Rosetta stones to facilitate learning local languages. Another approach, popular at many booths and shops in the Agora, is signage advertising goods and services in multiple languages.

Translators. Some with the gift of exegesis, or even those who simply have mastered a handful of local languages, offer their services as translators for hire. A few simply make a living in the Agora, helping travelers find the goods and services they need, while others are hired by particular merchants to bring travelers to their shops and to avoid the competition. Providing translation is a key service provided by the Porters and the Cicerones. Some Praecones have been known to act as translators for hire on occasion, especially if there is a chance of adding a new song or story to their repertoire.

Common tongue. Over the centuries a common trade tongue developed first in the Grand Plaza and later refined in the Agora. This is a very crude and basic language devoted to getting across key ideas and terms, specifically focused on facilitating trade. It is a hodgepodge of words from countless worlds and cultures giving it a unique sound. It serves those who know it well enough in the Agora and other common places. However, it is limited in scope and not well suited to complex ideas or conversations.

The Economy of the Grand Stair

"On the Grand Stair, you can trade for items strange and wondrous, but 'buyer beware' doesn't begin to cut it. When making a deal you better make sure you truly understand what you are getting and the real price you are paying. Exchanging gifts with the Fair Folk and making deals with a devil are just the way it is done here. Be careful what bargains you make and with whom you make them. When you are finished, don't bother counting whatever you use for cash. No, you better count your limbs and make sure nothing has put a lien on your soul." –Cal's Journal

Those doing business on the Grand Stair come from countless Gossamer worlds. What is valuable and rare in one world is common and worthless in another. While some Gossamer worlds like Nexopolis have devised complicated banking systems to accommodate their clientele and their varied form of currency, barter and trade have become the primary system of business on the Grand Stair, particularly in the Agora. What precisely is bartered and traded varies widely from booth to booth and stall to stall. Food and drink are popular trade items at many. Some will accept a magic sword in return for a pulse rifle. Some will make a deal for the color of your hair or of your eyes. Some trade in favors. Some in information. Some deal in more magical and esoteric areas like names and favorite memories, spells, and cantrips.

Travel on the Grand Stair

"You know what almost everyone on the Grand Stair has? Great leg muscles and sore feet." –Cal's Journal

Of necessity, most of the traffic on the Grand Stair is by foot. Pack and riding beasts are often unreliable. Vehicles, whether powered by man or by beast, are often unwieldy in many expanses.

Animals on the Stair

"The catkin cavalry pursuing us were uncomfortably close by as we passed through the Door and onto the Stair. I hoped their mounts would refuse to cross the threshold unto the Stair or would at least panic upon entering it. Though, with the way my luck had been of late, it would turn out that their steeds had been specially trained for the Stair." –Cal's Journal

Aside from its physical properties being sometimes problematic for animal use, the Grand Stair, and its Doors, have a disquieting effect on many animals. Most mundane creatures tend to avoid passing through a Door if they can. Those that do cross the threshold may quickly become agitated. Their fight or flight reflex often becomes too much for them and they sometimes flee or worse, become dangerous. Animals that are comfortable on the Stair, or that can be trained to handle the Stair and Doors, are rare and highly prized.

Like those who walk the Grand Stair, the rare animals that can deal with the nature of the Stair and the Doors are varied in origin and form and are employed as mounts, pack animals, and to pull vehicles. Horses and especially mules are popular in some expanses. In other places, a variety of great lizards are favored, some of which have poisonous bites and other more exotic weaponry at their disposal, including fire breathing. Giant centipede sedan chair carriers are employed on parts of the Stair providing seats for many passengers at one time. Some of the larger breeds, most of whom are poisonous, are used exclusively to carry cargo. Great snail coaches and carriages are favored by those who prefer to travel with some degree of protection and comfort, but no great need for speed. Velostrichraptors, great flightless feathered lizards, are highly prized by some as they are smart, sure footed, and quick, and can be used as combat mounts. However, they are difficult to train and highly aggressive, and they have even been known to physically open some unsecured Doors. There are known instances of improperly trained velostrichraptors running wild and forming hunting packs on the Grand Stair. One rarely encounters flying animals employed on the Stair, as the nature of the Stair seems particularly disruptive to their instincts. In fact, there are expanses in which flying can be problematic as many magicians have discovered at great cost.

Vehicles on the Grand Stair

"As I turned the corner, I heard screams and the sounds of something moving fast and scraping against walls. I looked and saw one of those damn sleigh-like things barreling out of control straight at me. Its passengers were terrified and the driver had no control and no clue. He hadn't thought to have someone or something behind it to slow its descent. And this is why you always hire a professional driver, kids. Better still, avoid these damn death traps. I eyed the nearest Door. I didn't like what I thought was behind it, but my options were quickly becoming limited." –Cal's Journal

Vehicle use can be problematic on the Grand Stair. Many vehicles will simply not fit through Doors. Some may be taken apart and rebuilt on the Grand Stair, but most that are more complicated than muscle powered fail to operate reliably. Magical conveyances can become unpredictable and sometimes dangerous from expanse to expanse. Many vehicles are simply too wide for use in many expanses. Many have difficulties with pitch of the Stairs and have failed to make it up a flight or have crashed to the bottom. Still, there are vehicles to be found on the Stair. Kaspar often travels the Grand Stair in luxury, seated upon his personal gyroscopic sedan chair. In some of the larger and more level landings of the Agora, wheeled carts and carriages can be found in use. In some expanses of sufficient width, sleigh-like vehicles are employed. Often these vehicles double as shelter for travelers when necessary. Some are but crude or makeshift shelter. Others are enclosed vehicles designed to allow passengers to travel in comfort and safety, protected from the hazards found on the Stair. Some are open carts or sleighs but designed so that when stopped, they may be reconfigured as temporary lodging and protection. The shells of many snail carriages are quite secure and often very comfortable for the passengers. In most cases, vehicles on the Grand Stair are pushed or pulled by brute force. This is one of the primary services provided by the Porters. They have provided animals, vehicles, drivers, and bearers for 1,000 years.

Long Distance Communication

"Trying to get a message to someone too paranoid to answer their Icon is a pain in the ass. This usually means they are also protected from other magical means of communication. That the alternative, to write a message and have it delivered, means exposing it to more mundane security risks never seems to sink in with some of these people." –Cal's Journal

Communicating with those on the Grand Stair or in a Gossamer world presents challenges due to the unimaginable distances as well as the differing natural and unnatural rules of the worlds involved. Over the ages, a number of methods have been utilized.

Icons. The quickest and most reliable form of communication is through Icons. They function on the Grand Stair and in many of the Gossamer worlds. Still, there are some worlds in which their use is restricted or even impossible. However, while the Gossamer Lords often have Icons or even the power to create them, the majority of those who travel the Stair do not. Even those who possess Icons may not always employ them. They may find themselves in a world in which the use of Icons is problematic. They may also choose another means of communication to avoid the risk inherent in Icon use, as to use one is to open one's mind to another.

Scrying. Advanced Scryers can sometimes initiate communication through their media. However, establishing the link can be time consuming and if successful, still runs the risks of opening the Advanced Scryer to psychic and magical conflict.

Magic. Magical means of communication are often employed in the Gossamer worlds and on the Grand Stair. Many sorcerers have devised spells of varying sorts to communicate for them. These magical means are usually much slower than Icon contact and are sometimes limited to only one-way communication. Naturally, not everyone has the means or the time to create magical sendings. Magic is also unreliable in many Gossamer worlds, either not working at all or being altered by the local magical rules.

Mundane means. Those who lack the means or inclination to use powers to communicate with one another rely on other methods. Messages are recorded and dispatched in a manner depending upon their place of origin and their destination. Technological or magical recordings are possible. However, care must be taken to ensure they survive crossing the threshold of a Door, travel upon the Grand Stair, and that they will still function under the rules of the destination world. For this reason, messages are often written on paper or another common medium that is likely to work in numerous worlds. These messages are delivered in countless ways. Ambassadors, castellans, and heralds commonly carry messages for their masters. Porters, cicerones, and even praecones have been hired to deliver messages along their travels. When the message is important enough and the price high enough, the Raven Legion has been known to undertake a commission to deliver messages. The Doormen too have been known to act as couriers for Lord Drake or Lady Vala. In some parts of the Ascendancy, regular mail service between worlds has been established, though normally only for military or government use. A few expanses of the Grand Stair have seen entrepreneurs attempt regular postal and courier service with varying degrees of success as they have found that they become targets for bandits and Stairwaymen.

Death and the Gossamer Lords

"Some think of us as eternal and immortal. We're not. But since it takes an awful lot to kill us and it happens so rarely, it becomes easy for some –and sometimes ourselves- to see us as invulnerable. That's a mistake. We die. When it happens, it's a big deal. There aren't that many of us to begin with. Plus, try to imagine what it is like to lose someone you've known for decades, for centuries, for longer than that. I don't have to imagine it. I've lived through it." –Cal's Journal

Eventually, death comes to even the Gossamer Lords. Countless died in the Dwimmerlaik Wars. Since then, others have passed in battle or misadventure, or wandered off onto the Stair and never returned, but it is a rare occurrence. When it does occur, it is often noticed and acted upon by the other great Gossamer Lords and the common travelers on the Grand Stair. Alliances shift and change. Domains may be taken by new lords. Doors may cease to open. Rites and rituals may be observed.

There is an ancient tradition among Gossamer Lords for the death of a peer. It is called the Last Walk and is said to date back to the time of the Dwimmerlaik

Wars, to honor those who fell at the hands of the Dwimmerlaik. According to the tradition, a funeral is held for the fallen in a place of import. During the wars, some of these funerals took place in the Grand Plaza and in Shatterlight. At the funeral, the body of the deceased, along with Icons representing them and sometimes other objects connected to them, are laid in state. In cases in which no body is recovered, a funeral often still occurs. The Icons representing the deceased and other items related to them are placed into a vessel in lieu of the body. These vessels may be ornate coffins or beautiful small boxes made of wood from Doors or from materials from the deceased's Domain.

The tradition continues that the deceased chooses its own bearers. At the conclusion of the funeral, the Gossamer Lords and Ladies present are asked to pay their final respects. Each slowly walks to the vessel and places their hands upon it. They experience a sensation similar to touching an active Icon. There is a sense of psychic presence there, but no contact can be made. When touched by specific Lords and Ladies, the vessel glows brighter, its inner lights flicker and dance more energetically and the light of it flows gently around the person in contact with it. The persons so illuminated are selected to be its bearers for the Last Walk. There is some debate as to how and why the selections are made, but it is agreed upon that being selected is a great honor and responsibility. It is a great insult to refuse to act as bearer.

The tradition of the Last Walk states that the deceased Gossamer Lord or Lady is borne along the length of the Great Stair from the site of the funeral to Finisterrae. After the bearers are selected and arrangements made, a new Door is opened onto the Grand Stair and the bearers depart the funeral site to embark upon their journey. Their route is their own, but is said to be guided by the glow of the vessel. Many will begin by traveling to the locale where the deceased died, if different than the location of the funeral. During the Dwimmerlaik Wars, most bearers traveled through the Grand Plaza so that those present there could pay their respects. Since the end of the wars and the loss of the Grand Plaza, the bearers now travel through the Agora. According to the tradition, the bearers conduct their pilgrimage almost entirely along the Grand Stair and do not make use of Doors as shortcuts. Bearers may depart the Stair along their travels should they have need. By custom, they may expect some degree of hospitality from Gossamer Lords and Ladies whose domains they enter in search of respite while bearing the remains. It is also tradition to visit those Lords and Ladies who were unable to attend the funeral, so that they may know their peer has passed and pay respects and honor their peer in their own way in their own Domains. Bearers may thus participate in a number of different ceremonies in a number of different worlds on their way to Finisterrae. Upon entering that dead world, legend says the vessel will light the way to the final resting place. The experience is different for each bearer or group of bearers and none talk about this aspect of the pilgrimage.

There is a legend of a final resting place for Gossamer Lords beyond Finisterrae. It says that the Polyandrium is a great expanse on the Grand Stair itself that serves to inter the remains of the Lords. It is said to be a vast expanse of marble and stone that can only accessed by one Door. The Polyandrium is rumored be a place of power, like the Labyrinth. But whereas the Labyrinth may be stumbled across and plays tricks with the mind, the Polyandrium selects who enters and is a place of calm and peace. No Gossamer Lord has confirmed or admitted to having ever set foot in the Polyandrium.

Burial on the Grand Stair

There are countless ways to die travelling the Grand Stair, so it is not uncommon for those who travel it to come across a body every now and then. When one encounters a corpse, one has a choice to make. Depending on personality or urgency, a traveler may choose to ignore it and carry on. Disreputable types will rummage the body for valuables. Some rare Wardens have been known to retrieve the body and return it to its loved ones if possible. Some will open a nearby Door and lay the deceased to rest in that world. But many do not have time for such niceties, however much they may wish to respect the dead. It is a fairly common practice among those who cannot lay a body to rest in a Gossamer world or take it with them, to trust the body to the Grand Stair. As damage to the Stair does not last, neither does things left on the Stair, including bodies. The expanses of the Stair have ways of dealing with such things and bodies are unlikely to remain upon a traveler's return trip through an expanse. Some simply leave bodies where they lie, while others take time to wrap the bodies in cloaks or other materials. The Khalderi are known to say words over the bodies they encounter.

Chapter Six: Worlds of Gossamer & Shadow

The Academy at Arbanes

"The old Arbanes Academy was destroyed when Lucien's closest friends sacrificed themselves to keep it out of the hands of the Dwimmerlaik. They destroyed the Academy and with it, the invading army. The Academy was lost and for centuries, everyone thought Arbanes was lost with it. Eventually, new Doors opened. A greater Academy has been built, drawing scholars from across the Gossamer worlds. It's perhaps the greatest hub of esoteric academia anywhere. It's like Nexopolis for higher education." –Cal's Journal

The old Academy was destroyed by Dr. Henry Piper and his allies to prevent it from falling into Dwimmerlaik hands. The battle with the Dwimmerlaik and the destruction of the Academy was so great that it laid waste to most of the Gossamer world. Four of the five known Doors were destroyed, and for a long time Arbanes was considered have been lost in the war. Civilization collapsed.

During the Dwimmerlaik siege, Dr. Piper and his allies managed to secretly help many of the scholars and academic guards out of the Academy and onto the Grand Stair. In time, they were able to return to Arbanes. The scholars brought with them the lost knowledge they had saved, as well as new information they learned during their exile to the Grand Stair, and were able to start the process of rebuilding the Academy and the civilization of Arbanes itself. The academic guards who accompanied the scholars helped to restore order and peace. In time, conditions improved.

The world of Arbanes still bears the great scars of the Last Great Dwimmerlaik War. Arbanes is not yet back to its previous splendor, but it has rebuilt, and the Academy is once again at the center of things. The Gossamer world is also something of a world-spanning archaeological site. Rumors of lore or artifacts that survived the Devastation fuel many local tales, and have been a source of some amount of traffic from the Stair as well.

Though the world of Arbanes is not now what it once was, in many ways the Academy itself is greater than ever. It has risen like a phoenix from the ashes of Arbanes to literally tower over everything around it. The scholars of the Academy have become the ruling class in Arbanes, helping to rebuild the world and shaping its future. The academic guards are an elite group now, personally guarding the Academy, its students and professors.

Strengthened by the knowledge gained during their exile on the Stair, the professors have a greater understanding to share with their students. The Academy has two schools now: a university dealing with vital, but mundane areas of education, and the academy dealing with the great mysteries. This academy has four primary schools of study: The Eidolon, the Umbra, Wrighting, and Magic. Each school is headed by a Don who has greater knowledge of his area of expertise than his fellow professors. Each has its own particular areas of study and educational style. While each school is unique, students commonly study in more than one school. A student may be primarily focused on studying the intricacies of the Eidolon, but would be expected to learn some knowledge of the Umbra as well. There is also a fifth school in which all the students from all of the other disciplines are expected to study together. This school focuses on the Grand Stair and the Gossamer worlds as well as the Dwimmerlaik threat. The students are occasionally brought together as groups for trips onto the Grand Stair and into Gossamer worlds to test their developing skills and to bring greater knowledge back to the Academy.

The Academy now attracts students and professors from across the Gossamer worlds. Its research teams can be found conducting experiments upon the Grand Stair and among many Gossamer worlds. It has at last become what Henry Piper long ago dreamed it could be.

The Ascendancy – Bastiano's Empire

"The Ascendancy is Bastiano's private multiversal empire. It's big and getting bigger every day. It's heavily fortified and ever preparing for war. It someday may be our only hope if the Dwimmerlaik return. Or, it may be an even greater threat." –Cal's Journal

The Ascendancy is the greatest collection of Gossamer worlds under one rule since the fall of the empires of Gilead and the Dwimmerlaik. The worlds of the Ascendancy are numerous, varied, and ever-increasing in number.

History

The Ascendancy is a relatively new empire, only a few hundred years old. When Lord Bastiano discovered the Grand Stair, he first used the powers and knowledge it granted him to master his own world. It was only a short time before he turned to mastering other Gossamer worlds.

Lord Bastiano quickly found and trained the first Conciliatore (see Chapter 9: the Conciliatore), in homage, or perhaps mockery of Lord Drake's Doormen of the Ostiarium (see Chapter 9: the Doormen). He created the Collegium to train more Conciliatore and more military leaders and troops. Bastiano then set them about their mission to expand and defend his new empire.

Today, the Ascendancy spans dozens of worlds. It even maintains some degree of control over a handful of expanses of the Grand Stair itself. It is ever expanding. New worlds are regularly scouted and selected for inclusion. The Ascendancy is strong and growing stronger.

Selection. Bastiano does not seek to rule every Gossamer world or control every expanse of the Grand Stair. Only worlds or expanses deemed important to him are selected. The Gossamer world must offer something to the Ascendancy. It may be a useful magical or technological asset. It might be a place of great magical power, or strongly tied to the Eidolon or Umbra. It may contain some knowledge or useful artifact. It might simply contain something of value to someone else, something that Bastiano may then use to bargain with. It may be that the Gossamer world is deemed of value to the defense of the Ascendancy. Expanses of the Grand Stair especially are selected for their strategic value. To date, Bastiano has taken care to avoid worlds claimed by other Gossamer Lords.

Joining the Ascendancy

Gossamer worlds enter the Ascendancy through a variety of means. Not every acquisition is accomplished through conquest. Bastiano has many tricks at his employ to expand the Ascendancy.

Conquest. A traditional means of expanding the Ascendancy is, of course, conquest. In some instances, Bastiano personally leads the attacks. More often, his agents, particularly Lord Sparda and the Conciliatore, will lead the invasions. Ascendancy conquests of Gossamer worlds, like all of Bastiano's actions, are carefully planned and executed operations. These conquests are often couched as being in response to some offense or wrong against the Ascendancy. An Ascendancy envoy might be injured or killed, other Ascendancy property taken, or other offense given, necessitating reprisals. If a world is determined to contain a threat to the Ascendancy, be it a person, an artifact, or a creature, the Ascendancy may move against it. The offense or threat need not even be real.

Diplomacy. The Ascendancy employs ambassadors and heralds and makes great use of them. The Ascendancy does have much to offer some worlds and some choose to willingly join it.

Aid. Another tactic favored by Ascendancy forces is to free or liberate a Gossamer world from a threat the local population cannot handle. The threat might be a mysterious plague that only the Ascendancy can cure or an invasion or rebellion the Ascendancy can crush. It may be some sort of disaster, natural, magical, or technological, that requires Ascendancy aid. Sometimes these threats are even real and not secretly caused by Ascendancy operatives. Vuurnth and his forces are often dispatched when a world needs aid. He is a good and honorable warrior and he is useful for conveying the desired perceptions of the Ascendancy.

Proxy. Bastiano and his agents often work through proxies. They carefully manipulate local leaders and bend them to serve the Ascendancy. As a result, there are worlds within the Ascendancy whose citizens not only do not know of the Grand Stair or other Gossamer worlds, they do not know they are secretly part of a multiversal empire.

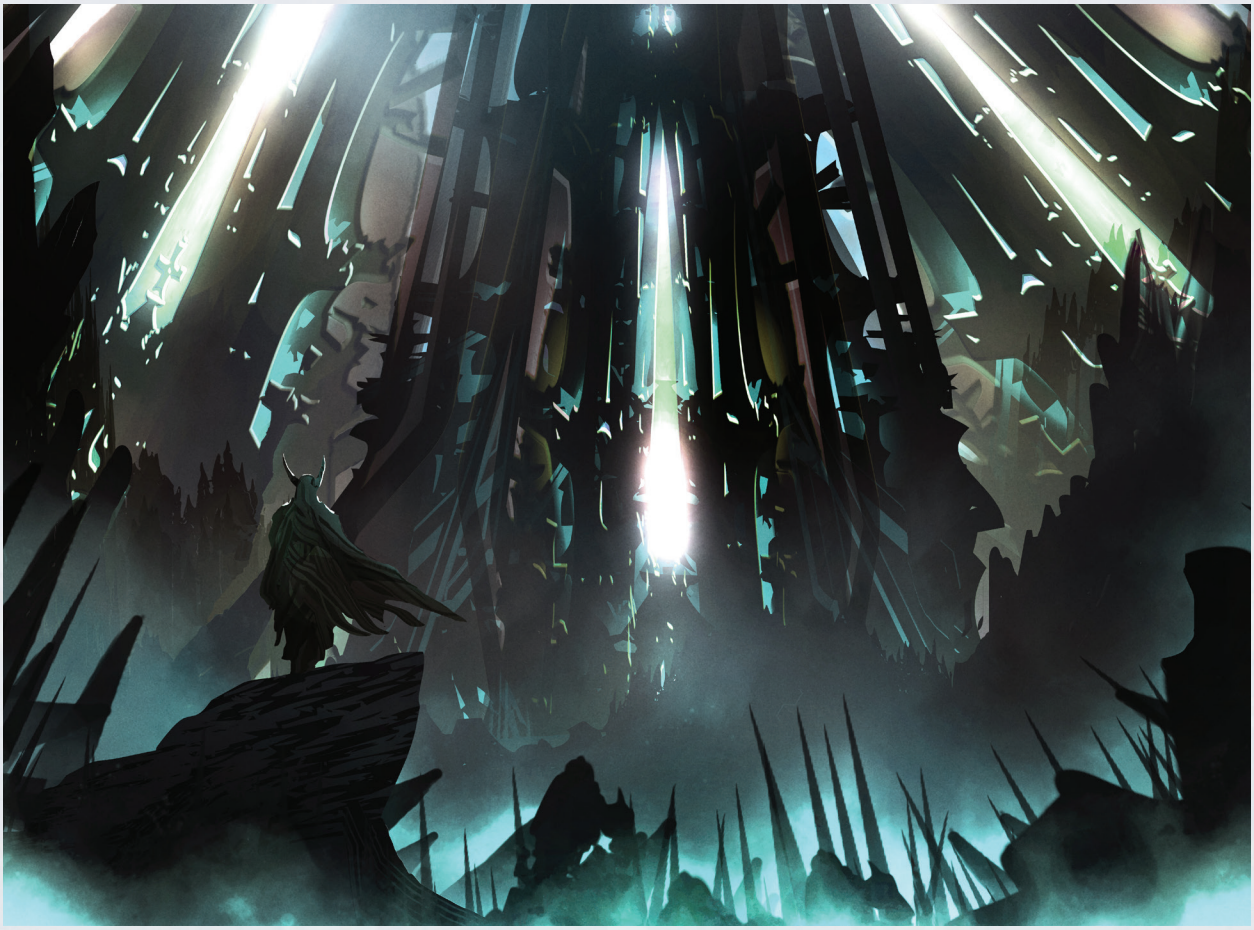
The Ascendancy in Operation

The Ascendancy is a well-organized, carefully crafted political machine. Bastiano gives it no alternative. So long as things run well, they are left alone. If there is a problem, it is dealt with quickly and efficiently and often fatally.

Bastiano exercises varying degrees of overt control over Ascendancy worlds. Some are under his direct control. Some have appointed governors. Some have proxy leaders secretly following his dictates. Some few self-govern. In some there are embassies and ambassadors from other Ascendancy worlds.

All Ascendancy worlds pay tribute in some fashion. It may be obvious or it may be secret. It may be providing fast medical treatment, troops, magical support, technological wonders, valuables, or even food. In most cases, regardless of other tribute, these worlds have also increased their military readiness to serve the Ascendancy.

Gossamer worlds that are a part of the Ascendancy also benefit. Items needed in one world are often sent from another. Sometimes this takes place in the form of overt trade alliances between the Ascendancy worlds. In other instances, such matters are handled secretly and the



goods are given to the proxy rulers or agents to use or distribute. The worlds all fall under Bastiano's personal protection. An attack against an Ascendancy world may be considered an attack upon Bastiano himself and will be dealt with speed and deadly efficiency.

The Capitol

The Ascendancy has no single capitol. Instead, it has a capitol on every Ascendancy world. Somewhere on each of these worlds is a specially prepared structure that may serve as the capitol. On some worlds, the capitol is obvious and known. On others, like proxy controlled worlds, it is secret. In all cases, it is continually staffed and ready for use. It is always guarded by troops and Conciliatore. Bastiano usually has a specially readied Door in or near each of his capitols.

Bastiano regularly travels throughout the Ascendancy, making use of his many capitols. It may be considered a sign of great honor when Bastiano chooses to visit a world. It may also be a sign that he is displeased and taking personal control of a situation. He moves from capitol to capitol with little warning, ruling the Ascendancy from wherever he may be. In the Ascendancy, the capitol is wherever Bastiano is standing.

Security

The Ascendancy is well protected. Most of the Ascendancy worlds have increased their military readiness since joining the empire. Bastiano has a vast number of troops from many worlds at his disposal.

Bastiano's foremost agent is Lord Sparda. Lord Sparda has been known to personally oversee threat removal throughout the Ascendancy. His word is second only to Bastiano and he often leads troops and even sometimes commands the Conciliatore. If a world needs to be conquered or an Ascendancy world needs to be brought back in line, Lord Sparda will oversee the operation.

The greatest general of the Ascendancy is Vuurnth. He is an honorable being who truly believes in the public goals of the Ascendancy. Vuurnth is primarily assigned to defensive operations. He is used to repel invasions or deliver Ascendancy worlds from bandits, or monsters, or other such threats. He is never sent on missions of conquest.

The Conciliatore are the elite forces of the Ascendancy. They maintain the peace, hunt down and eliminate internal and external threats, and are the foremost warriors of the Ascendancy.

Bastiano is ever mindful of his personal security. He is himself one of the great Gossamer Lords and has great powers at his disposal. He is usually accompanied by bodyguards, often Conciliatore. Bastiano also makes frequent use of doubles. Some are vat-grown clones, some are magical homunculi, some are Gossamer reflections, and some are surgically altered. All are prepared to die in his name. To increase security, Bastiano stays in motion and keeps his travels secret.

Goals and Objectives

Bastiano seeks to expand the Ascendancy and prepare it for all possible threats. He views the Gossamer Lords under Vala as a disorganized matriarchy. In his opinion, they failed to stand against the Dwimmerlaik threat and were only saved by a fluke of chance and fate. If the Dwimmerlaik were to return, he has no doubts that the current Gossamer Lords lack the preparedness, the organization, and especially the leadership to stand against them. The Ascendancy will not suffer the same fate. It will grow and expand and be ready to stand against any enemy that challenges it. It is Bastiano's hope that new Gossamer Lords will share his vision and follow his leadership, lest they fall with the old Lords who are too far set in their ways. Thus far, Bastiano has not initiated actions against the other Gossamer Lords. At this point, he does not view such potential conflict as being in the interests of the Ascendancy. However, if circumstances change, he will not hesitate to act.

The Impossible Pyramid and Its Worlds

"The Impossible Pyramid is, as far as I know, unique. It is a vast structure-and even more vast on the inside. Don't get me started on that. Somehow it seems to be connected to four Gossamer worlds. It's a thing of power and mystery. Countless wars have been fought over it. The Dwimmerlaik even tried to destroy it and yet still it stands. Whatever this ancient thing is, it guards its secrets well. I don't think even Lucien and Dayle know all its secrets and that scares me…" –Cal's Journal

The Impossible Pyramid

The ancient and mysterious edifice known as the Impossible Pyramid would, if it could somehow be observed in its entirety, resemble a great grey featureless four-sided pyramid balanced on its capstone. Each side is a perfectly equilateral triangular wall, totally flat and having no apparent width whatsoever. Each of the four faces of the Pyramid is somehow connected to a particular primal Gossamer world, yet these worlds have no connection or interaction with one another or to any other world or even to the Grand Stair. The Pyramid is made of a kind of grey substance unknown to the worlds it intersects with. The surface is completely slick,

with almost nothing being able to stick to it. It is also seemingly impervious, with nothing having any effect on it. Each face of the Pyramid appears to have an entrance near the inverted capstone. Only the master of the Pyramid seems to be able to open these portals. No other being or force seems to be able to force them to open, not even a Warden's mastery of Doors. In each of the worlds it is in contact with, people and creatures have been drawn to it and in some worlds, great cities have arisen near the Pyramid.

The interior of the Pyramid is itself mysterious and dangerous. There are few living beings who have entered the Pyramid and returned. Of those who have somehow gained entrance, most were lost and never seen again. Those who have journeyed within its walls and returned, often have conflicting stories about its nature, if they speak of their time within at all. In the last millennium, of the great Gossamer Lords, only Lucien and Dayle are known to have entered it and safely returned. Before them, it is believed that the lost lord Luther extensively studied the Pyramid from within and without. Whatever secrets he learned, he took with him when he disappeared. The current keeper of the place is Maarden, once an adventurer from the world of Attali, now Archmaster of the Impossible Pyramid.

Were one to somehow successfully enter the Pyramid, they would discover that the inside of the Pyramid is actually much bigger than the outside. It may, in fact, be seemingly infinite like the Grand Stair itself. The interior has a quality, like the Labyrinth of the Grand Stair, that unnerves and disorients with corridors and chambers that may actually change as one walks them. To successfully navigate the Pyramid, a visitor must possess great willpower. Without a destination firmly anchored in the traveller's mind, he might be lost forever.

At the center of the Pyramid stands what Maarden has called the Temple. There is but one Door in the Impossible Pyramid and it is found in the Temple. The Door's location on the Grand Stair is a closely-guarded secret and it is shrouded, warded, and guarded. The room is low, with rows of heavy columns leading to the Door at the end. Each column has strange markings at the top and at the bottom, with copper inlays that cause them to appear as though they are bleeding. The floor and ceiling are of the same cream coloured stone, but the Door is simple wood, with a copper doorframe that has the same strange markings as the columns. Around the Temple there is a series of rooms, some clearly living quarters, others with less decipherable use. One chamber of particular note is something that is clearly a sorcerer's laboratory, very well equipped, with a small forge. It seems to be clearly set for a human or at least a human sized creature. There is some belief that this was Luther's workshop in which he forged the terrible weapons employed in the Dwimmerlaik Wars. If Maarden has discovered the identity of his predecessor, he hasn't told anyone. It was in this laboratory that Maarden found the legendary Denraki bow and became its master.

The origins, function, and purpose of the Pyramid are unknown. Few Gossamer Lords are aware of it and fewer still know much about it. One conjecture states that it is actually very old, and predates the Grand Stair, perhaps a test of some kind from the Stair's creators. Another theory, based on the similarity to the Labyrinth at the center of the Grand Stair and the mazelike interior of the Pyramid, gives the Pyramid a much younger age, and presumes that the Pyramid might actually be the Grand Stair "budding" and creating a new Grand Stair. One theory is that it was Luther's greatest creation and his hidden fortress. Some believe it could also be one of the anchors of the Grand Stair, stabilizing it in an ever changing universe, the anchor the source of its magical energies. If this theory is true, there may be other such structures serving as anchors, as yet undiscovered. Others argue it may be the plug in a hole between universes, one

in which the Grand Stair never developed to connect more than four worlds. Or it could be a fortress placed at this spot to protect one universe against another, to keep something in or keep something out. It might be situated upon a weak spot between the void of Shadow and the Gossamer worlds, one that the banished Dwimmerlaik could use to facilitate their return.

Whatever its true nature and origins, it is a construct of vast power. It holds untold secrets within. By its position at the confluence of four primal worlds, the Pyramid's magical energies are tremendous. As those energies are actually a mix from the magical energies of each world, magic developed there will actually work easily in each of the four worlds.

The Four Worlds of the Impossible Pyramid

"There are four primal Gossamer worlds connected, somehow, to the Impossible Pyramid. They don't seem to be connected to each other and are only rarely connected to the Grand Stair. Don't ask me how it works. I have no idea. I asked Lucien about it once. He asked me if I really wanted to know. I took that as a sign that I shouldn't pursue the question further. However they work, they each have something to offer and something to fear."
–Cal's Journal

The discovery of the Pyramid and its worlds of Attali, Betinien, Desnada, and Gonoram is lost to history and has become the stuff of myth and fables to even those knowledgeable few who are aware of its existence. There is speculation on how the discovery was even accomplished as there are no permanent Doors to these worlds. However it was achieved, since the time of their discovery, Doors have sometimes been opened to the worlds. These Doors rarely lasted long as those who knew of the Pyramid and its worlds were known to be quite competitive. Maarden watches over the Pyramid and its

worlds now. Unexpected visitors may find him waiting when they open a Door into one of these worlds. They may simply be strongly encouraged to close it and return to the Grand Stair if he is feeling generous. Unwelcome visitors are more likely to be disposed of and have their remains returned to the Stair and the Door severed. One does not casually visit the Pyramid or its worlds. They remain isolated and mysterious worlds of majesty, power, and danger.

The Impossible Pyramid Domain Table

Technology Level	Medieval
Magic Level	Very High
Security	Guarded (There is one Door in this world) [4 Points]
Type	Primal World [4 Points]
Control	Control of Destiny [4 Points] This is now Maarden's Domain: his control is complete.
Influence on the Powers	Eidolon-Average Umbra-Average Wrighting-Average
Special	The point of contact of four Gossamer worlds makes the Impossible Pyramid a natural conduit for magical energies. This is the perfect place to create Artifacts, if one had access and the Enchantment power.

Attali, The Inheritor Empires

"Ever wanted to scale a wizard's tower, kill his monstrous guards, and steal some priceless magical artifact for fun and profit? Then Attali is the place for you. Me, I'll be at the tavern. When the wizard shoots a snake through your girlfriend, don't say I didn't warn you." –Cal's Journal

Attali is a world beset by the very strong influences of both Eidolon and Umbra. It sees the cyclical rise of great and powerful empires for a few hundred years, and then these succumb to the attacks of monstrous barbarian creatures. The cycle is endless. There are always some rising empires, some mature ones and some failing. The empires often have no-man's-lands between them, from which the next great barbarian invasions will rise. Eventually, new empires will arise from the ashes of older ones as the cycle continues. The land is filled with ruins and mementos of older civilizations attracting adventurers, scholars, and thieves to plunder them. The monsters and barbarians of Attali are numerous, varied, and a constant threat. At times, the people of Attali have been plagued by beast men, by great sea creatures, and even elemental beings.

The only safe place from those attacks is in the shadow of the Impossible Pyramid, where a city, known as Taetros, has stood for the longest time. The creatures and barbarians that topple the greatest empires of Attali shun this area, avoiding the shadow of the Pyramid. However, being safe from barbarians and monsters doesn't mean that the city is safe from the human empires, and it has been attacked countless times in its history. A few times, the countryside around Taetros has been devastated and without farmers and commerce, and the great city lost almost all its inhabitants. Taetros has always risen again when peace and prosperity return to the area. Two things have stayed permanently in this city: a college of sorcerers and the Watching Monks, an order dedicated to writing down and preserving the histories of the different empires of Attali. Maarden, Archmaster of the Impossible Pyramid is a native of this world.

Betinien, The Forest World

"Betinien is a lovely place. It's green and lush and flowering. Quite nice, unless you suffer from allergies. The natives are a pretty decent lot for the most part. But it's full of magic and just happens to be literally growing alongside the Impossible Pyramid. That makes it important and potentially dangerous. I just hope Basta never gets a seedling in here." –Cal's Journal

Betinien is a world almost completely covered in green plants, bushes and trees. The influences of the Eidolon and the Umbra are very weak here, so the cycles of creation and destruction are very slow. The world's climate is very temperate with almost non-existent Polar Regions. Winters are mild. Humanity is comprised of thousands of small, primitive tribes. There are many travelling tribes who trade and there are only a few permanent settlements. One of the characteristics of humanity on Betinien is their magically induced high level of integration with the vegetation. Humans on this world have an organ like conduit on their feet that lets them integrate with the root system of trees to get water and nutrients, if the forest can't provide them with enough food. When dying, most will find the sapling of a great tree to "tangle roots with." They have their consciousness integrate with the tree, living on as a tree dreamer. Some tribes will all integrate with the same long lived tree, creating a group consciousness. Magic here is nature oriented and some of the permanent settlements are founded by sorcerers looking into the secrets of life.

The side of the Impossible Pyramid visible in Betinien is covered by roots. Here, the land falls away into a great well and cavern. The capstone of the inverted Pyramid

Attali, the Inheritor Empires, Domain Table

Technology Level	Medieval. Unless protected, higher level technology fails.
Magic Level	High
Security	Guarded (The only access is through the Impossible Pyramid. There is no Door in this world) [4 Points]
Type	Primal World [4 Points]
Control	No Control
Influence on the Powers	Eidolon- Powerful Umbra-Powerful Wrighting- Works in Attali, can't contact outside
Special	As there are a lot of magical energies in this world, Sorcery spells and Cantrips are particularly efficient and easy to cast. Unless protected, higher level technology fails.

Betinien, the Forest World, Domain Table	
Technology Level	Hunter/Gatherer. Technology usually works fine, but is prone to glitches.
Magic Level	Medium
Security	Guarded (The only access is through the Impossible Pyramid. There is no Door in this world) [4 Points]
Type	Primal World [4 Points]
Control	No Control
Influence on the Powers	Eidolon- Weak Umbra- Weak Wrighting- Works in Betinien, can't contact outside
Special	There are not a lot of magical energies in this world, and Sorcery and Cantrips tax the caster's life energy a lot more. Local magicians are life-linked to trees to help them cast spells. Technology usually works fine, but is prone to glitches.

hangs in the air only a few feet above the cavern floor. The Pyramid forms one wall of this great cavern while huge root walls form the other two. This is a place of almost complete darkness where nothing grows but where magic is quite strong, perhaps because of the Pyramid's influence. There are people living there, outcasts and dark sorcerers of ill repute. In Betinien, anything that lives in complete shadows, cut from the life-giving sun, is not to be trusted.

Desnada, The World of Twins

"There's something a bit unsettling about Desnada. Maybe it is the fact that with so many twins, you're always seeing double. Maybe it's the fact that their magical and empathic interconnection makes it seem like you're only hearing half of any given conversation. It's like Midwich on a worldwide scale." –Cal's Journal

The Eidolon has a strong influence on Desnada, while the influence of the Umbra is quite weak. Here, God-Emperors rule over continent-spanning empires, each fighting pointless wars that don't really change anything. The technology is bronze-age level and society follows a very strict hierarchy. The emperor and his family are at the top, priest-sorcerers and nobles under him followed by merchants and craftsmen, farmers, and then slaves at the very bottom.

A special characteristic of Desnada is that every pregnancy results in twins or rarely (1 in 10,000) in quadruplets. Women's bodies are adapted to this, so most pregnancies are carried to term. The strong magical energies linked to the influence of the Eidolon are thought to be behind this, but it also brings some stranger effects. Twins are magically and psychically linked. They will always "feel" one another, and they can develop that connection to a deeper level, including the ability

to communicate with one another or feel through the other's senses over distance. Such linked twins are often used as "Far Speakers," or a means of reliable, private, and secure long-distance communication. Empathic abilities are common in Desnada. When one of the twins dies, its spirit will linger on, serving as a sort of guardian angel to the surviving twin. Some might even develop as powerful ghosts able to affect the living world. Another special case is when a twin dies during the pregnancy. The brother or sister left will "absorb" the other's soul, becoming "Twin Souled". Those individuals are natural born sorcerers. In very rare cases, only one child will be born alive from a group of quadruplets. Those born with four souls are incredibly powerful and often marked by the Umbra, acting as agents of change, overthrowing reigning emperors or starting a new religion.

Desnada, the World of Twins, Domain Table	
Technology Level	Bronze age. High level technology fails here.
Magic Level	High – Restricted
Security	Guarded (The only access is through the Impossible Pyramid. There is no Door in this world) [4 Points]
Type	Primal World [4 Points]
Control	No Control
Influence on the Powers	Eidolon-Strong Umbra- Weak Wrighting- Works in Desnada, can't contact outside
Special	To work, magic needs to pass through a conduit, a soul (or souls) twinned to someone. Without this, even Cantrips will sometimes fail. Someone with the power of Invocation could artificially bond a ghostly soul to use as "twin" to be able to use magic. Bonding more than one soul would necessitate a very high Psyche. High level technology fails here.

The side of the Impossible Pyramid visible in this world is situated in a desert, equidistant from four different empires. A religious city was built surrounding the Pyramid wall, with a huge temple built underneath it. The great temple was constructed with a wall made parallel to the Pyramid's wall and with a temple platform created facing the entrance in the Pyramid's capstone. Long ago, sacrifices were set before the Pyramid at that temple. Since Maarden took control of the Impossible Pyramid and appeared to the people of Desnada, the practice has been halted. Today, the temple city has been abandoned and most of it now stands empty, slowly filling with sands and souls.

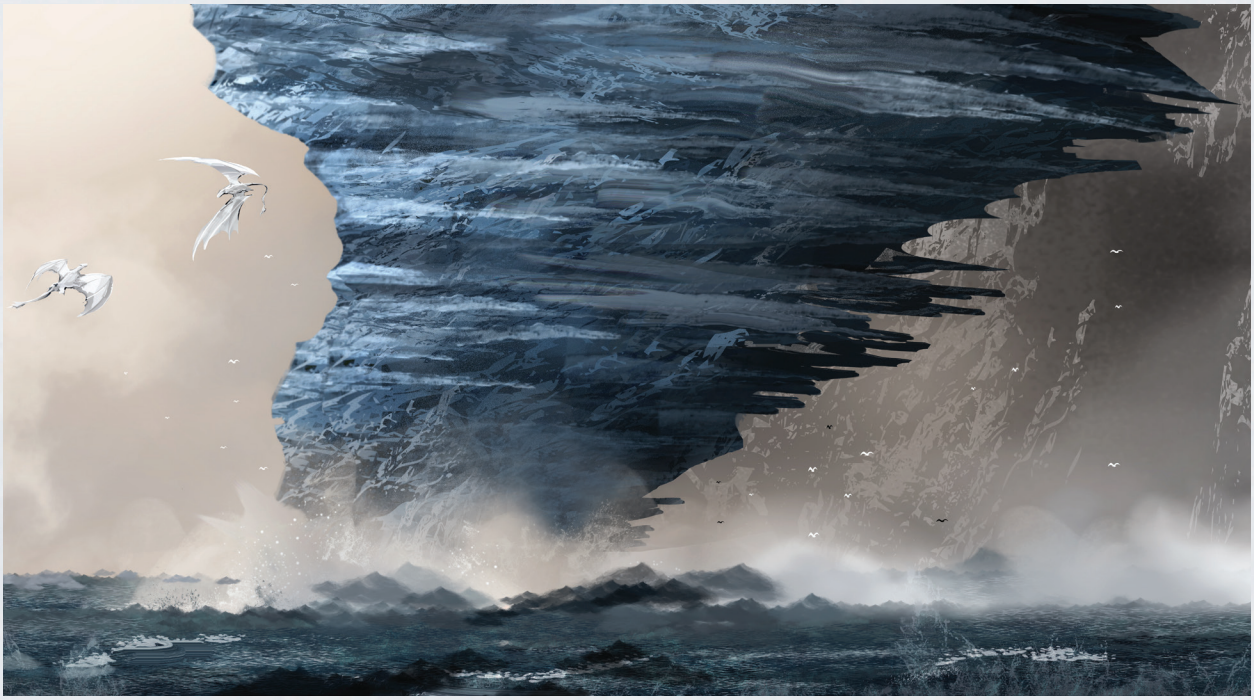
Gonoram, The Hurricane World

"Gonoram shouldn't be on anyone's list of must-see Gossamer worlds. Its storm-tossed seas make even the wildest seas of Nexopolis seem like smooth sailing. The fact that its average wind speed is "hurricane" reminds me of another garden spot: Stratospheria; only colder and wetter. And let's not forget the skyscraper-sized sea monsters that apparently think I would be delicious. When I told Lucien I wanted to go sailing, this was definitely not what I had in mind." –Cal's Journal

With a strong influence from the Umbra compared to a weak Eidolon, Gonoram is an ever changing world with over 98% of its surface composed of water. Great storms rage over its unending oceans, with islands appearing or disappearing, or coastlines of the biggest islands forever changing. Humanity survives by having mastered some powerful mix of technology and maritime magic. They create or preserve frozen gigantic icebergs in which they create their floating cities. Some fixed cities are in fact kilometers wide pillars of ice rising from the ocean floor up to hundreds of meters above the waves. Built inside the ice, these cities are composed of kilometers of tunnels and impressive caves, with subways, lifts, factories and hydroponic gardens inside.

The largest of the world cities is built in a pillar of ice encasing the Impossible Pyramid's wall. A huge column of ice rises from the bottom of the ocean up to over a hundred meters above the water. The great grey inverted Pyramid stands at the center of this tower of ice, its face somehow forever untouched by the ice. A great fortress has been constructed surrounding the Pyramid. As triangles are a symbol of evil in this world, the ancient Gonorami feared that demons would come out from the opening in the capstone, and set to guarding it. Eventually, Maarden came to Gonoram and won over the Gonorami. Now it has become a prison and judicial court of last resort where Maarden sometimes sits as judge.

Travel across Gonoram is difficult. Aircraft cannot handle the constant atmospheric turmoil of this world. Surface ships are rare as they are too easily lost. They are used primarily in canals and tunnels cut into the great ice pillar cities. The primary mode of transportation is a wide variety of submarines of all shapes, sizes, and purposes, from cargo carriers, to fishing vessels, to exploratory craft, to military vessels. These ingenious combinations of technology and maritime magic are used to travel all over the world, but even they can't escape the relentless agents of the Umbra, with deep oceanic monsters ever lurking around to spell their doom.



Gonoram, the Hurricane World, Domain Table	
Technology Level	Advanced steampunk
Magic Level	Medium
Security	Guarded (The only access is through the Impossible Pyramid. There is no Door in this world) [4 Points]
Type	Primal World [4 Points]
Control	No Control
Influence on the Powers	Eidolon-Weak Umbra- Strong Wrighting-Works in Gonoram, can't contact outside
Special	The strength of the Umbra in Gonoram makes both magic and technology unreliable. Spells and machines are constantly monitored and frequently damaged and repaired. Redundancy is paramount: there are often three or four machines or spells for one purpose, sometimes more for crucial systems.

More Worlds of the Impossible Pyramid

There are only four known worlds tied to the Impossible Pyramid. These primal worlds somehow intersect with the Pyramid's four faces. However, some have theorized that there may be other worlds tied to it. Some believe these other worlds may be connected to the capstone and to the base.

The Capstone. Some scholars theorize that the Pyramid's inverted capstone must rest upon something. Some feel it may rest upon a fifth primal world, as yet undiscovered. If such a world exists, and if it could be accessed, it might offer important insights into the nature of the Impossible Pyramid and its worlds. Some speculate that the capstone does not rest upon another world, but is being used to seal an opening into the void of Shadow.

The Base. Those few who have had the opportunity to study the Pyramid have theories about the base as well. A primal world may be linked to the base, as is the case with the faces of the Pyramid. Another theory is that the base seals a breach into the void of Shadow. It has also been speculated that the Grand Stair itself springs from the Pyramid and that there is no base; that what is perceived as an inverted pyramid is simply the foot of the Grand Stair. Others believe that the base is an even higher realm of existence, a higher reality in opposition to the Shadow. They believe this is the primal plane in which the true Eidolon and true Umbra originate and interact. There, the two great powers would be at their strongest and untold power and knowledge could be gained by those who could somehow travel there and master the secrets of the true Eidolon and the true Umbra. Yet another theory is that the Impossible Pyramid has no base. Instead, there is another Impossible Pyramid above it, making it an octahedron. Those who believe this argue among themselves whether the other theoretical Pyramid already exists and is waiting to be discovered, or if, perhaps, it is still forming. Some argue that there was once another Pyramid, but it was lost and fell into Shadow when the Grand Stair shattered at the end of the Dwimmerlaik Wars. If it exists and it lies in Shadow, it might allow the Dwimmerlaik, or worse, a way back onto the Grand Stair and the Gossamer worlds.

The Markets of the Grand Stair

The Agora

"The Agora is Portobello Road. It's the bazaar of the bizarre. It's the goblin market. It's loud, but I've said that before. It's busy. It's crowded. And it is large, sprawling, and complicated. The only more complex set-up on the Stair is the Labyrinth itself. It's more shopping maze than shopping mall." –Cal's Journal

The Agora is, in many ways, the heart of the Grand Stair. It is the center of trade and commerce on the Stair and is often the first place discovered by those new to the Stair. It is a bustling center of activity. Beings from all over the Grand Stair come to the Agora to do business of one sort or another. They come to buy, to sell, to trade, to hire, to eat, to drink, and to plot and scheme.

Physically, the Agora is a massive series of interconnected expanses of a variety of architectural styles. Within these are a stunning number of balconies, landings, chambers, and hallways in close proximity with one another. The landings are of various sizes, some fairly large, but none as large as the old lost Grand Plaza. In many parts of the Agora, the elevation change between landings is slight, only a few steps. Other landings, chambers, and hallways rise above this complex and even look out over them with balconies and open stairs and chambers and walkways. The Agora is a huge and sprawling multilevel structure with uneven floors and a complicated floor plan. It would be hard to navigate were it completely deserted and it is never deserted.

The Agora is always busy. Makeshift stalls and booths fill the landings, the chambers and the hallways. Countless people fill the space as they enter through Doors or from up or down the many stairs leading to the Agora. It is crowded, loud, and ever-changing.

The Agora is always open. There are always traders and vendors manning shops and booths and stalls. But they are not constant. Whenever one visits the Agora, it is different in some way. Booths move from one part of the Agora to another. Stalls change what they offer. The only constants are activity and change.

While the Agora is constantly changing, there are those that can always be found there. The Porters and Cicerones maintain offices in the Agora. A representative of the Raven Legion may always be found there and at least one Doorman is always present as well. One can usually find praecones in the Agora trading tales and materials.

The Agora, unlike the old Grand Plaza, has no master. The lost Grand Plaza was watched over by the Gossamer Lord Mortimus Maximus until he fell and the Plaza was lost near the end of the last of the Dwimmerlaik Wars. When the Agora was discovered and founded, it had no such authority. This lack of a master has set its tone, a vibrant freewheeling place where almost anything goes. One can find most anything and make almost any deal, but one must therefore walk carefully.

While it has no master, the Agora does have an unofficial judge. According to legend, Rojah was already present at the Agora when it was first discovered. Over the centuries, it has become a tradition in the Agora to take disputes to Rojah for adjudication. Historically, he has remained impartial and offers his advice only when asked.

The Dendaros are perhaps the most numerous of the races present in the Agora. Many of the stalls and stores in the markets are manned by Dendaros or owned by them. They trade in a lot of different commodities, from everyday objects to precious ones, with unique magical items sometimes being offered.

The Dendaros first arrived on the Grand Stair at the conclusion of the Last Great Dwimmerlaik War. Their home world was destroyed and the surviving families fled to the Stair. It is not known whether the world was overrun or destroyed by the Dwimmerlaik or if it was lost when the Grand Stair eliminated many of its own expanses to purge itself of the Dwimmerlaik.

When they arrived on the Stair, they had nothing. They became scavengers in order to survive. While others might have become permanent refugees headed toward extinction, the Dendaros thrived. They found they had an affinity for the Stair and the Doors which they quickly used to visit Gossamer worlds and trade with the civilizations on the other side. The Dendaros discovered they had a Talent for trades and deals that made everyone happy. In time, they developed extensive trading networks connecting hundreds of worlds.

The Dendaros are a gentle race, concerned primarily with trading. Each family plies a couple of worlds, trading high-value items from one world to another and importing basic commodities for the inhabitants of the Grand Stair.

Their appearance belies their nature. They strongly resemble the devils of many Gossamer worlds. Their skin pigmentation is of varying shades of red from a bright hue to a very deep and dark ochre. Their eyes smolder like coals and tend to be yellow or red. They have horns on their skulls, the size and styling of which seem to vary by family. Some have small goat like horns while others have great ram or bull horns. The Dendaros have humanoid torsos with arms that end in hands with claw-like, black nails. They have the legs of a goat and rarely wear pants or shoes.

The Dendaros are a highly empathic race. Individuals may possess any number of empathic abilities that serve them well in their business endeavors. Some of the abilities tend to run along family lines. Some of the Dendaros are known to possess a psychic chameleon ability that leads many to perceive them as a trustworthy member of their own race, or as a superior race from their legends.

Sample Dendaros

Attributes

PSYCHE - Paragon Rank

STRENGTH - Superior Rank

ENDURANCE - Superior Rank

WARFARE - Average Rank

Powers

Walker of the Grand Stairs [5 Points]

Empathic link [5 Points]

Psychic Chameleon [5 Points] - This unique Empathy Talent causes anyone of Superior rank or lower in Psyche to perceive them as a trustworthy member of their own race, or as a superior race from their legends.

Stuff

Good [+1 Point]

The Grilchiks. Also known as "Imps," the Grilchiks appear to be a client race of the Dendaros. They may even be the immature form of the Dendaros, but no one really knows. Grilchiks don't seem to have the ability to talk and the Dendaros never comment on them in any way, but usually where there are Dendaros, Grilchiks are not far behind.

Child-sized devil like creature with wings, Grilchiks have the psychic ability to disappear from people's attention, or to look like something else completely, often unmoving objects. Similar to the Dendaros' ability, this favors the theory that they actually are young Dendaros in training: psychically looking like an object may be a training step before developing the full power of the Dendaros to look like another race.

Even if they are small, Grilchiks are actually far stronger than they look, capable of lifting many times their weight. Their flight capabilities are limited: they can hover, but true flight is limited to small distances.

They are ubiquitous in the Agora and their strength and the fact they are almost invisible make them the perfect caretakers. They keep the Agora neat and tidy, move things around at need and dispose of trash, garbage and lost items.

Some say that that Grilchiks have access to a small Door in the Agora, where they have stashed all the treasures and lost items they found cleaning up. One may wonder what is hidden there, if this rumor is true...

Sample Grilchik

Attributes

PSYCHE - Paragon

STRENGTH - Superior

ENDURANCE - Average

WARFARE - Average

Powers

Empathic link [5 Points]

Psychic Chameleon [5 Points] This unique Empathy Talent causes anyone of Superior rank or lower in Psyche to overlook them completely or to mistake them for an inanimate object, most often as one of the many gargoyle statues decorating the Agora and many parts of the Grand Stair.

Wings [11 Points]
Mobility 1 point
Idiosyncratic Quality 10 Points

Stuff

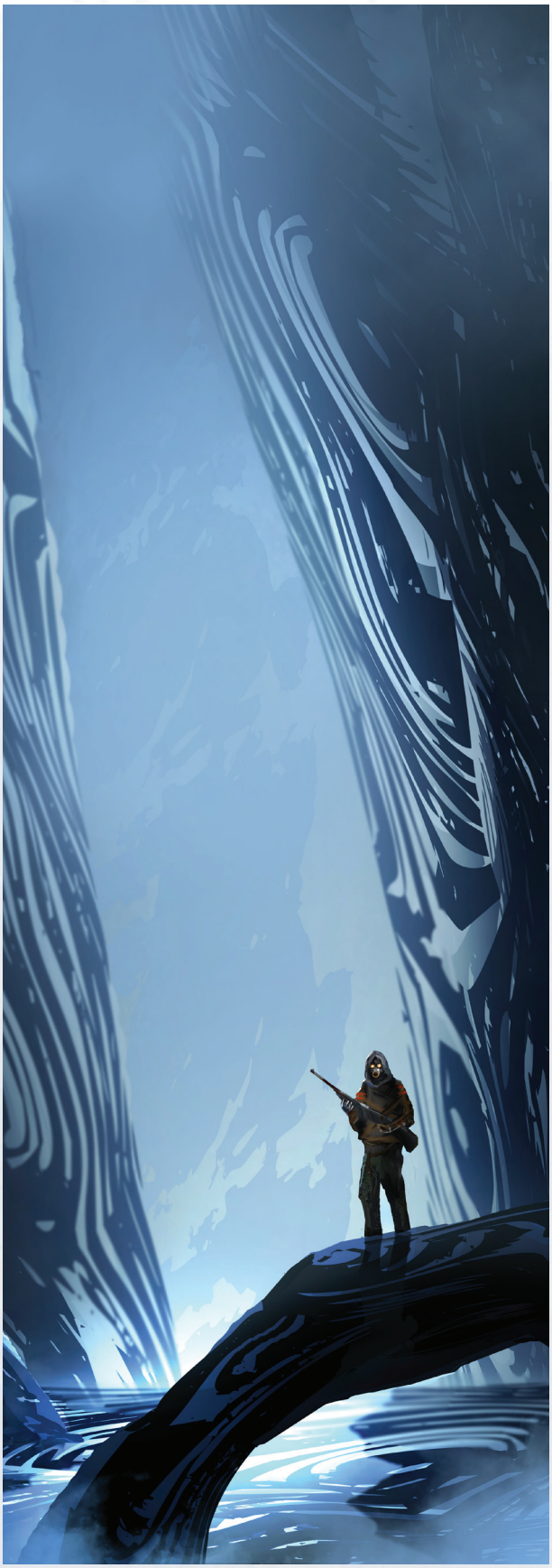
Good [+5 Points]

The Black Market

"I've heard that the Black Market was once the Agora of its day. I'm told it was something to experience: a landing the size of a town with 1,000 Doors along the walls, all watched over by someone Lucien calls 'Morty.' Now, it's a blackened and charred ruin. It's haunted by dark things and dark people. Only the worst or most desperate do business here. I try to avoid it. Unfortunately, today I can't." –Cal's Journal

This cursed place once had other names. It was called the Grand Plaza, the Great Plaza, the Plaza, or simply, the Market. It was built on a landing the size of a small town. One thousand Doors lined the walls bringing merchants and shoppers from across the Gossamer worlds. The Gossamer Lord Mortimus Maximus watched over the placed and kept it fair and kept it safe. Then, the Dwimmerlaik came.

In the final days of the Last Great Dwimmerlaik War, the enemy came to the Great Plaza. A landing with access to 1,000 Doors was too rich a prize to ignore. The Great Enemy came in vast numbers and laid siege to the place. The battle was epic and in the end, the entire landing was burned and blackened. The Doors were severed or otherwise destroyed lest the Dwimmerlaik gain control of them. Mortimus Maximus fought to his last breath



protecting the Plaza and its people. Though he perished and the Plaza was destroyed, he denied the enemy the Doors and gave the people time to flee.

Now, it has other names. It is called the Dark Plaza, the Undermall, or the Black Market. It is considered too dangerous, and avoided by most. Some of Doors are said to open into dark places. Erebi have been known to haunt the area and other unsavory things stalk here. Minotaurs are known to prowl the ruins. Most travelers will find another path rather than risk entering this place. Even the Raven Legion avoids it unless a contract requires otherwise. Aside from the most desperate or most dangerous, only the Doormen and Khalderi deliberately enter the area. It has become a place to do dealings one would not want witnessed even in the Agora. Some claim they take the risks because the will of Mortimus Maximus still holds sway and that deals made in this terrible place must always be honored.

The Polyandrium

"It was the largest expanse I had ever seen. It was something like an immense cavern, rising above me, falling beneath me, and stretching out farther than I could see. Lights of all colors glowed and flickered in the distant walls. The only Door I saw was the one I had come through. Interesting, that. Something about the air made me want to breathe deeply and relax. There was a sense of peace about the entire place. It struck me as being the opposite of the Labyrinth in that respect. While that place is unnerving and disorienting, this felt somehow comfortable and welcoming. I knew then, that it was the Polyandrium." –Cal's Journal

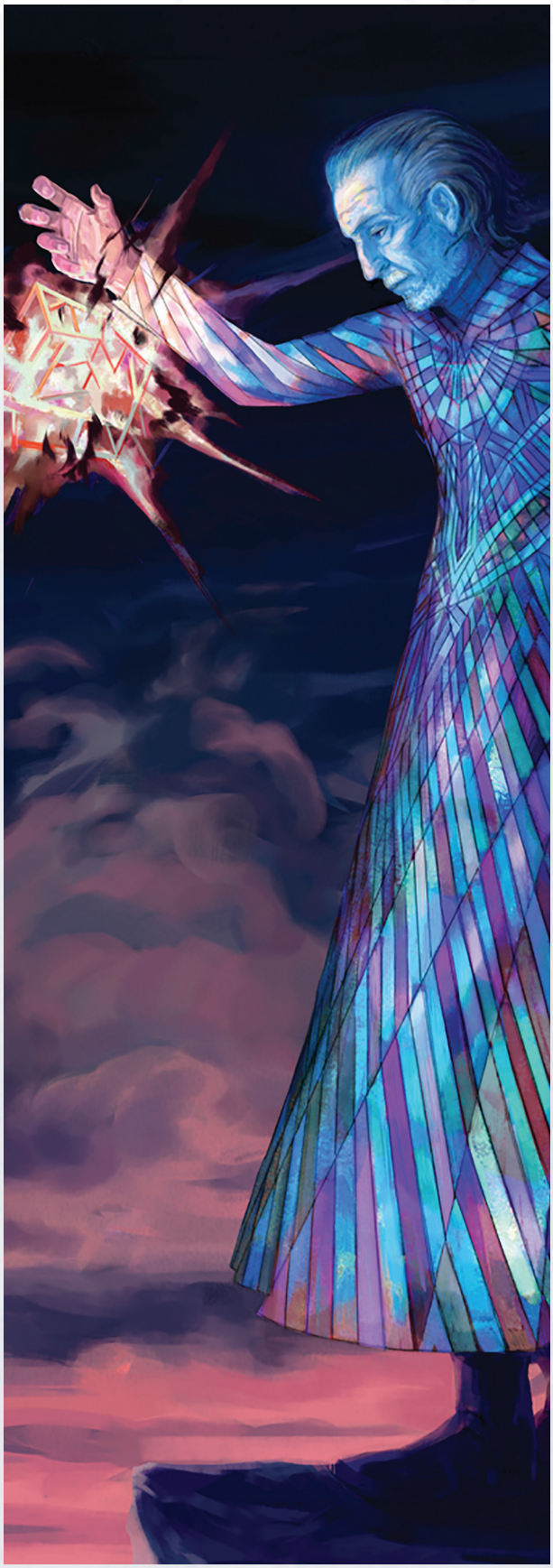
The Polyandrium is the legendary cemetery of the Grand Stair. Untold Gossamer worlds have legends about it. It is said to be the final resting place of countless travelers of myriad races and worlds. Legends say it was created at the same time as the rest of the Stair to serve as a tomb for the creators. Some believe the fabled Rhen lie there until they awake and return.

The Polyandrium is a vast, open space, like a cavern stretching in every direction. The walls are lit by flickering lights of many colors set within them. There are too many lights to count and they intensify and dim seemingly at random. The air is cool, but not cold. The temperature is constant and pleasant. A quiet hum, like whispers, or a soft breeze, can often be heard. There appears to be only one Door in the entirety of the place.

Over the long ages, the place has faded into myth. It is ever searched for by scholars, adventurers, fortune seekers, and pilgrims. Few in living memory have succeeded in opening a Door to the Polyandrium. Though it is an expanse on the Grand Stair, very few are known to have come across it in their travels. It is claimed that the Khalderi know its location and watch over it, but they will not discuss the matter.

Chapter Seven: People of the Grand Stair

As one travels on the Grand Stair, one will encounter a staggering variety of beings engaged in their own business. The rarest will be the great Gossamer Lords going about pursuing their interests. The majority will be those who have found their way to the Grand Stair, either accidentally or on purpose, and go from Door to Door and world to world. Among these are select beings who walk the Stair serving the great Gossamer Lords. Others may have official roles to play on the Stair, but may not necessarily be under the employ of a Gossamer Lord.



Ambassadors

"He wore something that looked like a frock coat made of peacock feathers over an egregiously ruffled shirt and high-waisted pantaloons tucked into high boots made from something with iridescent scales. The blade he wore was decorative, ceremonial, and almost certainly useless in battle – something I felt strongly was also true of its wielder. He looked equal parts offended, arrogant, and scared. The Riser Gang, however, looked both threatening and amused as they moved to liberate His Lordship, the Great and Magnanimous Oziran Ambassador, from his purse and probably his life. I was tempted to keep walking, but suspected that dealing with the Risers would be far easier and less troublesome than explaining the ambassador's death to Vala." –Cal's Journal

As Gossamer worlds come into contact with one another, they form a complicated web of relations across the Grand Stair. Whether they are engaged in political alliances, trade agreements, intelligence sharing, or even when in competition with one another, these Gossamer worlds make use of ambassadors to represent their interests.

The nature and role of these ambassadors is as diverse and varied as the Gossamer worlds they represent. For some, it is an informal position at best with little resources or attention devoted to it. Some of these are little more than visitors to other worlds with little or no support or resources. In other worlds, often those with a long history of knowledge of the Grand Stair, there is a long and proud tradition of ambassadors and embassies. These may have power and influence, large staffs and numerous guards and great embassies. Among

the great Gossamer Lords, Bastiano, Finnian, and Lady Vala deal most often with ambassadors, assigning them and receiving them as their needs warrant. Ambassadors from the Ascendancy are ever seeking to increase the reach of Bastiano's empire. Many Gossamer worlds send representatives to Nexopolis to pursue favorable trade agreements. Lady Vala welcomes many ambassadors to her court in Shatterlight and many Gossamer worlds maintain embassies there.

Ambassadors are representatives of their Gossamer world or Gossamer Lord. As such, their actions are viewed as those of their world or lord, and likewise, actions taken against them are viewed as actions against their world or lord. How one treats an ambassador speaks often volumes about how they view the ambassador's masters.

Ambassadors often have valuable intelligence. Ambassadors may be a good source of knowledge about their world or lord, the world or lord they are assigned to, or even about rival ambassadors. How they acquire this intelligence, how they use it, and who they share it with depends on the nature of the ambassador and how they are approached.

Castellans

"You see these guys from time to time. Serious looking people going about their errands for their lords. Usually they are accompanied by guards. Even if they aren't, it's best not to mess with them. They carry their lord's Keys and his protection. You interfere with a castellan and you better be prepared for his boss to come gunning for you." –Cal's Journal

The Gossamer Lords often do not have time to oversee the mundane details of the maintenance of their domains. Many Gossamer Lords have turned to castellans, or Key Keepers, to handle the day-to-day operation of their domains. These trusted servants are almost never Wardens of the Grand Stair and are rarely even Walkers, so they are often given Keys to certain Doors to help them in their duties. Such Keys are guarded at all times and a castellan rarely travels on the Grand Stair without guardians of some sort, be they bodyguards or magical protections.

Castellans, like ambassadors, are representatives of their Gossamer Lords and care should be taken in how they are treated. Insult or injury to a castellan is often viewed as insult or injury to the castellan's lord. Likewise, one seeking favor with a Gossamer Lord would be well served by treating the castellan with respect as they often have their lord's ear.

Castellans, by their nature and position, are secret keepers. They know a great deal about the lords and the domains under their charge. A loyal castellan will go to his death to defend his lord's secrets. A disloyal castellan is a dangerous liability and a threat a lord will not long allow to survive.

While castellans are used in many worlds and by many Gossamer Lords, they are never found in the Ascendancy. Bastiano does not trust the security of his empire to mere servants.

Cicerones and Porters

"You show a person an infinite stairway, and somehow he'll find a way to make a buck from it. Take the Porters and the Cicerones. They took the skills and knowledge and contacts they developed in the Dwimmerlaik wars and applied them to peacetime business enterprises. Now, they are everywhere. Leading groups of travelers, moving cargoes, and all that. They're pretty good at it too and pretty profitable. Still, being a Sherpa on the Grand Stair can't be an easy way to make a living." –Cal's Journal

Two allied guilds handle a great deal of business on the Grand Stair and in the Gossamer worlds. They are the **Honorable and Ancient Guild of Cicerones: Guards and Guides**, and its brother guild, **the Ancient and Honorable Guild of Porters**.

During the Dwimmerlaik Wars, the Cicerones served as scouts while the Porters were quartermasters and supply officers. After the wars, they banded together and formed allied guilds. The two guilds have been in operation for almost 1,000 years now and each have made names for themselves.

The Cicerones may be hired out as guides, and sometimes guards, across the Grand Stair. They maintain an impressive collection of carta and many of them are Walkers. An individual cicerone usually has a set number of worlds he escorts clients to, usually all within the same expanse. There are said to be a rare few cicerones who are Wardens and who may be hired to escort clients in journeys of exploration and discovery. Because of the nature of their business, they are usually capable fighters. Because of the time they spend alone scouting the Stair, they sometimes develop a reputation for being loners, and a bit unpolished.

The Porters handle the logistics of moving people and material from here to there on the Grand Stair and from Gossamer world to Gossamer world. They may be hired to provide animals, vehicles, drivers, and bearers. Most porters, whether bearer or driver, have an expanse, or perhaps even two, that they do business in. It is rare,

but sometimes possible to hire porters to assist in travels into unexplored areas of the Grand Stair.

Over the centuries, the two guilds have developed reputations. The Cicerones have earned their reputation as the most dependable guides for hire on the Grand Stair. Non-guild guides have been known to lead their clients into traps or ambushes and rob and murder them. The Porters are generally known as one of the most dependable and loyal groups on the Grand Stair. However, actions of a few porter offices have led some to view them with distrust, and allegations of corruption have grown louder in recent years. The Porters loudly deny such rumors. Neither the Porters nor the Cicerones tolerate betrayals of their clients and their oaths. Both guilds have contracted with the Raven Legion to deal with those guild members who have betrayed their oath or those who prey on their clients.

The guilds may be located and contracted within a number of locales in Gossamer worlds and even on the Grand Stair itself. These guilds are among the few that keep a permanent presence in the Agora. They have taken over chambers there to create offices which serve as the center of their operation on the Grand Stair itself. They also maintain offices in a number of Gossamer worlds, including Nexopolis and Shatterlight. They are said to each have a headquarters somewhere among the Gossamer worlds, but their location is a secret maintained on pain of death by the guild members.

The Cicerones and Porters maintain a strong and close professional alliance and work together often. They often share facilities. Both guilds also maintain ties with other groups on the Grand Stair. They both regularly share information with the Praecones. They maintain a close professional relationship with the Raven Legion and know to stay out of their way. They also both maintain a professional relationship with Nexopolis' Office of Business Development and sometimes subcontract for them. The guilds have encountered the Khalderi in their travels and the two groups usually treat each other with cautious mutual respect. As long as they and their clients respect the Stair and do not interfere with their hunts, the Khalderi generally have no quarrel with the Cicerones or Porters. For their part, the guilds find the Khalderi's great knowledge of the Stair helpful and find their jobs are made easier by the Khalderi's hunts. Both guilds also have a cordial relationship with the Ostiarium, but there is some small tension between the groups. When the Dwimmerlaik Wars ended, the Doormen remained in service, to guard and protect, while the Cicerones and Porters went into private enterprise. Some Doormen see this as a betrayal of "the cause," while some guild members see the Doormen as continuing to prepare for a long ended war. That Drake makes no secret that the Porters and Cicerones will be drafted into service should war come again does not ease the tensions.

Because of their occupations, both guilds amass a great deal of information. Both maintain and update carta. They collect information on the conditions in the expanses in which they travel, be they physical changes or the ever-shifting web of alliances between Lords and worlds that affect an expanse. Because of their contacts, they may have a lot of information on various worlds and the other groups they work with. Both handle the logistics of moving people and materials on the Grand Stair. This provides them with a wealth of information about their clients, their cargoes, their destinations, and the conditions they deal with. As professional guilds, both the Porters and Cicerones are sworn to protect their secrets. Though if rumors of corruption are true, information might be acquired for the right price.

Heralds

"He was probably seven feet tall and had a thin, but dangerous, build. His features were sharp, his hair long, straight, and white and his skin a pale blue. His teeth were bright, sharp, and shark-like, and he did not smile. He was clad in something that would have been quite fashionable in the Italian Renaissance, and on his hip was a blade that looked both beautiful and functional. His well-manicured hands dripped blood that was not his own. He was the Speaker for the Brame, and looking for someone empowered to speak with him. I wasn't sure that was me." – Cal's Journal

As Gossamer worlds and Gossamer Lords sometimes employ ambassadors, so too do they sometimes employ heralds. Most beings do not have access to Icons. Those that do often cannot trust their use for all communications. Opening one's mind to another should never be done lightly. Thus, many Gossamer worlds and Gossamer Lords employ heralds to act as their messengers. As with ambassadors, heralds may be given great support and have great power and influence, or may be little more than messengers. Heralds, like ambassadors and castellans, are the representatives of their masters and may be said to speak with their voice. Sometimes through magical and other means, this is the literal truth. Care should be taken when dealing with a herald, as offense to the herald may be viewed as offense to his master.

Bastiano has often made use of heralds. He has at times used them to announce his upcoming visit to a world in his empire and also to inform a world that it will henceforth be considered part of the Ascendancy. At times of war, Drake has made use of heralds. The Raven Legion itself has even employed a herald if the needs of their operation warrant it.

As messengers, heralds are often privy to secrets. They may know important details about their world or their Lord as well as those of the world or Lord to which they travel. Like castellans and ambassadors, they are usually trusted to guard these secrets with their lives.

Praecones

"I find that a praeco is generally a pretty good guy to have a drink with. They are generally decent people and usually easy going. They're a good source of information. You just have to remember that anything you say to them could become the stuff of tales up and down the Grand Stair." –Cal's Journal

Many Gossamer worlds have bards, skalds, and storytellers that tell the stories of other lands and times of their world. But getting news of other worlds is more difficult. Most beings do not have access to Icons. Thus, most news on the Grand Stair travels only as fast as one can travel the Stair. Praecones are storytellers who travel the Grand Stair going from Gossamer world to Gossamer world gathering information, collecting stories and songs and legends, and sharing their collected intelligence. During the Dwimmerlaik Wars, praecones were recruited as messengers and intelligence agents. With the wars over, they returned to their true calling of collecting tales and sharing them.

Praecones do not often travel together. Instead, they usually join with others who they encounter along the Grand Stair. They go from world to world sharing their tales and making their living as storytellers and entertainers. Many of them are Walkers. An individual praeco usually has a set number of worlds he or she visits, usually all within the same expanse. There are rumored to be a rare few praecones who are Wardens and who wander the Grand Stair in journeys of exploration and discovery.

By and large, praecones have good relationships with others travelling the Grand Stair. Their knowledge and information has often been sought and proven invaluable at times. They are welcome in most Gossamer worlds. However, there are a few places where they are careful to avoid for fear of being considered spies or worse. It is considered bad luck to harm a praeco. Some claim that the Stair itself watches over them. The praecones have encountered the Khalderi in their travels and the two groups have a close relationship. The Khalderi appreciate the knowledge of the praecones and generally welcome them as honored guests. Many praecones have benefitted from the Khalderi's great knowledge of the Stair and many a praeco has been saved from a hideous fate by the arrival of a Khalderi hunting party.

Praecones collect and share information. They collect information on the conditions in the expanses in which they travel, be they physical changes or the ever-shifting web of alliances between Lords and worlds that affect an expanse. Because of their contacts, they may have a lot of information on various worlds and the other groups they work with. Most praecones are happy to share their knowledge for a price.

Chapter Eight: Sovereigns of Gossamer & Shadow

The Indalo Kid

"What can I say about the Indalo Kid that isn't already in a dime novel or that he wouldn't say himself? The stories are largely true, strangely enough. He's a gambler, a gunfighter, an entrepreneur, and a lady's man. He's also oddly sentimental about the damnedest things and always willing to fight for the right lost cause. He's a damn good guy and a good friend. That horse-thing of his? Bull, though? He's a right bastard…" –Cal's Journal

The Indalo Kid is a rogue of the fun-loving, hard living variety. He enjoys the company of ladies and generally has a good time in saloons and saloon fights alike. The Kid is not above twisting the tail of the law, and while he does not go out of his way to kill folks, he has downed his fair share, including some in less-than-legal pursuits.

He is also not above sleeping with another man's wife, but, on all but a very few occasions, has not been the one to initiate such an affair.

He is respectful of the elderly and protective of the innocent, as neither generally have much choice in the matter and deserve protection from the strong, according to his favorite Verse (Ezekiel 25:17).

The Kid has tried his hand at several things in the past, from crook to lawman, business owner to labor organizer. He was once a medical doctor and knows sorcery (specializing in protective magics). He is one of the two founding members of FOMWA, the Fraternal Order of Mortality Workers Amalgamated, which boasts many members among the more interesting denizens of his home world, a place he calls Helldorado. Macabre Bob, his partner in crime as well as business and labor organizing, is the other founding member.

The Kid's favorite instrument is the squeezebox, his favorite weapon is the dreadful *Hellbore .666*, and his favorite woman is whichever one happens to be on his lap at the moment. The Kid always dresses to the nines whenever possible, but isn't particularly natty about it.

Of course no comment about the Kid would be complete without a mention of his valiant, hard-drinking and foul-mouthed steed appropriately named Bull for the massive pair of bullhorns on his head. The two spend most of their time arguing with one another, but they seem to like it that way.

The Kid and Bull moseyed their way onto the Stair some years back. They can often be found in the Agora or wherever a good card game, a good drink, or a good business opportunity can be found.

Attributes

PSYCHE - 21 Points

STRENGTH - 14 Points

ENDURANCE - 20 Points

WARFARE - 25 Points

Powers

Warden of the Grand Stair [10 Points]

Sorcery [15 Points]

Cantrips [20 Points] - The Kid mastered most of these cantrips in Helldorado and he continues to find them useful on the Grand Stair and in the Gossamer worlds. Some of the more common cantrips have a "Indalo Kid" style of their own. - Calm, Cook-off, Dampen,

Dim, Flare, Focus, Fracture, Glitch, Grasp, Invigorate, Jam, Loosen, Mana, Nullify, Paralyze, Quicken, Reveal, Sureness, Surge, Stun.

Cantrip notes:

Calm ("Coo-lit") - useful for easing tensions to avoid a barroom brawl and for soothing spooked critters.

Cook-off (wink at target mechanism) - this cantrip causes a weapon to fire even though the trigger has not been pulled or activated.

Dampen (flicking motion with fingers).

Flare (brings pads of all fingers and thumb together) - the Kid usually uses a minor aspect of this cantrip to light cigars.

Fracture (draws an 'X' in in the air over the object, then strikes).

Grasp (quick gripping motion with fingers).

Invigorate (particular whistle).

Nullify (snaps fingers).

Paralyze (long cold glare).

Quicken ("G'dyap!").

Reveal ("Trail Light") - rubs eyes.

Surge (whispers at the subject).

Artifacts & Creatures

Bolo tie [2 Points] - The Kid's signature bolo tie serves as a handy receptacle for his spells.

- Capable of Racking Named & Numbered Spells [2 Points]

Hellbore .666 [9 Points] - The dreaded Hellbore is a 5-shot break-open revolver. It packs a serious punch and for its massive size and enormous ammo it is relatively easy to use. Because of its ability to more-or-less produce its own special ammo, the Kid usually just keeps loose derringer rounds in his vest, coat, and pants pockets because those rounds are smaller and weigh less than other ammo.

- Deadly Damage [4 Points]
- Mold Gossamer Matter [1 Point] - Drop any type of ammo or other Gossamer material into the cylinder and it becomes Hellbore ammo. Sometimes the Kid taps ammo against the cylinder and transforms it into .666 rounds for entertainment and intimidation value.
- Invulnerable to Conventional Weapons [4 Points]

Bull [21 Points] - The Kid's faithful – if ill-tempered and foul-mouthed – steed, Bull, is legendary for his prowess, his impressive horns, and his unrivaled knowledge of curse words.

- Double Vitality [2 Points]
- Double Speed [2 Points]
- Paragon Stamina [2 Points]
- Combat Reflexes [2 Points]
- Double Damage Horns, hooves, and teeth [2 Points]
- Resistant to Firearms [2 Points]
- Able to Speak and Reason [2 Points]
- Psychic Neutral [2 Points]
- Follow Path [2 Points]
- Rapid Healing [2 Points]
- Contains a Cantrip: Paralyze [1 Point]. Bull finds this useful when trampling people.

Allies

Partisan Support [3 Points] - The Indalo Kid can count on the aid of the gunslinging men and women of F.O.M.W.A.

Stuff

Good [+7 Points]

The Indalo Kid as an Ally

The Indalo Kid is a good man to have in your corner. He is loyal to his friends and will back their play. If convinced that your cause is just, or, perhaps, just entertaining enough, he and Bull will ride through Hell for you. Bull will grumble all the while and the Kid will smile and laugh no matter the odds against you.

The Indalo Kid as an Enemy

The Kid doesn't make a lot of enemies, because he's too easy to get along with. But those who have wronged his friends know what it is like to get on his bad side. Then, the Kid will devote his full attention to making things right. He'll let Bull run you down and then turn the dreadful *Hellbore .666* on you, and he'll do it with a smile on his lips and a song in his heart.

Objectives

The Kid cares little for intrigues and plots. He says he saw enough of those as a lawyer to last a lifetime. He tends to try to avoid the schemes of the other Gossamer Lords when he can. Now, he spends his time in search of a good game of chance, a fine meal, an excellent drink, and a lovely lady to share them with. Somehow, the lady invariably seems to be in danger. That suits the Kid just fine. He's always looking for another adventure.

Kaspar, the Fixer

"Kaspar smiled at me. 'Cal, my boy, I am pleased you have come to visit.' His voice was deep. His words were always eloquent and polite and never seemed to me to quite fit with his monstrous form. 'You look like a young man who likes to talk, my boy. I'm glad of it. Between you and me, I love a man who likes to talk. Truly, I do. Now, let us talk, as civilized men, of how I may help you today." –Cal's Journal

Kaspar is a businessman. If you need some sort of job arranged, Kaspar can handle it. Whatever it is, Kaspar can likely have it learned, have it found, have it moved, or have it eliminated. He can arrange it all, for a price.

Kaspar can do all this because he knows people. He has contacts and agents across the Grand Stair and in countless Gossamer worlds. It's an unrivalled web of agents and informants. He maintains a strict position of neutrality and never gets personally involved in the matters brought to him. He maintains good professional relationships with the various guilds and with the Raven Legion especially; they have brought each other much work over the years.

Kaspar's early history is unknown. He appeared on the Stair after the end of the Dwimmerlaik Wars. During those early post-war years, he quickly carved a niche for himself as the person who could solve your problems, whatever they were. Now, he maintains permanent offices in chambers in the Agora and has a spectacular office in Nexopolis.

Kaspar likes to live the good life. He's fond of fine wines and fine food and frequents the best restaurants of several Gossamer worlds. He is also something of a patron of the arts and attends all manner of musical and theatrical performances, as well as art exhibits. He maintains well-guarded luxury homes in several worlds, including Nexopolis.

Kaspar is often on the move. He says it helps him to meet new people. When he travels, he usually has loyal bodyguards, and sometimes an entourage. On the Grand Stair, a favorite mode of transportation is an odd gyroscopic sedan chair.

Attributes

PSYCHE – 21 Points

STRENGTH – 45 Points

ENDURANCE – 20 Points

WARFARE – 18 Points

Powers

Warden of the Grand Stair [10 Points]

Empathy [30 Points]

Invocation [20 Points]

Sorcery [15 Points]

Cantrips [15 Points] - Charm, Dampen, Dim, Eidolon Negation, Fracture, Foul, Glitch, Grasp, Jam, Loosen, Nullify, Open, Reveal, Shut, and Umbra Negation

Artifacts and Creatures

Kaspar's Seat of Power [31 Points] - Kaspar's seat is more than a conveyance, it is a mobile fortress. Kaspar is often carried along the Stair by his servants, but if necessary, the chair is capable of movement under its own power. It can extend four spider-like legs on which to walk, can shift to wheels, or even treads as necessary. There are some reports of it working as a boat and submersible. In times of crisis, it encases its occupant in a protective armored shell, giving it an odd egg-like appearance. While inside the armor, Kaspar is protected from most outside threats and can even use the seat to protect him from psychic assaults. It maintains an atmosphere and life support and is incredibly durable. It is known to have been used as a lifepod during an unfortunate encounter between a starship and something that ate it. Kaspar can remain safely inside the chair for some time, almost certainly long enough for help to arrive.

Some claim the seat is an artifact from lost Gilead. Kaspar isn't saying. Thus far, no one has offered him enough to reveal its secrets.

- Immense Vitality [4 Points]
- Engine Speed [4 Points]
- Tireless Stamina [4 Points]
- Invulnerable to Conventional Weapons [4 Points]
- Psychic Barrier [4 Points]
- Confers Psychic Barrier Quality [5 Points]
- Rapid Healing [2 Points]
- Named & Numbered Alternate Forms [2 Points]
- Set of Icons [2 Points]

Domain

Kaspar's private retreats and holtholes [10 points] - Kaspar has no interest in empire building. He does have great interest in living comfortably and securely. To this end he maintains a series of well-protected residences in numerous worlds. Some are palatial estates, some are hidden fortresses.

- Personal Domain [1Point]
- Guarded [4 Points]
- Named & Numbered [x2 Points]

Allies

Contacts [6 Points] - Kaspar knows someone almost everywhere.

- Gossamer World Ally [1 Point]
- Ubiquitous [x6]

Friends in power [9 Points] - Kaspar has many high-level and loyal friends in key Gossamer worlds.

- Gossamer World Devotee [3 Points]
- Horde [x3]

Partisan support [3 Points] - Kaspar's loyal operatives and agents.

Partisan support [3 Points] - The Honorable and Ancient Guild of Cicerones: Guards and Guides.

Partisan support [3 Points] - The Ancient and Honorable Guild of Porters.

Partisan support [3 Points] - The praecones.

Lords of the Gossamer Worlds [10 Points] – More than one Gossamer Lords has foolishly become deeply indebted to Kaspar and will use their considerable abilities on Kaspar's behalf.

- Lord of the Gossamer Worlds [5 Points]
- Named &Numbered [x2]

Dwimmerlaik Ally [4 Points] - Though Kaspar keeps this information secret, he does have a point of contact among even the Dwimmerlaik.

Stuff

Good [+2 Points]

Kaspar as an Ally

Kaspar is an excellent ally as long as you can meet his price and you remember that he has his own agenda. Kaspar is an excellent source of knowledge about people, places, and events. He can arrange for objects to be acquired, or lost, as desired. He can arrange meetings and employment, secret or otherwise.

Kaspar as an Enemy

Kaspar claims to have no enemies. Enemies are bad for business. However, there are always those trying to unseat and replace him, and there are those who try to renege on an arrangement. These Kaspar deals with quickly and ruthlessly lest anyone else entertain such foolish notions.

Objectives

Kaspar seeks to be the indispensable contact on the Grand Stair. To this end, he will continue to seek new information and contacts. He will continue to make deals and collect debts. He wishes to live his life of decadence and power, neutral in the games of the great Gossamer Lords.

Lord Sparda, the Sword of the Ascendancy

'Lord Sparda was Bastiano's chief enforcer. Cloaked and masked, he was the terror of the Ascendancy. He was also possibly immortal like the propaganda claims. I'd once seen Drake cut him in half. That generally ends a career, but here he was giving me grief in another world. I really hate this guy." –Cal's Journal

The mysterious individual known as Lord Sparda is a figure of legends. Some ascendancy sources claim that long ages ago, before Drake rose to become Vala's champion, Sparda was a great warrior in the Dwimmerlaik Wars. According to these tales, Lord Sparda fell in battle and was lost behind enemy lines while denying many worlds to the Dwimmerlaik. He was not seen again for over a thousand years. Another tale has it that he is an exiled prince of lost Gilead now serving the Ascendancy in place of his vanished kingdom. Whatever his origins, he acts as Bastiano's best-known and most feared agent within the Ascendancy. He answers only to Bastiano himself and often acts in Bastiano's name. His authority is second only to that of his lord. He moves quickly through the Ascendancy, appearing in a world almost as soon as a situation arises that merits his attention. If Lord Sparda is tasked to deal with a situation, it is serious: A world is going to be brought into the Ascendancy, the leader of an Ascendancy world is going to be forcibly removed, or a rebellion is going to be crushed. Lord Sparda has many duties including intelligence gathering, diplomacy, and leading Conciliatore teams into battle. Lord Sparda has a well-deserved reputation for getting the job done and using whatever means he deems necessary.

Throughout the history of the Ascendancy, Lord Sparda has been actively carrying out Bastiano's will. He has been ever present throughout the worlds of the Ascendancy, ruthlessly and efficiently completing his missions. More than once he was reported slain or lost. He has always returned. Some in the Ascendancy believe he is truly immortal. His cloak is said to be dyed with blood and his mask made of bone. Some claim that there is no living man beneath the cloak and mask, but a spirit conjured to serve Bastiano. There are hushed whispers that Lord Sparda is a bound Erebi, or an Umbra Gaunt or Eidolon Construct. Some even say Lord Sparda is a Typhonian homunculi, imprisoned and forced to the service of Lord Bastiano. Of course, none of this speculation ever occurs in the presence of the Conciliatore, Lord Sparda, or Lord Bastiano.

Attributes

PSYCHE – Approximately middle of the Attribute Ladder. See below.

STRENGTH - Approximately middle of the Attribute Ladder. See below.

ENDURANCE - Paragon. See below.

WARFARE - Approximately middle of the Attribute Ladder. See below.

Powers

See below

Artifacts & Creatures

The Face of Sparda [92 Points] -This white mask appears to be porcelain or carved bone. In truth, it is anything but delicate and is a thing of great power.

- Impervious to Harm [8 Points]
- Able to Speak in Tongues and Voices [4 Points]
- Extraordinary Psychic Sense [4 Points]
- Search Through Worlds [4 Points]
- True Name is Warded [2 Points]
- Confer Power: True Name is Warded [10 Points]
- Contains Named & Numbered Cantrips [2 Points] –Eidolon Negation, Glitch, Grasp, Jam, Mana, Open, Nullify, Pain, Paralyze, Shut, Stun, and Umbra Negation
- Capable of Hanging and Using Spells [4 Points]
- Integral to a Power: Cantrips [4 Points]
- Integral to a Power: Sorcery [4 Points]
- Named and Numbered [x2 Points]

Robes of Blood and Wrath [74 Points] - These are the traditional robes of office worn by Lord Sparda.

- Stupendous Vitality [8 Points]
- Confer Quality: Stupendous Vitality [5 Points]
- Combat Supremacy [8 Points]
- Confer Quality: Combat Supremacy [5 Points]
- Paragon Stamina [2 Points]
- Confer Quality: Paragon Stamina [5 Points]
- Invulnerable to Conventional Weapons [4 Points]
- Named and Numbered [x2 Points]

Allies

Partisan support [3 Points] - Ascendancy forces, particularly the Conciliatore.

Lord of the Gossamer Worlds [5 Points] - Lord Sparda's greatest ally is his master, Lord Bastiano. He often works closely with, and commands teams of Conciliatore.

Stuff

Bad [+5 Points]

Lord Sparda's Secret

The secret to Lord Sparda's ability to be everywhere he is needed, and his apparent immortality, is that no one man is Lord Sparda. In fact, he is not a man at all. The entity known as Lord Sparda is the mask, not the wearer. It is a powerful being whose consciousness resides in a number of identical masks. The masks are all one being so what one knows, they all know. Some of the few who know Lord Sparda's secret believe that it was a creation of Luther's to serve as several generals in the Dwimmerlaik Wars. Others believe it is far older than even Luther, and is a Typhonian artifact created for their own ancient war with the Dwimmerlaik. Some believe that it is a relic of lost Gilead. Whatever its true origins, it is a thing of power and purpose. Each GM should decide Lord Sparda's true origins for themselves.

When the mask is placed upon a face, the wearer becomes a host for Lord Sparda, and their own identity is submerged while the mask is worn. Bastiano has placed the masks in key worlds of the Ascendency so that Lord Sparda may act as needed. Specially prepared Conciliatore are often selected to wear the masks, but others may serve as need arises. After serving as Lord Sparda, hosts often have their memories of their service erased or are otherwise made incapable of divulging the secret of Lord Sparda. Bastiano is willing to sacrifice lives in order to protect the secret. However Bastiano managed to acquire the masks, Lord Sparda is now his most loyal, capable, and ruthless agent. Generally, there is one Lord Sparda secretly assigned to each world of the Ascendancy, though this is not always possible.

Lord Sparda as an Ally

Lord Sparda is an excellent ally. It is dependable, efficient, and deadly. It is currently a loyal ally to Bastiano and works to expand and strengthen the Ascendancy.

Lord Sparda as an Enemy

Lord Sparda's enemies are those assigned it by Lord Bastiano. Like its master, it never has living enemies for long. Lord Sparda is a dangerous enemy indeed. It is unwavering and remorseless. The surest way to become its enemy is to interfere with the Ascendancy.

Objectives

Currently, Lord Sparda is content to aid Bastiano in expanding and strengthening the Ascendancy. It is vigilant for signs that the great enemy has returned and prepares the Ascendancy for that eventuality. If it has any hidden objectives based on its true origins, it has not revealed them yet. When it does act on those objectives, things may change in the Ascendancy and on the Grand Stair.

Luther

"His name was Luther and I knew it only from myth, legend, and hushed whisper. He had been old and cunning during the Dwimmerlaik Wars and would be ancient now, and perhaps even more dangerous. His will and power shaped the great weapons that shattered Doors and burned worlds. At the end of the wars, he was gone. Some said he walked away until needed again. Others said that he was lost or killed. Whatever had happened, no one seemed to miss him or want him back. Yet, here he was." –Cal's Journal

Luther is the oldest of the known Gossamer Lords. His origins are shrouded in mystery and none of the Gossamer Lords know precisely where he came from or remember a time before him. He was simply always there, mentoring new Gossamer Lords and creating new wonders. He was a mentor to Drake and worked extensively with him. Though Vala's elder, Luther followed her leadership in the Dwimmerlaik Wars. He recognized that she was able to unite the Gossamer Lords as no one else had. During the wars, Drake was her general and Luther was her Enchanter.

Luther was the weapons maker of the Gossamer Lords. He was the designer and creator of arms and armor and the great weapons used against the Dwimmerlaik. His creations were wondrous and powerful and served their wielders well. As the wars raged on, he created ever greater and more terrible weapons in an attempt to stop the seemingly unstoppable Dwimmerlaik threat.

Near the end of the Last Great Dwimmerlaik War, the Gossamer Lords seemed lost. The victory of the Dwimmerlaik seemed certain. To avoid this fate, Luther in desperation devised a doomsday plan against the Dwimmerlaik. He conceived of a monstrous weapon of utter destruction and last resort. He calculated that if enough key Gossamer worlds in a particular expanse were to be destroyed, the expanse would become unstable and fall from the Stair, taking all attached Gossamer worlds with it. This could be done in expanses controlled by the Dwimmerlaik, removing them from the Stair and saving the Gossamer Lords. He called the weapon the *Stairbreaker*.

Vala was horrified by Luther's plan. Even Drake, foremost foe of the Dwimmerlaik, opposed it. Using it would destroy countless Gossamer worlds and their inhabitants. It might even collapse the Stair itself. Vala ordered the *Stairbreaker* be destroyed.

Then, as Luther feared, the Dwimmerlaik overwhelmed the Gossamer Lords. All would have been lost, had the Dwimmerlaik not been expelled from the Stair. Whole expanses fell into the void of Shadow taking untold Gossamer worlds and the Dwimmerlaik with them. Some thought the Dwimmerlaik had somehow

doomed themselves. Some believed that the Grand Stair had itself intervened and acted to save the Gossamer Lords from the Dwimmerlaik. Those few who knew of the *Stairbreaker* quietly wondered whether Luther had disobeyed Vala and used the weapon. Luther never said. He simply looked upon the great destruction and shed silent tears.

Luther disappeared after the Last Great Dwimmerlaik War. Most who knew of him think he is dead. Most Gossamer Lords who came to power after the wars do not know he ever existed. He's largely faded into myth and become a legend. Stories are still told about him as the crafty old mentor and creator, the destroyer of worlds, the Enchanter locked away lest he finish the destruction of the Stair. Whatever the case may be, he has not been seen in 1,000 years. If he yet lives and returned, it would shake the Gossamer Lords to their being.

Attributes

PSYCHE - 165 Points

STRENGTH - Superior

ENDURANCE - 40 Points

WARFARE - Paragon

Powers

Exalted Enchantment [85 Points]

Exalted Shape-Shifting [85 Points]

Exalted Sorcery [95 Points]

Master of the Grand Stair [35 Points]

Wrighting [30 Points]

Cantrips [17 Points] – Charm, Clarity, Dampen, Dim, Eidolon Negation, Flare, Focus, Foul, Fracture, Glitch, Jam, Loosen, Mana, Nullify, Reveal, Surge, and Umbra Negation

Talents

Eidolon Affinity [10 Points]

Umbra Affinity [10 Points]

Artifacts and Creatures

Luther does not normally carry any special items with him, as he can quickly create things as he needs them with his Exalted Enchantment power.

Stuff

Bad [+3 Points]

Luther as an Ally

During the Dwimmerlaik Wars, Luther was closely allied with Vala and was a strong and vocal supporter of her leadership of the Gossamer Lords. He was a mentor and friend of Drake and they worked extensively together. Luther helped Drake select the initial Doormen and served as their mystical advisor.

Luther as an Enemy

Luther's only enemies were the Dwimmerlaik and he would do anything necessary to stop them from destroying the Gossamer Lords.

Objectives

Luther has walked away from the games of the Gossamer Lords. He wishes to remain in solitude, alone and at peace.

Maarden, Archmaster of the Impossible Pyramid

"Maarden was not the tallest of us, but he was for sure the largest. He had strong, broad shoulders, accentuated by his always wearing sleeveless shirts and waistcoats. He had a strong clean shaved jaw, piercing blue eyes, long brown hair with a little white at the temple, tied in a bun at the back of his head. The bun was in a kind of silvery meshed cup, held in place by a pin with a huge sapphire, a forked thing I'm sure he could use as a weapon. Today he was wearing his usual dark shades of blue and black, the waistcoat of rich navy blue damask embroidered with thin silvery snakes and geometric shapes. His sleeveless shirt underneath was also silvery, and on closer inspection, it might even have been some sort of extremely fine chainmail. He had tight fitting trousers of black leather, and flexible black leather split-toe tabi boots that seemed perfect to climb up ropes. For weapons, he had his wicked short reflex bow, a black metallic monstrosity all angles and spikes that few could pull (I tried and failed), and a short sword and sword-breaker (a wicked looking notched blade made for trapping swords) at his waist. He wore a black leather bracer with silver accent on his left arm and 4 large silver rings with triangular sapphires at his fingers. His arms were tattooed with some kind of serpents with triangular heads, two on one arm, and one on the other, but I swear he had more the last time I saw him. Sometimes, I have the impression they move…" – Cal's Journal

One of the greatest mysteries of Attali, the world Maarden was living in, was a perfectly equilateral triangular wall, totally flat and having no width whatsoever, made of a kind of grey substance unknown to his world. Stanger still, the wall was actually standing on its summit, and was leaning at about a sixty degree angle. An impressive feat considering that nothing seemed to hold it in place. The surface was completely slick, nothing having any effect on it and nothing being able to stick to it. The bottom face had the only mark

marring the blank grey wall – an empty black triangular opening into which a man could crawl. Those that tried never came back. That wasn't going to stop Maarden, the greatest adventurer from Attali, to try the impossible.

What Maarden discovered was that impossible as it might seem, the grey wall was the side of a pyramid, and its interior was filled with mysteries, wonders… and dangers. With Talent, intelligence and some luck, he managed to make it to the center and claimed it as his own, though sometimes he wonders if it isn't the other way around. He also discovered that the other three sides of the pyramid possessed openings to different worlds: Betinien, Desnada and Gonoram. Hidden inside the pyramid was a Door to the Grand Stair and from there, so much more to discover. Walking the Stair also made him stronger, faster and smarter, and he used his improved attributes to take control of the guardians of the pyramid, befriend some strange magical two dimensional creatures living on the surfaces and made the four worlds his own personal Domain.

By now Maarden has had the time to study the strange magical confluence of the Impossible Pyramid. He has developed his magical Talents by adding Invocation and even found a way to improve his Sorcery by using the rich magical energies emanating from the confluence. He also took the time to study in detail the Grand Stair, trying to find if there is a link with the Pyramid in some way.

Attributes

PSYCHE - 35 Points

STRENGTH - 70 Points

ENDURANCE - 40 Points

WARFARE - 30 Points

Powers

Master of the Grand Stair [35 Points]

Invocation [20 Points]

Impossible Pyramid Sorcery [25 Points] – Maarden's studies of the Pyramid's four world confluence gave him insight on how to manipulate their magical energies. He has forged four rings that use that knowledge. When he is in the Four Worlds, he can use spells without expending them from where they are hanged, but he then has to use more of the magical energies surrounding him, or take more from his own energy. Even then, he can't use them repeatedly in rapid succession as it would destabilize the matrix, and he would have to recast the spell later. He can use this ability outside of the Four Worlds only if he stands close to an open Door to one of the Four Worlds, but he has less energy to use and can't use the same spell twice before some hours have passed. Elsewhere on the Grand Stair and in other Gossamer worlds, Maarden has only the typical abilities of the 15 Point Sorcery power at his disposal.

Artifacts and Creatures

The Denraki Bow [20 Points] – A short reflex bow made of a black metallic substance. It has been surnamed the Sorcerer's Bow as it seems Maarden uses it to cast spells and it creates its own arrows from thin air. With his mastery of Invocation, Maarden cannot miss with his bow if he knows a being's True Name: he can use the bow to send psychic arrows with messages to them anywhere in the same world, or a killing shaft, if he so desires.

- Destructive Damage [8 Points]
- "Exalted" Mold Gossamer Reality [8 Points] – The bow can instantly create its own arrows as the string is pulled. Maarden can create different types of arrows, like simple wooden shafts, solid fire, depleted uranium, psychic energy ones, hook and rope, etc.
- Psychic Sensitivity [1 Point]
- Alternate Form [1 Point] – Can change to a walking cane.
- Capable of Hanging Name & Numbered Spells [2 Points]

Hair Cap [2 Points] – A simple object Maarden found in his travels that can warn him of danger. It helped him tremendously in his explorations of the Impossible Pyramid.

- Danger Sense [2 Points]

Living Ink Serpent Tattoos [20 Points] – To his surprise, Maarden found that the sides of the pyramid were home to a strange ecology of two dimensional creatures. One of those species was a kind of psychic serpent, about 30cm long, all black, with a triangular head. He befriended some of them and they now travel with him, wearing them as "living tattoos" on his skin. Maarden usually travels with 5 or 6 of his friends at a time. He can speak to them telepathically, and they can each cast one Cantrip.

- Animal Vitality [1 Point]
- Mobility [1 Point]
- Combat Training [1 Point]
- Hardened Damage [1 Point]
- Able to Speak [1 Point]
- Psychic Sensitivity [1 Point]
- Mold Gossamer Matter [1 Point]
- Self-Healing [1 Point]
- Named and Numbered Cantrips [2 Points] (6 in total: Dim, Flare, Fracture, Loosen, Numb, Paralyze) – Each of the serpents can cast one of those six Cantrips, and Maarden travels with the friends he thinks he might need.
- Named and Numbered [x2 Points]

Impossible Pyramid Guardians [24 Points] – Claiming the Pyramid gave Maarden control over its guardians – a race of baboon-like, blue scaled creatures with sharp teeth and claws.

- Double Vitality [2 Points]
- Mobility [1 Point]
- Superior Stamina [1 Point]
- Combat Reflexes [2 Points]
- Hardened Damage [1 Point]
- Resistant to Normal Weapon [1 Point]
- Horde [x3 Points]

Impossible Pyramid Sorcerer's Rings [8 Points] – Maarden forged these four rings to take advantage of the magical confluence of the Pyramid. They are the only things that allow him to tap into the sorcerous energies of the Pyramid.

- Linked to a Power: Sorcery [2 Points]
- Capable of Hanging Named & Numbered Spells [2 Points]
- Named and Numbered [x2 Points] - (4 rings for the 4 worlds)

Maarden's Blades – The names of Maarden's sword and sword-breaker are his tongue-in-cheek joke on how one rises to protect him, and the other gives eternal night to his enemies.

Dawn, Maarden's sword-breaker [2 Points] – A notched sword made for trapping an opponent's blade.

- Resistant to Firearms [2 Points]

Dusk, Maarden's short sword [2 Points]

- Double Damage [2 Points]

Maarden's Chainmail [4 Points] – The chains are a very pale silvery color, and made of an incredibly strong material.

- Invulnerable to Conventional Weapons [4 Points]

Domains

The Impossible Pyramid Worlds: Attali, Betinien, Desnada and Gonoram [24 Points] – Claiming the Pyramid has made Maarden a legend in each of the four worlds, but fascinated by the mystical energies inside the Pyramid, he chose not to rule the four worlds directly. The various people of the four worlds will sometimes ask him to act as a last resort Court of Justice, with his powers of Invocation and Sorcery letting him get to the truth quite easily.

- Primal Worlds [4 Points]
- Guarded [4 Points] – This includes the baboon-like guardians mentioned above, as well as each world's personal intricacies. For more information, see the Impossible Pyramids in Chapter Six.
- Control of Destiny [4 Points]
- Named and Numbered [x2 Points] - Four linked worlds.

Allies
Partisan Support [3 Points] – Maarden has acted as the ultimate judge and can count on the support of many police departments, judges and lords.

Stuff
Good [+2 Points]

Maarden as an Ally
Maarden is a good, but uncommon, ally. He is loyal and reliable to the people of his worlds but he does not often interact with the other Gossamer Lords and absents himself from their games. If he were to be made aware of a threat that endangered the Impossible Pyramid, or its worlds, or the Grand Stair itself, he would prove a very capable ally indeed.

Maarden as an Enemy
Maarden is normally only an enemy to those who would harm the worlds of the Impossible Pyramid. Those who bring trouble there find him quite ruthless.

Objectives
Maarden's goals are simple. He seeks to watch over and protect the worlds of the Impossible Pyramid and to continue to learn its secrets.

Mordecai, General of the Raven Legion

"Mordecai? Well my mother told me if I didn't have anything nice to say…but then again Vala seems to respect him so he can't be ALL bad.

He's old, with a leathery, hard-used look about him, but he is always fastidiously dressed, whether in his uniform or otherwise. The uniform he wears was something of a throwback to the Great War – not the Dwimmerlaik one, the one on Earth in the early part of the last century – except for the beret. The beret is dark crimson with the silhouette of a stark white raven. Mordecai fills the uniform out with a solid frame and he's a tad on the shorter side. The General's salt-and-pepper hair is neatly swept back and slightly long but braided, hanging just past his shoulder. Piercing dark grayish blue eyes, oddly contrasting with his olive skinned complexion, seem to always weigh you and find you wanting.

He wears a pair of weapons, and one is an odd sidearm, an oversized derringer with three barrels – a single barrel atop a side-by-side double barrel. It looked almost comical to me until I saw him blow holes the size of a grapefruit through one of the Nephilim with it once. His other weapon was a short rapier with an unadorned hilt but a blade with fine runic tracery that had a sheen of scarlet to it when the light caught it just so.

The last time I saw the good General he'd been mounted on a grey destrier named Skye (like his master, he's a mean cuss, as he once nearly bit clean through my left shoulder). He gave me a wry smile as he prepared to take the Raven Legion, his mercenary army of more than a thousand souls from across the Gossamer worlds, into action. I recall his parting words to me: "Stay out of my way." I think he meant it as long-term advice, the pompous ass. He'll never be an ally but I wouldn't want him as an enemy either." — Cal's Journal

Mordecai is odd, even among his fellow Gossamer Lords. He's a mercenary solider pure and simple – or so it would appear. As leader of the Raven Legion mercenary company, Mordecai has built a reputation amongst the Gossamer Lords and other denizens of the Grand Stair. He is known as an efficient warrior with tactical skill and always a surprise or two up his sleeve for whatever conflict arises. He has been known to refuse no commission so long as the price – his price –

is met. The price varies, but Mordecai is ever willing to set one for anyone who asks. He's even been known to take on commissions that involve diplomacy and other less martial engagements – no job is too big or small. The price is rarely simply monetary or material in nature, though his customers are very tight-lipped about their prices. Ask another Gossamer Lord and they answer even more evasively than normal.

Mordecai has the calm steady unruffled demeanor of a consummate soldier. He is always impeccable in his dress and appearance – everything is as it should be. Perhaps there is a touch of vanity in that fastidiousness? He expects only the best of himself and everyone else around him.

A member of the more senior set of the Gossamer Lords, the story of his origins is shrouded in mystery. He is known to have fought in the Last Great Dwimmerlaik War but little is known of his life before the war. He is treated with respect by his peers – with the exception of Drake – and is held in high regard by Vala, despite the fact his pursuits and objectives are sometimes completely antithetical to hers.

Attributes

PSYCHE – 31 Points

STRENGTH – 16 Points

ENDURANCE – 22 Points

WARFARE – 101 Points

Powers

Eidolon Mastery [50 Points]

Master of the Grand Stair [35 Points]

Invocation [20 Points]

Artifacts and Creatures

Trefoil, Mordecai's Sidearm [11 Points] – A three barreled pepperbox derringer that Mordecai wears on his belt without a holster. The gun has a smoothed walnut handle and the barrels are slightly wider than a standard derringer bore.

- Deadly Damage [4 Points]
- Invulnerable to Conventional Weapons [4 Points]
- Mold Gossamer Matter [1 Point]
- True Name is Warded [2 Points]

Mordecai's Armor [6 Points] – Filling out the uniform underneath a flak jacket (Mordecai is actually quite lithe above the waist but appears more stocky) that adapts to different forms based on location.

- Resistant to Firearms [2 Points]
- Danger Sensitivity [2 Points]
- Named & Numbered Alternate Forms [2 Points]

The Raven Legion [51 Points] – The Legion is the stuff of legend up and down the Grand Stair and in the dozens of Gossamer worlds where it has seen action. An eclectic mix of sentient creatures from across the breadth of known worlds, Mordecai has recruited, trained and molded them into a fearsome fighting force of a thousand mercenary warriors available for a price to anyone willing to pay. The Legion has been employed by Vala to settle disputes, protect the balance of power and combat threats – the exact price she's paid to Mordecai is unknown.

- Double Vitality [2 Points]
- Superior Stamina [1 Point]
- Combat Mastery [4 Points]
- Deadly Damage Weapons [4 Points]
- Psychic Neutral [2 Points]
- Follow Path [2 Points]
- Rapid Healing [2 Points]
- Horde [x3 Points]

Domain

Mordecai's Aperre [6 Points] – Aperre is, in sharp contrast to its master, a peaceful place. Perhaps the threat of significant home turf advantage has kept it safe all this time. Mordecai will extend invitations to guests from time to time but the place is sparsely populated, agrarian and described as wondrously beautiful. Those fortunate enough to visit more than once may find it subtly, or even noticeably, different each visit. Mordecai uses his control of the domain to dabble with changes like an artist working with a landscape.

- Personal Domain [1 Point]
- Guarded [4 Points]
- Control of Contents [1 Point]

Stuff

Zero

Mordecai as an Ally

As an Ally, Mordecai would be a very unreliable figure in a player character's life. If he chose to be, Mordecai can be a big help, but he rarely chooses to unless there is payment involved. For a player willing to pay the price, Mordecai's aid can be invaluable. He seems to always have a solution to a problem or situation at hand, no matter the circumstances. Mordecai is scrupulous in honoring his contracts. An "Ally" player who breaks a contract with Mordecai would quickly find himself on the "Enemy" ledger of the Legion.

As a father, Mordecai would be an absentee parent but one with high expectations of his off-spring. There would be instilled a strict sense of adherence to a code of ethics, discipline and preparedness. Mordecai would not be above testing his own children even by placing them in harm's way and then, if confronted, claiming it was for their own betterment.

Mordecai as an Enemy

Mordecai doesn't make friends easily to be sure but he also counts few enemies – his lack of agenda and openly mercenary nature mean few view him as a true threat. Making Mordecai an enemy by breaking a contract or crossing him in some other fashion, is likely to be a career limiting move for a Gossamer Lord or other denizen of the Grand Stair. Mordecai keeps a careful ledger of accounts and always collects.

If Mordecai has anyone he considers a rival, it is Drake. Drake is often openly hostile to the General and his Legion even when they have been employed by Vala for the good of the Gossamer Lords. The normally calm and in control Mordecai bristles in response to Drake's dismissive and hostile attitude. Some observers have suggested the two men are rivals for position, if not primacy, amongst the Gossamer Lords. Some suspect that the tensions between the two men date back to some incident during the Last Great Dwimmerlaik War. Some who knew both men during the war claim they fell out in an argument over the use of Luther's final weapon. Whatever the true cause of the ancient animosity between the two, neither will speak of its origins. Despite their ill feelings, Mordecai and Drake have worked together in the past when necessary and have directed their agents, the Raven Legion and the Ostiarium, to do so as well. It is perhaps one of Vala's great accomplishments as leader of the Gossamer Lords that she can calm the tensions between Mordecai and Drake and keep them coexisting peacefully. It is also sometimes one of her greatest challenges.

Objectives

Even more than most of his fellow Gossamer Lords, Mordecai's agenda is a mystery. He seems not to covet rulership across the Gossamer worlds, even within a smaller sphere of Domains. Nor does he seek enlightenment to any noticeable degree. He is truly mercenary, but the price he collects is often knowledge and information that he uses to ensure his position as an integral player in the court of the Gossamer Lords. Many of his fellows have paid his prices and his ledger seems to have far more credits than debits.

Sir Richard Reynolds, KBE, MC, PhD (Oxford), Maj (ret)

"If you want the great mysteries of the Stair, talk to Lucien. For deep secrets, you ask Dayle. If you want a guide to odd Gossamer worlds, Yaeger is your guy. Need someone to tell you about an interesting expanse or landing? Then, you want to talk to Uwe. But if you want someone who understands people and cultures, and has been in and out of practically everywhere, Sir Richard is your man. Don't underestimate him. First, he's even older than he looks; the Stair has been good to him. He had a longer lifetime than most people get before he even came to the Stair, including some pretty intense military experience. There's steel underneath that professorial exterior. And he can read people like a book. So don't try to con him." – Cal's Journal

In his youth, Sir Richard served in the Long Range Desert Group during WWII in the Gossamer world of Earth. The LRDG pioneered special operations warfare; even among them, he was considered sneaky and effective. During that time, he was lost in the desert during a raid and found his way back to a friendly settlement two months later. What few know is that during this time, he stumbled upon a Door in some ruins. He briefly found his way to the Grand Stair, and into another Gossamer world for a time, before he was returned to the world of his origin.

This incident changed his life forever. He began to secretly study the occult and to experiment with drugs in the hopes of gaining a greater understanding of what had happened to him in the desert. He became an explorer, linguist and archaeologist. He earned doctorates in Linguistics, Archaeology, and a Masters in Military History, all from Oxford and became an emeritus Professor there. He wrote numerous scholarly and popular books. Under a pseudonym, he authored a few poorly-known fantasy novels involving elaborate cultures and magic doors. He was perhaps most famous for the BBC TV show he hosted from 1982-2005, Marvels of the World, where he took viewers around the globe to strange and dangerous places to do strange and dangerous things. He was occasionally parodied for his distinctive style and recklessness.

When Sir Richard was 93 years old, a Door mysteriously opened in his home, his water closet to be specific, and he found his way back to the Grand Stair. Since then, he has spent his time wandering the Stair, studying the people and cultures he encounters, and investigating the mystery that brought him back to the Stair. He's found that the time he's spent traveling the Stair has made him feel rejuvenated and in some ways healthier and stronger than he was even in his youth.

Attributes

PSYCHE – 25 Points

STRENGTH – Paragon

ENDURANCE – Paragon

WARFARE – 35 Points

Powers

Master of the Grand Stair [35 Points]

Invocation [20 Points]

Sorcery [15 Points]

Cantrips [14 Points] Dampen, Eidolon Negation, Fracture, Glitch, Grasp, Invigorate, Jam, Loosen, Mana, Nullify, Quicken, Reveal, Surge, and Umbra Negation.

Stuff

Good [+5 Points]

Sir Richard as an Ally

Sir Richard has a good relationship with Cal, Vala, and Lucien. He meets a lot of people in his travels and they tend to like him. He is one of only a few people known to have ever been allowed to travel with the Khalderi for any length of time. Sir Richard is a loyal friend. He will not hesitate to use his considerable knowledge and skills to use for a cause he believes in.

Sir Richard as an Enemy

Sir Richard is occasionally hounded by agents of an unknown enemy that seem keenly interested in how he arrived on the Stair. Enemies are often fooled by his appearance and underestimate him at their peril. He has a lifetime of military experience to drawn upon and has a wealth of esoteric knowledge at his command. Enemies find that the seemingly mild old gentleman is replaced with a ruthlessly efficient killer when necessary.

Objectives

His arrival on the Grand Stair has given Sir Richard a new life. He is using it to explore the Grand Stair and the Gossamer worlds. He is quite interested in learning about the peoples and their traditions of the multiverse. He can sometimes be found in the Agora, ever in search of a new expedition to join.

Rojah, Caretaker of the Agora

"There is no one else quite like Rojah. He is a thinker of deep thoughts. He weighs his words carefully before speaking and gives every question consideration before answering. He's a big, lumbering brute of a man, as only a giant made of amber can be. But, he has a surprisingly delicate touch and surpassing gentleness when helping a lost child to her feet and finding her parents. He's easygoing and damn likeable, but I know I never want to see him get angry." – Cal's Journal

Rojah is a large figure made of living amber. While amber is normally quite fragile, Rojah has proven almost indestructible. He is huge – barely able to squeeze through a door. While he normally walks slowly, this is a matter of his choosing rather than of necessity. In times of crisis he is capable of moving with surprising speed and grace. Normally, however, he walks slowly because he appears to have all the time in the world.

He is a thing of legend. Some say he was created by Mortimus Maximus as his dying act. The story goes that he handed an amber egg to one of the last people to flee the Grand Plaza. The egg led him eventually to what would become the Agora. There, it quickly grew to become Rojah, who has watched over the Agora ever since. Another version of the tale differs only in

that Mortimus Maximus is said to have breathed his last breath into the egg. In this version, the egg contained his life force and Mortimus Maximus was reborn as Rojah. Whatever his origins, one thing is sure, Rojah was in the Agora when the first stall was set up and has never left.

Whereas Mortimus Maximus was the lord of the Grand Plaza, Rojah does not govern the Agora. He does not control it. He exerts no authority over it and demands no obedience from those in it. Instead, he simply walks the market endlessly. He helps when asked for directions, or when he discovers a lost child, but generally does not interfere with the business of the place. It is because of this non-interference that the buyers and sellers began to come to him to settle their disputes and solve their conflicts. He weighs the facts carefully, and eventually gives a fair and impartial answer. Rojah enjoys helping people in this way.

Rojah has another calling and it is one he keeps secret. He is the guardian of the market and its people. He secretly has considerable control over its Doors and environs and his personal strength and indestructability are a thing of legend. Should the Agora ever be threatened as the Grand Plaza was, Rojah will tirelessly defend it.

Attributes

PSYCHE – 6 Points

STRENGTH - 70 Points

ENDURANCE - 60 Points

WARFARE - 15 Points

Powers

Amber Body [14 Points]

- Invulnerable to conventional weapons [4 Points]
- Idiosyncratic quality [10 Points]

Master of the Grand Stair [35 Points]

Domains

Expanse [4 Points] – The Agora. Though he never exercises this ability, Rojah actually has the ability to open or close all of the Doors of the Agora if necessary. This is an ability he would exercise only in the case of direst emergency, such as a full scale invasion of the Agora.

Allies

Partisan Support [3 Points] - This represents the people Rojah has helped or befriended over the ages and who would aid him in a time of crisis.

Lord of the Gossamer worlds [5 Points] - At least one of the Gossamer Lords would go to lengths to aid Rojah.

Stuff

Good [+3 Points]

Rojah as an Ally

Rojah has made friends throughout the ages and can call upon them if needed. He is unlikely to need to do so, however. It is far more likely, that if Rojah was in danger, word would quickly spread and help would come to him. He also has the friendship of one of the Gossamer Lords.

Rojah as an Enemy

To be an enemy of Rojah, one must be a threat to the Agora. If such a threat presents itself, Rojah will swiftly deal with it.

Objectives

Rojah has only one objective: to keep the Agora and all within it safe. He tirelessly walks his halls, watching over the place and helping those within it. Should the need arise, he will defend it without retreat or surrender, until he is no longer capable of fighting.

Sybelle, The Arbiter

"As soon as Sybelle entered the room the argument stopped. Everyone turned to look at her. It wasn't just her appearance. With those features and that silver-white hair, she's striking, sure. No, it was that we knew that if Vala had sent her it was serious and that answers were wanted. Sybelle would get them for her. It's what she does." – Cal's Journal

Sybelle is one of Vala's oldest and closest allies. She has been Vala's student, is counted among Vala's friends, and is her arbiter. She is called upon whenever Vala has need of answers or when she needs a dispute settled. She is Vala's chief diplomat and chief investigator. Over the ages, other Gossamer Lords have called upon her services as well.

Sybelle's place of origin and early life are unknown. She may come from the same Gossamer world as Dayle, but neither has confirmed this. All that is known about her past is that she was a former student of Vala, and has been one of Vala's most trusted allies since the time of the Dwimmerlaik Wars.

Attributes

PSYCHE – 105 Points

STRENGTH – 10 Points

ENDURANCE – 50 Points

WARFARE – 25 Points

Powers

Exalted Scrying [80 Points]

Advanced Eidolon Mastery [80 Points]

Advanced Empathy [50 Points]

Master of the Grand Stair [35 Points]

Advanced Invocation [45 Points]

Sorcery [15 Points]

Artifacts and Creatures

The Sphere of Truth [22 Points]

- Pierce Veils [4 Point] [Akin to Deadly Damage, on the Psychic arena]
- Find Warded or Hidden Names [8 Points] [Akin to Combat Supremacy, on the Psychic arena]
- Mold Gossamer Reality [2 Points]
- Capable of Hanging Named and Numbered Spells [2 Points]
- Linked to a Power (Invocation) [2 Points]
- Linked to a Power (Scrying) [2 Points]
- Named & Numbered Alternate Forms [2 Points]

Left Hairstick [20 Points]

- Psychic Primal Damage [16 Points]
- Named & Numbered Alternate Forms [2 Points] - A set of lenses/glasses with an ever-shifting iridescent hue
- Double Speed [2 Points]

Right Hairstick [20 Points]

- Physical Primal Damage [16 Points]
- Named & Numbered Alternate Forms [2 Points]- Various styles of extendable blades
- Double Speed [2 Points]

Torc [20 Points]

- Regeneration [4 Points]
- Confer Regeneration [5 Points]
- Danger Sensitivity [2 Points]
- Invulnerable to all Conventional Weapons [4 Points]
- Confer Invulnerability [5 Points]

Set of Icons [2 Points] – Vala, Dayle, Lucien, and others she has arbitrated for.

The Weight of Peace [16 Points] - The Weight of Peace is a manifestation of Sybelle's connection with her domain of Ai-Annei. It helps keep the domain more peaceful and pastoral. It can sometimes be perceived through Eidolon-influenced arcane sigils floating amongst the clouds. Rarely, though, is more than one sigil visible to any given field of view. Sybelle's connection to Ai-Annei is of such great strength that aspects of the Weight of Peace can sometimes be perceived even in other Gossamer worlds she visits.

- Mold Gossamer Creatures [2 Points]
- Danger Sensitivity [2 Points]
- Worldwide [x4 Points]

The Hall of the Just [2 Points] - Sybelle's hall in her domain of Ai-Annei is a large wooden building constructed with great care upon the peak of a tall hill. A very long set of stairs leading to a tall archway through which one gains their first impression of the building. The perfect

combination of architecture, location, and mystic energies permitted the creation of the Hall of the Just. Together, they support the use of Invocation and Scrying to those attuned in its premises.

- Connected to a Power: Invocation [1 Point]
- Connected to a Power: Scrying [1 Point]

Allies

Mentor [2 Points] - Vala

Domain

Ai-Annei [4 Points] – Sybelle's domain of Ai-Annei is a beautiful world in which technologies and nature coexist in harmony. It is a gentle rural place where gently sloping hills predominate, though there are some tall outliers that could almost be called mountains. Sybelle often conducts her enquiries with her Hall of the Just. Her connection to the world is so strong, that an aspect of it, the Weight of Peace, can sometimes even be perceived as she travels in other Gossamer worlds.

- Common Ground [2 Points]
- Control of Destiny [4 Points]

Stuff

Good [+2 Points]

Sybelle as an Ally

Vala is her primary ally, although she often works closely with Drake. He and his forces sometimes serve as her bodyguards, and sometimes provide a military solution to a problem if that is the answer she arrives at. She has also worked extensively with, and exchanged information with, Dayle and Lucien. Sybelle will be a strong ally for those who seek the truth and who support Lady Vala.

Sybelle as an Enemy

Sybelle's enemies are those who hide the truth or who threaten Lady Vala. They will find that her normally serene personage is transformed into a cold and dangerous foe.

Objectives

Sybelle has simple objectives. She seeks the truth and she seeks to support and protect Lady Vala. She will do all in her power to further these pursuits.

Uwe

"Okay, if there is one Lord you don't have to be guarded with, it's Uwe. I don't think anyone dislikes or distrusts him. He's a bruiser and an explorer – the guy is always off on some trek through the Stair and into this or that Gossamer world. He claims he's trying to map the whole damn thing. I haven't got the heart to tell him it's nigh impossible. I mean, not even Lucien thinks that could be done but Uwe is kind of hard-headed that way and he's set his mind to it. On the other hand, with all the exploring he's done, he does seem to have a knack for knowing how to get around, what spots to avoid, and so on. So if you need a tour guide to the Stair, he's your man. He's handy in a fight too. You'll know him when you meet him. He's a bear of a man with that mane of white hair, and he looks like some old thunder god, but the dead giveaway is the violin case. He likes to fiddle. I'm not sure how good he is at it, but he likes to fiddle. He says it helps him think, but he has more tricks in that thing than just music."— Cal's Journal

Uwe is the rare Lord of Gossamer that almost no one has anything bad to say about. Does everyone trust him? Well no, that's just not in the nature of most of the Lords and Ladies of the Stair. But Uwe is as close as it gets for most. He's the "happy-go-lucky" Lord of the Grand Stair.

He's one of the junior set of Lords but he has spent his entire life on the Stair and no one knows where he came from. He grew up as a street urchin in the Agora, playing the fiddle for the market goers and denizens. Uwe himself will tell you he has no memories of his early life or how he came to be there. He doesn't have a true home other than the Stair, and keeps a modest set of rooms in the Agora and in Shatterlight. He's a professional tourist when it comes to the Gossamer worlds. They fascinate him and he tends to stick out when visiting them – and not just because of his appearance: tall, with a complexion as black as midnight with a full shock of white hair and beard.

For someone of his relatively young age, Uwe has already acquired an impressive amount of knowledge about the Grand Stair - its passages and byways, twists and turns, places to see and spots to avoid. He's not concerned with who built it, why or how it works. He just wants to know where it goes and where it can take one. He's a surveyor and explorer and knows a lot about getting around and what lies beyond this Door or that next corner.

Seemingly content with his lot in the multiverse, Uwe doesn't seem to have an agenda other than exploring and having fun. Conversely, he's happy to jump into the fray for a friend and deal out some punishment if necessary. He's an imposing presence physically and sharper than some might give him credit for. Uwe's a good guy to have around and a good guy to show you around.

Attributes

PSYCHE – 7 Points

STRENGTH – 48 Points

ENDURANCE – 7 Points

WARFARE – 5 Points

Powers

Master of the Grand Stair [35 Points]

Artifacts and Creatures

Muse, Uwe's Fiddle & Case [8 Points] – The fiddle and case are Uwe's most important possession. He has had them as long he can remember and they come in handy as he explores the Grand Stair and the Gossamer worlds. Uwe has learned the uses of the fiddle to cast cantrips through certain chord and note combinations (as opposed to verbal triggers) and the ability of playing the fiddle to mold the reality of the Gossamer world through trial and error.

- Resistant to Firearms [2 Points]
- Mold Gossamer Reality [4 Points]
- Contains Named and Numbered Cantrips [2 Points]

Uwe's Kaleidoscope [10 Points] – The kaleidoscope is Uwe's tool for mapping the Stair and storing Icons. The crystals, set inside the simple non-descript foot-long leather wrapped metal tube, shift about in a myriad of detailed combinations Uwe uses to create a recording of locations and contacts. The crystals are fine and with the right touch someone peering into the tube would be amazed how detailed an image is shaped by the twisting of the tube back and forth just so.

- Invulnerable to Conventional Weapons [4 Points]
- Search Through Worlds [4 Points]
- Set of Icons [2 Points]

Domain

Uwe has no Domain and seemingly has no home of origin. He's got quarters in the Agora and Shatterlight but you'll rarely find him there – he is always out and about on the Stair, touring new Gossamer worlds, visiting a fellow Warden in their Domain, etc.

Stuff

Good [+5 Points]

Uwe as an Ally

Uwe is an ally anyone would want as he's trustworthy, loyal and seems to lack the ambition and guile that might make one think twice about asking him for aid. If asked, he'll try and help in some fashion, any way he can.

Uwe as an Enemy

Uwe doesn't appear to have any personal enemies. He's not above taking sides but he approaches each situation giving all parties the benefit of the doubt. The only real threats Uwe cares about are those that threaten the Grand Stair and its Lords from without.

Some of the elder Lords and Ladies of the Stair view Uwe with derision as a simpleton or fool, while others see him as a useful tool, but no one dislikes him or appears to hold ill-will toward him.

Objectives

Seemingly content with his lot in the multiverse, Uwe doesn't seem to have an agenda other than exploring and having fun. He'll help anyone who asks for help and he's a loyal friend and member of the informal court of Shatterlight but he is not a player in any form of intrigue as far as anyone knows. If asked what his goal was, he'd likely reply "Finding the end of the Grand Stair and the last of the Gossamer worlds." An impossibility or crazy? Yes, perhaps, but Uwe's optimism is as boundless as the Stair itself.

Vuurnth, Shield of the Ascendancy

"What can I tell you about Vuurnth? He's a walrus, yes. Beyond that minor detail, he's big, strong, and a capable warrior. He truly believes in honor, duty, loyalty, and all of that. He'll gladly lay down his life for The Right Cause. Unfortunately, he currently believes that cause to be the Ascendancy. He's a good man, working for bad people." – Cal's Journal

Vuurnth was the war leader of a Gossamer world which joined the Ascendancy through peaceful diplomatic means. He now uses the considerable military forces at his disposal to serve the Ascendancy. His primary duty has been repelling and eliminating threats to Ascendancy worlds. He has been quite successful in his defense of these worlds and has developed a reputation as defender of the empire.

Vuurnth is an honorable being. His belief in duty and honor rival that of any of the Doormen. He truly believes in the stated goals of the Ascendancy. He believes the Gossamer worlds are stronger, economically, culturally, and militarily, if they are united. The Gossamer Lords appear too interested in their own personal agendas and their leadership appears to be weak. He believes strong leadership and mutual defense are vital to surviving a returning Dwimmerlaik threat. He believes that he is doing the right and honorable thing in serving the Ascendancy.

He is a good man, but he is no fool. If he ever saw the true ruthlessness and brutal methods employed by Lord Sparda or the Conciliatore, or the more disreputable means by which the Ascendancy sometimes achieves its ends, he would be appalled. Bastiano has thus far managed to keep Vuurnth away from such discoveries. There are plenty of situations that cry out for an honorable general

and Bastiano keeps Vuurnth busy with those. So far, Bastiano has been able to keep Vuurnth from doubting his mission while using him as the honorable face of the Ascendancy military.

Currently Vuurnth is quite happy with his allegiance and service to the Ascendancy. But if he ever is convinced that the cause is not as just as he believes, he may prove to be a threat Bastiano will find difficult to ignore.

Attributes

PSYCHE - 5 Points

STRENGTH - 25 Points

ENDURANCE - 10 Points

WARFARE - 65 Points

Powers

Warden of the Grand Stair [10 Points]

Allies

Mentor [2 Points] - War leader from his home world.

Lord of the Gossamer worlds [5 Points] Cordelia. Cordelia is another honorable warrior aiding the Ascendancy, though she does not trust Bastiano. Vuurnth knows that Cordelia may be counted on to follow the right and honorable path.

Artifacts & Creatures

Armor [7 Points]

- Invulnerable to Conventional Weapons [4 Points]
- Self Healing [1 Point]
- Set of Icons [2 Points] Vuurnth's armor is adorned with a set of icons allowing him to contact Bastiano as well as the military leaders Vuurnth commands.

Revolver [4 Points]

- Deadly Damage [4 Points]

Sabre [4 Points]

- Deadly Damage [4 Points]

Army [15 Points] - Vuurnth's forces followed him into his service with Bastiano..

- Combat Mastery [4 Points]
- Psychic Resistance [1 Point]
- Horde [x3 Points]

Stuff

Good [+3 Points]

Vuurnth as an Ally

Vuurnth works closely with Gossamer Lords who support the cause of the Ascendancy. Bastiano has been careful in limiting Vuurnth's dealings with Lord Sparda and the Conciliatore. Vuurnth will be a strong ally to those he feels are honorable and who are helping the weak.

Vuurnth as an Enemy

Vuurnth's enemies are those who threaten the Ascendancy or who would prey upon the weak or innocent. They will find him to be a cunning and capable foe.

Objectives

Vuurnth seeks to be an honorable warrior. He currently believes that serving the Ascendancy is the right and just cause. He strives to defend the weak and help those in danger whenever he can. He is an honorable and heroic being who has not yet begun to suspect that he is serving a master far less honorable than himself.

Chapter Nine: Knights of Gossamer & Shadow

"I think it's fair to say that the fan had indeed been hit by flying fecal matter. I wasn't the only one who noticed it. No, the big boys had come to handle it personally and they'd brought their best forces with them. Bastiano led his Conciliatore into the bloody fray, smiling all the while as they struck the enemy flank. The entire damn Raven Legion, joined in the field by Mordecai, hit the Dwimmerlaik's other flank. Drake, covered in gore and glory, led his Doormen straight up the middle in a charge against their most ancient foes. No, I wasn't the only one to realize how bad things were. I was just the only one who didn't have an army of my own."
–Cal's Journal

The Gossamer Lords are great and powerful, but even they cannot be everywhere, and personally handle every situation. Sometimes they need help. They need someone to gather intelligence or fight their wars, or guard their worlds. They need specialized forces loyal to them, elite agents performing the most important roles for their lords. And so, they have created them. They have recruited those who meet their needs and shaped them to suit their own purposes according to their own desires. Among the best known of these groups are the Conciliatore, the Doormen, and the Raven Legion. Each serves their own lord and has their own mission. Another is the Khalderi, mysterious travelers who serve no one lord, but claim a higher mission of their own.

The Conciliatore

The Conciliatore are the foremost defenders of the Ascendancy. They are its elite guardians and their loyalty to Lord Bastiano is unwavering.

History

When Lord Bastiano first founded the Ascendancy, he saw the need to create an elite cadre of loyal warriors to defend his domain. He wanted something more than just troops. He wanted a force that could act as his generals in war, diplomats in peace, and special operatives as needed. He used Lord Drake's Ostiarium as inspiration and created an order to suit his own needs.

Lord Bastiano named them the Conciliatore, the "peacemakers." He set them to guarding the Gossamer worlds of the Ascendancy. At some level, they maintain a presence in each of the Ascendancy worlds. They

regularly guard and patrol expanses claimed by the Ascendancy or which house Doors to Ascendancy worlds. They serve as diplomats within the Ascendancy and without. The Conciliatore protect Ascendancy agents, be they political leaders in Ascendancy worlds or ambassadors to other domains. Some have even been known to serve as guards for Lord Bastiano himself. If an Ascendancy world cannot deal with a threat itself, the Conciliatore may be dispatched to deal with it. When a Gossamer world is to be brought into the Ascendancy, the Conciliatore is likely to lead the efforts, be they diplomatic or military.

By the standards of histories that span millennia, the Conciliatore are a relatively new force on the Grand Stair. The Raven Legion is far older and the Ostiarium is older still. Despite this, they have made a name for themselves. They are by far the largest of the three groups and in some ways, perhaps the most active.

Recruitment and Training

The first Conciliatore were personally selected by Lord Bastiano. He still personally selects them from time to time, but others have been empowered to make selections over the years, including Lord Sparda, other military leaders, or members of the Conciliatore itself.

Conciliatore are chosen at an early age. In the Ascendancy, those children with the greatest potential for martial or mystical ability are identified and taken to the Collegium of the Conciliatore for training. The location of the Collegium is a closely-guarded secret known only to the Conciliatore and Lord Bastiano's most trusted agents.

The Collegium is a strict and demanding training ground. It is commanded by a Grand Magister and the key teaching staff are known as the Magister Council. Students are educated in a variety of subjects including combat, court etiquette and diplomacy, magic, poisons, riding, technology, and vehicles. Those with the greatest aptitudes for magical or martial advancement are selected for more intense and specialized training. All students are trained to be disciplined and to shed all personal attachments, lest these be distractions. All are taught to have unwavering loyalty to the Ascendancy and to Lord Bastiano in particular. Education at the Collegium is competitive, harsh, and brutal. Accidents, injuries, and fatalities are common. Those who survive to graduate from the Collegium may become key leaders in Lord Bastiano's regular military forces. Those who not only survive but excel become Tiro, apprentices specially selected by Magisters who will instruct them in the ways of the Conciliatore.

Groups of four to six Tiro are assigned to a single Conciliatore Magister. Tiro train with their Magisters for years or even decades. During their time together, they function as a team, with the Magister as their unquestioned leader. The Tiro are trained in the tactics, traditions, tools, and weapons of the Conciliatore, as well as further developing any magical Talents they possess. The Tiro remain apprentices to the Magister until the Magister deems them worthy of a special trial. If a Tiro fails to complete the trial to the satisfaction of the Magister, the Tiro is unworthy and it is his duty to eliminate the Tiro. Usually, the Magister commands his other Tiro to kill the failure.

The last task a worthy Tiro must perform before assuming a place in the Conciliatore is to forge his own *contus*, the signature weapon of the Conciliatore. The contus is worn on the belt of a Conciliatore and is about the size of a standard hilt when it is not in action. When deployed, it telescopes into a long metal staff with three retractable blades on the top; the center blade is long and on either side are two smaller blades. The contus is customarily used as a staff, or as a spear, or a trident. Many Tiro customize their contus and add in extra features. No two contus are exactly alike though those of a Tiro and his Magister are often very similar. When the contus is ready, the Magister presents his Tiro to the Conciliatore.

When ready to assume his place in the Conciliatore, the Tiro is brought before assembled Tiros and Magisters present at the Collegium. There, the Magister declares his Tiro worthy of joining the Conciliatore. The Tiro then swears the oath of the Conciliatore: He swears his life to the order, the Ascendancy, and Lord Bastiano. He swears to form no attachments and have no family outside of the Conciliatore. He swears to serve until death or until Lord Bastiano releases him from his service. As the Tiro recites the oath the Grand Magister hands him a dagger given to the Conciliatore by Lord Bastiano upon the creation of the order. Upon finishing his oath, the Tiro takes the blade and runs it across his own neck until a line of blood is drawn. The Grand Magister reclaims the dagger and snaps a torc about the Tiro's neck. It bonds with the blood and it is said it may never be removed, save by the direct action of Lord Bastiano. Tradition says that if the Tiro is unworthy or disloyal, the torc immediately causes the blood to burn, killing him instantly. During the ceremony, the Tiro's Magister stands behind him. If at any time the Tiro falters in the ceremony, it is his duty to kill him immediately.

At the conclusion of the ceremony, the former Tiro is now recognized as a Conciliatore. He is provided the distinctive uniform of the Conciliatore and his Magister's last duty is to train him in the use of the torc. Once finished, the new Conciliatore will begin his life of service to the order, the Ascendancy, and to Lord Bastiano.

The Torc

The torc is a creation of technology and magic modeled after that worn by Lord Bastiano himself. It marks the Conciliatore as his favored agents. The torc provides secure communications between the Conciliatore and Lord Bastiano. It also protects the wearer from other magical communications efforts. It often has other functions depending upon the wearer. Some have magical or technological capabilities. Some have been known to store spells and some have the capacity to expand into helmets and body armor.

Standard Conciliatore Torc [16 Points]

- Deadly Damage [4 Points] - This ability may be used only once. It is designed to burn the blood of the Conciliatore it is affixed to and destroy the torc in the process. It is to be used if the Conciliatore is captured or compromised. The Conciliatore is expected to sacrifice himself and die with honor in service of Bastiano and the Ascendancy rather than become a liability. Bastiano can activate this ability remotely should the Conciliatore falter in his duty and loyalty.
- Resistant to Normal Weapons [1 Point]
- Extraordinary Psychic Sense [4 Points] - Used both as a secure communications means and as a way for Bastiano to monitor his troops and ensure their loyalty.
- Psychic Neutral [2 Points]
- Confers Quality on Wearer [5 Points]

Equipment

The Conciliatore are known for their torcs and their contus, but employ many other tools as well. They often carry, in pouches and belts, a range of weaponry and small items useful in the many worlds of the Ascendancy. A sidearm is standard issue for worlds in which they function. A sword is standard issue for those in which lower tech solutions are required. A Conciliatore is likely to have several daggers, hidden and overt on his person at all times. Most carry at least one garrote. Like Bastiano, a Conciliatore always has another trick up his sleeve.

Form versus function

The Conciliatore have a purposefully crafted appearance. They have colorful and distinctive uniforms. In combat, their movements are fluid, acrobatic, and graceful, like a dancer. They are known for a quick, nimble, twirling combat style making full use of the contus. The overall image is that of a dashing swashbuckler.

Image is not reality. Doormen are honorable knights. Even the Raven Legion has a code and *esprit de corps*. The Conciliatore are different. Their image is a crafted illusion. It is meant to reassure and to distract. They are brutal, deadly, and efficient. They will stab an enemy in the back, strike him while he is down, or slit his throat while he sleeps. But they will look damn good while they do it.

Structure

Due to its nature, most Ascendancy military forces maintain their own unique identities. They often maintain their own uniforms, equipment, tactics, and structure. In some cases, only their highest ranking leaders know they are even part of the Ascendancy. But should need arise, they are prepared to cede command of their forces to Lord Bastiano, Lord Sparda, General Vuurnth, or Condottiero Leandro Accola of the Conciliatore.

The Conciliatore are Lord Bastiano's elite forces. They are also the Ascendancy's most recognized military force due to their distinctive uniforms and their actions throughout Ascendancy worlds and beyond. There are approximately six thousand Conciliatore in service. The structure of the Conciliatore is as follows:

Condottiero Leandro Accola is in command of the Conciliatore and answers only to Lord Bastiano himself. Answering directly to him are three **Brigadieres.**

Brigadieres each command two thousand Conciliatore. Answering directly to the Brigadiere is a Colonnello.

Colonnellos act as a Second to the Brigadiere. Answering directly to the Colonnello are two Tenente Colonnellos.

Tenente Colonnellos each command one thousand Conciliatore. Answering directly to each Tenente Colonnello are two Maggiore.

Maggiores each command five hundred Conciliatore. Answering directly to each Maggiore are ten Capitanos.

Capitanos each command one hundred Conciliatore. Answering directly to each Capitano are four Primo Tenente.

Primo Tenentes each command twenty-five Conciliatore.

Small units of under twenty-five Conciliatore are not uncommon. These are commanded by a **Tenente**. These units are often used as special mission groups and often range in size from about five to ten Conciliatore.

Relations with Gossamer Lords

Bastiano	Lord Bastiano is the undisputed and unquestioned master of the Conciliatore. They will serve him until death.
Lord Sparda	Lord Sparda is Lord Bastiano's primary agent in the Ascendancy and on the Grand Stair. Lord Sparda assigns groups of Conciliatore on missions and sometimes personally commands those missions. Serving on a mission with Lord Sparda is second only to serving Lord Bastiano himself. It is believed that Lord Sparda was himself once Conciliatore until given a new mission by Lord Bastiano.

Relations with Others

The Doormen	Drake's Doormen were an inspiration for the Conciliatore and the two groups have an uneasy relationship. It is no surprise that there might exist tensions between Drake's knights and Lord Bastiano's Conciliatore. Drake is Vala's general, commander of great military forces, and lord of the Doormen. He has at times been both an ally and an enemy. The Conciliatore is wary of him but maintains a peaceful coexistence with his forces provided he does not interfere with the Ascendancy or with Lord Bastiano's objectives. Should Drake choose to interfere with the Ascendancy and Lord Bastiano, the Conciliatore would take any actions needed to end Drake's meddling.
The Khalderi	The Conciliatore has encountered the Khalderi and has had some rare dealings with them. The Conciliatore and Khalderi have at times cooperated in removing predators from the Stair. As the Khalderi appear to have little interest in trespassing in Gossamer worlds claimed by the Ascendancy, they and the Conciliatore have little reason to come into conflict. However, Lord Bastiano is aware of the Khalderi's knowledge of the Grand Stair and would like to have access to that knowledge. This could lead to potential conflict between the Khalderi and the Conciliatore.
The Nexopolis Office of Business and Development	The Conciliatore and the Nexopolis Office of Business and Development have a complicated relationship. Both groups seek to promote the interests of their particular government. They have in the past cooperated with one another when it was mutually beneficial and profitable and have at times come into conflict when their interests were in opposition.
The Porters and the Cicerones	The Conciliatore maintains a cordial relationship with both The Ancient and Honorable Guild of Porters and the Honorable and Ancient Guild of Cicerones: Guards and Guides. The two guilds are a good source of information and they know to stay out of the way of the Conciliatore when necessary. The Conciliatore has been known to defend cicerones and porters in need while they are in expanses and worlds of the Ascendancy.
Praecones	The Conciliatore and praecones have a generally peaceful, but occasionally tense relationship. Tensions can rise because of the tendency of praecones to wander to and from Gossamer worlds claimed by the Ascendancy. There is some concern in the Ascendancy that praecones may be employed as spies, as they were in the Dwimmerlaik Wars. Their movements in Ascendancy worlds and expanses tend to be closely monitored. Despite this, some Conciliatore and praecones have been known to share information. In his travels, a praeco often learns things of interest to the Ascendancy while a praeco can add the tales of the Conciliatore to his repertoire of tales. Of course, the Conciliatore must be careful what information he divulges to the praeco. Using a praeco to spread disinformation is a favorite Ascendancy tactic, and it is one that both groups are well aware of.
The Raven Legion	The Conciliatore has at times come into conflict with the Raven Legion and has at times worked alongside the mercenaries. Ravens have at times interfered in Ascendancy politics. At other times, the Raven Legion has been contracted to assist the Ascendancy. At present, both Lord Bastiano and General Mordecai view this as an acceptable state of affairs. If one or the other changes their opinion, life on the Grand Stair could become quite interesting.

Sample Conciliatore

Attributes

PSYCHE - Superior

STRENGTH - Superior

ENDURANCE - Superior

WARFARE - Superior

Artifacts and Creatures

Standard Conciliatore Torc [16 Points] - The torc is a gift from Bastiano and has certain conditions connected to its use, as noted above.

- Deadly Damage [4 Points]
- Resistant to Normal Weapons [1 Point]
- Extraordinary Psychic Sense [4 Points]
- Psychic Neutral [2 Points]
- Confers Quality on Wearer [5 Points]

Contus [2 Points] - The signature weapon of the Conciliatore

- Double Damage [2 Points]

Condottiero Leandro Accola - Leader of the Conciliatore

"As the stories go, Leandro is something of a D'Artagnan figure: a brash and reckless young farm boy who ran off to find fame and glory in the service of his lord and distinguished himself above expectations. He rose through the ranks until he was leader of the Conciliatore. The stories may be true. But if they are, D'Artagnan grew up to be one malicious and dangerous son of a bitch." –Cal's Journal

In the mountains, there wasn't much to do except guarding goats and fighting thieves from other nearby villages (although, of course, sometimes Leandro was the thief). Leandro had heard about other vales and far away cities and dreamt there was more to life than this. Then his friend Marco came back from the low village. He had met with the Ascendancy recruiter who came every two years. He had offered Marco gold and glory if he was interested in enlisting and, of course, if he passed the tests. The soldiers were very well dressed, but faster and stronger than anything Marco had ever seen. Marco had failed. Leandro told himself that he would not, and that he would take this chance for a different life. He ran up and down the mountain with heavy sacks of rocks, and fought every time he had a chance. After two years he was ready. He went down the mountain, and was enrolled in the Collegium.

Leandro soon found out that there was much more than the mountains. There were cities, countries, whole empires and even other universes. He went through the ranks, his dedication and Talent bringing him to the attention of their master, Bastiano. Years of faithful service and competence gave him the ultimate responsibility as leader of the Conciliatore. Completely dedicated to the point of being dull, Leandro lives only for his duty, a condition that might have been imprinted on his Psyche in the Collegium. Maybe someday, someone can help him remember that there is more to life than this…

Attributes

PSYCHE – Paragon Rank

STRENGTH – 10 Points

ENDURANCE – 15 Points

WARFARE – 35 Points

Powers

Warden of the Grand Stair [10 Points]

Artifacts and Creatures

Armor [2 Points] – Leandro wears the standard uniform of the Conciliatore, though his is armored.

- Resistant to Firearms [2 Points]

Contus [11 Points] – As leader of the Conciliatore, Leandro has a special contus, befitting his status.

- Invulnerable to Conventional Weapons [4 Points]
- Deadly Damage [4 Points]
- Contains Named and Numbered Cantrips [2 Points] Leandro's contus is imbued with a number of cantrips of use on the battlefield. Cantrips: *Trip, Dampen, Dim, Flare, Fracture, Glitch, Jam, Nullify, Numb, Open, Pain, Quicken.*
- Alternate Form [1 Point] Leandro's contus can become a lance for use in cavalry actions.

Condottiero's Torc [23 Points] – Leandro wears the leadership torc of the Conciliatore. It is similar to the standard issue torcs, but has certain enhancements befitting his status. Worn about his neck and sealed hermetically to his armor, this defensive item serves Leandro as an emergency warning system and defensive countermeasure. When it senses danger, it assembles into a helmet warded against psychic assault, as well as molding the Gossamer reality to provide a supply of breathable air. Additionally, it has a number of lesser functions such as night-vision and a communications link to forces within the Gossamer worlds. Some of

these are technological in nature, and sometimes are not reliable in Gossamer worlds with different physical laws.

- Deadly Damage [4 Points] - The standard feature of the Conciliatore torcs is included even in that of their leader. However, Leandro himself can activate this feature in the torcs of any Conciliatore who have failed Lord Bastiano.
- Extraordinary Psychic Sense [4 Points] - Used both as a secure communications means and as a way for Leandro to monitor his troops and ensure their loyalty.
- Invulnerable to Conventional Weapons [4 Points]
- Mold Gossamer Matter [1 Points]
- Psychic Barrier [4 Points]
- Confer Psychic Barrier [5 Points]
- Alternate Form [1 Point]

Set of Icons [2 Points] - Bastiano, Lord Sparda, Vuurnth, Kaspar, and key Ascendancy military and intelligence figures.

Conciliatore Torc Network [48 Points] - As commander of the Conciliatore, Leandro is responsible for the torcs.

- Deadly Damage [4 Points]
- Resistant to Normal Weapons [1 Point]
- Extraordinary Psychic Sense [4 Points]
- Psychic Neutral [2 Points]
- Confers Quality on Wearer [5 Points]
- Horde (x3}

Stuff

Good [+1 Point]

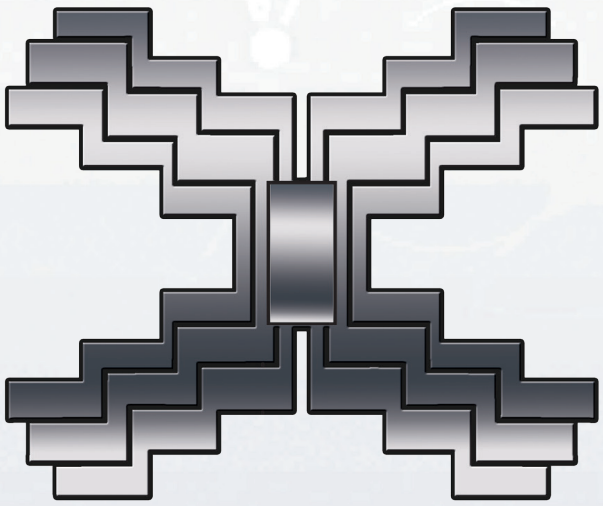
The Doormen

"We stand between the Darkness and the Doors. We stand between the Shadow and the Stair."-from the oath of the Ostiarium

The Doormen are Lord Drake's most capable, honorable, loyal, and trusted followers. They are his knight companions. They are the foremost defenders of the realm of Ineswitrin and guardians of the Grand Stair. They are an ancient order, proudly upholding a tradition of honor and duty dating back to the Dwimmerlaik Wars.

History

When Drake first came to the Grand Stair, he brought with him the lessons he learned in the world of his birth. In that land he was lord of a great fighting force of brave and noble heroes whose deeds became legend. He wanted an elite company of honorable, stalwart, earnest knights to defend his domain of Ineswitrin and to protect the Gossamer worlds from the ravages of the Dwimmerlaik. With the aid of his ally, the Gossamer Lord Luther, Drake found those with strength of character and skill of arms enough to serve and set them to their task.



Drake called them the Ostiarium. He set them to patrolling the Grand Stair and defending those who walked it from the Dwimmerlaik and their foul servants. They were to go to the aide of Gossamer worlds in need. They were to guard Doors lest the enemy use them. In time, those they protected came to call them Doormen.

During the Dwimmerlaik Wars, the Doormen served well and honorably. They fought in countless battles and campaigns. Many Doormen fell during the Dwimmerlaik Wars and every loss was felt by their peers and every loss strengthened their resolve. They fought in the great battle at the Grand Plaza and kept one thousand Doors from falling to the enemy. They stood with Lord Drake at Finisterrae and were with him when the Last Great Dwimmerlaik War ended.

In the aftermath of the wars, the Doormen had much to do. They continued their patrols of the Grand Stair ever watchful for signs that the enemy might still remain. They hunted the vile servants and beasts of the Dwimmerlaik who still posed a threat in the absence of their masters. They helped restore order to Gossamer worlds that had fallen to the enemy. They assisted the Gossamer Lords to establish and maintain peace on the Grand Stair. They faced the Shining Khan and held fast against the dreaded griffinfantry of Denge Marsh and drove the Hollow Hounds from the Stair.

The Last Great Dwimmerlaik War ended a thousand years ago. Still the Doormen maintain their watch. They stand guard at Doors to worlds like Finisterrae, the Nightmare Kingdom, or the Otherlands that are too dangerous to be allowed to open. They aid those in need. They mete justice when necessary. They hunt the creatures who seek to prey on those walking the Grand Stair. They brave the dark worlds where once the enemy

held power, ever vigilant for signs and portents of the return of the Dwimmerlaik. They serve still, with honor and distinction, as generations have before them. They will continue to serve until the last Doorman is no more.

The Order

Officially and formally, the order is known as the Ostiarium. Depending on personal preference, a man may be known as an Ostiarius and a woman an Ostiaria, though in practice the sexes are equal. The plural is Ostiarii. Few outside the order refer to them by these ancient titles. When they do so, it is only in the most formal circumstances and usually only in Ineswitrin. Instead, they are commonly known by the name they were given by those they helped: the Doormen. It is by that name that they are most often referred, which has echoed up and down the Grand Stair and been reflected in countless Gossamer worlds.

The order was created by Drake and Luther. Drake is their lord and their military leader. During the wars, Luther was their mystical advisor. In the aftermath of the Last Great Dwimmerlaik War and the absence of Luther, the Gossamer Lord Lucien has come to serve as their mystical advisor. As Lucien and Drake have very different personalities, this arrangement has led to some small tension between the two, but neither allows this to interfere with the mission of the Doormen. As Drake serves as Lady Vala's military advisor, so do the Doormen serve her. Vala has been known to request their aid in various matters, both diplomatic and military. Still, the Doormen rarely personally interact with Vala, Lucien, or even Drake. In most cases if quests are to be undertaken, they are given by their Knight Commander Dame Manticora, the Seneschal of the great castle Black Gard.

Black Gard is the ancient fortress of the Doormen, and it is located in Drake's domain of Ineswitrin. Though they are rarely there, it is a home to the Doormen. In Black Gard, they train and joust and practice their skills. They share information with one another about their deeds and quests. It is here that they may recuperate and romance.

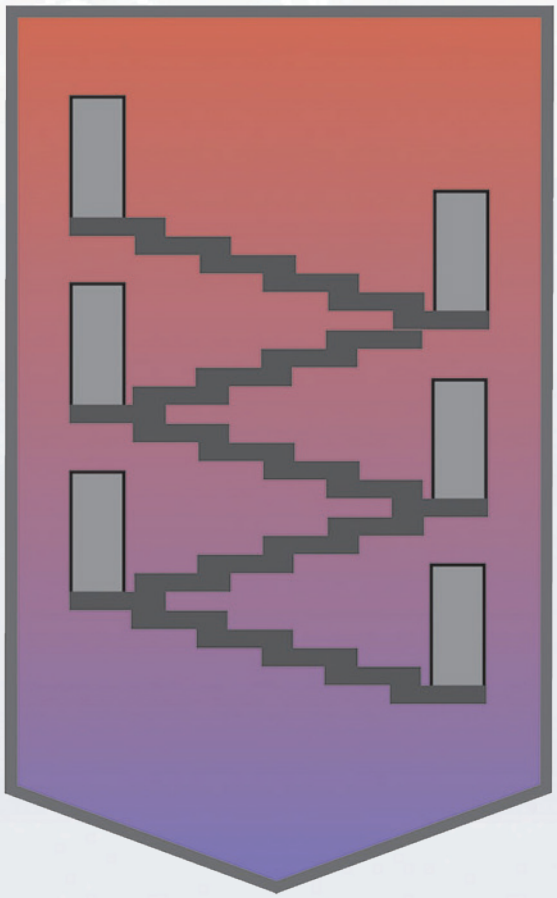
In a special chamber at the heart of Black Gard is the great round table where the Ostiarium meet. This ancient table of polished wood is a thing of power and reverence for the Ostiarium. The table is built around a great stone that according to legend is the heart not only of Black Gard, but of Ineswitrin itself. The table is said to always have the exact number of seats needed for the knights present in Black Gard. The door at the center of each of the brooches of the Doormen is said to have been crafted from the wood of the table.

From time to time, Dame Manticora gazes into the reflective surface of the great table and views the Gossamer worlds, ever vigilant for matters requiring the aid of the Doormen. In times of great need, she can even see through the sliver of wood at the center of each Doorman's brooch.

Outside the walls of Black Gard is a large village they protect and which they have watched over for ages. Generations of villagers have grown to adulthood in the shadow of Black Gard, many dreaming of someday being chosen to become one of the knights of the Ostiarium.

The Oath

They come to the order on different paths. Some are highborn and some are low. Some are young and some are mature. Some are of Ineswitrin, some are from distant Gossamer worlds. Sons and daughters hope to someday serve as their mother or father served before them. One does not inherit the title. One earns it. Having family that has served does not help you be chosen. Being without such lineage is no hindrance. One is chosen on merit. They must have distinguished themselves in some heroic and honorable manner.



When one is deemed worthy to join, they are summoned to a ceremony at Black Gard. The Seneschal of Black Gard is present, as are all of the knights of the Ostiarium presently in Ineswitrin. Surrounded by a circle of their future peers, the initiate stands before Drake and is presented with Drake's sheathed sword, which he holds before him. As the initiate swears the ancient oath of duty and honor and loyalty, Drake draws the blade *Clarent* from its scabbard and slices the palm of his own left hand. The initiate locks eyes with Drake and says, "Take thou and strike." In a blinding motion, Drake thrusts his blade through the heart of the initiate, who remains standing, magically transfixed, as Drake places his own bloody palm to the wound and states, "The time to cast away is yet far off." Drake then quickly sheathes the blade, and removes his palm from the initiate's chest and takes the scabbard from his hands. The newest knight of the Ostiarium stands unhurt save for a slight scar above the heart. The Seneschal then helps him into his new raiment: the black hooded greatcoat worn by the order. Above the heart, Drake personally pins the brooch that is the symbol of the order. It represents a Door surrounded by four flights of the Grand Stair each moving in a different direction. The brooch is said to be of the same otherworldly metal as Drake's blade. Now, whether they were low-born or high, they are forevermore Drake's favored knights. By tradition, the new Doormen are given the title of "Sir" or "Dame."

The oath and ceremony are an ancient and powerful magical ritual. The knights are all bound by magic, blood, and honor. They know they can trust each other with their lives with no fear of betrayal. The magic of the oath makes them aware if one of their own is under a spell or possessed, thus protecting them in part from one of their ancient enemy's greatest weapons - the ability to turn their foes against one another. Through the power of the ritual, some knights have mastered greater empathic arts, which they employ to help their peers. As the magic of the oath binds them forever as loyal companions, so too does it fail if they forswear their peers. If one breaks the oath, he breaks the magic. One who breaks his oath will find the wound made by Drake's blade will reopen. The severity of the wound is said to reflect the severity of the transgression.

The Bond

The oath and ceremony create a permanent bond between the knights and protects them from their enemies. All of the Ostiarium have the following Empathy Talent:

Psychic Neutral [5 Points]

All Doormen have a Psychic Link with other Doormen. This aids them in knowing if anything is amiss with their companions. They are also able to psychically mask themselves against the Channeling abilities of the Dwimmerlaik.

The nature of the bond is such that if a Doorman were to be foresworn or betray his companions or his oath, the wound in his heart would re-open.

A Lifetime of Duty and Honor

Those who have taken the oath are forever bound by it. Many of the knights of the Ostiarium die in the fulfillment of their vows. Many of those who do survive long enough for their duties on the Stair to become too physically demanding often take positions of great import in Black Gard and elsewhere. The librarians, armorers, and others who serve in Black Gard are not mere servants, but brother and sister Doormen who served honorably on the Stair and now serve honorably on the home front. Some who served faithfully and well have been given leave to retire from the normal duties of the Doormen. Some have once more taken up their former properties or titles or even been granted new ones by Drake as a reward. However, all remain bound by their oath to answer the call of their knight companions and their lord.

There are no great tombs for those who live and die by their oath. There are no cemeteries with mausoleums and crypts and monuments for the Doormen. But the oath ties the knights to one another even in death. They do not abandon those they have lost. They will ever strive to bring a fallen Doorman home to Black Gard or to his family. Most are returned to Black Gard where a vigil is held and the knight's body is burned on a pyre befitting a noble warrior. The Doorman's sword is then placed on the walls of Black Gard, alongside those who served and fell before him. It is said that in times of need, should Black Gard itself be threatened, these swords will once again serve and will act to defend the realm as their wielders did in life.

Structure and Numbers

The Ostiarium are Lord Drake's elite knights and are not normally part of the great armies under his command. Those armies are usually led by the Uiros Ueramos, great war leaders specially chosen by Lord Drake himself. Each normally commands a legion of about one thousand troops known as Peers. In times of need any of the Doormen may be tasked to act as commanders of Lord Drake's regular forces, or even as Uiros Ueramos.

Although Drake has many vast armies at his command, the Doormen themselves have never been great in numbers. To be a Doorman is to not only be a great warrior, but to have the highest calling to duty, honor, loyalty, and self-sacrifice. Though many may meet the great standards Drake sets for his forces, few meet the almost mystical demands of being a Doorman. During the height of the Dwimmerlaik Wars, there were thousands of Doormen actively battling the Great Enemy. Now, there are barely a thousand left, including those who can no longer quest, but still serve in other ways. What the Doormen lack in numbers, they more than make up for in character, spirit, and determination.

The Doormen are questing knights, wandering the Grand Stair and the Gossamer worlds defending those in need and ever searching for signs of the return of their ancient foes. Most often they walk alone, braving the dark corners of the Grand Stair and the fearsome worlds where most others would only risk traveling in great numbers, if at all. Sometimes, small numbers of Doormen will travel together as a band of knight companions, brought together by bonds of friendship, a common quest, or orders from Lord Drake or Dame Manticora. When in a small group, if Lord Drake or Dame Manticora has not designated a knight captain, they choose a leader based on seniority, expertise, or even on which of them has performed the greates acts of bravery and heroics.

Oaths, Vows, Quests

The Ostiarium live by their oaths. Their lives are literally sworn to one another. As a result, oaths and vows are not something they take lightly. They are not mere words to them, but matters of sacred honor. They are a way of life. A Doorman coming across a fallen guardian may swear an oath to save the guardian's charge. The Doorman will then undertake a quest to do so and the guardian may rest knowing the Doorman will give his life if necessary in completion of the quest. A Doorman may encounter a wrong that needs righting and vow that he will set it right. When swearing an oath or a vow, or undertaking a quest, the Doorman will do all in his power to honorably complete it.

The Dwimmerlaik Oath

The Dwimmerlaik are the Great Enemy of the Ostiarium. Though the wars ended long ago, they remain ever vigilant for signs of the return of the Dwimmerlaik. All Doormen have sworn oaths and vows regarding their actions should the Great Enemy ever return:

- Contact Lord Drake immediately.
- If in a Gossamer world, immediately locate and sever all Doors that lead to the Stair.
- Remain in the Gossamer world. Defend the local populace against the Dwimmerlaik and oppose the Great Enemy. Await reinforcements.
- If on the Grand Stair, hold the expanse against the Great Enemy. Sever their entry Door if possible. Await reinforcements.
- Do not allow the Dwimmerlaik to enter or exit any Doors. Sever those Doors if possible.

As part of their duties and the Dwimmerlaik Oath, the Doormen keep a close watch on worlds with the taint of the Dwimmerlaik. The worlds of Aerion Prime in "Strotospheria," Bel Mare or "Poseidon's Rapture," Hallow Thune, Finisterrae, and Taramis are of particular interest. There are often Doormen there to watch for signs of the Great Enemy's return.

The Incursion Pledge

Left unchecked, the Incursion could prove to be a formidable threat to the Gossamer Lords. Drake plans to prevent this occurrence. To this end, his Doormen have made a pledge regarding encounters with the Incursion.

- Contact Lord Drake immediately.
- If in a Gossamer world, immediately locate and sever all Doors that lead to the Stair.
- Do not allow anyone to enter the world. Allow nothing of the Incursion to leave.
- If on the Grand Stair, hold the expanse against the Incursion. Sever their entry Door if possible. Await reinforcements.

The Gossamer world known as Incursion Earth 626 is of particular concern to Lord Drake at this time. Doormen may already be guarding Doors to that world or severing them.

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The Nightmare Vow

The Nightmare Kingdom is a dangerous and little understood world. It, or something within it, appears to have the ability to open new Doors to gain access to the unwary. All Doormen have sworn a vow regarding encounters with the Nightmare Kingdom:

- Contact Lord Drake immediately.
- If someone is known to have recently entered it, rescue them if possible.
- Do not allow anyone else to enter; allow nothing of the Nightmare Kingdom to leave.
- Sever the Door.

The presence of the Man with the Red Hands on the Gossamer world known as the Ring of Fire has drawn Lord Drake's attention. Doormen may be sent to eliminate the threat posed by The Man or simply to sever all Doors to the Ring of Fire.

The Otherlands Protocol

The mysterious Gossamer world or worlds known as the Otherlands may pose a threat to the Gossamer worlds and the Grand Stair. It may even have a connection with the Great Enemy. The Dwimmerlaik are said to have battled the Otherlands and possibly even created a rival version. For this reason, all Doormen have sworn the following regarding contact with the Otherlands:

- Contact Lord Drake immediately
- Investigate for signs of Dwimmerlaik activity, past or present. Initiate the Dwimmerlaik Vow if appropriate.
- Rescue any who might be in danger.
- Allow no threats from the Otherlands to enter the Grand Stair or other Gossamer worlds. Sever the Door if necessary.
- If hostilities commence, hold the expanse and await reinforcements.

Sample Doorman

Attributes

PSYCHE - Paragon

STRENGTH - Paragon

ENDURANCE - Paragon

WARFARE - Paragon

Talents

Grand Stair - Opening and Closing Doors [5 Points]

Grand Stair - Waysense [3 Points]

Note: Most of the Doormen are not Wardens of the Grand Stair, but all Doormen have some affinity to it. A few possess the Grand Stair Talent Exegesis to interact with Gossamer world inhabitants. Other, more elite Doormen, possess the *Holding Doors* and *Unlocking and Locking Doors* Talents.

Psychic Neutral [5 Points]

Artifacts and Creatures

Knight's Weapon [2 Points] - Each Doorman has a favored weapon, often a sword or a mace.

- Double Damage [2 Points]

Knight's Armor [1 Point] - The greatcoat of a Doorman is his armor and his uniform.

- Resistant to Normal weapons [1 Point]

Relationships with Gossamer Lords:

Drake	Drake is the lord of the Ostiarium. They are sworn to him and to each other. They will follow him into fire, into storm, into darkness, into death. Their lives and honor are sworn to him and they will not fail him.
Vala	As Vala is the leader of the Gossamer Lords, the Doormen, like their lord Drake, are sworn to her. They will serve and protect her with their lives and honor. She advises them in matters of diplomacy and negotiation and sometimes requests their aid on diplomatic missions.
Lucien	In Luther's absence, Lucien has taken up the mantle of mystical advisor to the Doormen. He tends to point them in the direction of mysteries he deems worth poking into. Some of the information they have uncovered has found its way into Lucien's secret Black Files.
Luther	Luther helped Drake found the Ostiarium and was once their mystical advisor and mentor. He disappeared at the end of the Last Great Dwimmerlaik War and is believed dead.
Mordecai	The General of the Raven Legion is no friend to Lord Drake, but their respective forces do cooperate when necessary
Bastiano	Bastiano is the leader of the Ascendancy, and perhaps Vala's greatest rival. The Ascendancy must be watched lest it become a threat to rival the Dwimmerlaik

Relations with Others

The Cicerones and the Porters	While there is a cordial relationship between the Doormen and the Honorable and Ancient Guild of Cicerones: Guards and Guides and the Ancient and Honorable Guild of Porters, some tensions exist between the knights and the two guilds. When the Dwimmerlaik Wars ended, the Doormen remained in service, while the cicerones and porters went into private enterprise. Some Doormen see this as a betrayal of the cause while some cicerone and porters see the Doormen as continuing to prepare for a long ended war. That Drake makes no secret that the cicerones and porters will be drafted into service should war come again does not ease the tensions. The Doormen tend to have better relationships with the cicerones than the porters. The cicerones and Doormen both wander the Stair and the Gossamer worlds and still find themselves cooperating from time to time. Some Doormen view porters with distrust because they believe the Porters have become corrupt, engaging in criminal activities and even betrayals of clients.
The Conciliatore	Doormen have at times come into conflict with forces of Lord Bastiano's expansionistic Ascendancy. Doormen have even defended some Gossamer worlds from Ascendancy incursion, sometimes coming into direct conflict with Lord Sparda and the Conciliatore.
The Dwimmerlaik	The Dwimmerlaik are the ancient enemy of the Doormen. One thousand years after the end of the Last Great Dwimmerlaik War, the Doormen continue to watch for signs of the return of the enemy. They continue to seek out lost Dwimmerlaik holdings and battle Dwimmerlaik servitor races. They still prepare for the eventual return of their most ancient and deadliest foe.
The Khalderi	The Doormen have encountered the Khalderi and have had numerous dealings with them. They respect the Khalderi's knowledge of the Grand Stair and share a common interest in removing predators from the Stair. The Khalderi and Doormen share certain views on honor and duty and loyalty as well. However, Drake and his Doormen are keenly aware that the Khalderi remained neutral in the Dwimmerlaik Wars and that they do not fully understand these ancient and mysterious Stair dwellers.
The Nexopolis Office of Business and Development	The Doormen work closely with the Nexopolis Office of Business and Development. Though the OBD is driven by its own agenda, that agenda does not often conflict with the mission of the Doormen. In fact, Nexopolis' master, Finnian, has close ties to Drake and has tasked the OBD to share information with Drake and the Doormen, especially information that could affect the security of the Grand Stair.
Praecones	The Doormen and praecones general have a great deal of respect for one another. During the Dwimmerlaik Wars, praecones were recruited as messengers and intelligence agents. With the wars over, they returned to their true calling of collecting tales and sharing them. Doormen and praecones have been known to share information. In his travels, a praeco often learns things of interest to a Doorman while a praeco can add the tales of the Doorman's quests to his repertoire of tales.
The Raven Legion	The Gossamer Lord Mordecai has created a group of mercenaries he calls the Raven Legion. Drake is not fond of Mordecai and the two groups have a rivalry. They are competitive and they have been known to find themselves in conflict, but they are not enemies. Both have stood together in action in times past and would be expected to do so again when necessary. The Ravens often find the Doormen too tradition-bound or inflexible or think their adherence to an honorable or chivalric code ties their hands and cripples them. The Doormen, for their part often find the Ravens reckless, rash, or even brutish or criminal. Still, both groups have a certain amount of respect for one another, but they are never likely to be friends. However, while rivalries (and more) between individual Ravens and Doormen are common enough as one would expect, it is not uncommon for there to be friendships (and even more) between some members of both groups.

Dame Manticora, Seneschal of Black Gard

"She was an imposing figure. She was everything a Knight Commander should be: Cunning and competent, fair, firm, and consistent. She was loyal to her allies and an unrelenting enemy to her foes. Blade in hand, she charged into battle with her knights and they loved her. She was Dame Manticora of the Ostiarium, the Lady of Black Gard. But, to me, she was always still Cora…" – Cal's Journal

A Doorman found Manticora as an orphaned child on a forgotten battlefield in the aftermath of the Dwimmerlaik Wars. She was wild, hungry, and almost feral. He took her under his protection and brought her back with him to Black Gard. There, she watched the Doormen and began to emulate their ways.

The child Cora grew up as a ward of Black Gard. From the different Doormen, active and serving at home, she learned many skills. She learned all the things a Doorman should know and they instilled in her an unshakeable belief in duty and honor. They had no need to teach her to beware the Dwimmerlaik for her childhood had taught her that hard lesson.

Cora grew to be a promising warrior. In time, after years of distinguished service in campaigns with Drake's forces, she was at last called to take the oath of the Ostiarium.

Dame Manticora quested as a Doorman for ages. She fought epic battles, slew terrible beasts, and saved countless people. She served honorably and well. Her time questing on the Grand Stair gave her greater insight into the mysteries of the universe. Lord Drake even sent her to study as Sybelle's apprentice for a time. Dame Manticora grew in power, until she could be considered a Gossamer Lady. Yet, still she remained true to her oath and remained a Doorman, one of the best the order had ever known.

In time, Drake named Dame Manticora as the new Seneschal of Black Gard. While she felt more than capable of continuing quests, Drake felt that she was his most experienced knight and best suited to lead the order. She answered the call with honor and became the new Seneschal.

Now, she leads the Doormen. She has a long lifetime of experience to share and will do all in her power to prepare them for the challenges they will face as they quest on the Grand Stair and throughout the Gossamer worlds. She loves her fellow knights and will lay down her life for them without hesitation. The Lady of Black Gard has become a popular Seneschal, loved by the Doormen and the people of Ineswitrin. A part of her still misses questing though.

Dame Manticora has now grown to become one of the greatest leaders of the Doormen's long history. She prepares them for the dangers they will face within and without. She keeps them ever vigilant for signs that the Great Enemy has returned and readies them for battle against that dark foe. She fears the day of the Dwimmerlaik's return is not far off and she will have the Doormen ready.

Attributes

PSYCHE – 35 Points

STRENGTH - 18 Points

ENDURANCE – 30 Points

WARFARE – 35 Points

Powers

Warden of the Grand Stair [10 Points]

Advanced Scrying [60 Points]

Cantrips [12 Points] - Clarity, Dampen, Flare, Focus, Invigorate, Mana, Nullify, Numb, Quicken, Reveal, Sureness, Surge

Talents

Empathy - Psychic Neutral [5 Points]

Artifacts and Creatures

Doorman Greatcoat [5 Points] - Dame Manticora proudly wears the armor of the Ostiarium.

- Invulnerable to Conventional Weapons [4 Points]
- Mold Gossamer Material [1 Point] - Items placed in the pockets of this coat will be altered to function no matter what the local rules may be.

Doorman Broach [13 Points] - Dame Manticora wears a special brooch signifying her role as Knight Commander of the Doormen.

- Resistant to Firearms [2 Points]
- Danger Sense [2 Points] - Should the brooch detect sufficient danger, it might ward Manticora within its Psychic Barrier to protect against Dwimmerlaik mind magics.
- Psychic Barrier [4 Points]
- Confers Quality [5 Points]

Garitel, Manticora's blade [4 Points] - Garitel was the blade of the Doorman who found and rescued Manticora when she was a child. When he passed, he bequeathed it to her. She has borne it in his memory ever since.

- Deadly Damage [4 Points]

Set of Icons [2 Points] - This is a set of coins made of the same metal as the sword Clarent and the brooches of the Doormen. The set contains Icons of Lord Drake, key Doormen and other agents of Lord Drake, Lucien, Cal, Vala, and even Sigma Eryss.

The Round Table of Black Gard [26 Points] - This table is in the care of Dame Manticora. It is where the Doormen meet and it is also her Scrying *medium*. From here she leads the Doormen and in times of need, commands the defense of Black Gard. If a grave enough threat to Black Gard or the nearby village is detected, she may extend the psychic barrier over the area to protect her people. She may also make use of the various cantrips and spells contained in the table to protect the castle and the village.

- Invulnerable to Conventional Weapons [4 Points]
- Danger Sense [2 Points]
- Psychic Barrier [4 Points]
- Confer Quality [5 Points]
- Regeneration [4 Points]
- Alternate Form [1 Point] - The table is always big enough and has enough seats.
- Contains Named & Numbered Cantrips [2 Points] - Clarity, Focus, Fracture, Grasp, Invigorate, Mana, Nullify, Numb, Paralyze, Reveal, Stun, and Sureness.
- Capable of Hanging & Using spells [4 Points]

The Swords of Black Gard [15 Points] - The walls of Black Gard are adorned with the swords of those Doormen who served and gave their lives. They stand as a memorial for the fallen and a reminder to all who view them to live and die with honor. But, they serve another purpose as well. Should the need arise, Dame Manticora can call them to serve as defenders of Black Gard and the nearby village. They fight as though wielded by the invisible spirits of their fallen masters.

- Immense Vitality [4 Points]
- Mobility [1 Point]
- Paragon Stamina [2 Points]
- Combat Reflexes [2 Points]
- Double Damage [2 Points]
- Invulnerable to Conventional Weapons [4 Points]

Doormen Broaches [3 Points] - As part of her duties, Dame Manticora is responsible for the brooches given to each Doorman. At the center of each brooch is a polished piece of wood from the great table of Black Gard and is part of her *medium*. In times of need, she uses her ability to scry through the brooch to see what dangers her Doormen face.

- Resistant to Normal Weapons [1 Point]
- Horde [x3]

Allies

Lord of Gossamer Worlds [5 Points] - Lord Drake is her commander and closest ally.

Lord of Gossamer Worlds [5 Points] - Sigma Eryss. Dame Manticora has developed a good relationship with Sigma Eryss of the Raven Legion. Though their respective Lords feud and bicker, they work together to keep the rivalry between their forces friendly and to share information and coordinate against common foes.

Partisan Support [3 Points] - Dame Manticora can count on the support of the Doormen and all Lord Drake's forces.

Partisan Support [3 Points] - Dame Manticora has developed close ties to the Honorable and Ancient Guild of Cicerones: Guards and Guides and may count on them for information or assistance.

Stuff

Good [3 Points]

The Khalderi Host

"We who wander are not lost. We know the rise and the descent. We know the winding path and the straight path. We hunt the Labyrinth without fear. We are masters of the six ways. We are the Keepers of the Steps."

– old saying attributed to the Khalderi

They are known by many names and are the subject of numerous legends along the Grand Stair and in Gossamer worlds. To some they are the Step Nomads. To others, they are the Stair Mages or the Secret Keepers. Those who have actually met them claim they refer to themselves as Khalderi, or the Host.

The Khalderi are perhaps the most ancient of beings to walk the Grand Stair. It is said they were already traveling the Stair when the first Dwimmerlaik discovered it. Scholars and storytellers debate this in taverns, libraries, and the halls of the Arbanes Academy. It is known that they were already present on the Stair, and already the stuff of legends, when the first Gossamer Lords walked through their Doors. The truth of their age and origins is unknown. When questioned about their world of origin and their arrival on the Stair, the Khalderi always respond, "We have always been here."

To most who walk the Grand Stair, the Khalderi are now nothing more than legend. Most who travel the Stair may do so for a lifetime without meeting the Khalderi. To them, the Khalderi are an ancient and mysterious Stair-dwelling people who may not even exist. Only those who travel farther, seek greater mysteries, or otherwise walk with danger, ever meet the Khalderi. Even those who do encounter them are rarely given the opportunity to understand them. The Khalderi come and go quickly and are interested in others only if they perceive them as being worthy of their interest.

In ages past, encounters with Khalderi were more common. As time has worn on, encounters are ever rarer. Some think there are very few Khalderi still remaining and that they are a quickly vanishing people.

Appearance

The Khalderi are striking figures. They are highly attractive humans of nearly alabaster skin and are either hairless or have shaved heads. This is true of both males and females. Their skin is adorned with a complex combination of gold tattoos and implants that sometimes appear to be lit internally. These lights seem to interact with their staves and their mystical abilities. It is rumored that when a Khalderi dies, the internal lights are extinguished.

The Khalderi favor loose fitting and flowing robes that allow for maximum comfort and freedom of movement. These are always in shades of blue. Their robes are inscribed with similar designs as their bodies, both of which appear to be some sort of technological and magical designs. Their exact nature and purpose is unknown, but they do in some way resemble Rhen codes.

They each carry a staff topped with a crystal cube. The staves are not identical and seem to be unique to each wielder. They sometimes carry large rectangular shields imprinted with the complex designs found on their robes and bodies. The magus, the one leader in every group of Khalderi, wears a rectangular chest plate of similar design.

Attitude

The Khalderi are mysterious and often aloof. As a rule, they go about their business and allow others to do the same. Those rare few who have had an opportunity to closely interact with them describe them as a bit cold, perhaps even alien, but extremely honorable.

The Khalderi follow a strict honor code. They adhere to strong personal codes involving integrity, duty, and loyalty. They will follow to the letter any oath, vow, or promise they make. Their word is their bond and they will not break it, nor will they easily give it. The Khalderi do not lie. They may however, evade, omit, or fail to speak. A secret told to the Khalderi will never be revealed. There is a tradition of giving gifts to those who they feel have done them service. They consider it an insult to refuse a gift. Over the ages, some have tricked them into bestowing a gift. The Khalderi view those persons as thieves and deal with them harshly. The Khalderi Host abides by their own arcane rules of hospitality. It is thought that they view the Grand Stair itself as their home and those travelling it and doing no harm, as guests. Those doing harm to the Stair are seen as violating their hospitality and risk their wrath.

The Khalderi Host protects the Grand Stair. They deal with threats to the Stair, its expanses, landings, and Doors with speed, efficiency, and finality. Their protection of the Stair applies in a much smaller degree to those who walk upon it. However, defending people is of obviously lesser concern than defending the Stair itself.

Activities

The Khalderi when encountered are generally travelling, investigating something they find of interest, or on the hunt.

Travelling. The Khalderi are usually found walking the Stair. They always travel on foot and never use vehicle or steed. There are those who claim to have come across the Khalderi resting on the Stair. They say they have seen the Khalderi use their shields as sleeping pallets or, at other times, linked together to form a fortification or barricade. The Khalderi are mostly found travelling on the Grand Stair itself. They are very rarely encountered wandering the Gossamer worlds.

Investigation. The Khalderi have occasionally been encountered as they investigate something of apparent interest. They have been said to quickly appear through a nearby Door when extremely unusual phenomenon occur on the Stair. If there were a sudden shift of expanses, a mass opening or closing of Doors, damage to the Stair, or other changes to the nature of the Stair, the Khalderi would swiftly appear and investigate.

The Hunt. Perhaps the most spectacular tales of encounters with the Khalderi are those of meeting them as they hunt. The Khalderi's favored prey appears to be the dangerous things, like Erebi, that do not belong on the Stair, but have somehow found a foothold. They also hunt Threshold Ghosts and other manifestations and beings that are tied to the Stair itself. Other, more mundane threats, such as the various beasts that find their way through Doors or creatures that prey on those who walk the Stair are lesser quarry, but will not be ignored. There are even tales of Khalderi hunting in Gossamer worlds. These far-fetched stories tell of multiple groups of Khalderi together battling monstrous beings of nightmarish description and power. As the Khalderi are almost never encountered in Gossamer worlds, few believe these tales. Still, they persist.

The Khalderi are fearsome opponents. They are skilled warriors, but are more likely to use their mystical abilities in combat. Many are sorcerers and use their staves to channel their magical workings, and as melee weapons when necessary.

Society

Few living beings know anything about the society of the Khalderi Host. It is likely that only Dayle, Lucien, Sir Richard Reynolds, and Uwe know even parts of it. The Khalderi are secretive and exclusive.

The Khalderi are largely a uniform people. They all appear to dress and act in a similar fashion. Though they are polite with outsiders, they are never close with them. There are no non-Khalderi in the Host. Khalderi only mate with and have children with other Khalderi. They follow a strict code about maintaining the integrity of the Khalderi people. This may well be a factor in their declining numbers.

They have the gift of tongues but also have their own complex written language. They say this language was passed to them by their Creators. It is the language of the Rhen codes found in some parts of the Grand Stair.

The number six has great meaning to the Khalderi. They often travel in groups that number in a multiple of six. They say this is in honor of the six directions of the Grand Stair.

Khalderi honor and loyalty does not mean they are not still individuals and highly competitive among themselves. Within a group, fierce competition and sometimes intense rivalries may exist among them. Most of these rivalries are over issues of honor or comparing their hunts. The Host, however, is always united against all who threaten it.

The Khalderi have a tribal or clan structure. The groups have their own names by which they are known. Some of the known groups are *the Shields of the Rising Way*, *the Blades of the Falling Path*, and *the Sentinels of the Hall of Life*. Each Khalderi group has a leader, known as a magus. These magi may be male or female. When groups meet and must resolve issues, the magi will work together to find a resolution acceptable to the involved group. Should circumstances demand a gathering of many groups, or even the entire Host, the magi form a council to resolve the matter. These councils may become heated, but honor will be maintained, and the good of the Host always takes precedence over lesser concerns. In cases where the gathered magi cannot come to a satisfactory resolution, they have one special Khalderi they may call upon.

There is always a single Khalderi female burdened and honored to walk alone. This Khalderi is known as *She Who Walks Alone*. She Who Walks Alone is apart from the clans, free of their rivalries, but without their camaraderie and fellowship. Each of the clan magi may call upon her for aid in battle or to help resolve issues between the clans. She is the only Khalderi to know how to contact all of the magi of the Host. In times of war, it is she who leads the Host. Serving as She Who Walks Alone is the most terrible burden a Khalderi may endure and being chosen is the greatest honor a Khalderi may ever know.

Beliefs

As scarce as information is on Khalderi society, rarer still is information on their beliefs. The Khalderi believe that in the time before the Stair, the Gossamer worlds were lost and vulnerable to the hungry void of Shadow. The two Great Powers argued amongst themselves and made war over what was to befall the Gossamer worlds. They became the Typhonians, the dark powers that wanted to prey on the Gossamer worlds, and the Rhen, who sought to protect the worlds. The two factions fell on each other in a great war.

In the end, the Rhen were triumphant. They created a great structure and wrapped the Gossamer worlds around it for their protection. The lesser races perceive this structure as the Grand Stair. The Typhonians were cast down, lost in Shadow. But, the victory had come at great cost to the Rhen. Their home was lost to them and they were forced to withdraw from the multiverse to rest after the eternal war with the Typhonians.

Before the Rhen left, they created the Khalderi. They set the Khalderi upon the Grand Stair and charged them to watch over it. They were to study it and learn its secrets that they might better serve it. They were to protect it, and those who walk it, from harm. They were to be ever watchful for the return of the Typhonians and

do all in their power to prevent this. The Khalderi were the Rhen's final creation and their last gift to the lesser races. It is a terrible burden and privilege.

The Khalderi have done as they were bid. They defend the Stair and seek its mysteries. They are ever watchful for signs of the Typhonians. They know they are still out there, waiting to destroy the Rhen's creation. The Dwimmerlaik faced them and the Stair itself cast the Typhonians out. But the Khalderi, like the Dwimmerlaik, have come to believe that some Typhonians lie in wait, hiding or slumbering within Gossamer worlds. When the Khalderi discover worlds possessed by Typhonians or their minions, the Host as a whole descends on that world to drive the dark things from it, back to Shadow.

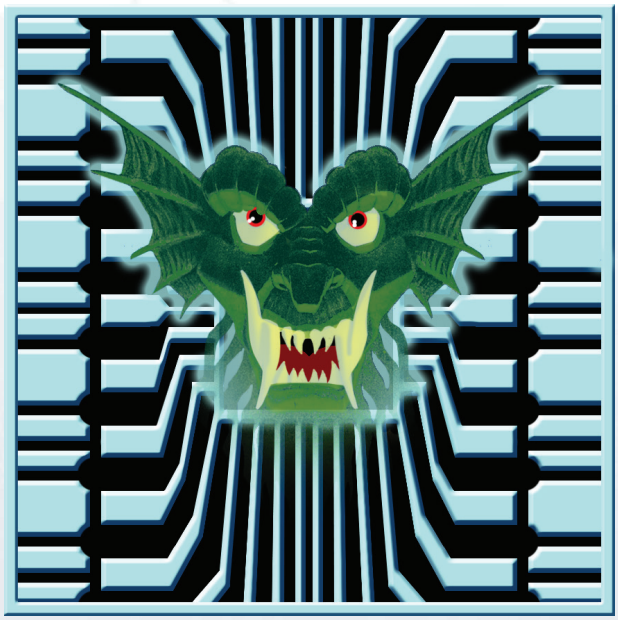
The Nightmare Kingdom is thought by the Khalderi to be an aspect of a Typhonian spreading darkness unto the Grand Stair. Whenever it is encountered, the Khalderi will sever the Doors that have been corrupted by it and hunt and destroy any of its abominations that have crossed over onto the Stair. The Khalderi have sometimes fought alongside Doormen against incursions from the Nightmare Kingdom. The Khalderi magi seek a means of permanently barring the Nightmare Kingdom from the Grand Stair and someday destroying the foul world itself.

The Khalderi are aware of the Otherlands and are deeply troubled by them. They believe the Otherlands are a manifestation of a great Typhonian stirring and waking and attempting to spread its power. They watch carefully for signs of the Otherlands. At present they have limited their activities in the Otherlands to scouting expeditions, but some of the magi fear the time is coming soon when the Host must assemble under She Who Walks Alone to wage war on the Otherlands.

The Khalderi are not eternal. Khalderi perish in performance of their duties. They eventually age and die. The Host grows ever smaller and their numbers are already small. They have served for eternity without reinforcements, but cannot do so forever. They have faith that the Rhen will return to replenish the Host or that the Stair will help them find worthy successors to their task.

A Talented People

The Khalderi have a gift for mastering the mysteries around them. Some are called as Wardens or even Masters of the Grand Stair. Most are Walkers of the Grand Stair. Those few who are not still possess some affinity with the Stair and possess some small power over it. Many are Sorcerers and Invokers. Their staves are often vessels for containing and using spells and



cantrips. The chest plates of the magi are said to be crafted to serve as a prison for Erebi, Threshold Ghosts, and the other dark foes hunted by the Khalderi. Each clan usually has a Wright among its number. Because of the relationship of the Stair to the Eidolon and the Umbra, some familiarity with these great powers is common among the nomads, and some are even masters of these powers. Others develop Talents for one of the great powers. This tends to run in clan lines. so one clan may have an aptitude for the Eidolon, while another has an aptitude for the Umbra. Empaths and Shape-Shifters are rare among the Khalderi. It is rumored that there may be some Enchanters among their most eldest magi.

Sample Khalderi

Attributes

PSYCHE - Paragon

STRENGTH - Paragon

ENDURANCE - Paragon

WARFARE – Paragon

Powers

Walker of the Grand Stair [5 Points]

Talents

Exegesis [3 Points]

Artifacts and Creatures

Khalderi Illuminated Staff [2 Points] - The signature tool and weapon of the Khalderi Host.

- Double Damage [2]

Places of Import

The Grand Stair	The Stair is sacred to the Khalderi; it is their home. They know its expanses, landings, and Doors. They know its secrets and hidden places. There are some locations on the Stair, however, of special significance.
The Black Market	This place became important only recently, around a thousand years ago. It is a scar on the Grand Stair and one that has not healed. Worse, it seems to attract the worst things to it. It is a place that bears watching.
Denderaxos, the Vault of Silence	The Khalderi know of this place and view it as a sickness on the Stair. Further, they fear that Kenti Iomenta and her fellow Usari may be tied to the Typhonians. They seek a way to remove it and its lady from the Stair.
The Impossible Pyramid	If the Khalderi have a home, this is it. They watch over it and will defend it. As it has accepted Maarden as its Archmaster, the Khalderi respect its choice.
The Labyrinth	This is the heart of the Stair. They find it helpful to traverse it from time to time. This helps them commune with the Stair itself to gain insight on its mysteries and to get a better understanding of its needs.
The Polyandrium	Alone, among those who walk the Stair, the Khalderi may freely travel to the Polyandrium. This great cemetery of the Grand Stair is holy to them. Like the Labyrinth, it is a place where they may come to better understand the Stair.

Amycentress, She Who Walks Alone

"I don't know where she came from. She struck suddenly and the great beast that had been about to split my skull bellowed in anger and surprise. In the Labyrinth the Minotaur is ever the hunter and never the prey. But, she had proven otherwise. She attacked in a dance of mystical and martial techniques, beautiful and terrible like an oncoming storm. The beast quickly fell back, howling as it fled. She offered me her delicate bone white hand and helped me to my feet. She was Amycentress, the great huntress of the Khalderi. My breath was ragged and my heart raced. Because of the fight with the Minotaur, of course. Definitely not because of the scary and pretty girl." – Cal's Journal

Amycentress is *She Who Walks Alone*, the lone Khalderi burdened and honored to walk apart from the Host to better serve it. A Khalderi without a tribe, she wanders alone and goes wherever needed. She is not an outcast, but an honored leader, chosen to bear the terrible weight of living apart from the clans and their rivalries, helping the entire Host as both war leader and intermediary between the clans.

Amycentress is honored to fulfill her role. She wanders far, ever in search of knowledge to help her people and to protect the Grand Stair. She will not hesitate to aid those who she believes serve the Stair. She will not pause to stop those who she feels threaten the Stair.

In her travels, Amycentress has made allies and friends. She has travelled for a time with Dayle, Gretchen Shadrach, Sir Richard Reynolds, Uwe, and Yaeger Zane. She has fought alongside Cal and the Indalo Kid. She

Relations with others on the Grand Stair

The Conciliatore	The Conciliatore and Khalderi have at times cooperated in removing predators from the Stair. As the Khalderi appear to have little interest in trespassing in Gossamer worlds claimed by the Ascendancy, they and the Conciliatore have little reason to come into conflict. However, Lord Bastiano is aware of the Khalderi's knowledge of the Grand Stair and would like to have access to that knowledge. This could lead to potential conflict between the Khalderi and the Conciliatore.
The Doormen	The Doormen respect the Khalderi's knowledge of the Grand Stair and share a common interest in removing predators from the Stair. The Khalderi and Doormen share certain views on honor, duty, and loyalty. However, Drake and his Doormen are keenly aware that the Khalderi remained neutral in the Dwimmerlaik Wars and that they do not fully understand these ancient and mysterious Stair dwellers.
The Dwimmerlaik	The Khalderi believe they and the Dwimmerlaik share a common foe: the Typhonians. They respect the Dwimmerlaik's strength in battle with those elder things, but found their later activities and destructive empire building troubling. The Khalderi were able to remain neutral in the Dwimmerlaik Wars, by walking away until the conflict ended. The way in which the war ended troubles them greatly. The Stair once acted to save the Dwimmerlaik from the Typhonians. It later acted to save the Gossamer Lords from the Dwimmerlaik. Does this mean that the Dwimmerlaik are threats to the Stair? If the Dwimmerlaik return and pose a threat to the Grand Stair, the Khalderi will no longer avoid conflict with them.
Gossamer Lords	The Khalderi were ancient when first the Gossamer Lords arrived on the Stair. They avoided the conflict between the Gossamer Lords and Dwimmerlaik and generally have little contact with them. Of them, they respect Lucien for his ability to create a home in the Labyrinth and his knowledge of the Stair. They have allowed Dayle to travel with them for a time and respect her quest for knowledge. Sir Richard Reynolds has been granted the rare honor of traveling extensively with them, but still knows only a fraction of their ways.
The Cicerone and the Porters	The three groups usually treat each other with cautious mutual respect. As long as they and their clients respect the Stair and do not interfere with their hunts, the Khalderi generally have no quarrel with the cicerones or porters. For their part, the guilds find the Khalderi's great knowledge of the Stair helpful and find their jobs are made easier by the Khalderi's hunts.
Praecones	The Khalderi appreciate the praecones' quest for knowledge and generally welcome them as honored guests. Many praecones have benefitted from the Khalderi's great knowledge of the Stair and many a praeco has been saved from a hideous fate by the arrival of a Khalderi hunting party.
The Raven Legion	Mordecai respects the Khalderi's knowledge of the Grand Stair, and the Ravens and Khalderi at times cooperate in removing predators from the Stair. They have also come into conflict when both groups hunted the same target and neither force could allow the other to claim it without losing honor or violating contract. The Raven Legion now chooses to maintain a policy of observation and noninterference when encountering Khalderi, unless a current contract makes contact or interference necessary.
Usari	The Khalderi know of the Usari and find them troubling. They fear that the Usari may be an aspect of a Typhonian. They are aware of the existence of Denderaxos and avoid that dark place.

has been a frequent guest in the homes of both Lucien and Maarden. She is one of the few living beings who knows the whereabouts of Luther. She shares a close bond of friendship and duty with Rojah, the keeper of the Agora. However, Amycentress distrusts Kaspar and strives to limit her dealings with him when she can.

She Who Walks Alone is a wandering warrior mage, forever in search of monsters and mysteries.

Attributes

PSYCHE – 65 Points

STRENGTH – 25 Points

ENDURANCE – 40 Points

WARFARE – 50 Points

Powers

Master of the Grand Stair [35 Points]

Cantrips [15 Points] - Charm, Clarity, Eidolon Negation, Focus, Grasp, Invigorate, Mana, Numb, Open, Reveal, Quicken, Shut, Sureness, Surge, Umbra Negation

Sorcery [15 Points]

Invocation [20 Points]

Artifacts & Creatures

Khalderi Staff [18 Points] - Like all Khalderi, Amycentress crafted her own staff and has made it an invaluable tool in her role as She Who Walks Alone.

- Deadly Damage [4 Points] - The staff is a formidable melee weapon, easily capable of breaking limbs or puncturing armor. It is also electrified, able to convey an electrical charge to those it strikes or even to project an electrical discharge similar to a bolt of lightning.
- Invulnerable to Conventional Weapons [4 Points]
- Mold Gossamer Reality [4 Points] - Amycentress can use her staff to alter Gossamer material and reshape it to suit the needs of her people. This is especially useful when the Host goes to war in a Gossamer world.
- Set of Icons [2 Points] - Amycentress' staff contains the Icons of all the Khalderi magi as well as those of a few key Gossamer Lords.
- Contains Named & Numbered Cantrips [2 Points] – Dampen, Dim, Flare, Foul, Fracture, Glitch, Jam, Loosen, Nullify, Pain, Paralyze, Stun.
- Capable of Hanging Named & Numbered Spells [2 Points]

Khalderi Robes [5 Points] - Amycentress' flowing robes are inscribed with ancient Khalderi sigils and afford her ease of movement and a supernatural protection. They can shape Gossamer matter allowing her to pull needed items from the robes wherever she may be.

- Invulnerable to Conventional Weapons [4 Points]
- Mold Gossamer Matter [1 Point]

Allies

Partisan Support [3 Points] - As She Who Walks Alone, Amycentress can count on the support of the entire Khalderi Host.

Mentor [2 Points] - The lost Gossamer Lord Luther has been an advisor to Amycentress.

Lord of the Gossamer worlds [5 Points] - Gretchen Shadrach is perhaps Amycentress' closest friend.

Stuff

Good [3 Points]

The Raven Legion

"We are Ravens. We are night's masters of war. We are Ravens. We are the keepers of secrets. We are Ravens. We are everywhere."
-from the oath of the Raven Legion

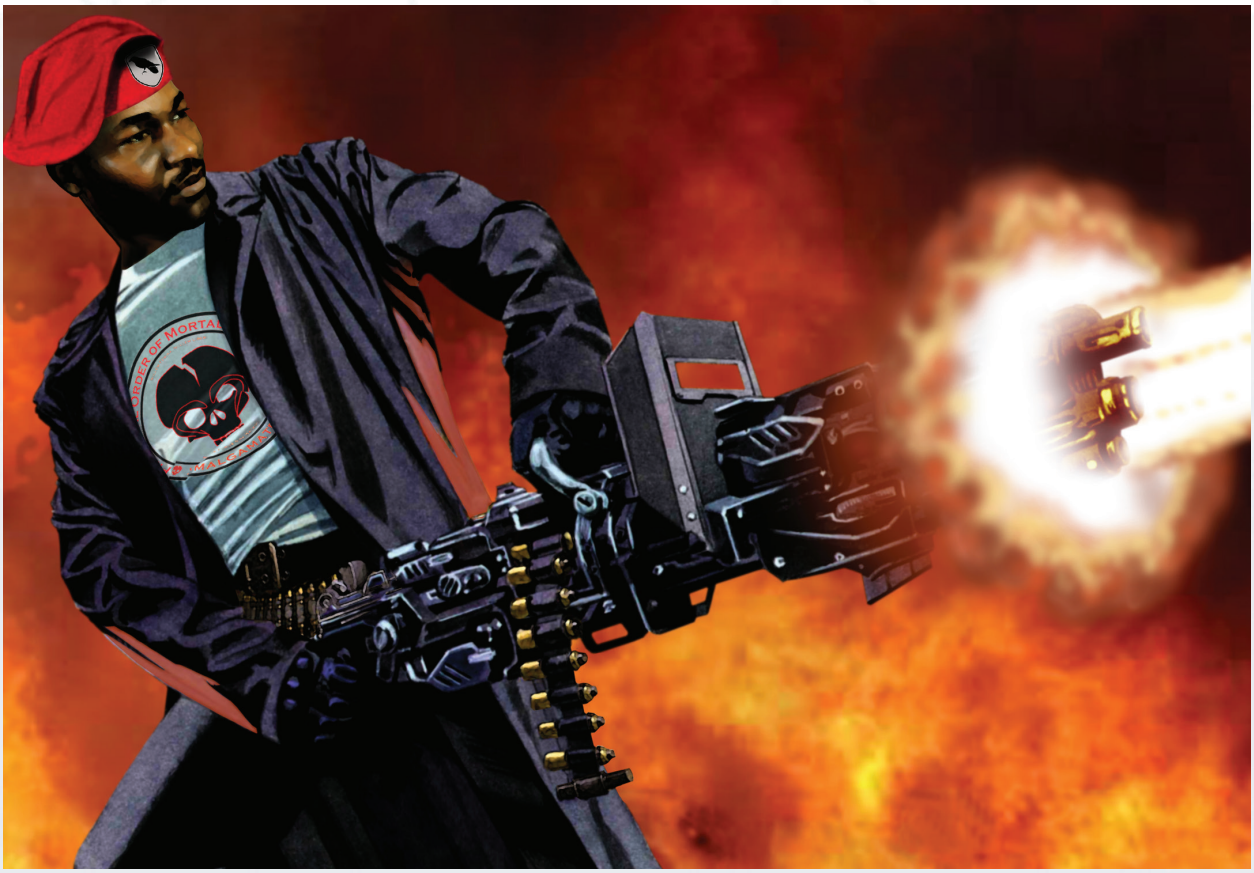
For a thousand years the Raven Legion has been the premier mercenary corps of the vast multiverse of Gossamer worlds. The Legion is the stuff of legend up and down the Grand Stair and in the worlds where it has seen action. An eclectic mix of sentient beings from across the breadth of known worlds, they are a fearsome fighting force making the multiverse a better place, one job at a time - provided the cause is just and the price is right.

Across the Gossamer worlds and along the Grand Stair, the Raven Legionnaires have come to be known by a number of slang terms – Crows, Bloodbirds, the Carrion, Blackfeathers, and even by those foolhardy enough, Cravens. Most simply know them as the Ravens.

History

Mordecai created the Raven Legion in the aftermath of the Last Great Dwimmerlaik War. Some say they were formed from the troops he commanded in the wars. Some say he gave warriors a purpose in a sudden and unexpected time of peace. Others claim he walked the Grand Stair and recruited the greatest warriors of many Gossamer worlds into his company. Whatever their true origins, Mordecai quickly established the Raven Legion as a force to be reckoned with along the Grand Stair and in many Gossamer worlds.

Mordecai has recruited, trained and molded all manner of beings into a fearsome fighting force of thousands of mercenary warriors available for a price to anyone



willing to pay. The Legion has even been employed by Vala herself to settle disputes, protect the balance of power, and combat threats. The exact price that she has paid to Mordecai is unknown.

Over the centuries, the Raven Legion has undertaken countless campaigns. They have been contracted to liberate Gossamer worlds, as well as to secure them against invasions. They have been hired to hunt and kill monsters plaguing the Grand Stair. They have been commissioned to bring thieves and murderers to justice. They have served as bodyguards, military advisors, and weapons trainers. They have held some Doors open against impossible odds and kept some closed so that none might enter. The Raven Legion has taken a wide array of assignments, with but one thing in common: they always honor their contract.

The Call of the Ravens

Those who join the Raven Legion are as varied as the jobs the Legion undertakes. Priests, nobles, thieves, scholars, lovers, poets, and warriors have all answered the call. They are of many Gossamer worlds and many species. Whatever they were and wherever they hailed from, they come to the Raven Legion for a new start, a new name, and to be part of something greater.

To be a Raven is to be deemed worthy by Mordecai. Mordecai personally evaluates and approves all recruits. The Raven General must believe the recruit has something to offer the Raven Legion. This may be skill at arms, magical talent, knowledge, or strength of character. Only Mordecai truly knows what he is looking for.

When Mordecai declares someone worthy to join the Raven Legion, the recruit is summoned to a ceremony at the top of the tallest tower of Highkeep, the great castle of Mordecai and the headquarters of the Legion. Mordecai is always present at the ceremony, as are a select few Ravens chosen to help swear in the newest member of the Legion. The recruit stands in the center of a circle of Ravens with Mordecai at his side. The recruit swears an ancient oath of duty, loyalty, and comradeship.

As the oath is spoken, Mordecai draws his rapier from its scabbard and walks the circle of Ravens, slicing the palm of the right hand of each in turn, their blood mixing on the blade. The General then slices his own palm, and finally, that of the recruit. Mordecai and the recruit clasp hands. Each of the Ravens present then clasp hands first with the new recruit and each other and then, finally with Mordecai himself. The new Raven, bound by blood oath, is then presented the red beret of

the Raven Legion, that which marks him to all who see him as one of Mordecai's elite. At the conclusion of the ceremony, the new Raven announces the name he will take as one of the Legion.

To be a Raven is to give your life to the Legion. It is a dangerous calling and many do not survive. If a Raven lives to serve faithfully and well, the General may allow him to retire from the normal duties of the Legion. With Mordecai's consent, a Raven might even resume his former properties, titles, or life. Mordecai treats his people well, and those who survive to retire can do so in luxury in a number of Gossamer worlds. However, retired or not, a Raven will forever be a Raven and will forever answer the call of the Legion should the need arise.

The Name of the Raven

It is common knowledge that when one becomes a Raven, one leaves behind their old life. The new Raven sheds all trappings of the past and severs all ties. The Raven takes a new name to reflect the cessation of the old life and the beginning of life as a Raven. Only the Raven Legion knows that this is not merely a symbolic gesture.

The new name of the Raven is simply the aspect the Raven Legion allows others to see. Underlying it is a more fundamental change. When Mordecai meets with a recruit, he learns who they truly are. Whether sinner or saint, madman or muse, the General knows. For to become a Raven, one must surrender one's True Name to Mordecai. He then knows if one is indeed worthy in his eyes to be a Raven.

When Mordecai deems one fit to join the Raven Legion, he changes the True Name of the recruit. This truly separates the new Raven from his past life and gives him a new start. Past ensorcelments, bindings, and compulsions are cut away. Any Icons no longer function. The change may even eventually result in some alteration to personality and even appearance. It also means that Mordecai knows the True Name of all his Ravens; therefore he knows exactly how much he can trust each of them. Few things are more important to Mordecai than honoring a contract and the contract between the Ravens is the most prized of all. He is not known to be a forgiving man and with his knowledge of their True Names, there is much he can do to make his displeasure known to the rare foolish Raven to break his oath.

Headquarters and Home

Highkeep. The Raven Legion has its headquarters in Highkeep, the great castle fortress of Mordecai. Highkeep is home for the Ravens. It is a large castle towering over a nearby village. Highkeep serves as barracks, as library, as training ground, as armory, as sickbay, and as command and control. It is stocked with a variety of weapons, vehicles, and other supplies suitable for dealing with a variety of technological and magical environments. It is a bustling center of activity, as Ravens are constantly departing to missions and returning home again.

Overhead, on nearly every ledge and cornice, perch the birds from which the Legion takes its name. These birds are nearly omnipresent in Highkeep. At times they fly about the castle and over the villages of Aperre in great black clouds, blotting out the light of the sun. Always, they seem to be watching and listening, patiently waiting for some sign that has yet to pass. They are sometimes employed as messengers. The ravens are cared for by the Raven Speakers, two of Mordecai's must trusted servants.

Only Mordecai, Sigma Eryss, and the Raven Speakers know the secret of the ravens. These birds are highly intelligent and psychically aware. Many mundane ravens can "speak," but the ravens of Highkeep can reason and carry out conversations. They observe everything around them and commit it to memory. Their supernatural senses help give them warning of threats to Aperre. They are psychically linked and information known to one is known to all. Their knowledge is passed down to the next generation of ravens. They are a secret living memory cloud and warning system and only Mordecai, Sigma Eryss, and the Raven Speakers know how to access their knowledge (statistics for the ravens are included in the description of Sigma Eryss below).

Highkeep is well defended. It is a great stone fortress and its walls are high and strong. The Ravens will defend Highkeep to the death, extolling a high price from any who dare to challenge them in their home. The greatest defender of Highkeep and the lands around it is Mordecai himself. His reputation, as a fearsome opponent and a cunning warrior, is well deserved, but his primary defense lies not with his strength of arms, but with his mastery of the domain. Highkeep and Aperre are his to command. While he prefers to exercise his power over the place in creative and artistic fashions, he is perfectly capable and willing to alter the environment and its mundane and magical rules to defend his realm and to destroy his enemies. To date, none have successfully breached Mordecai's defenses.

While Highkeep serves as the primary headquarters and base of operations for the Raven Legion, Mordecai maintains other facilities. The Raven Legion maintains an office in Nexopolis and has a small, but permanent presence in the Agora. There is often a Legion liaison in any large office run by the Porters or the Cicerones. They also often conduct training exercises and other operations in other parts of Mordecai's domain, Aperre.

Relations with Others

The Conciliatore	The Raven Legion has at times come into conflict with forces of Lord Bastiano's expansionistic empire. Ravens have even defended some Gossamer worlds from Ascendancy incursion. At other times, the Raven Legion has been contracted to assist the Ascendancy. At present, both Lord Bastiano and General Mordecai view this as an acceptable state of affairs. If one or the other changes their opinion, life on the Grand Stair could become quite interesting.
The Doormen	Drake's Gossamer Knights and the Raven Legion are rivals of a sort. It is no surprise that there might exist tensions between Drakes knights and Mordecai's Ravens. The two orders are competitive and they have been known to find themselves in conflict, but they are not enemies. Both have stood together in action in times past and would be expected to do so again when necessary. The Ravens often find the doormen too tradition-bound or inflexible or think their adherence to an honorable or chivalric code ties their hands and cripples them. The knights, for their part often find the Ravens reckless, rash, or even brutish or criminal. Still, both groups have a certain amount of respect for one another, but they are never likely to be friends. However, while rivalries between individual Ravens and doormen are common enough as one would expect, it is not uncommon for there to be friendships (and even more) between some members of both groups.
The Khalderi	Mordecai respects the Khalderi's knowledge of the Grand Stair, and the Ravens and Khalderi at times cooperate in removing predators from the Stair. They have also come into conflict when both groups hunted the same target and neither force could allow the other to claim it without losing honor or violating contract. The Raven Legion now chooses to maintain a policy of observation and noninterference when encountering Khalderi, unless a current contract makes contact or interference necessary.
The Nexopolis Office of Business and Development	As both agencies are professional in nature, the Raven Legion and the Nexopolis Office of Business and Development work closely with one another. The Raven Legion maintains an office in Nexopolis. Both groups frequently share information and conduct joint operations in Nexopolis itself, on the Grand Stair, and the Gossamer worlds.
The Porters and the Cicerones	The Raven Legion maintain a close professional relationship with both The Ancient and Honorable Guild of Porters and the Honorable and Ancient Guild of Cicerones: Guards and Guides. There is often a Legion liaison at the Porter and the Cicerone offices. The Ravens have often been contracted to provide security for porter contracts, and as escorts for cicerone led parties. They have even been hired by both guilds to deal with those who have violated the oaths of the Porters and the Cicerones. The two guilds are a good source of information, a good source of contracts, and they know to stay out of the way of the Raven Legion when necessary.
Praecones	The Raven Legion and praecones have a cordial relationship and a certain amount of respect for one another. Ravens and praecones have been known to share information. In his travels, a praeco often learns things of interest to the Raven Legion while a praeco can add the tales of the Legion's adventures to his repertoire of tales.

Aperre. Few outside the Raven Legion know that Highkeep is located in Mordecai's domain, Aperre. Mordecai rarely invites guest to his home. Of these, most see only the impressive military spectacle that is Highkeep. Rare is the guest so honored as to be invited outside the castle and into the realm below.

Aperre is, in sharp contrast to its master, a peaceful place. Perhaps the threat of significant home turf advantage has kept it safe all this time. It is a beautiful land of quite country villages and agrarian splendor. The days are bright, the nights are cool. The skies are often full of wonders as Mordecai seems to dabble with changes like an artist working with a landscape.

The Ravens themselves are rarely in the villages as their duties usually keep them in the field. When Ravens are able to relax, the villagers treat them like honored heroes. Aperre has become the common home shared by the Ravens, regardless of their origins, and they will fight to the last to keep it the peaceful land they know.

On a high mountainside in Aperre stands a place known only to Mordecai and the Legion. It is a quiet place of tombs, mausoleums, and monuments, and memorials. It is here that the Legion remembers the fallen Ravens. The graves of this vast cemetery have a beautiful view of the rolling hills and fields of Aperre. This is the most sacred of places to the Ravens and they post an honor guard there at all times. They call the place Nevermore.

Structure

Mordecai's army is a modest sized legion – it numbers three thousand souls in total. The overall structure divides the Legion into groups numbering one hundred each known as centuries. Each century has a specific role and focus. In some cases, the role is easily identifiable; there are multiple centuries of infantry (including foot, mechanized, and airborne centuries). There are also specialized centuries, such as the Century Quaestor, which is the group responsible for the logistics and supply of the Legion. Every member of the Legion, however, is trained and equipped to serve in multiple roles in different centuries as needed. Each century is in turn divided into cohorts of ten Legionnaires, with each cohort lead by a Decanus (a rank equivalent to Sergeant).

Officers in the legion are designated by both role and rank; for example, Sigma Eryss, Executive Officer for Field Operations (role) and Legate (rank). There are no specific insignia on the Legion's uniforms which designate or enable one to discern a given Legionnaire's century assignment, role or rank. The ability of the Legion to maintain its organization and efficiency without such is a mystery to those outside the Legion.

Beyond Mordecai, who is the sole individual to hold the rank of General in the Legion, the ranks descend to:

Legates (singular Legatus and also known as Lieutenants) – These are senior officers in command of several centuries or with a specific sphere of authority over all centuries.

Centurions (also known as Captains) – The commander of a century. In some cases a Centurion may be given command of multiple centuries of the same type or in the same theater of operations on a temporary basis. In this case, the officer is referred to as Centurion Primus.

Decanus (or Sergeants).

Munifex (base rank of any Legionnaire) – In some centuries the base soldier is known by the name of their century. For example, the Century Sagittari are a century of archers and the rank designation is Sagittarius.

Operations and Contracts

The Raven Legion can be contracted to complete a number of assignments and are not limited solely to combat operations. Over the years the Legion has been contracted not just as a military force, but also as envoys, diplomats, and intelligence gatherers. There is one thing the Raven

Legion does not do: it does not take contracts that will place the Legion in opposition against itself. Other than that, if the job interests Mordecai, and his price is met, one might just be able to hire the Raven Legion.

As general of the Raven Legion, Mordecai approves all clients and contracts. A prospective client may approach a Raven Legion unit in the field, but only Mordecai can accept a contract and only he can set a price. In fact, most Ravens never know what price Mordecai has negotiated with a client. They will only know what Mordecai is paying them and the information they need to complete the mission. The Ravens are not salesmen. Ravens who have tried to cut deals on their own have learned firsthand to fear Mordecai's wrath.

Sample Raven Legionnaire

All Legionnaires wear the red beret with the Raven insignia so that, according to Mordecai, "there are no mistakes, by anyone, as to who they are dealing with."

Attributes

PSYCHE - Paragon

STRENGTH - Superior

ENDURANCE - Superior

WARFARE - Paragon

Artifacts and Creatures

FOMWA (the Fraternal Order of Mortality Workers Amalgamated) Approved Legionnaire Weapons [4 Points] - Mordecai equips the Raven Legion with the deadliest weapons suitable for each job, be it blades or blasters.

- Deadly Damage [4 Points]

Sigma Eryss, Executive Officer, Field Operations/Second-in-Command, Raven Legion

"Sigma Eryss is a tough one – literally and figuratively. She's a female cyborg, so all the curves and feminine aesthetic of her appearance aside, she's got a polyceramic and plasteel core. There is no doubt she's a cyborg – the implanted cybernetic third-eye in the middle of her forehead is sort of an immediate giveaway. That thing gives her normal dark eyed piercing stare an extra element that makes one feel like she's looking through you rather than at you. The other more, ah, unusual elements of her cybernetic nature she tends to keep covered under her uniform. The dark curly hair, with strands of beads in her forelocks, and practiced smile can be distracting and she uses those less obvious weapons as easily as her blaser. She is a formidable adversary no matter what the field of battle." – Cal's Journal

Legate Sigma Eryss is Executive Officer for Field Operations of the Raven Legion. Mordecai trusts her implicitly as evidenced by her rank and position in the Legion. The Raven General has a bit of a soft spot for Sigma - reportedly he rescued her as a young girl from certain death on Finisterrae, though whether she originated from that world or was drawn into the conflict from elsewhere is unclear. Raised in the Legion, she is equal parts soldier, aide-de-camp, and daughter to Mordecai.

With that trust and upbringing, she's who he sends when a matter requires some diplomacy – Mordecai knows his shortcomings, and Sigma counterbalances many of them. She is often the face of the Legion to those Mordecai prefers not to deal with directly, like Drake and the Doormen. In this capacity, she has developed a close and long-standing relationship with the Fraternal Order of Porters, as the Legion and the Porters have frequent occasion to assist one another's interests.

All that is well and good but when the situation calls for a fight, Sigma levels that blaster she picked up somewhere in The Black and wades right in, as comfortable in the middle of the fray as she is directing the Legion from a command post.

Attributes

PSYCHE – 5 Points

STRENGTH – 12 Points

ENDURANCE - 12 Points

WARFARE - 21 Points

Powers

Warden of the Stair [10 Points]

Cantrips [13 Points] - Dim, Eidolon Negation, Fracture, Glitch, Grasp, Jam, Loosen, Nullify, Pain, Paralyze, Stun, Surge, and Umbra Negation.

Artifacts & Creatures

Cybernetic Ocular Implant [33 Points] – Sigma's third-eye provides an implanted heads-up display for tactical and communications information as well as providing her basic scanning and more esoteric scanning abilities as noted below.

- Extraordinary Psychic Sense [4 Points]
- Idiosyncratic Quality [10 Points]
- Search Through Worlds [4 Points]
- Idiosyncratic Power [15 Points]

Harken Enterprises X5 Jolt Fusion Plasma Blaster [10 Points] – Picked up from a high tech corner of the Gossamer world known as The Black. These things are ubiquitous there – everyone has one on their hip it seems – but

Sigma's has a few special modifications. A bolt of plasma from this thing can actually warp and alter Gossamer, though not always predictably.

- Deadly Damage [4 Points]
- Name & Numbered Alternate Forms [2 Points]
- Mold Gossamer Reality [4 Points]

Implanted Data Core [17 Points] – Information from the data core implanted in front of Sigma's left kidney can be called up in her cybernetic eye. The data core is known to contain a set of Icons stored as images. There is even a widely accepted rumor that she has a copy of Mordechai's personal journal and the log of the Raven Legion in the data core.

- Set of Icons [2 Points]
- Idiosyncratic Power [15 Points]

Allies

Partisan Support [3 Points] - The Raven Legion

Partisan Support [3 Points] - The Fraternal Order of Porters

Lord of the Gossamer Worlds [5 Points] - Mordecai

Lord of the Gossamer Worlds [5 Points] - Dame Manticora of the Ostiarium

The Ravens of Aperre [88 Points] – Highly intelligent birds who protect Mordecai's domain.

- Double Vitality [2 Points]
- Double Speed [2 Points]
- Superior Stamina [1 Point]
- Combat Training [1 Point]
- Hardened [1 Point]
- Resistant to Damage [1 Point]
- Able to Speak in Tongues and Voices [4 Points]
- Extraordinary Psychic Sense [4 Points]
- Psychic Barrier [4 Points]
- True Name is Warded [2 Points]
- Worldwide x4 (Aperre)

Stuff

Good [+3 Points]

Chapter Ten: Adventures on the Long Walk

Overview

This chapter presents a campaign storyline entitled "The Dwimmerlaik Inquest" along with three adventures: "The Last Walk," "In the Shadow of the Impossible," and "Shades of Loss, Colors of War."

"The Dwimmerlaik Inquest" is designed as a campaign story-frame that can be played out over many sessions of play (perhaps even years of playing!). It is meant to be an ongoing mission structure for a campaign that can be incorporated whenever a GM chooses. It can be used as the launch point for a new campaign or can be added to an existing one. It can be the primary focus of a campaign or the individual Inquest adventures can be spread throughout any campaign as unrelated adventures. A GM can also use any of these as simple one-shot adventures. In short, these are adventures and creative seeds that can be used however the GM would like.

Please note that all of these adventures reference elements (NPCs, Gossamer worlds, etc.) from other Rite Publishing supplements for Lords of Gossamer & Shadow. GMs are free to adapt or disregard whatever information as necessary to meet their individual needs and tastes.

Background

"The Dwimmerlaik Inquest" and the three adventures that occur within its campaign frame are designed to be run as potential sequels to the adventure "The Gathering Storm" found on pages 149-153 of the *Lords of Gossamer & Shadow* core book. Each adventure also includes GM advice on running the adventure without having to run "The Gathering Storm."

"The Dwimmerlaik Inquest" creates a grand storyline to be potentially played out over many sessions. It outlines how the characters are summoned to Shatterlight where Sybelle charges them with undertaking the Dwimmerlaik Inquest, an investigation to determine if the Great Enemy has truly returned.

In the adventure "The Last Walk," the characters are chosen to bear the vessel containing the remains of the Gossamer Lady Tsianan'oshtra along the Grand Stair from Shatterlight to Finisterrae. There, they may discover a figure of legend whose return might alter the balance of power forever.

The next adventure, "In the Shadow of the Impossible," has the characters journey into the Impossible Pyramid where they discover Tsianan'oshtra somehow broke into the Pyramid and may have accidentally left the route open for powerful enemies to exploit.

In the final adventure, "Shades of Loss, Colors of War," the characters must help a lady return to her Gossamer world, a world that may have been visited by Tsianan'oshtra and which may be overrun by the Dwimmerlaik.

Adventure Structure

Lords of Gossamer & Shadow adventures can be quite different from more traditional RPG adventures. In those, adventures and encounters may be lavishly described, mapped, and every potential opponent given their various RPG statistics. Of necessity, there may be very clear and definite restrictions on the options for the player characters. There may be a limited route to follow and perhaps even a definitive set conclusion depending on if the characters succeed or fail. *Lords of Gossamer & Shadow* adventures tend to be structured differently.

These adventures consist of situations, guidelines, advice, and options. They do not contain absolutes and specifics. In *Lords of Gossamer & Shadow*, characters may have wildly differing powers and abilities. In fact, they can easily leave the adventure setting, and the entire universe it is in, by simply stepping through a Door. In such a game, set encounters are too easy to avoid. Instead, in a *Lords of Gossamer & Shadow* adventure, GMs are presented with scenarios and options for incorporating them in their games.

"The Dwimmerlaik Inquest" is a loose structured campaign frame, which includes three adventures for GMs and players alike, to help them create their own adventure path. The adventures do not force the characters to go to Encounter A and then on to Encounter B where they can then either meet up with Encounter C or D and so forth. The Adventures are a presentation of ideas for GMs and their players to use.

There are many ways to play through a *Lords of Gossamer & Shadow* adventure, and there are usually no "set" endings. There is no meta-plot to be found here, and there is no canonical ending to these adventures. At the end of this chapter, some of the endings and options chosen by playtesters are provided as an illustration of this point.

As Beginning Adventures

A GM may use any of these adventures as a first session for a group of characters. Characters who have also never met and do not know each other can be brought together by the events of the adventures. For example, in "The Dwimmerlaik Inquest" Sybelle can bring together a group of characters with little personal history between them to carry out the Inquest. Bringing unknowns together can be a means of eliminating personal biases and rivalries from the investigation. These characters do not have to know a great deal about the Stair or the Dwimmerlaik as that is part of what they are tasked to learn. In "The Last Walk," characters previously unknown to each other may be selected as the bearers for the deceased Gossamer Lady. This is in accordance with the tradition they are charged with upholding. As "The Last Walk" involves travel on the Stair and potential encounters with NPC Gossamer Lords, it can be a useful adventure to familiarize players with the locales and characters found in the Lords of Gossamer & Shadow setting.

Altering the Order of Events/Adventures

With minor alterations, "The Dwimmerlaik Inquest," "The Last Walk," "In the Shadow of the Impossible," and "Shades of Loss, Colors of War" can be run in any order the GM chooses. Although "The Dwimmerlaik Inquest" is a campaign frame that includes the other three, it does not have to be run first, or at all. In fact, a GM may run all or none of the adventures as she sees fit. For example, the GM may choose to run "The Last Walk" first as an introduction to the setting. Afterwards, she may decide to have the characters be selected for "The Dwimmerlaik Inquest." She might then follow that with "In the Shadow of the Impossible" and "Shades of Loss, Colors of War." Alternately, a GM might begin with "In the Shadow of the Impossible," have its events lead into "The Dwimmerlaik Inquest," and follow it with "Shades of Loss, Colors of War." She might then use "The Last Walk' as an ending chapter, with the funeral being for a player character or NPC lost during the course of the other adventures.

Multiple Factions in Play

An enterprising GM may wish to have multiple factions in play in adventures. There are a variety of ways to do this. GMs may wish to have NPC groups competing

secretly or openly with player characters to achieve the same goals or to prevent the player characters from achieving their goals. This has the advantage of keeping the setting in motion and not static. As the players take actions, so other factions and NPCs may react and take actions of their own. In this model, the GM plays the various factions and NPCs as normal.

Another approach is to run the other factions as separate games. This works well with multiple play groups or with multiple GMs running games in a shared universe. This approach is well suited for convention games run by one GM in sequence or even by multiple GMs running at once. At Ambercon 2014, David McCreless, Erik Florentz, and Kit Kindred ran two linked games at the same time, "An Unkindness of Ravens" and "The Temper of Heroic Hearts." Each game featured characters in a different group, one with the Raven Legion and the other with the Doormen. Both groups had missions with a common element that

had the possibility of intersecting. There were multiple NPC factions in play as well. In the course of the games there was mistrust, alliances, cooperation, plans foiled by one another, and hard choices to be made by both groups. The world was richer for having two groups of players active in it at once. These games have continued on through to Ambercon 2016, which added Adam Easterday as another GM and added a third linked game, "Blessed are the Peacemakers," which brought the Conciliatore into the mix.

Dividing factions among GMs or among different groups of players provides a wealth of opportunities. It allows players to play characters of different types and different power levels and can offer a change of pace from playing their regular Gossamer Lords and provide greater insight into the groups that are active on the Grand Stair. Groups like the Raven Legion, the Doormen, The Nexopolis Office of Business and Development, the Conciliatore, and even the Khalderi take on greater import when they are brought to life as player characters. Player groups will also take approaches that might never occur to GMs and it can make the adventures far more interesting and enjoyable for everyone involved.

Campaign: The Dwimmerlaik Inquest

Overview

The Dwimmerlaik Inquest is a campaign frame for Lords of Gossamer & Shadow adventures. A GM may opt to use it as a one-shot adventure, as a multi-part adventure, as the over-arching primary focus of the campaign, or as a sporadic, recurring element of the campaign.

The player characters are summoned to Shatterlight if they are not already present for their own reasons. There, they are called to a council with Vala and Sybelle. Vala asks the characters to search for signs that the Dwimmerlaik are returning and gather all the intelligence on the Great Enemy that they can. GMs who ran the adventure "The Gathering Storm" may use it as the reason for the inquest. The characters are to report their findings to Sybelle with Drake acting as their military liaison if necessary.

Inquest Objectives

1. Determine if the Dwimmerlaik have truly returned, the extent of the return, and their current status and objectives.
2. Gather any information possible on the Dwimmerlaik, including their former worlds, and allies.
3. Determine if there is a traitor among the Gossamer Lords aiding the Dwimmerlaik, including determining their identity and motives.
4. Investigate the actions of Tsianan'oshtra that led to her death.

Campaign Timeline

The following is a linear timeline of prior events connecting the adventures "The Gathering Storm," "The Last Walk," "In the Shadow of the Impossible," and "Shades of Loss, Colors of War." GMs may use this as a reference and should modify them to fit their individual campaign history.

A Thousand Years Ago:

Luther, fearing the wars with the Dwimmerlaik will be lost, creates the Stairbreaker weapon. Vala rejects its use.

As Luther feared, the Gossamer Lords appear to be on the brink of losing the war but are saved when parts of the Grand Stair fall into Shadow taking the Dwimmerlaik with them (GMs should decide if Luther was responsible.)

Luther leaves the company of the Gossamer Lords, either horrified by the weight of his actions or by how close he came to breaking the Stair himself.

Luther uses a repurposed Stairbreaker weapon to save fragments of dozens of Gossamer worlds as they fall into Shadow. Luther saves as many fragments as he can and tasks the Stairbreaker to maintain and preserve them. To protect them from further harm, he secures and locks the Door that connects them to the Stair. These Gossamer fragments come to be known as Iridess.

Luther then secures the Duat Key inside the Impossible Pyramid for safekeeping. He leaves the Pyramid and eventually makes his way to the Polyandrium.

Recently:

Tsianan'oshtra, using a past connection to Luther, enters the Impossible Pyramid undetected. While there, she is able to retrieve the Duat Key. Activating it, she is transported to Iridess. There, she discovers the return of the Dwimmerlaik and the identity of a Gossamer Lord traitor who is aiding them.

Tsianan'oshtra flees Iridess and summons help, but is killed by her pursuers. Events of "The Gathering Storm" and "The Last Walk" follow.

Lucien sends Cal to investigate Tsianan'oshtra's death. This leads Cal to Iridess. There, he rescues Yvesette from Dwimmerlaik forces, but is himself captured.

Maarden discovers the theft from the Impossible Pyramid. Events of "In the Shadow of the Impossible" follow.

Yvesette seeks help freeing Iridess from the Dwimmerlaik. Events of "Shades of loss, Colors of war" follow.

The Traitor

The Adventures "The Gathering Storm," "The Last Walk," "In the Shadow of the Impossible," and "Shades of Loss, Colors of War" follow the premise that a traitor among the Gossamer Lords is secretly aiding the Dwimmerlaik in their return to the Gossamer worlds and the Grand Stair. The identity of the traitor is left to the GM. In this way, the GM can tailor the adventures to better fit his campaign.

To aid the GM, a list of potential traitors is included along with reasons to suspect them and possible ramifications. The GM should alter this list to best serve the campaign. Some of these people are found in other Rite Publishing supplements for Lords of Gossamer & Shadow, and these are noted with the person's description. Those without such a notation are either found in this book or the core book.

Suspect	Theories
Amycentress	The Khalderi view the Dwimmerlaik as another ancient people and share certain beliefs about the Gossamer worlds with them. Both have a history of conflict with the Typhonians. If the Khalderi decided it was in the best interests of the Grand Stair to help the Dwimmerlaik, perhaps to ally with them against a rising Typhonian threat, *She Who walks Alone* would use all the resources of the Khalderi to aid the Dwimmerlaik.
Ash Andjety	The master of the library at Apis is a dealer of information and an Usari. If his price could be met by the Dwimmerlaik, he might aide them (found in *Threats: Echoes of the Typhonians*).
Bastiano	The lord of the Ascendancy might work with the Dwimmerlaik to weaken Vala and her allies. He might hope the Dwimmerlaik and the Gossamer Lords would destroy each other, leaving only his Ascendancy to claim the Grand Stair and the Gossamer worlds. If Bastiano is helping the Dwimmerlaik, he will likely be supported by Leandro Accola, Lord Sparda, and perhaps Cordelia and Vuurnth.
Calais	The adventure "A Gathering Storm" assumes Cal is the first Gossamer Lord to arrive on the scene and aide the players. What if he was nearby because he was working with the Dwimmerlaik? Tsianan'oshtra warns of a traitor shortly before Cal arrives on the scene. "Shades of Loss, Colors of War" assumes he has been captured by the Dwimmerlaik. What if this is a ruse and he is in Iridess working with them? Perhaps Cal, a young Gossamer Lord, is working with the Dwimmerlaik to rise in power and prestige and to gain access to their knowledge and powers. Another possibility is that if Lucien is the traitor, he may well have recruited Cal to the cause.
Cordelia	Cordelia is an honorable warrior, and a protégé of Bastiano. If she is aiding the Dwimmerlaik it is likely because the Dwimmerlaik or Bastiano have convinced her that they have been wronged and aiding them is the honorable course of action (from *Gossamer Heroes*).
Countess Aldrette	The mysterious older sister of Natasha, she disappeared some time ago. She may have encountered the Dwimmerlaik and joined them by choice or through coercion. If she aides the Dwimmerlaik, she is likely to recruit Natasha to their cause as well (from *Gossamer Heroes*).
Cyrus Filo	The Usari warlord might find the Dwimmerlaik useful allies as their renewed war with the Gossamer Lords might be turned against the other Usari. He would work to avoid his hand being detected lest the Gossamer Lords or other Usari turn their attention to him (found in *Threats: Echoes of the Typhonians*).
Dame Manticora	The Knight Commander of the Ostiarium is unlikely to betray her oath. She was found as a child after a battle with the Dwimmerlaik. It is possible that she and her family were Dwimmerlaik allies. She may have been prepared by the Dwimmerlaik from birth in such a way that the bond between Doormen does not detect her true allegiance. It's also possible that she was secretly programmed as a child and has no knowledge that she is a Dwimmerlaik agent. It is this lack of willful betrayal that has kept the oath from revealing her as a traitor.

Dayle	Dayle is a seeker of knowledge and prone to long absences from the company of the other Gossamer Lords. She may have uncovered something that leads her to believe that helping the Dwimmerlaik is the proper course of action.
Drake	Drake is the ancient enemy of the Dwimmerlaik. However, he secretly maintains contact with Krovaliss. Perhaps this is to avoid another great war or perhaps it is something more sinister. Perhaps Drake is mad or can no longer function without a war. Perhaps he regrets not eradicating the Dwimmerlaik entirely and wants another chance. Or, perhaps, he has decided that the Dwimmerlaik have paid enough for their actions in war and it is time to help them return to the society of the Grand Stair. Drake may not be supported by his Doormen if he is the traitor.
Finnian	The master and CEO of Nexopolis is an old foe of the Dwimmerlaik. He is unlikely to aid them by choice. If Finnian is the traitor he has likely been replaced or coerced (found in *Gossamer Worlds: Nexopolis*).
Grendel	A Troubleshooter, Grendel's services may have been purchased by the Dwimmerlaik. Grendel might be working with Taltos and Lowen (found in *Gossamer Heroes*).
Gretchen Shadrach	This native of Arbanes is not likely to ally with the enemy who nearly destroyed her world. If she is aiding the Dwimmerlaik, she has been tricked or coerced. It could be possible for Lucien to trick or coerce her into such a course of action (found in *Lucien's Guide to the Grand Stair*).
Harrison	Harrison is a warrior and might work with the Dwimmerlaik if convinced of the righteousness of their cause. He would also aid them if tricked or coerced somehow (found in *Gossamer Heroes*).
Indalo Kid	The Indalo Kid faced a Dwimmerlaik incursion in his home world, Helldorado. He would not be quick to ally with his old foes. He would have to be tricked or coerced somehow.
Jessamyn	Jessamyn might be tricked into aiding the Dwimmerlaik in pursuit of greater knowledge. She owes Lucien a debt and if he is an ally of the Dwimmerlaik, he might call upon her aide as well (found in *Gossamer Heroes*).
Kaspar	Though he does secretly have a Dwimmerlaik ally, the fixer of the Grand Stair would only aid the Dwimmerlaik if absolutely convinced that the potential profits far outweighed the great risks. He is more likely to try to avoid the conflict himself and try to profit from it in some manner.
Kenti Iomenta	The Lady of Silence is likely to help the Dwimmerlaik only if certain her involvement will remain unknown to the Gossamer Lords and the Usari. She might aide them to help rid herself of other Usari and meddling Gossamer Lords. Her power over the Grand Stair would be of great use to the Dwimmerlaik and her spider-seekers may be related to the spider lords of Taramis (found in *Threats: Echoes of the Typhonians*).
Lady Kitabu	Lady Kitabu has access to dangerous secrets and would be a valuable ally to the Dwimmerlaik. The keeper of the Back Room might betray the Gossamer Lords and Lucien if the Dwimmerlaik convinced her they could give her the power to walk the Stair on her own. If Lucien were helping the Dwimmerlaik, he might well call upon her services (found in *Lucien's Guide: The Black Files*).
Princess Kriyā	Princess Kriyā is impatient to *fight* the Dwimmerlaik, and therefore seems an unlikely traitor. However, she might aid them in returning to the Grand Stair just to bring the crisis to a head, forcing her mother Vala to declare war upon them once and for all (found in *Gossamer Words: Shatterlight*).
Leandro Accola	The leader of the Conciliatore is most likely to aid the Dwimmerlaik if ordered to do so by Bastiano. He might also work with the Dwimmerlaik in an attempt to replace Bastiano as emperor of the Ascendancy.

Lord Sparda	The origins and true objectives of Lord Sparda are unknown. Perhaps it is a Dwimmerlaik sleeper agent. It would prove a dangerous threat to the Gossamer Lords and to the Ascendancy if it turned against Bastiano.
Lowen	As an assassin, Lowen's services may have been purchased by the Dwimmerlaik. They may have offered their aid in dealing with the Arcanarchs of his homeworld of Vn-Esh. He may well be working with Taltos and Grendel (found in *Gossamer Heroes*).
Lucien	Lucien is likely to be the traitor if he believes that aiding the Dwimmerlaik is what the Grand Stair itself desires. His power over the Stair would be of great use to the Dwimmerlaik. Lucien might have recruited Cal, Gretchen Shadrach, Jessamyn, Lady Kitabu, and Veronique to the cause as well.
Luther	Luther has been missing for a thousand years. He may be insane. He may aid the Dwimmerlaik out of guilt for his wartime actions, especially if the GM has decided that Luther was responsible for the damage to the Grand Stair. He might also be aiding them in an effort to stop another war. He has connections to the Khalderi and might persuade them to aid the Dwimmerlaik as well. His powers and knowledge of the Gossamer Lords make him perhaps the best ally the Dwimmerlaik could hope for.
Maarden	Maarden was not yet born during the Dwimmerlaik Wars and never faced them. He is also not closely tied to the Gossamer Lords. He has ties with the Khalderi. If they are aiding the Dwimmerlaik, they may have convinced him to do so as well. Perhaps the Dwimmerlaik can convince him that they are the aggrieved party and the Gossamer Lords are the true threat. With his mastery of the Impossible Pyramid, he would be a useful ally, especially if they could use the Pyramid and its worlds as a base of operations.
Marsheeba	Marsheeba's world was destroyed by the Dwimmerlaik. The Chief Engineer of Nexopolis will only aid them if she is unaware of their true identity (found in *Gossamer Worlds: Nexopolis*).
Mordecai	Mordecai fought the Dwimmerlaik long ago, but that was another life. He has since fallen out with Drake and created the Raven Legion. Perhaps the falling out with Drake was because Drake suspected Mordecai of aiding the enemy. It is possible that like Drake's arrangement with Krovaliss, Mordecai has an arrangement with Mowbray, the Pale Hierophant. Mordecai's arrangement could be more sinister in origin; perhaps he incurred a debt to Mowbray for military knowledge of the Dwimmerlaik to allow him an edge in encounters against Krovaliss. As payment for this knowledge, Mowbray can call upon him at any time – such as a withdrawal from the field at a key time. For Mowbray, this would be a boon for him, to gain both an asset against the Lords and simultaneously set up a thorn in Krovaliss' side in the internal power struggle of the Dwimmerlaik Empire. Or, perhaps, Mordecai's involvement is as simple as the Dwimmerlaik having hired the Raven Legion to aid them.
Moreltheus	The past of Moreltheus is a mystery. The key to his aiding the Dwimmerlaik may lie somewhere in the history he has worked so hard to hide. Perhaps he sided with the Dwimmerlaik in the ancient Dwimmerlaik Wars and is now simply aiding them as he always has. Or maybe they know secrets of his past and are using them against him. With his help, they could use his world of Agartha as a base to strike against the Gossamer Lords (found in *Gossamer Heroes*).
Mother Girl	The malicious entity of Nexopolis known as Mother Girl might ally with the Dwimmerlaik against the common enemy of Finnian. She might also aid them for her own amusement (found in *Gossamer Worlds: Nexopolis*).
Natasha	Natasha is likely to aid the Dwimmerlaik to aid her sister, the Countess Aldrette. The Dwimmerlaik might use Countess Aldrette as a hostage to secure the aid of Natasha. Alternately, Countess Aldrette could be willingly working with the Dwimmerlaik and either tricks Natasha into helping them or actively recruit her somehow (found in *Gossamer Heroes*).

Pale Rider of the Vale	The Rider would be a useful ally within Iridess. It might help the Dwimmerlaik gain access to the realms of Iridess or even the Gaol itself. It is possible that the Rider was once a Gossamer Lord loyal to the Dwimmerlaik and has always been working for them. Alternately, the Rider could be aiding the Dwimmerlaik in return for their help in freeing it from its charge in Iridess.
Reevard	Reevard might be tricked by the Dwimmerlaik into helping them. Or, perhaps his demonic servitor Wityk is tied somehow to the Dwimmerlaik and is influencing him (found in *Gossamer Heroes*).
Remi Haden-Franz	The author of *Peregrinations* is well-traveled. He is also believed to be banished from the Stair. Perhaps he and the Dwimmerlaik have come to an arrangement they find mutually beneficial to allow both to travel as they will (found in *Threats: Secrets of the Annunaki* and *Gossamer Worlds: Planet Fiction*).
Rojah	The guardian of the Agora is unlikely to aid the Dwimmerlaik if the stories about him are true. But if he was not created by Mortimus Maximus, or not created to guard the Agora, then his true nature and purpose are unknown and suspect. He was discovered following a great battle with the Dwimmerlaik. What if he was something they left behind as a failsafe? Perhaps he has been biding his time, shaping the Agora to his ends to help free the Dwimmerlaik. In the adventure "A Gathering Storm," the Dwimmerlaik appear in the Agora and Tsianan'oshtra dies there while warning of a traitor. Could it be Rojah she warned about?
Sigma Eryss	The Legate of the Raven Legion will aid the Dwimmerlaik if General Mordecai commands it. She might also be acting on her own. She was discovered as a child in the aftermath of a battle with the Dwimmerlaik. Perhaps she and her family were allied with the great enemy. It is possible that the Dwimmerlaik conditioned her so thoroughly that it survived when Mortdecai changed her True Name. Perhaps the Dwimmerlaik have somehow corrupted her implants, and gained control of her. She might not even be aware that she is the traitor.
Sir Borrachio	Sir Borrachio's oath would likely prevent him from being the traitor.
Sir Hotspur	The oath and bond of the Doormen would likely prevent Sir Hotspur from being the traitor.
Sir Kaleda	Sir Kaleda would be prevented from being the traitor by the oath and bond of the Doormen.
Sir Richard Reynolds	Sir Richard might become convinced that the Dwimmerlaik, once conquerors, are now an oppressed people in need of aid. Were that to be the case, he would help them however he thought best.
Sybelle	Sybelle seeks justice. Perhaps she believes the Dwimmerlaik's banishment to Shadow is unjust. She largely controls the inquest. If she is the traitor, she can destroy evidence, discredit the players, or even lead the players into a trap if necessary.
Taltos	Taltos has an icon of the Dwimmerlaik Empress Ayasha, and has come to an arrangement with her. Betraying the Gossamer Lords may be part of that arrangement. With his knowledge of their True Names, Taltos may recruit Grendel and Lowen to his cause as well (found in *Gossamer Heroes*).
Tsianan'oshtra	Tsianan'oshtra died warning of a traitor. Perhaps she was the traitor and she and her Dwimmerlaik allies had a falling out. She may have claimed there was a traitor to clear her name. Or, perhaps she had a partner who betrayed her that she wanted revenge upon.
Uwe	Uwe is well-traveled and an expert on the expanses of the Grand Stair. His knowledge would be of great use to the Dwimmerlaik. He may have encountered something in his travels that convinced him it was necessary to help the Dwimmerlaik. Perhaps in exchange for his help, the Dwimmerlaik have promised Uwe a legendary artifact they claim to possess, the Summa Carta, a complete map of the Grand Stair

Vala	The Lady of Shatterlight might aid the Dwimmerlaik because she believes their return is part of the design of the Eidolon. She might believe they have suffered long enough in exile, and secretly works to help them. She might be working with Ayasha to bring the Gossamer Lords and Dwimmerlaik together against a greater threat. As the traitor, Vala can bring great resources to bear. She can control and subvert the inquest. She can set Drake and Lucien to tasks that will aid her or prevent their interference. She can even contract the Raven Legion for aid.
Veronique, Lady Mistwalker	It was Veronique who discovered the return of the spider lords to Taramis and the alleged journal of Mowbray. Perhaps this was part of a disinformation campaign meant to fool Lucien and his allies. Veronique may have been working directly with the Dwimmerlaik. Alternately, if Lucien is the traitor, he may have recruited Veronique to the cause (found in *Threats: Dawn of the Dwimmerlaik*).
Vuurnth	A noble warrior, Vuurnth is likely to aid the Dwimmerlaik only if convinced of the righteousness of the cause. It is possible that he could be tricked into helping them as part of a larger Ascendency campaign to assist the Dwimmerlaik.
Willa	Willa is unlikely to aid Finnian's enemies unless tricked or coerced into doing so. Her position in Nexopolis would make her a valuable ally for the Dwimmerlaik (found in *Gossamer Worlds: Nexopolis*).
Yaeger Zane	An expert on Gossamer worlds, Yaeger Zane may have discovered something that convinced him that aiding the Dwimmerlaik was in his own best interests. His knowledge of those Gossamer worlds would be of great use to the Dwimmerlaik after their long absence (found in the *Gossamer Worlds* collection).
Yvesette	Perhaps Yvesette is not seeking help to drive the Dwimmerlaik from the Weald and Iridess, but is instead using them to help her conquer Iridess in return for helping them back onto the Grand Stair. Perhaps rather than being saved by Cal, she was discovered by Cal and that is how he was captured. Her contract with the Raven Legion may in fact be to conquer Iridess or even to extend aid to the Dwimmerlaik. Her requests for help may simply be to lure the Gossamer Lords into a trap in Iridess.

Structure

1. **Gathering in Shatterlight.** Characters may meet for the first time if necessary. Characters may interact with various present NPCs. The NPCs present may be selected by the GM. Vala and Sybelle will definitely be present. Cal and Dayle should be absent.
2. **Called to Council.** The characters are called to a council by Vala. Present are Vala and Sybelle. The GM may wish to include other NPCs. Lucien and Drake would be excellent choices. If "The Gathering Storm" was run, this council discusses the events of that adventure. If the GM does not wish to run "The Gathering Storm," but wishes to include the events, the NPCs can make the characters aware of those events. Sybelle can use her Exalted Scrying power to show the characters scenes of past events, allowing the GM to describe them to players. The GM should modify this to fit the events of their campaign. If during the campaign, the characters have encountered Dwimmerlaik, those events should be discussed in council and changes made to the overall plot as necessary. At the end of the council, Vala asks the characters to conduct a secret inquest into the possible return of the Dwimmerlaik. The characters will report their findings at another council. Their point of contact during the inquest will be Sybelle and Drake will act as their military liaison if necessary.
3. **The Inquest.** The characters will travel the Grand Stair and the Gossamer worlds and investigate the Dwimmerlaik. Have they returned? What is the extent of their return? Is there a traitor? Who is it? What can be done to avoid another war with the Dwimmerlaik? Or to win the war if avoiding it fails? There are many questions to answer.
4. **Complications.** These may be encounters on the Stair, visits to Gossamer worlds, or attacks by agents of the traitor. The characters may even have to face the Dwimmerlaik directly. The characters may have to trade information or services for access to worlds or for other information. The characters may have to

compete with others who want the same information, or who want to stop them from acquiring it.

5. **End of Inquest.** At some point, the inquest will conclude. The characters may be called to a second council with Vala to report their findings. Depending upon their conclusions, the council may include many of the Gossamer Lords. What Vala and the other Gossamer Lords decide to do about the Dwimmerlaik will depend on what the characters learn and how they present the information. The inquest could end with the beginning of a new war or perhaps a peace effort. It is possible that the inquest will end because it is no longer necessary. If the Dwimmerlaik are publically revealed and are once again an active and open threat, the inquest will no longer be necessary. In that case, the inquest may be reassigned, perhaps as an intelligence gathering mission in the new war.

Inquest Sites

The following are but a small sample of locations that might be worthy of investigation. Characters can choose their own sites or sites may be assigned by Sybelle. Some of these sites are from Rite Publishing supplements for Lords of Gossamer & Shadow, and these are noted in the descriptions. Those without such notations are either from this book or the core book.

The Agora	If this campaign follows the events of "The Gathering Storm," the Agora is a key location to investigate. Tsianan'oshtra died there at the hands of Dwimmerlaik agents. In fact, a small force of Dwimmerlaik entered the Agora itself through a void gate. The GM should alter and expand on this as needed to fit the results of the character actions in "The Gathering Storm." If the events of "The Gathering Storm" are not being used, the Agora is still an excellent locale to visit. It is a great source of supplies and, more importantly, of information. Travelers from across the Grand Stair come to the Agora and carry news of their journeys. Those new to the Stair often find their way to the Agora, bringing news of Gossamer worlds previously unknown. Finally, it might be worth a trip to the Agora to speak to Rojah. He is old and of unknown origin, and it may be that he knows something about the Dwimmerlaik that could be of use.
Ai-Annei	Sybelle will choose to run the inquest out of her domain of Ai-Annei. Characters would then use her Hall of the Just as the base of operations for the inquest.
Arbanes	The Academy is potentially a great source of information on the Dwimmerlaik. The original Academy, and much of Arbanes itself, was destroyed to keep its knowledge out of the clutches of the Dwimmerlaik. There may yet be useful information on the Great Enemy in the halls of the Academy or perhaps, even in the still battle-scarred areas of Arbanes (found in this book, and in *Lucien's Guide to the Grand Stair*).
The Athenaeum	Lucien is the keeper of secrets. His home at the heart of the Labyrinth is a great library filled with unimaginable information. If he can be convinced to directly aid in the Inquest or to open his home and resources to the investigation, he would be of great value.
Black Market	Once, the economic center of the Grand Stair, now it is a broken and charred place of danger. It is also one of the few expanses of the Grand Stair that remain as it was at the end of the Last Great Dwimmerlaik War. It may contain much information if one is willing to brave it long enough to find them (found in this book, and in *Lucien's Guide to the Grand Stair*).
Caliban	The legendary home world of the Dwimmerlaik. No living Gossamer Lord has seen it. Some question whether anything known about it is true. Most believe it was lost to Shadow with the Dwimmerlaik. But if it were to be found, it could provide great insight into the Dwimmerlaik (found in *Threats: Dawn of the Dwimmerlaik*).
Empyrea	A thousand years ago, as the Last Great Dwimmerlaik War ended, a terrible plague decimated the Gossamer world of Empyrea. The mysterious plague killed millions and threatened to sterilize the remaining population until the Empyrean Allfather miraculously stopped the plague through sorcerous means. This action has given him incredible control over the Empyrean population ever since. Was the plague a Dwimmerlaik weapon? Worse, was there an alliance between the Allfather and the Dwimmerlaik in which they gave him the plague weapon to use against his own people and thus gain power? Is the Allfather an agent of the Dwimmerlaik? Investigations into these questions need to be covert. The Empyreans do not know about the Grand Stair and might represent a significant threat to it if they did (found in *Gossamer Worlds: Empyrea*).

Finisterrae	The last earth was the site of the final battles of the Last Great Dwimmerlaik War and according to legend, should they return, the final battle will again take place on this world. The place is littered with debris from the wars. It could be a source of great information.
The Great Library of Apis	The Great Library is perhaps the greatest private library in the Gossamer worlds. Its master, Ash Andjety is a dealer in information. He may have much useful information for the Inquest, if his price can be met (found in *Threats: Echoes of the Typhonians*).
Hollow Thune	At the center of Hollow Thune lies the Black Sun, a Dwimmerlaik prison sphere from which Erebi were released and the world devoured. Worse still, there are new rumors that Festung Thuna is now a Dwimmerlaik outpost (found in *Gossamer Worlds: Hollow Thune*).
The Impossible Pyramid	The Impossible Pyramid is a mystery. It is known to have withstood Dwimmerlaik attempts to enter it during the wars. What was the Great Enemy looking for? How might it be used against them?
Ineswitrin	The Fortunate Isle is the home of Drake, foremost living foe of the Dwimmerlaik, and master of the Doormen. He and his Doormen may provide insight into the Great Enemy. The Doormen have been gathering information on the Dwimmerlaik and preparing for their return for over a thousand years. They would make useful allies. Drake can also authorize entry to Finisterrae and will be an important figure in any coming conflict with the Dwimmerlaik.
Nexopolis	While the great island trade city thrives, the rest of the world is devastated. It was ravaged when the Dwimmerlaik came for it during the Last Great Dwimmerlaik War. Who knows what clues the wild lands hold about the Great Enemy? (found in *Gossamer Worlds: Nexopolis*)
The Otherlands	It is said that the Dwimmerlaik battled the Otherlands. Perhaps information about them can be found in these strange worlds. Some even claim that the Dwimmerlaik created their own version of the Otherlands. If these rumors are true, they bear investigating as they could be a base of operations for the Dwimmerlaik or could be an independent threat (from *Gossamer Worlds: The Otherlands*).
Poseidon's Rapture	In a deep undersea abyss known as the Wound, on the flooded world of Bel Mare, a golden ziggurat has recently been discovered. It is believed to be an ancient Dwimmerlaik artifact containing thousands of Doors, one of which is over 200 meters tall. What Dwimmerlaik secrets does the ziggurat contain? (found in *Gossamer Worlds: Poseidon's Rapture*)
The Protectorate of Gilead	The ancient Protectorate of Gilead was lost in battle with the Dwimmerlaik long ago. If it could be found, many questions could be answered such as how all its Doors were severed in one moment and if this was done by Gilead or the Dwimmerlaik. If Gilead somehow survived, it could once again be a valuable ally against the Dwimmerlaik (found in *Lucien's Guide: Legends & Lies*).
Stratospheria	According to legend, in the deep planetary core of Aerion Prime, is buried an ancient Dwimmerlaik vault guarded by beings the people of that world call Deep Gods. Determining if the vault actually exists and learning its secrets could be vitally important. If the Dwimmerlaik return, they may quickly move to reclaim their vault (found in *Gossamer Worlds: Stratospheria*).
Taramis	Taramis is noteworthy for being one of the few Dwimmerlaik controlled worlds that was for some reason not jettisoned from the Grand Stair. It was a dark world ruled over by great and terrible spider-like things. It has been abandoned and lifeless since the Last Great Dwimmerlaik War with only Doormen sometimes journeying there. Recently, however, there were indications that the spider lords of Taramis had returned. If they are back, have their masters, the Dwimmerlaik returned as well? (found in *Threats: Dawn of the Dwimmerlaik*).
Verse Arcanum	Barrowborn's *Academy of Enchantment and the Necromantic Arts* on the Uru-Aum continent, in the Gossamer World know as the Verse Arcanum, was once the greatest repository of magical and arcane knowledge on one of the most magical of Gossamer worlds. Now, it is a dangerous, soot-stained tomb. It is possible that it yet contains knowledge that may prove useful to the inquest (Found in *Gossamer Worlds: Verse Arcanum*).

Inquest Interviews

The following are but a small sample of characters that might be worthy of questioning. Characters can choose their own persons to interview or they may be assigned by Sybelle.

Amycentress	She Who Walks Alone of the Khalderi Host may know much about the Dwimmerlaik or may be able to provide an introduction to Khalderi Magi who have such information.
Ash Andjety	Ash Andjety, master of the Great Library of Apis, is a dealer in information. He may have much useful information for the Inquest, if his price can be met.
Cal	If "The Gathering Storm' is being used, Cal encountered Dwimmerlaik activity in the Agora. "Shades of Loss, Colors of War" assumes that he has not only encountered Dwimmerlaik activity but is, in fact, a captive of the Dwimmerlaik at this time.
Dayle	The Eternal Seeker is well-traveled and quite curious. She may know more about the Dwimmerlaik than most realize.
Finnian	The master of Nexopolis personally witnessed the actions of the Dwimmerlaik and their devastation of his world. He may prove a useful source of information.
The Indalo Kid	Some tales of the Kid say he helped save Helldorado from a threat from dark forces invading from Black Sands. These creatures are described similarly to the Dwimmerlaik. The Kid may have insight into the enemy and may well be willing to help out against them.
Kaspar	Kaspar has many contacts and informants. If he doesn't know something, he likely knows someone who can get the information. Who knows what information he has discovered about the Dwimmerlaik? He might even share it if the price is right.
Lucien	Lucien is the keeper of secrets. His home at the heart of the Labyrinth is a great library filled with unimaginable information. If he can be convinced to directly aid in the Inquest or to open his home and resources to the investigation, he would be of great value. If he is not part of the Inquest already, he should be interviewed.
Luther	Luther vanished long ago. If he still lived and could be found, he might have great knowledge of his ancient enemy.
Maarden	The Impossible Pyramid successfully withstood Dwimmerlaik efforts to breach it. It contains untold mysteries, some of which may be about the Dwimmerlaik themselves. The Lord of the Impossible Pyramid may have a great deal of information at his command.
Mordecai	The General of the Raven Legion faced the Dwimmerlaik in the wars. Over many centuries, the Raven Legion has operated in countless Gossamer worlds. During their operations, they may have gained more information on the ancient enemy. Mordecai might share the information if a deal can be negotiated.
Sir Richard Reynolds	Sir Richard is well-traveled and has studied and befriended many peoples of the Gossamer worlds and the Grand Stair. He may have obtained much information from them about the Dwimmerlaik.
Uwe	Uwe is attempting to map the Grand Stair. In his travels, he may well have encountered signs of the Dwimmerlaik.
Veronique, Lady Mistwalker	It was Veronique who encountered the spider lords of Taramis. She may have discovered other signs of the Dwimmerlaik's return.
Yaeger Zane	Yaeger extensively wanders and catalogues the Gossamer worlds. He may well have discovered signs of Dwimmerlaik activity.

Including NPC Factions in The Dwimmerlaik Inquest

The Conciliatore	Bastiano's agents may be undertaking an investigation of their own. They may cooperate with or hinder the characters as meets their needs. Bastiano may not wish others to learn of the return of the Dwimmerlaik and might seek to delay the progress of the players or to eliminate them altogether.
The Doormen	The Doormen already wander the Stair and the Gossamer worlds in search of signs that the Great Enemy has returned. They would make valuable allies for the players.
The Nexopolis Office of Business Development	The OBD may already be on this task. They might be willing to trade information, but only if the players have something to trade and aren't just fishing. If they did give up a detail without anything in return, they'd consider it a favor they could call in later.
The Raven Legion	As the Ravens are mercenaries, their missions may be different each time they encounter the players. A Raven Legion unit itself might be hired to investigate the return of the Dwimmerlaik. That unit might cooperate with the players or compete with them. Another unit might be hired to delay or even eliminate the players for some reason.
Agents of Luther	The GM may choose to have agents who know they work for Luther or have Luther secretly work through other agents such as the Raven Legion. These agents would be carrying out an investigation of their own and may come into contact with the players. The agents would need to maintain Luther's secret if they know it. This option assumes that Luther is aware of the likelihood of the Dwimmerlaik's return and that he has once again chosen to exert influence upon the Grand stair and the Gossamer worlds.

Using Other Factions as Player Characters in The Dwimmerlaik Inquest

The Conciliatore	This version of the Inquest would answer to Bastiano and not Vala and Sybelle. It might also be run in secret and at the same time as Sybelle's Inquest. An Inquest ordered by Bastiano will have a different agenda than one run by Sybelle for Vala. Bastiano's agents will be tasked with not only determining if the Dwimmerlaik are returning but how Bastiano can turn this to his advantage.
The Doormen	Searching for signs of the Great Enemy is already the primary quest of the Doormen.
The Nexopolis Office of Business Development	Rather than being part of the Inquest convened by Vala and Sybelle, this is just another assignment from their office in Nexopolis.
The Raven Legion	Vala has contracted with General Mordecai for the Ravens to undertake the Inquest. Vala may view the Raven Legion as neutral in the games of the Gossamer Lords and best suited to complete the mission free of outside influence. Another option is that the Inquest has been commissioned by someone else. In this case, the Ravens would not report to Sybelle but either to General Mordecai or to the client.
Agents of Luther	This option may work best after the events of "The Last Walk" if player characters have convinced Luther to leave his exile. Characters may be recruited by the long-lost Luther to investigate the possibility that the Dwimmerlaik are returning. Such an Inquest may have the characters acting in secret, working to carry out the Inquest without alerting anyone to Luther's return. In addition to carrying out the Inquest, Luther's agents would be expected to gather information on the places they visit and the people they encounter so Luther may learn what has changed in his long absence. An interesting variant is that the player characters do not know that they are acting as agents of Luther. In this instance, characters may be recruited through an agent acting secretly for Luther. One solution is for Luther, through an intermediary, to hire the Raven Legion to conduct the Inquest, and the player character Raven Legionnaires might then be unknowingly undertaking the inquest on behalf of Luther.

GM Options

Who is the traitor?	The identity of the traitor is up to individual GMs as established in "The Gathering Storm." The GM should select a character that fits the needs of her game. A selection of possible suspects is collected elsewhere in this section.
Using with "The Gathering Storm"	It is due to the events of "The Gathering Storm" that Vala has called the Inquest. Characters may have come into direct conflict with Dwimmerlaik forces in "The Gathering Storm" and may even have possession of a Dwimmerlaik body or artifacts. They may be seeking to determine if their foes were true Dwimmerlaik or magical simulacrum or scientific clones. They may seek to learn if these Dwimmerlaik represent the actual return of their vanished people or if they were somehow isolated survivors holding out since the Last Great Dwimmerlaik War. A follow up to "The Gathering Storm" may be less about discovering if the Dwimmerlaik have returned and more about convincing the other Gossamer Lords that the enemy is once more a threat while discovering which of them is a traitor aiding the Dwimmerlaik. The GM should alter and expand "The Dwimmerlaik Inquest" as needed to fit the results of the character actions in "The Gathering Storm."
Using without "The Gathering Storm"	There has been no Dwimmerlaik incursion into the Agora. Vala has convened the Inquest as a precaution and to gather information. GMs who wish to keep the return of the Dwimmerlaik as a mystery and slowly rising threat may opt for this model.
Full-time versus Part-time investigators	The GM must decide if the characters will be full-time or part-time participants in the inquest. A GM could use "The Dwimmerlaik Inquest" as the primary focus of his campaign. In this example, the characters are all devoted to the inquest full-time and the majority of game sessions will center on their investigations. Another GM might choose to incorporate inquest plots periodically through the game, while allowing characters to otherwise focus on their individual interests and goals. In this case, the characters may be thought of as specialists who come together as the need arises to investigate a particular matter involving the Dwimmerlaik. Other options are possible, of course. The GM should choose the option that best fits his players and the game.
Expanding/Contracting the Adventure	As "The Dwimmerlaik Inquest" is designed as a campaign frame, it is expected to take several play sessions. However, a GM could choose to limit the scope of the Inquest. Instead of a long-term investigation of great scope, perhaps it is limited to investigating one particular place or incident. Perhaps investigating the site where Tsianan'oshtra died and the Dwimmerlaik appeared in the Agora in the adventure "The Gathering Storm." It is far easier for the GM to choose to expand the Inquest. The GM may choose to run the Inquest over several sessions in a row or could run several sessions of unrelated adventures and then run another Inquest session. The GM could send characters to investigate matters in a number of Gossamer worlds and question a number of NPCs. See earlier in this section for suggestions for Gossamer worlds to visit and NPCs to contact.

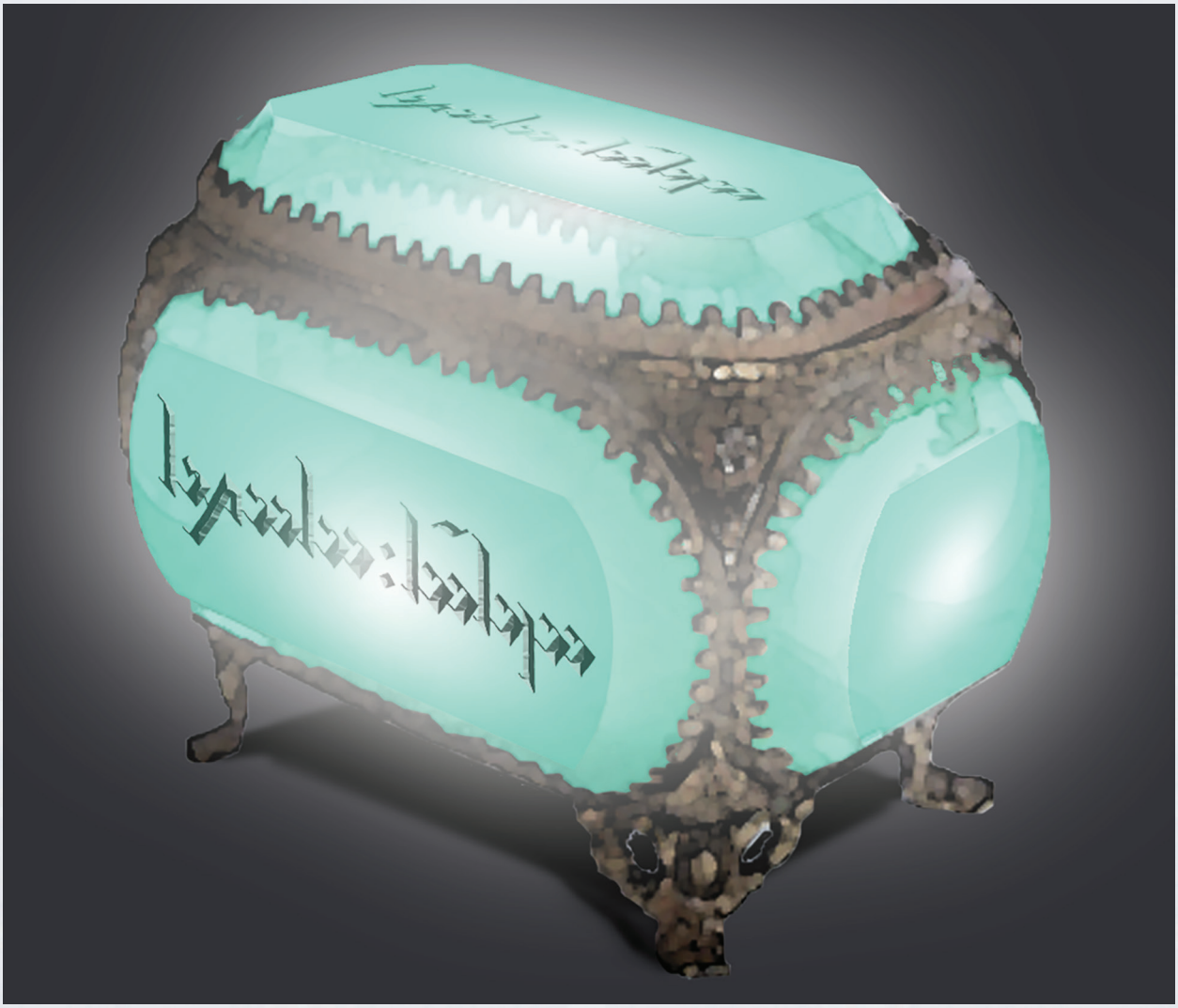
Adventure One: The Last Walk

Overview

"The Last Walk" is an adventure for Lords of Gossamer & Shadow. A GM may opt to use it as a one-shot adventure or as a multi-part adventure. The GM may use it as a sequel to the adventure "The Gathering Storm" in *Lords of Gossamer & Shadow*. It may be used as part of the campaign frame, "The Dwimmerlaik Inquest." Because of its focus on visiting different locales on the Grand Stair, different Gossamer worlds, and important Gossamer Lords, it may serve as an introduction to the setting and has been used as such in playtest games.

Summary

The player characters are summoned to Shatterlight if they are not already present for their own reasons. There, they are called to attend the funeral for the Gossamer Lady Tsianan'oshtra. There is a gathering of Gossamer Lords in a grand courtyard overlooking the sea. Characters have an opportunity to meet each other if this is a beginning game or to interact with NPC Gossamer Lords attending the funeral. At the funeral, the body of Tsianan'oshtra, along with icons representing her and any other recovered objects connected to her, are laid in state. At the conclusion of the service, Tsianan'oshtra's body begins to glow until through the energies of magic and the Eidolon, it slowly separates into tiny pieces like brilliant glowing embers and ash and swirls about, almost dancing in the air until it settles into a specially prepared vessel. According to the traditions of Shatterlight, it is a beautiful chest made of Door wood and starglass. The chest closes and the cloud of light continues to glow and dance within.



All in attendance then slowly pass by the chest and pay their respects. According to tradition, each guest is to place a hand upon the chest. When the player characters (and any NPCs the GM wishes to include) do so, the chest grows brighter and the light from it spills out and washes over the characters. The characters feel a brief sense of personality and presence as though from an Icon contact, but it passes as the lights withdraw and recedes into the chest once more. According to ancient tradition, this means the characters have been selected to undertake the Last Walk. The characters are to serve as the bearers carrying the chest along the Grand Stair until they reach Finisterrae. They begin in a public place on the Stair, like the Agora, and travel from there. Along the way, the chest will guide them to places and people of import to the deceased. They are to carry the chest to the Gossamer Lords unable to attend the ceremony so that they will know one of their own has passed and that they may pay their respects.

When the characters finally reach Finisterrae, they will discover their journey is not yet ended. The chest will lead them to the Last Door, an ancient Door in the ruins of the last earth. That Door will send them to a secret part of the Grand Stair and a long-lost Gossamer Lord.

Structure

1. **Gathering in Shatterlight.** Characters may meet for the first time if necessary. Characters may interact with various present NPCs. The NPCs present may be selected by the GM. Vala and Sybelle will definitely be present. Cal and Dayle should be absent.
2. **Ceremony and Selection.** Vala officiates the funeral service for Tsianan'oshtra. The characters are selected to undertake the Last Walk. Afterwards, the characters may prepare and make arrangements and perhaps again interact with NPCs.
3. **The Last Walk begins.** A Door is opened to the Agora and the characters begin their journey. Characters may visit various worlds, have encounters on the Stair, and meet with Gossamer Lords.
4. **Complications.** These may be encounters on the Stair, adventures in Gossamer worlds, or attacks by agents of the traitor.
5. **Finisterrae**. The characters journey to the last earth. There, they travel across its ravaged face and discover the great cemetery of the Gossamer Lords. Beyond it is the Last Door which the chest leads them to and through.
6. **The Polyandrium.** The characters find themselves in the legendary cemetery of the Grand Stair. It is ancient and vast and serene. But still, the chest draws them on.
7. **Luther.** Deep within the Polyandrium, the chest leads them to the caretaker of the ancient cemetery, the long-lost Luther. The characters are the first visitors in one thousand years and Tsianan'oshtra is the first Gossamer Lady to fall to the Dwimmerlaik in that time. How the characters interact with Luther (as well as how they have conducted themselves on their journey) may alter the life of all the Gossamer Lords forever. Will Luther return and take his place among the Gossamer Lords? If so, will he be friend or foe?

Potential Encounters and Obstacles

Agents of the traitor	The traitor's agents make attempts to stop the characters from completing the Last Walk. Specifically, attempting to acquire the chest containing Tsianan'oshtra's remains. The Dwimmerlaik know Tsianan'oshtra used a magical item to enter the Domain of Iridess. They do not yet know what it was. They wish to retrieve it and study it in the hopes that it can be used to provide such access to other Gossamer worlds. A thief may be hired to steal the chest while in the Agora. Bandits could be hired to take it on the Stair. It is even possible that the Raven Legion could be hired through intermediaries to retrieve it. The efforts to stop the characters and/or retrieve the chest may escalate to direct murder attempts, though the traitor will continue to work through proxies lest his or her identity be revealed. The traitor may even utilize Dwimmerlaik servitors such as Erebi and Ur-Orobos.
Fellow travelers on the Grand Stair	Porters may be following a cicerone as he leads travelers on the Stair. A praeco might have valuable information to share. Castellans, heralds, ambassadors, and their guards might be encountered going about their business. The characters might even come across a Khalderi hunt.
Wanderers and the lost	The characters may come across someone who has just opened a Door and found their way to the Stair for the first time. Alternately, they may have been on the Stair a short time and be unable to find their way back to their Door of origin.

Travelers at rest.	Any of these may be encountered as they are resting or eating. Perhaps the characters join them? This may be a rudimentary campsite with blankets on the floor. It may be a larger thing, possibly with vehicles converted to serve as shelter. It might be a more elaborate camp like a Caravanserai. Such a camp might well belong to the Khalderi. They might even find the equivalent of a way-stop or coaching inn, a Door that conveniently opens into an inn with innkeepers who are in the know. Perhaps it is what it seems or perhaps it is a trap either specifically for the characters or simply just an innkeeper who enjoys robbing and murdering visitors from other worlds.
Bad company	In many ways, the Stair is a road. Roads have their bandits and worse and the Stair is no different. Such encounters might include a dashing Stairwayman ordering travelers to "Stand and deliver!" Similarly, maybe some powerful fools have a toll set up, trying to extort monies or other valuables from anyone passing through. They may even have blockades of some sort. Maybe there's just a man-made wall somewhere, or some other barricade that's been set up and hasn't been removed. Characters must circumvent it, ditching into some nearby Door. On the other side of that Door is bandits, kidnappers, murderers, or even slavers. On the Grand Stair's less savory stretches, slavers ply their foul trade, capturing unsuspecting wanderers. Or maybe it's kidnapping with the threat of enslavement if they cannot collect any ransom.
Guardians of Doors	Not threatening anyone who passes... just the equivalent of Guardians on the Threshold who will not let anyone pass through the Doors they watch. Some may be Doormen and some may be Conciliatore. Most will be simply guardians of individual Gossamer worlds. If the characters need to quickly exit the Stair due to pursuit or other issues, this could lead to interesting conflict.
Predators	The Stair has its own predators that prey on travelers. Gorgons or minotaurs might stalk the characters. They might even encounter annunaki or Eidolon constructs or Umbra Gaunts. The traitor and his Dwimmerlaik allies might well dispatch Erebi or Ur-Orobos to hunt and kill the characters. Encounters with predators are good for combining with other encounters. Characters may come across various travelers being attacked. They may stumble upon the Conciliatore, Doormen, Khalderi, or Raven Legion hunting predators or even join forces with them against the predators.

Key Locales to Visit on the Last Walk

This is by no means a definitive list. It represents important locales that may be visited. The GM should expand it or reduce it as best fits the campaign.

The Agora	If the GM is using this as a sequel to "The Gathering Storm," then the Agora is important because Tsianan'oshtra died there. Otherwise, it is an important place to begin the Last Walk as there are countless people there who may pay their respects to the fallen Gossamer Lady. Rojah may wish to pay his respects as well.
The Ascendancy	If Bastiano is not present at the funeral, it would be proper to bear the chest to him that he might pay his respects. This could well require a journey into the Ascendancy.
The Black Market	In ancient times, the Last Walk traditionally began in what was then known as the Grand Plaza. Since its destruction at the hands of the Dwimmerlaik, the rite now begins in the Agora. As Tsianan'oshtra was one of the most ancient of the Gossamer Lords, tradition says that her remains should be carried through the Black Market. This may be the most dangerous part of the Last Walk.
Denderaxos, the Vault of Silence	Less a place to visit, and more a place to avoid. Few know it even exists. Perhaps the characters discover it along the Last Walk? If there is an Usari character among them, they may well be drawn there by Kenti Iomenta herself.
Finisterrae	The Last Walk concludes there, on the ruined world. Or so most believe.

Gossamer worlds	Almost any of the worlds in *the Gossamer Worlds* series would be appropriate places to visit if the people of those worlds are aware of the Gossamer Lords and the Grand Stair. However, certain worlds such as Brokeworld, Empyrea, Hollow Thune, Incursion Earth 626, the Nightmare Kingdom, the Otherlands, and the Ring of Fire should be avoided by sensible Gossamer Lords.
The Impossible Pyramid	Because Tsianan'oshtra broke into the Pyramid and stole the Duat Key from there, the GM may decide to have the vessel lead the characters to its Door. In this case, refer to the following adventure, "In the Shadow of the Impossible."
Iridess	The GM may opt to have the vessel lead the character to the last Door Tsianan'oshtra used. It has since been severed and the characters may not be able to use it. If they somehow open it, refer to the "Shades of Loss, Colors of War" adventure for details on Iridess.
Ineswitrin	Drake is one of the eldest Gossamer Lords and it would be proper to call upon him during the Last Walk. It would also be advisable to secure his blessings for entering Finisterrae as the only known Doors to that world are guarded by his Doormen.
The Labyrinth	Successfully navigating the great Labyrinth is a rite of passage for Wardens and Masters of the Grand Stair. It is only fitting that one should pass through it one last time on the way to the final resting place. Aside from the dangers of becoming lost in the Labyrinth, it is a good location for encounters with predators, especially minotaurs.
The Otherlands	GMs wishing to introduce the Otherlands as a "new" phenomenon to be discovered by player characters could have players encounter bits of the Otherlands again and again throughout their travels.
The Polyandrium	The ancient, vast secret cemetery of the Grand Stair. At the conclusion of the Last Walk, the characters may find themselves here and find someone waiting.

Key Points

Finisterrae. The Door to the last earth is guarded by two Doormen at all times. Cautious characters may have secured a letter or other sign from Vala or Drake that they have leave to enter. Provided the characters openly bear the chest and conduct themselves reasonably, the Doormen will let them enter without authorization from Vala or Drake. They recognize the chest for what it is and respect the tradition.

The Door exits the Grand Stair into a great stone mausoleum. This ancient structure has several chambers and is well guarded. It is used as the base of operations by the Doormen assigned to watch over this ravaged world.

Beyond the mausoleum is a vast cemetery. The cemetery is a continent spanning phenomenon. Here are graves of all sizes and types. There are simple markers, stone cairns, great crypts and mausoleums, and tombstones spreading out seemingly forever. No one knows precisely who started the cemetery, but it is an ancient thing. It is the resting place for countless Gossamer Lords and their troops who fell in the Dwimmerlaik Wars. Many of the Gossamer Lords who fought and since died have chosen to be laid to rest here. Throughout the ages, the Last Walk has traditionally ended in this cemetery and the vessel is laid to rest in a place that the bearers prepare for it. Over the centuries, some of the Doormen, upon retiring from their life of questing, have chosen to serve as guardians and caretakers of the great cemetery.

The cemetery rests in a devastated world. The sun is an angry red giant giving off flares and storms. The moon is shattered, and is now a ring around the ruined world. Pieces of it fall to earth as meteors periodically. At night, the remnants of the moon are the only thing in the sky. All the stars are gone, leaving only blackness and the remains of the moon above. It is often impossible to see the sky at all as Finisterrae is wracked by nearly constant terrible storms. There is little water left on this world, so the rain is often acid and composed of various toxic substances thrown into the atmosphere by the Last Great Dwimmerlaik War. Forests have burned to ash. Mountains have shattered. Seas have boiled away and their beds have dried. Deserts have become plains of broken glass. Cities have crumbled into dust. Everywhere lie abandoned weapons and war machines, some of unimaginable size. All are broken, like the world around them. Nothing appears to live here. Great care must be taken, not due to predators, but from leftover weaponry somehow activating, like magical landmines or worse. An even greater threat is that the final battles ripped apart reality. Holes in the fabric of the Gossamer

world can be found here. Worse, new ones open and sometimes move. Great storms have been known to build around them, pulling the unwary into these tears in the universe. Someone who was truly lucky might find herself deposited on a strange and unknown Gossamer world with no Door in sight. It would be far more likely for someone to be rent asunder by the gap in reality or to be cast into the void of Shadow itself. For more information on what may happen to a character entering Shadow, see the adventure "Shades of Loss, Colors of War."

Perhaps the greatest danger of Finisterrae is that the rules of reality have been shattered by the many battles fought on this world. Conditions shift from place to place. There are locales where the Eidolon is strong and the Umbra is week. In others, the great powers are in balance.. Magic and technology are also in flux. In some places magic is abundant and powerful, in others, it is nonexistent. Technological devices work perfectly in one area, but are useless in the next. Icons are similarly affected. In some places, the land itself shifts and changes. Worse than all of this are the sudden shifts and storms that alter the conditions without warning. When these occur, the local rules may change suddenly and drastically. The dominance of Eidolon or Umbra may change as may the balance between magic and technology. There is even some reason to believe that the flow of time in Finisterrae is unstable and sometimes increases or decreases in relation to the flow of time on the Grand Stair.

Characters visiting Finisterrae will have to deal with this hostile and ever-shifting environment. Characters with high Psyche may have some sense that a shift is about to occur, but will likely have little idea what the shift will be. Those with the abilities to use the Umbra or Eidolon to perceive Gossamer reality will have a better sense of the changes in conditions. Technological and magical sensory devices are unreliable as they may cease to function with the changes. Danger sense will warn a character of an impending shift or before they enter an area with different rules. Use these rules as guidelines for handling characters in Finisterrae.

Because of the nature of Finisterrae, many powers will not function properly, if at all. Artifacts and creatures also may be affected. Use the following table as a guide to conditions in Finisterrae.

Rules of Finisterrae

Power	Description
Aetheric Projection	The Projector cannot aetherically travel into Finisterrae from the Grand Stair or a Gossamer world. If she finds herself physically in Finisterrae, the opposite will apply. The power will function normally within Finisterrae, but the power may fail if magic becomes weak or ceases to function as a result of the shifts experienced in the Gossamer world.
Artifacts & Creatures	Enchanted artifacts and creatures are subject to the rules of Stable Empowerment found in the Enchantment power. The GM should carefully consider how other artifacts and creatures, especially those owned/purchased by player characters are affected. Living creatures or intelligent artifacts may find Finisterrae unnerving and become terrified or irrational or unreliable. Artifacts or creatures tied to a power such as the Eidolon or Umbra will have the appropriate issues. Other qualities and powers may be altered, reduced, or rendered inert. The GM should carefully consider the nature of the artifact or creature and the Stuff of the player character when making these decisions.
Blessings & Curses	Blessings & Curses are affected by the ebb and flow of magic. When magic is available, Magicians may find it far easier to create curses than blessings while in Finisterrae.
Cantrips	Cantrips are subject to the ebb and flow of magical power in Finisterrae and may not always function.
Channeling	The Dwimmerlaik power functions normally in Finisterrae though any abilities that reach into Gossamer worlds or onto the Grand Stair will fail.
Eidolon Mastery	The Eidolon and Umbra are at constant war in Finisterrae. At times, the Eidolon is very powerful and the Umbra is weak. At others, the Umbra is superior and the Eidolon is almost powerless. On rare occasions, there is a brief balance between the two powers.

Empathy	This power functions as normal though any abilities that reach into Gossamer worlds or onto the Grand Stair will fail.
Enchantment	The unstable nature of Finisterrae makes casting enchantments difficult here. Worse, the shifting levels of magical power tend to have a disruptive effect on enchantments. As conditions change, enchantments may fail. Treat a new condition as taking an enchanted creation into the appropriate type of world as per the Stable Empowerment rules. Those enchantments without high levels of Stable Empowerment will likely be disenchanted, dispelled, or destroyed by the shifting conditions.
Invocation	Invocation is subject to the shifting magical rules of Finisterrae. When the power functions, Invokers will find their ability works on the beings already in Shadow. However, True Names spoken in Finisterrae may not be heard outside of the damaged world.
Keeper/Master of the Void	Though damaged, Finisterrae is a primal world and difficult to affect. Its eternal battle between the Eidolon and the Umbra also makes use of this power difficult here. This power functions best near the places in Finisterrae where Gossamer reality has boiled away into Shadow. The Keeper/Master might be able to expand such apertures.
Scrying	This power cannot peer into Finisterrae from the Grand Stair or Gossamer worlds. However, if the Scryer finds herself in Finisterrae, the opposite applies. This power is subject to the ever shifting rules of magic in this world.
Shape-Shifting	This power functions within Finisterrae. However, the dangerous and shifting nature of Finisterrae may cause Shape-Shifters to automatically shape-shift or have difficulty retaining or even regaining their normal form. Forms linked to other powers will be affected by how those powers function in Finisterrae.
Sorcery	Sorcery is affected by the ever-shifting rules of magic in Finisterrae. At times and places where magic works in this scarred world, the following is true: No spells that connect with Gossamer worlds will function. Teleport spells and other magical means of travel from one Gossamer world to another or one point on the Stair to another will fail to function. It is particularly dangerous to attempt to teleport into this world. Combat spells are particularly effective in Finisterrae. The nature of this world makes it very difficult and time-consuming to attempt to learn the rules for magic here. Lynchpins have a tendency to alter or degrade or fail.
Umbra Mastery	The Umbra and Eidolon are at constant war in Finisterrae. At times, the Eidolon is very powerful and the Umbra is weak. At others, the Umbra is superior and the Eidolon is almost powerless. On rare occasions, there is a brief balance between the two powers.
Warden/Master/Lord of the Grand Stair	Opening an existing Door from the Grand Stair is difficult. Opening an existing Door from Finisterrae to the Stair is even more difficult. Only a Master of the Grand Stair or someone even more attuned to it like Lucien can create a new Door to or from Finisterrae and then only with extreme effort. Doors to or from Finisterrae cannot be bridged. The Master ability of extending the protection of the Stair does not function in Finisterrae. Using a Door to or from Finisterrae attracts attention and may be noticed by any nearby Warden on the Grand Stair or in Finisterrae.
Wrighting	Wrighting is subject to the shifting rules of magic in Finisterrae. There are places where Icons will not function at all and times when Icons will fail. In times and places where the power functions, Icons may be created as normal. Icons may be used to communicate with beings in Gossamer worlds or on the Grand Stair with difficulty, but cannot be used for transportation. Using an Icon this way is incredibly taxing on Psyche and Endurance and the communication is often garbled or distorted. Within Finisterrae, Icons can be used for communication or transportation with someone else in the world. This use of the power is a great drain on Endurance and Psyche. Communication may be garbled or distorted and transportation is dangerous.

On a high cliff overlooking part of the cemetery stands a broken wall. Once it might have been part of a great tower. Now it is nothing more than a crescent of ancient stone only about ten feet high at its peak, crumbling to rubble to either side. At the center of this curved wall is a door. It is a simple thing of wood and iron. It has come to be known as the Last Door. Those with knowledge of the Stair are certain it is a Door. However, no one is known to have ever succeeded in opening it. The Last Door is guarded by two Doormen at all times.

It is to the Last Door that the chest will lead the characters. Provided they have the chest with them, the Door will automatically open as they approach.

Polyandrium. The chest will lead the characters through the Last Door and into the legendary Polyandrium. Characters will realize they are in some ancient and secret part of the Grand Stair. They will also notice that there are no Doors to be found save the one they entered through. The place is vast and it could take ages to explore. But the chest will lead them unerringly on.

The chest will eventually lead the characters not to the place the Polyandrium has obviously just created to house it, but instead to a hooded figure standing some ways in the distance. He stands quietly and calmly as though respecting the rites involved and not wishing to intrude. He will be visibly surprised when the chest leads the characters away from its final resting place, and directly to him. If the characters do not interfere, the chest will draw its bearer directly in front of the hooded figure. The lid will open, and the figure will place his hands upon it, if the characters allow. The lights within will rise from the chest and swirl about him for some time, much longer than it swirled on the characters when they were selected. Finally, the lights will recede back into the chest and the lid will close but not before they glow brighter still and shape themselves into an odd looking key hanging about the man's neck. This is the Duat Key, a powerful artifact of Luther's and the item which Tsianan'oshtra stole from the Impossible Pyramid. For more information about the Duat Key refer to the adventure "In the Shadow of the Impossible."

Unless stopped by the characters, he will follow as the chest leads the way back to the prepared resting place. As the chest is placed within the alcove, the lid opens one last time. The lights fall upon each of the characters. Once more they feel the sense of a personality and a presence as well as a sense of peace and gratitude. However, if the characters behaved disrespectfully of their charge or otherwise inappropriately, the lights will not fall upon them again. The lid will close and the light continues to dance inside. Looking around the vastness of the Polyandrium, the characters can now see countless lights blinking and moving like torches in the night. The ritual of the Last Walk is now complete.

Their charge over, the man will invite them into his home and introduce himself as Luther. From his contact with the spirit of Tsianan'oshtra, Luther has some rough sense of events that transpired in the presence of the chest. If the characters have behaved inappropriately or acted as enemies of the Gossamer Lords, Luther will not introduce himself and will instead open the Last Door and encourage the character to leave as quickly as they can.

Rules of the Polyandrium

1. Attempts to create or open a new Door will fail. Characters may exit through the Last Door if they wish, but it will immediately close behind them. Attempts to open it again will fail. Creating a new Door to or from the Polyandrium should be a rare and difficult thing. It may require special materials for the Door or may only be possible in certain Gossamer worlds like primal worlds. GMs should determine for themselves the requirements. Luther and the Khalderi will be aware of any attempt to open or create Doors in the Polyandrium.
2. Icons cannot be used to contact anyone outside of the Polyandrium. A character outside the Polyandrium cannot use an Icon to contact a character inside the Polyandrium. However, characters within the Polyandrium can use Icons to contact one another.
3. Scrying is blocked and cannot penetrate into or out of the Polyandrium.
4. Aetheric Projection is blocked and a character cannot project into or out of the Polyandrium
5. True Names spoken in the Polyandrium may not be heard outside of it and Invokers will find themselves unable to call Named beings to them. Luther and the Khalderi are not bound by this rule. The GM should determine if Lucien is bound by it.
6. Teleport spells and other magical means of travel from one Gossamer world to another or one point on the Stair to another will fail to function. Spells that connect to other Gossamer worlds will fail to function. Luther and the Khalderi ae not bound by this rule. The GM should determine if Lucien is bound by it.
7. Artifacts or creatures with similar travel or communication abilities will likewise find that they do not penetrate the bounds of the Polyandrium.
8. The powers of Keeper of the Void and Master of the Void will not function in the Polyandrium. The power of Channeling does function but any abilities that reach into Gossamer worlds or elsewhere on the Grand Stair will fail.

Luther

At the end of the Last Great Dwimmerlaik War, Luther walked away from the Gossamer Lords. Horrified by the devastation of the Stair casting out the Dwimmerlaik, Luther recoiled from what he had almost done. He was certain his Stairbreaker would have done incalculably more damage, causing irreparable harm to the Stair or perhaps even destroying it entirely. He walked into the collapsing expanses and saw the destruction firsthand. He saw innocent Gossamer worlds falling away to be lost forever. The darkness threatened to consume far too much. Shaken to his core, Luther chose to act. He strove to capture and gather the quickly fading points of light and color. Using all the tools at his disposal, he managed to preserve some small shards of Gossamer worlds before they completely fell into the all-consuming void of Shadow. Over time, he stitched a web of these Gossamer shards together as best he could. Once confident this complex and fragile lattice of Gossamer realms could survive without him, Luther left it behind and severed the Door to it. He felt he had no right to remain there and feared his presence would corrupt it or bring it harm. In time, the place came to be called **Iridess** (for more information, see the adventure "Shades of Loss, Colors of War").

Afterward, Luther found his way to the Polyandrium. He has acted as its caretaker over the long centuries he has spent there. His only company has been the spirits in the Polyandrium, and the Khalderi his only visitors. He lives a life of peace and solitude far from the games of the Gossamer Lords.

Luther's Future

Luther's future and course of action will be determined by the characters. The information they provide will shape his opinions. Their arguments will help make his decisions. He may choose to stay in the Polyandrium. He may immediately go to Shatterlight to convince Vala to stop any coming war. He may decide to use his considerable powers to stop both sides from waging a war. He may, reluctantly, decide that the only way to stop the war is to eliminate one of the parties. Whatever actions he takes will be the result of his interactions with the characters. Whatever he does, his return to the Gossamer Lords will dramatically shift the balance of power.

Reactions to Luther's Return

These should be altered to fit the campaign. They will likely be more severe if the GM decides that Luther did actually use the Stairbreaker to deal with the Dwimmerlaik.

Vala	She will welcome him home, but she will be quietly cautious.
Drake	Drake will be openly suspicious of his old friend, fearing it is a trick of some sort. He may also worry that Luther has gone mad. The Doormen will follow Drake's lead. There are none still living who were alive when Luther was their ally in the wars.
Mordecai	Mordecai will welcome Luther back and generally take the opposite approach of Drake.
Lucien	It is possible that Lucien has known where Luther was all this time but thought him better left alone. If not, he will be curious where Luther has been.
Bastiano	Bastiano will see how he can turn this to his advantage. Can it be used to fracture the Gossamer Lords? Can he recruit Luther to his cause?
Dwimmerlaik	The Dwimmerlaik will not welcome Luther's return. He was responsible for too many Dwimmerlaik deaths. Eliminating him will become a priority for the Dwimmerlaik and the traitor.

GM Options

Who is the traitor?	The identity of the traitor is up to individual GMs as established in "The Gathering Storm." The GM should select a character that fits the needs of her game, as noted in "The Dwimmerlaik Inquest" section. An interesting choice is to have the traitor be Luther. Perhaps he found a way to help the Dwimmerlaik escape Shadow and hopes to broker a peace between them and the Gossamer Lords. He has no idea they killed Tsianan'oshtra. They, however, may be using him and planning to renew their war with the Gossamer Lords. Using this option requires alterations to this and the other adventures, but may lead to an interesting campaign.

Why Were the Player Characters Selected?	If the characters took part in the adventure "The Gathering Storm," the characters were selected because they were present when Tsianan'oshtra died. If the characters are participating in "The Dwimmerlaik Inquest," perhaps their selection was manipulated to provide a cover story for their travels and activities during their investigation. A GM may wish to have only one or some of the characters selected and fill out the other positions with NPCs. For GMs running "The Last Walk" as a beginning adventure, having the characters brought together by their selection is a good way to bring a new group of characters together.
Did Luther use the Stairbreaker?	A GM may decide that Luther did in fact use the Stairbreaker and that it was the source of the destruction of parts of the Grand Stair and the exile of the Dwimmerlaik. In this case, it is his guilt for actually using the weapon that drives him to his self-imposed exile. The GM would need to alter the background of "Shades of Loss, Colors of War" to reflect this change. In that case, the Stairbreaker that was made into Castle Spectra is a second, unused Stairbreaker.
The Usari	The GM may wish to use "The Last Walk" to give clues to the presence and nature of the Usari. See the supplement *Threats: Echoes of the Typhonians* for more details on the Usari.
Using with "The Gathering Storm"	It is the remains of Tsianan'oshtra that the characters are to bear on the Last Walk. Characters who survived the events of "The Gathering Storm" are ideally suited for this adventure. They were present when Tsianan'oshtra died and are thus the perfect bearers for her. After the funeral in Shatterlight, the characters may open a Door to the Agora where Tsianan'oshtra died and begin their task from there. They may use the cover of the Last Walk to further investigate the events of "The Gathering Storm." When encountering Gossamer Lords, they may seek to determine which of them is the traitor Tsianan'oshtra warned about. Moreover, the traitor may be aware of the warning and seek to discover what the characters know, or may take actions to eliminate them during the Last Walk. They may seek for signs of further Dwimmerlaik incursion into Gossamer worlds or onto the Grand Stair itself. The GM should alter and expand "The Last Walk" as needed to fit the results of the character actions in "The Gathering Storm."
Using without "The Gathering Storm"	GMs choosing this option, need simply change the identity of the deceased Gossamer Lady. The GM might opt to have the deceased be Tsianan'oshtra. He might decide to not dwell on the reasons for her death. Or he can establish that she supposedly died at the hands of the Dwimmerlaik. Another option is to have the deceased Gossamer Lady be a granddaughter of Vala, who lived and aged and eventually passed away while Vala remains seemingly eternal. If a Gossamer Lord, player character or NPC has perished in the campaign, the GM may wish to have the funeral and the Last Walk be for that character.
Expanding/Contracting the Adventure	The GM may choose to run "The Last Walk" as a one session adventure or he could choose to run it as a campaign. A GM wishing to run "The Last Walk" as a one session game need only to have the characters undertake the Last Walk and conclude it in one session. This is easy enough to do by eliminating visits to Gossamer worlds and interactions with Gossamer Lords. Enough can easily happen to make it an interesting and enjoyable session. However, GMs who wish to expand the adventure can easily do so. They need only add in Gossamer worlds to visit and Gossamer Lords to interact with. Each visit to a world or encounter with a Gossamer Lord could be the basis of an entire game session depending on what events the GM has occurring in the world or the nature of the encounters with the Gossamer Lords. GMs may add in encounters on the Grand Stair as well. See earlier in this section for suggestions for Gossamer worlds to visit and NPCs to contact. Though not as open-ended as "The Dwimmerlaik Inquest," "The Last Walk" can still serve as the basis for many sessions.

Including NPC Factions in The Last Walk

The Conciliatore	Bastiano's agents may investigate the death of the Gossamer Lady. They may seek to delay or prevent the players from completing the Last Walk. Bastiano's agents might be tasked to retrieve the remains. His agents could be ordered to discover what happens beyond the Door at Finisterrae that concludes the Last Walk.
The Doormen	The Doormen might serve as an honor guard to escort the players. Having such an escort would be of benefit if traveling to Ineswitrin and when reaching the Doormen-guarded Door to Finisterrae.
The Nexopolis Office of Business Development	The OBD will be on the lookout for any business opportunities. If there's a killer to protect their people from, they'd be on the hunt. They will also be interested in discovering who will step into any power vacuum created by the Lady's death—and then start cutting deals. If there's conflict around that, they might try to help install someone sympathetic to their business.
The Raven Legion	A Raven Legion unit may be hired to investigate the death of the Gossamer Lady. A unit might be hired to provide security for the players while they undertake the Last Walk. A unit may be hired to delay or prevent the players from completing the Last Walk. A unit might be hired to retrieve the remains. A unit could be hired to discover what happens beyond the Door at Finisterrae that concludes the Last Walk.

Using Other Factions as Player Characters in The Last Walk

The Conciliatore	Bastiano may be trying to curry favor and appear generous by assigning his agents to undertake the Last Walk. Alternately, the deceased could be a former respected agent or ally of Bastiano that he wishes to honor and thus assigns his agents to the Last Walk. In this case, the funeral may take place on a world that is part of the Ascendancy and the Last Walk may begin there. In addition to their duties as bearers, his agents would be expected to gather information on the places they visit and the people they encounter for Bastiano's later use.
The Doormen	Drake or Vala has tasked the Doormen to act as bearers on the Last Walk as a sign of respect for the deceased. As it is the Doormen who guard the Doors to Finisterrae, that aspect of their travels at least will be made simpler.
The Raven Legion	General Mordecai has either been contracted to have his Ravens undertake the Last Walk or he has assigned them the task as a sign of respect for the deceased.

Adventure Two: In the Shadow of the Impossible

Overview

"In the Shadow of the Impossible" is an adventure for Lords of Gossamer & Shadow. A GM may opt to use it as a one-shot adventure or as a multi-part adventure. The GM may use it as a sequel to the adventure "The Gathering Storm" in *Lords of Gossamer & Shadow*, as part of "The Dwimmerlaik Inquest" campaign frame, or a follow-up to "The Last Walk."

Summary

Recently, the Gossamer Lady Tsianan'oshtra managed to secretly break into the Impossible Pyramid. She was able to enter it without notice, remove an item of power, and leave with no one the wiser. The artifact she took, the Duat Key, was an ancient and powerful creation of the long-lost Luther. Using the Duat Key, Tsianan'oshtra left to investigate matters that led to certain discoveries and her death.

The death of Tsianan'oshtra has caused Maarden, Archmaster of the Impossible Pyramid, to become aware that she entered the Pyramid and removed something. He does not yet know precisely how she entered the Pyramid or what she took. He intends to find out. Maarden will invite the characters to the Impossible Pyramid. Together, they will try to solve the mystery.

Tsianan'oshtra's investigations caused her death. Those responsible for her death are tracing her activities. What they discover may give them control of the Impossible Pyramid and bring about the end of the Gossamer Lords.

Structure

1. **Invitation to the Impossible.** The characters are invited to the Impossible Pyramid. Characters conducting "The Dwimmerlaik Inquest" will be contacted by Sybelle, who will relay the information and an offer: entry into the Impossible Pyramid and informational assistance from Maarden in return for aiding him with his own investigation. Characters who have completed "The Last Walk" (without yet participating in "The Dwimmerlaik Inquest") will be contacted by Vala, who will extend Maarden's invitation (but with no offer of aid in the inquest and no request for assistance from Maarden). The characters will be given a time and place to meet, likely in someplace neutral such as the Agora, Nexopolis, or Shatterlight.
2. **The Impossible Dinner Party**. Maarden will bring the characters to the Temple inside the Pyramid. He will see that they are comfortable and treat them as honored guests. As they dine among the wonders of the Pyramid, Maarden will attempt to determine what kind of people the characters are. He will want to know if he can trust them with any of the secrets of the Pyramid. This is especially important if they took part in the adventure "The Gathering Storm." If so, he is aware of a connection between the characters and Tsianan'oshtra. He needs to determine that they are not themselves thieves. Publicly known actions taken by the characters during the campaign will be considered. Assuming Maarden decides he can trust the characters, he will proceed.
3. **Exploring the Impossible.** Maarden will explain to the characters that Tsianan'oshtra somehow managed to break into the Pyramid, remove an unknown item, and leave again, all unnoticed. He would like their help in determining what she took and where she went afterward. He would also like to ascertain the whereabouts of the stolen item. The characters may be able to answer many of those questions if they are willing. In return, he will show them some of the marvels of the Pyramid and he will count them as allies. If they are conducting "The Dwimmerlaik Inquest," he will offer to provide them with whatever information he can.
4. **Impossible Enemies.** What Maarden and the characters do not know is that when Tsianan'oshtra left the Impossible Pyramid using the Duat Key, she accidentally left a "back door" open to the Pyramid. The back door is a temporary weak spot between the Gossamer world of Iridess and the interior of the Pyramid. Normally, it would have closed instantly, but the Pyramid, Castle Spectra, and the Dwimmerlaik void gates are all interacting in such a way that the weak spot has remained open and will continue to stay open until it is somehow forcibly closed. As long as it remains open, it provides instant transport between Iridess and the Impossible Pyramid. It is only about a yard around and only one human-sized character can make use of it at any time. The Dwimmerlaik and their traitor allies have at last discovered this weak point and are sending through exploratory forces even now. These forces, likely a large pack of shapeshifting Ur-Orobos, will be the first to investigate the Pyramid and remove any initial opposition. Afterward, they may be followed by Dwimmerlaik warriors.
5. **The Impossible Battle.** Working together, Maarden and the characters must defend the Impossible Pyramid from a powerful enemy striking from within. They must find a way to close the opening or at the very least keep it guarded and secure until it can be closed. This may be an epic battle inside the vast Pyramid with running fights along its ever shifting halls. Only Maarden will be free of its disorienting effects.

Rules of the Impossible Pyramid

1. Attempts to create or open a new Door will fail. Characters may exit through the Door in the Temple area if they wish, but it will immediately close behind them. Attempts to open it again will fail. Creating a new Door to or from the Impossible Pyramid should be a rare and difficult thing. It may require special materials for the Door or may only be possible in certain Gossamer worlds like primal worlds. GMs should determine for themselves the requirements. Maarden and the Khalderi will be aware of any attempt to open or create Doors in the Impossible Pyramid.
2. Outside of the Temple area, the Impossible Pyramid is a vast, ever-shifting maze. Luther, Maarden, and the Khalderi can navigate it freely. All others must rely on some special means of navigation like Wayfinding.
3. Scrying is blocked and cannot penetrate into or out of the Impossible Pyramid.
4. Icons function normally, but Maarden can restrict their use as he chooses. He can allow incoming communication only, outgoing communication only or full communication. He can allow communication, but restrict transport. He can block Icon use completely if he desires.
5. Aetheric Projection is blocked and a character cannot project into or out of the Impossible Pyramid.
6. True Names spoken in the Impossible Pyramid may not be heard outside of it and Invokers will find themselves unable to call Named beings to them. Luther, Maarden and the Khalderi are not bound by this rule.
7. Teleport spells and other magical means of travel from one Gossamer world to another or one point on the Stair to another will fail to function. Spells that connect to other Gossamer worlds will fail to function. This rule does not apply to Luther, Maarden or the Khalderi.
8. Artifacts or creatures with similar travel or communication abilities will likewise find that they do not penetrate the bounds of the Impossible Pyramid. The exception is the Duat Key.
9. The powers of Keeper of the Void and Master of the Void will not function in the Impossible Pyramid. The power of Channeling does function, but any abilities that reach into Gossamer worlds or elsewhere on the Grand Stair will fail.

Key Points

What is the Duat Key?	The Duat Key is an ancient and powerful artifact created long ago by Luther. It is one of Luther's most esoteric creations and is a thing of the mind and spirit even more than it is a physical object. It was primarily used to gain greater insight into the nature of the Grand Stair, the Gossamer worlds, and of Shadow. Only Luther may use its higher function abilities. However, one of its lesser abilities is to detect instability in Gossamer worlds and fluctuations of Shadow. Combining this with her own esoteric magics, Tsianan'oshtra was able to transport herself to the site of a great instability in Gossamer reality and a vast incursion of Shadow. This is where Luther last used the Duat Key when he used it to repurpose the Stairbreaker in Iridess. In the hands of someone like Luther with sufficient power and knowledge of its abilities, it could be used to arm the Stairbreaker again. See the adventure "Shades of Loss, Colors of War" for more details. The Duat Key is both an object of great power and something of a McGuffin. GMs should give it whatever qualities and powers they feel best fit the tone and power level of their campaigns.
Where is the Duat Key?	The current location of the Duat Key could become important in this adventure. If this is run as a follow-up to "The Last Walk," the Duat Key may now be in Luther's possession. It reformed around his neck in the Polyandrium. If the GM is running this adventure as part of "The Last Walk," the Duat Key remains in the chest, magically transformed along with Tsianan'oshtra's remains.
Where are the portals?	In the Impossible Pyramid, the Duat Key was once kept safe in a great towering stone monolith in the center of a vast atrium. The Duat Key was placed within the monolith and the monolith sank into the floor as though it never existed. If the Duat Key was desired, the monolith would again rise from the floor. The Impossible Pyramid side of the portal is in the center of the atrium, directly above where the monolith rises. In Iridess, the opening is in the center courtyard of Castle Spectra, near the great crystal. See the adventure "Shades of Loss, Colors of War" for more details.

Enemy Objectives	On the Iridess side of the opening, the Dwimmerlaik view the opening as a curiosity. Only a few of them are yet aware of it, having only discovered it by accident while pursuing the fleeing Yvesette. At this point, they are content to send their servitors through to investigate as they continue their hunt. However, once the Dwimmerlaik learn the opening leads to the Impossible Pyramid, enlarging it will become a primary objective. They will task their witches to enlarge it so a squad of troops may travel through it at once. Then, the Dwimmerlaik will swarm into the Pyramid, master its secrets, and use it as an unassailable base from which to strike at the Gossamer Lords. They are also aware that Tsianan'oshtra used a magical item to enter Iridess. They do not know what it was. They wish to retrieve it and study it in the hopes that it can be used to provide such access to other Gossamer worlds. The agents that killed her failed to retrieve the device. They will not pass up another opportunity to reclaim it.
Potential Allies	If the GM feels the characters are overwhelmed, or he simply wants to make the battle more epic, he can bring the Khalderi into the fray. Aside from Maarden, the Khalderi are the only beings who can freely enter the Impossible Pyramid and move unrestricted throughout. The Pyramid is an important place for them and is the closest thing they have to a home. They have watched over it from within and without since long before Maarden ever was born. As the Pyramid has accepted Maarden as its guardian, so the Khalderi accept him and do not interfere. As the Pyramid accepts the Khalderi, Maarden accepts them and leaves them to go about their mysterious business. If the Pyramid comes under siege, Maarden may summon the Khalderi, or they may learn of the attack in their own way. Though they did not battle the Dwimmerlaik during the wars, they will oppose the Dwimmerlaik to the death to prevent them from taking the Pyramid.

GM Options

When to Visit the Impossible Pyramid?	The reasons the characters go to the Impossible Pyramid, and when they go should be made to fit the events in the campaign. A GM wishing to have the characters enter the Pyramid while conducting "The Dwimmerlaik Inquest," may have them, or Vala, or Sybelle on their behalf, contact Maarden and request his aid in the inquest. GMs wishing characters to visit the Pyramid while still undertaking "The Last Walk," may have the chest draw them to the secret Door to the Pyramid. At that point, Maarden will sense the "return" of the thief and open the Door to greet the characters. A GM may even wish to have the characters enter the Pyramid in the course of the "Shades of Loss, Colors of War" adventure. The characters may discover the "back door" into the Pyramid from Iridess.
Using as a Sequel to "The Gathering Storm"	Characters investigating the activities of Tsianan'oshtra might discover that she somehow broke into the Impossible Pyramid. The GM should alter and expand "In the Shadow of the Impossible" as needed to fit the results of the character actions in "The Gathering Storm."
Using without "The Gathering Storm"	Instead of characters investigating Tsianan'oshtra's activities, they may somehow discover the break-in of the Impossible Pyramid on their own or even be recruited by Maarden.
Expanding/ Contracting the Adventure	While the investigation of the break-in of the Impossible Pyramid can be accomplished in one session, the Pyramid itself is vast and full of secrets. Characters can easily spend several sessions investigating it and uncovering its mysteries. If Maarden were somehow killed or incapacitated during "In the Shadow of the Impossible," the players may need to quest to secure the Pyramid or even try to claim it for themselves. They may even expand their explorations to the four Gossamer worlds that are somehow anchored to the Impossible Pyramid.

Including NPC Factions in In The Shadow of the Impossible

The Conciliatore	Bastiano's agents may be charged with investigating Tsianan'oshtra's activities. They may be tasked with entering the Impossible Pyramid either as an exploratory party, the first part of an invasion, or even an assassination team. It is also possible that the Ascendancy has claimed one of more of the four Gossamer worlds anchored to the Impossible Pyramid. This would be a major event, as it denotes a shift in Ascendancy policy and an opening of direct conflict with other Gossamer Lords.
The Doormen	Their investigations into the death of Tsianan'oshtra and of the Great Enemy may lead them to the Impossible Pyramid.
The Nexopolis Office of Business Development	The OBD would love an opportunity to enter the Impossible Pyramid and learn its secrets. Moreover, the four Gossamer worlds anchored to the Impossible Pyramid may represent potential new markets.
The Raven Legion	There are any number of reasons they may have been contracted, ranging from exploring the pyramid, preventing the player characters from entering the Pyramid, or even eliminating Maarden.
Agents of Luther	Luther will surely desire to know how the Impossible Pyramid fares in his long absence. Given that the Duat Key was somehow removed from the Pyramid, this may be a priority. The GM may choose to have agents know they work for Luther or have Luther secretly work through other agents such as the Raven Legion. These agents would be carrying out an investigation of their own and may come into contact with the players. The agents may need to maintain Luther's secret if they know it.

Using Other Factions as Player Characters in In the Shadow of the Impossible

The Conciliatore	Bastiano would love to know more about the Impossible Pyramid. Agents who manage to enter it and return with its secrets would be well rewarded.
The Doormen	They may be investigating the death of Tsianan'oshtra and discover the break-in of the Impossible Pyramid and the great threat this has created.
The Nexopolis Office of Business Development	The chance to enter and investigate the Impossible Pyramid is far too profitable for OBD characters to pass up.
The Raven Legion	A client may have hired the Ravens to investigate Tsianan'oshtra's death, and that investigation may lead to the Impossible Pyramid. A client may have hired the Legion to enter the Pyramid to scout, or to retrieve an item, or even to eliminate Maarden.
Agents of Luther	Luther needs to know what has become of the Impossible Pyramid in his long absence. This is especially important as he left the Duat Key there and it was taken from its secure location. A variant approach is that the characters do not know that they are acting as agents of Luther. In this instance, characters may be recruited through an agent acting secretly for Luther. One solution is for Luther, possibly through an intermediary, to hire the Raven Legion to investigate the Impossible Pyramid on his behalf.

Adventure Three: Shades of Loss, Colors of War

Overview

Shades of Loss, Colors of War is an adventure for Lords of Gossamer & Shadow. A GM may opt to use it as a one-shot adventure or as a multi-part campaign. The GM may use it as a sequel to the adventure "The Gathering Storm" from *Lords of Gossamer & Shadow*, as part of "The Dwimmerlaik Inquest" campaign frame, or as a follow-up to "In the Shadow of the Impossible."

Background

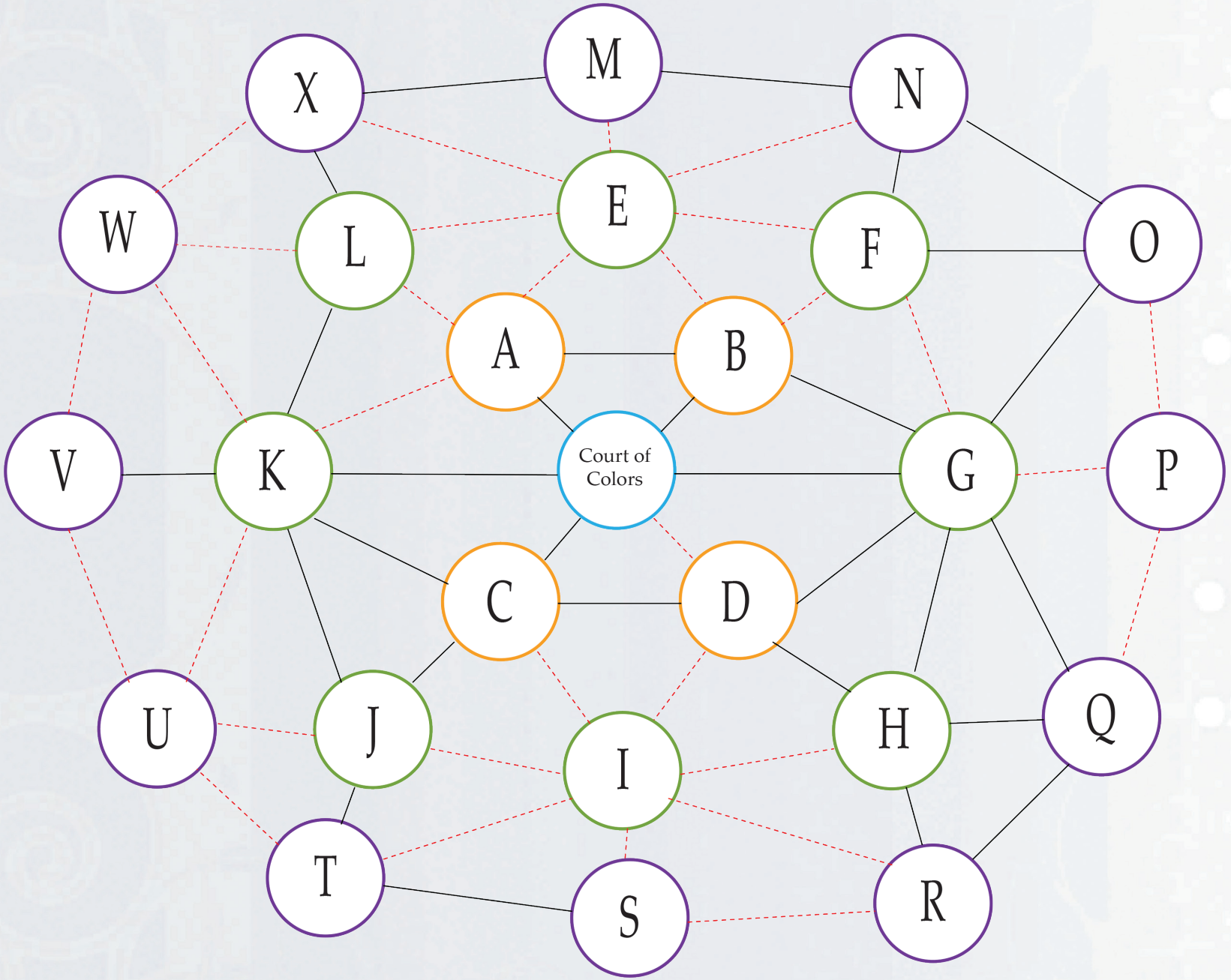
One thousand years ago, as the Grand Stair jettisoned entire expanses and countless Gossamer worlds were lost to the void of Shadow in an effort to expel the Dwimmerlaik, Luther witnessed the incalculable destruction and loss of life and was appalled. Shaken to his core, Luther struggled to capture and gather the quickly fading points of light and color. Using all the tools at his disposal, he managed to preserve some small shards of Gossamer worlds before they completely fell into the all-consuming void of Shadow. Over time, he stitched a web of these Gossamer shards together as best he could. He redesigned the Stairbreaker and turned it into a hub to anchor the shards. Once confident this complex and fragile lattice of Gossamer realms could survive without him, Luther left it behind and locked the Door to it. He felt he had no right to remain there, and feared his presence would corrupt it or bring it harm. In time, the place came to be called Iridess.

Iridess endured and formed its own society. The Gossamer shards came to be called realms, each with its own distinct feature and ruler. The realms were bordered by ever-shifting iridescent mist full of strange lights and dark shadowy shapes moving in it. The people of Iridess quickly learned to never enter the mist and to fear anything that came out of it. Strange roads connected the realms to one another and to the center of Iridess, the former Stairbreaker, now a great glass and crystalline structure that came to be known as Castle Spectra, the Court of Colors. Over time, it became neutral ground for the many feuding realms of Iridess. With no access to the Grand Stair or contact with other Gossamer worlds, Iridess has endured for a thousand years.

Then, the Dwimmerlaik came. To the people of Iridess, they were legendary figures of darkness and evil. They were terrible dark elves who nearly destroyed the realms long ago. The Dwimmerlaik, aided by a traitor among the Gossamer Lords, found their way to Iridess. Their armies swarmed across the realms, and they created a terrible void gate that slowly devours Iridess one realm at a time.

It was this void gate that the Gossamer Lady Tsianan'oshtra discovered upon using the Duat Key. She recognized it as a portal into Shadow. She stealthily entered it and discovered that it led to Khestaros, the realm of the Dwimmerlaik. She escaped, but was pursued, finally perishing in the Agora, but not before summoning help and warning of the traitor among the Gossamer Lords.

The feuding realms of Iridess were no match for the powerful forces of the Dwimmerlaik and their Gossamer Lord ally. Yvesette, The Grey Lady of the Weald, tried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LEGEND – ITEM	DESCRIPTION	NOTES
Blue Circle	Apex Realm – the Court of Colors	
Orange Circle	High Orbit Realm	High up on the slope of the "bowl" – think the Arctic Circle
Green Circle	Middle Orbit Realm	Mid-slope of the "bowl" or Iridess – think the Tropic of Cancer
Purple Circle	Low Orbit Realm	Furthest down the slope of the "bowl" of Iridess – think the Equator
Black Line	Existing viable Course	Vary in nature and length between 10-100 yds
Red Dashed Line	Broken Course	

KEY LOCATION	IRIDESS LOCALE	NOTES
Court of Colors	The Court of Colors	
A	The Nunatak	
B	The Fens	
C	The Barkhan Sea	
D	The Infinite Islets	
E	Void – Destroyed Realm	
F	GM Option - Open	
G	Isthmus	
H	The Vale – Home of the Pale Rider & the Gaol	
I	Void - Destroyed Realm	
J	Dwimmerlaik Occupied	
K	The Weald – Yvesette's Realm	Held by Dwimmerlaik
L	Dwimmerlaik Occupied	
M	Dwimmerlaik Occupied	
N	GM Option - Open	
O	GM Option - Open	
P	Void – Destroyed Realm	
Q	GM Option - Open	
R	GM Option - Open	
S	Dwimmerlaik Occupied	
T	Dwimmerlaik Occupied	
U	Void - Destroyed Realm	
V	Dwimmerlaik Occupied	Highly unstable, loose connection to Iridess
W	Void - Destroyed Realm	
X	Dwimmerlaik Occupied	

to convince her fellow lords of Iridess to put aside their differences and join forces against the Dwimmerlaik. She travelled to the Court of Colors to make her case, but she was betrayed. Agents of the Dwimmerlaik killed her retainers and pursued her. She would have been lost too, were it not for the intervention of the Gossamer Lord Calais.

After Tsianan'oshtra's death, Lucien asked Cal to investigate the matter. With Lucien's help, Cal discovered a Door to the previously unknown world of Iridess. He arrived in time to see a lady in distress and went to her rescue. He managed to momentarily free her, but was captured himself.

Yvesette escaped unto the Grand Stair, pursued by Dwimmerlaik servitors. Ultimately, a joint operation of the Doormen and the Raven Legion eliminated her pursuers and set her free. The Raven Legion escorted her to safety while the Doormen investigated the situation in Iridess. Finding signs of Dwimmerlaik presence, they followed the Dwimmerlaik Vow and severed the Door. They remained behind in Iridess to battle the Dwimmerlaik.

Summary

Yvesette seeks allies in returning to Iridess and freeing it. Meanwhile, the Dwimmerlaik and their allies continue to conquer Iridess and devour it realm by realm. Soon they will take Cal back through the gate and to Khestaros itself. They are opposed by the Doormen who remained behind in Iridess, but, though valiant and determined, they are few in number and cannot hold out forever.

Structure

1. **Gathering in Shatterlight.** Characters may meet for the first time if necessary. Characters may interact with various present NPCs. The NPCs present may be selected by the GM. Vala and Sybelle will definitely be present. Cal and Dayle are definitely absent.
2. **A Lady in Need.** The characters are called to meet Yvesette. From her description, Vala believes the invaders may be Dwimmerlaik. If characters are conducting "The Dwimmerlaik Inquest," Sybelle will task them with investigating further. Characters who played in "In the Shadow of the Impossible" might have traveled through the portal from the Impossible Pyramid and recognize the place from Yvesette's descriptions.
3. **Travel to Iridess.** Getting to Iridess might be the source of some difficulty. There is only one known Door to Iridess, and it has been severed. Perhaps another Door can be found? If the portal from the Impossible Pyramid to Iridess remains open and is recognized for what it is, it might be employed as a means of getting to Iridess. Characters in possession of the Duat Key might use it accidentally or purposefully to travel to Iridess as Tsianan'oshtra did. Characters who have established a friendly relationship with Luther may get his aid in reaching Iridess. Characters on good terms with Lucien, or willing to owe him a favor, might be able to get him to reopen the severed Door to Iridess.
4. **The Battle for Iridess.** What the characters do upon reaching Iridess depends on their goals. If they simply want to investigate for Dwimmerlaik activities, they have ample opportunity. They may choose to find and rescue Cal. They may wish to join forces with the Doormen. They may choose to act as escorts or bodyguards while Yvesette again tries to form alliances among the lords of Iridess. If they choose to free Iridess, they may be in for a long, bitter struggle. It is possible that they call for reinforcements. Drake serves as military advisor to those conducting "The Dwimmerlaik Inquest," and could bring troops if a way is found to enter Iridess. He would likely personally lead troops, including his Doormen, against the Dwimmerlaik. Characters or Yvesette may even contract with the Raven Legion or, if desperate, make an alliance with the Ascendancy for military aid. Characters who have met Luther might even get his support. Truly clever players will make these arrangements before entering Iridess.

The Domain of Iridess

The Domain of Iridess is comprised of several sub-domains. Iridess is a massive Gossamer world construct of Luther's, created in the immediate aftermath of the Last Great Dwimmerlaik War. Luther pulled together the remnants of several Gossamer worlds around the Stairbreaker which he repurposed amidst the great destruction. Some of the most notable sub-domains, known in Iridess as *Realms,* are briefly described and outlined below using the Domain Sheet from the *Lords of Gossamer & Shadow* core book (see page 164). The structure of Iridess once held about two dozen realms. Were it not for the lack of Doors to Iridess, the scope, size and variety might cause one to think of Iridess as an Expanse of the Grand Stair.

Travel amongst the Realms is facilitated by means of various roads, pathways and routes that are easily identifiable and track between one Realm and the next through voids of ever-shifting mist. This mist is full of strange lights and dark shadowy shapes. The people of Iridess learned quickly to never enter the mist and to fear anything that came out of it. These routes are known as *Courses*. The Courses are usually about 100 yards in length. They take many forms. Some are rocky paths. Others are wooden or stone bridges. Their form is varied like the expanses on the Grand Stair. It is a fairly easy matter for anyone attuned to any of the powers, or with any form of magical sense or sensitivity, to

follow a Course and to note the crossing of the boundary into a Realm; the shift is stark and palpable. Wardens of the Grand Stair may come to feel that Iridess is like a miniature approximation of the Grand Stair itself, but without walls or Doors. The inhabitants of Iridess will warn outsiders to never venture from the Courses. The mist never encroaches on the Courses, but laps ever hungrily alongside them.

Within each Realm lies either a *Sink* or a *Well* that acts to undermine or bolster one of the Great Powers of Eidolon or Umbra (though in some cases the Power affected may be one of the lesser powers such as Wrighting, Sorcery, Invocation or others). These are noted explicitly in the Realm's stat block under "Influence on the Powers."

Each Realm is also controlled to varying degree by a local ruler, or sometimes a group of rulers. These leaders are subject to the overall decree of the Court of Colors, which is comprised of the rulers, or envoy of the rulers, of each Realm which loosely governs Iridess as a whole. These rulers are noted by name and title in the "Control" portion of the stat block of the Realm.

At the center of Iridess lies the High Tor. There stands Castle Spectra, a vast and towering edifice of glass and crystal. It is home of the Court of Colors. It is also the source of power that keeps the realms of Iridess anchored together and safe from the void. Long ago, it was the Stairbreaker, Luther's weapon of last resort. Now, it has new purpose preserving the domain of Iridess.

A Lack of Doors

There are no Doors currently functional in the realms of Iridess. Any Doors that existed in the realms were severed or destroyed when the original Gossamer worlds fell into Shadow and were connected to form Iridess. The one Door remaining was in the Court of Colors. Luther used it to anchor Iridess to the Grand stair and then locked and warded it with his considerable arcane might when he left. Since that time, Tsianan'oshtra was the first person to open it. It was later used by Yvesette and Cal. The Doormen, following the Dwimmerlaik Vow, have since severed it, leaving Iridess with no functioning Door to the Grand Stair. The Doormen now actively search for any other Doors to sever them.

GMs should consider the ramifications of any Door opened in Iridess. A Door in Iridess can be used by the Dwimmerlaik to return to the Grand Stair.

The Realms

Iridess is a patchwork web of worlds stitched together by Luther. It is a collection of fragments of now destroyed Gossamer worlds, each surrounded by the void of Shadow. Each realm of Iridess is a shard of a now lost and forgotten Gossamer world and as such, each has different local rules. The rulers of each realm exercise great control over them and can sometimes shape them to their will. Mechanically, treat each and every realm as though it were a different Gossamer world. The ruler of a realm pays for the control over that realm and determines its nature and relationship with the powers just as though purchasing a Domain. Iridess is essentially a vast web of small Domains.

Game Mechanics of Iridess

Each realm of Iridess is treated as a Domain and described and purchased as per the Domain creation rules on pages 57-58 of *Lords of Gossamer & Shadow,* with the following changes:

1. Type is limited to Personal (1 Point) or Common (2 Points), and
2. Control is limited to Control of Contents (1 Point) or Control of Time Flow (2 Points). Control does not extend to the special roads, the Courses, connecting the realms and running through them.

Each realm affects the powers differently, but there are some common rules:

Powers and Iridess	
Aetheric Projection	Cannot Project into Iridess or otherwise aetherically travel to it. Inside Iridess, the Projector can only aetherically travel within the realm they are in. They may not use the power to travel to the other realms or onto the Courses or the Court of Colors.
Blessings & Curses	Functions normally unless indicated by the realm description.
Cantrips	Functions normally unless indicated by the realm description.
Channeling	This Dwimmerlaik power functions perfectly well throughout Iridess, though any abilities that reach into Gossamer worlds or onto the Grand Stair will fail.
Eidolon Mastery	Functions normally unless indicated by the realm description.
Empathy	Any abilities that reach into Iridess will fail. Within Iridess, any abilities that reach into Gossamer worlds or onto the Grand Stair will fail. May only be used to reach the realms of Iridess, but not the Courses. Otherwise functions normally unless indicated by the realm description.

Enchantment	Treat the Courses and the Court of Colors as though they were the Stair. Otherwise, functions normally unless indicated by the realm description.
Invocation	Named beings in Iridess will not hear an Invoker outside of Iridess. Within Iridess, Named beings within any of the realms or the Court of Colors will hear. Any on the Courses will not. True Names spoken in Iridess will not be heard in other Gossamer worlds or on the Grand Stair. Otherwise, functions normally unless indicated by the realm description.
Keeper/Master of the Void	This power functions better in Iridess than in many Gossamer worlds. Treat the Courses and the Court of Colors as though they were the Stair.
Scrying	A Character cannot Scry into Iridess from outside. Inside Iridess, treat Iridess as an expanse of the Grand Stair with attached worlds for purposes of determining Scrying range. The character can scry outside Iridess if she has the range. Otherwise, functions normally unless indicated by the realm description.
Shape-Shifting	This power functions normally within Iridess.
Sorcery	Magic spells that allow entry into a Gossamer world will not reach Iridess. Inside Iridess, no spells that connect with outside Gossamer worlds will function. Teleport spells and other magical means of travel from one Gossamer world to another or one point on the Stair to another will fail to function. They will only work between realms and onto the Courses or into the Court of Colors.
Umbra Mastery	Functions normally unless indicated by the realm description.
Warden/Master/Lord of the Grand Stair	Treat the Court of Colors and the Courses as though they were the Grand Stair. However, exercising any abilities over them will be twice as draining to Endurance and Psyche as they usually would be. Otherwise, functions normally unless indicated by the realm description.
Wrighting	Icons may not be used to contact beings within Iridess. Within Iridess, Icons may be created as normal. Icons may be used to communicate with beings outside Iridess in Gossamer worlds or on the Grand Stair, but cannot be used for transportation. In Iridess, Icons may be used for communication and transport when contacting someone in one of the realms, on the Courses, or in the Court of Colors. Otherwise, functions normally unless indicated by the realm description.

The realms of Iridess are often those of wilderness, high magic and fantastic beasts. A traveler encountering it could well mistake it for a collection of Faerie realms, and many of the same rules of conduct apply. The people of Iridess follow strict rules of hospitality. They treat guests well and do not easily forgive trespass. One must take great care upon entering the realm of another. A ruler of a realm will always be at his most powerful in his own realm. One is considered safe as long as one stays on a Course passing through a realm. But if one strays from the path, she may be considered a trespasser or intruder and dealt with harshly. Some lords love to hunt trespassers. Each realm has its own magical laws, and care must be observed when visiting a realm. Some may shift with little warning. Again, the roads are generally safe from these changes.

Some of the realms of Iridess are described below. GMs should feel free to create realms of their own. GMs should also feel free to include places where Courses have been broken and the realms destroyed, victims of the Dwimmerlaik.

Realm: The Court of Colors

Castle Spectra, the Court of Colors, sits on the High Tor at the center of Iridess. The Courses originate from this point. This mammoth structure is a vast crystalline castle. It has come to serve as neutral ground for the Lords of Iridess. It has many halls for meetings and many chambers for guests. It appears designed for diplomacy rather than war.

At the center of the castle is a great courtyard. Normally, there is a large crystal that hovers in the air, rotating above a fountain. Since the Dwimmerlaik incursion into Iridess, the crystal lies dormant on the

Technology Level:	Medieval
Magic Level	Magic is Commonplace
Security:	Guarded. The crystalline walls of the Court of Colors will reshape into guardians as needed. This function is currently off-line.
Type:	Primal World. This is the only Primal World in Iridess.
Control:	Control of Destiny – Ruler: Luther, though he has not exercised authority here in a thousand years.
Influence on the Powers:	Eidolon: Average Umbra: Average Wrighting: Average
Special:	The Court was once the Stairbreaker, a weapon of unbelievable power thought to be capable of severing entire expanses and their attached Gossamer worlds from the Stair. The GM should decide if it can be made into a weapon again. The Court now serves as the hub of Iridess. It ties the realms together through the Courses and protects them from the void of Shadow through its thin barrier of iridescent mist. Currently, it is damaged and not fully functional. With each realm the Dwimmerlaik claim and each Course they break, it becomes easier for them to do greater damage and more difficult for the Court to hold Iridess together.

floor of the chamber and the fountain is still. Those with the appropriate magical senses may determine that it is damaged and that repairing it might help strengthen the network of Courses. Recharging it with a great influx of magical energy would work for a short time. Repairs made with the Eidolon will last longer, but even they will not last forever. The crystal and fountain cannot be fully restored while the Dwimmerlaik continue to use their void gates to devour the realms.

In the crystal chamber, near the fountain, is a slowly sealing tear in Gossamer reality connecting the Court of Colors to the Impossible Pyramid. See the adventure "In the Shadow of the Impossible" for details.

The inhabitants of the Court appear as nearly identical humans. All the men and women are alike, as though they were all copies of the same man and woman. They all wear clothing of specific colors tied to their function. Heralds wear turquoise, stewards wear umber, maids are dressed in black, craftsmen wear various shades of green, chandlers wear an olive shade, metal smiths a forest green. Though they appear human, they are not. They are actually creations of the Court who exist to provide information and see to the needs of the guests. Currently, they are dormant and lie as though lifeless throughout the Court. Temporarily repairing the crystal and fountain will partially restore them. If this happens, they will be incapable of movement, but will be able to somewhat answer questions, although they will not have full access to information until the court is fully restored. GMs should factor in character actions, campaign events thus far, and character Stuff when determining how helpful or informative the staff might be.

The Court was not always a castle. It was once the Stairbreaker. Over the last one thousand years, it has modified itself to better serve its new function of safeguarding Iridess. It is possible that clever players may discover this fact. GMs should determine for themselves if the players are capable of reactivating the Stairbreaker weapon or if it has changed too much to function in that fashion. Likewise, GMs should determine what happens if it is used as a weapon. One likely result is that the Court and Courses are destroyed and all the realms fall into Shadow. It is possible that use of the weapon might damage other Gossamer worlds and the Stair itself.

Realm: The Barkhan Sea

Beneath twin suns lies a rolling ocean of fine sand that forms into dunes and eddies. The Barkhan Sea is no ordinary desert. It is truly a sand sea: plied by sand ships that sail by the winds, powered by steam or magic, making their way from rocky outcrop islands and oases with firmer ground. Travel across the surface of the sea by other means is deemed unwise. A mix of tribal cultures, religious cults and merchants exist in a peaceful and harmonious polyglot in this Realm. The currency here is tales, everything is bought and sold for stories – weave a new story and you can buy that fine rug or tell a well-known tale with flair and you can feast like the Caliph himself.

Technology Level:	Steam
Magic Level	Magic Works Alongside Technology
Security:	Communication Barrier (One Way – No communication into the Barkhan Sea).
Type:	Personal Domain
Control:	Control of Time Flow – Ruler: Alayah ez Raham, Carmine Caliph of the Barkhan Sea.
Influence on the Powers:	Eidolon: Weak Umbra: Average Wrighting: Easily Used Invocation – In a land where stories are currency, True Names are pearls of extreme value. The Caliph maintains control of the Oasis of Oris, location of a Well of Invocation Power.
Special:	Prior to Luther's severing of the Door to Iridess, one of the last Doors known to function in any of the Realms was aboard the Caliph's own personal sandship, the *Ummah*.

Realm: The Fens

The Fens is a dark, dank and largely featureless Realm - even in midday the sun is a weak glimmer in the sky. The Realm has a foreboding atmosphere and few who visit here tarry long without good cause. Governed as a theocracy, attendance at the Church is mandatory – and everyone complies. The Realm has an odd mix of agricultural and industrial economies existing side by side. While magic is unknown, the populace is superstitious to an extreme degree and pseudo-magic flourishes – mediums, card readers, palmists, etc. Common crime is unknown in the Realm except for a single nightly homicide. The origins and reasons for these murders vary – as do the culprits and whether they are ever even solved - but one occurs every night without fail.

Technology Level:	Electric
Magic Level	Magic is Unknown
Security:	None
Type:	Common Ground
Control:	Control of Destiny – Zeb, the Castory Bishop of the Fens
Influence on the Powers:	Eidolon: Average Umbra: Weak Wrighting: Average A Sink in the Fens drains magic of any potency it may have had; even Cantrips are unreliable here.
Special:	Representations of demons and devils in the Fens invariably resemble Dwimmerlaik.

Realm: The Infinite Islets

The Infinite Islets of Iridess are an assortment of numerous islands – ranging from an acre to nearly 100 acres in size. Most of the islets are connected by bridges, though a few are reachable only by boat. They are not truly infinite in number, but appear to number into the thousands. The climate is varied and can change drastically from one islet to the next over a very short distance. The Islets are devoid of significant resources and maintain extensive trade with other Realms. However they are home to great craftsman and artisans of all types.

Technology Level:	Medieval
Magic Level	Magic is Rare
Security:	Restricted Access – Reaching the Islets is a challenging matter, as the Courses to it are less well marked and require a skilled sea pilot to navigate.
Type:	Common Ground
Control:	Control of Contents – Ruler: Tamora, Azuline Alder of the Infinite Islets of Iridess
Influence on the Powers:	Eidolon: Average Umbra: Average Wrighting: Powerful (Boosts) Wrighting is the beneficiary of a Well within the Islets; its location seems to be in a strait between two of the main Islets, but the location has not been pinpointed with accuracy.
Special:	Awareness of the existence of the Grand Stair is more commonplace in the Islets than other Realms, though it is most often regarded as myth and legend – the myths and legends have a startling amount of truth and fact to them.

Realm: The Isthmus

Courses entering at either end of the Isthmus give way to the causeway – a bustling thoroughfare (known ironically as the Broadway) that dominates the Isthmus from end to end. The Isthmus is an extremely narrow strip of land (just a couple hundred yards across) between two bodies of water (one of which can be used as a Course to navigate to the Islets – see below). Isthmus is the most cosmopolitan of the Realms and the most populous. Inhabitants of every imaginable race can be found here, though few claim to be from Isthmus originally. Most have migrated here from the other realms of Iridess. The environment of the Broadway is distinctly Victorian in feel.

Technology Level:	Electric (Primitive Stages)
Magic Level	Magic is Commonplace
Security:	None
Type:	Common Ground
Control:	Control of Contents – Ruler: the Albicant Union of Bailiffs, a group of thirteen officials who oversee the Realm.
Influence on the Powers:	Eidolon: Powerful (Boosts) Umbra: Average Wrighting: Average The Well in Isthmus, literally found in a well located at the midpoint of the causeway that crosses Isthmus, provides a boost to Eidolon and a drink of the purest water imaginable.
Special:	The large number of buildings – replete with doors – makes Isthmus a likely place for a Door to Iridess to be opened.

Realm: The Nunatak

The rocky and snow covered Realm of Nunatak is almost exclusively populated by a race of intelligent bears of all species. The bears are miners, and the tunnels and mines of Nunatak produce an amazing variety or ores, minerals and gemstones. The bears are organized in clans that engage in spirited contests of strength, wits and magic that might appear to be feuds, but are born of friendly rivalry unmarred by negative emotions. The clans are friendly but wary of outsiders.

Technology Level:	Medieval
Magic Level	Magic is Commonplace
Security:	Restricted Access
Type:	Common Ground
Control:	Control of Contents – Ephrass, the Morel Ursa Major of the Nunatak Realm
Influence on the Powers:	Eidolon: Powerful Umbra: Average Wrighting: Average The Well in the Nunatak Realm boosts Eidolon.
Special:	The inhabitants of Nunatak lead highly regimented spiritual lives governed by a document of scripture known as the High Writ. The High Writ is in fact an ensorcelled Carta that discloses and maps an Expanse known as the Courtyard once the enchantment is removed.

Realm: The Vale

A bleak remnant of an unknown and now forgotten Gossamer world, the Vale is a cold, dreary, and rocky valley. There is one lone "settlement" in the Vale - a cluster of shelters and hovels in the shadows of a crumbling ruin of an ancient citadel known simply as the Gaol. The primary denizens outside the Gaol are the Pale Rider, the ruler of this Realm, and the Umbra Gaunts and other fantastic creatures whose sole purpose appears to be to prevent anyone who enters the Vale from ever leaving. Entry to the Vale is tantamount to becoming condemned as a prisoner of the Gaol – one will be a quarry of the Rider so long as one is in the Vale and not within the Gaol. The people of Iridess tell stories of desperate folk who have somehow temporarily escaped pursuit of the Rider and the Umbra Gaunts but not been able to leave the Vale. These poor, scared, mad people hide always from the Rider and have become another source of danger for travelers. They have been known to waylay unwary travelers for supplies or in the foolish hope of trading them to the Rider or the Umbra Gaunts for their own safety and safe passage.

The origin of the Gaol is unknown. The Gaol may be a forgotten prison used in the Dwimmerlaik Wars. It may be an ancient Dwimmerlaik or Gossamer Lord military facility. It might still hold a long-lost Gossamer Lord or great Dwimmerlaik prisoner. It may be a penal colony established long ago by some Lords of Gossamer for Wardens deemed unfit to remain at large on the Grand Stair for one reason or another. Some believe it to be an artifact of lost Luther. It could imprison an ancient and powerful Usari. It might be a remnant of lost Gilead. Or perhaps it is far older and is an artifact of a Typhonian.

Technology Level:	Gunpowder
Magic Level	Magic is Known & Believed
Security:	Guarded – As if the Rider was not enough, this Realm appears to have a cadre of Umbra Gaunts dedicated to the purpose of preventing anyone from leaving the Realm.
Type:	Primal World.
Control:	Control of Destiny – Ruler: Unnamed, the Pale Rider
Influence on the Powers:	Eidolon: Weak (Drains) Umbra: Powerful (Boosts) Wrighting: Blocked Alone among the Realms, the Vale contains both a Sink and a Well. The Sink weakens Eidolon and the Well boosts Umbra….a very dangerous combination for those who rely on the Eidolon.
Special:	Escape from the Vale is possible in theory – make it past the Pale Rider and his minions to set foot on one of the Courses at either end of the Vale, and it is said the Rider will allow one to depart in peace.

Realm: The Weald

The Weald is a land of rolling, heavily wooded countryside crisscrossed by trails and narrow tracks for its denizens. The Weald is one of the largest Realms of Iridess and its most heavily populated, though the folk are scattered and not concentrated in any one locality, but rather in settlements and hamlets that dot its breadth. The populace is diverse – a mix of humanoid, fae and fantastical creatures (e.g. centaurs of the North) as well as intelligent animal species. Lying close to the Court of Colors, the Weald is connected to most of the Realms of Iridess directly in some fashion. Many visitors to Iridess who do not venture along the Courses and explore the Realms might think the whole of Iridess resembles the Weald.

Technology Level:	Medieval
Magic Level	Magic is Commonplace & Nullifies Technology
Security:	Restricted Access
Type:	Common Ground
Control:	Control of Contents – Ruler: Yvesette, Lady Grey of the Weald
Influence on the Powers:	Eidolon: Average Umbra: Average Wrighting: Average Sorcery– A Well in the Weald (its location a closely guarded secret) bolsters Sorcery and enhances its strength to be on par with the Greater Powers.
Special:	The Weald is powerfully alive and lends its essence to its ruler, currently Yvesette, and will imbue that ruler with a boost in ranks in all Attributes when they are in the Weald. If unranked, the ruler is boosted from Average to Superior, Superior to Paragon or Paragon to the lowest rung on the Attribute ladder. Note if the lowest rank is for example 7th, the boosted ruler becomes Rank 7.5. If the person is ranked, the ruler is boosted three ranks as if advancement had occurred to "tie" the rank three rungs ahead. For example, if currently 7th the boost will make the person rank 4.5.

The Dwimmerlaik

Dwimmerlaik Goals

The Dwimmerlaik seek a return to the Gossamer worlds and the Grand Stair and to reclaim their rightful place in the multiverse. With the help of a traitor amongst the Gossamer Lords, the way has been opened for them. The unique nature of Iridess makes it particularly vulnerable to the void gates, so it is an ideal place to begin. The Dwimmerlaik use small ritual void gates to send troops through to scout and conquer the realms. Then, having openers in both Iridess and Khestaros, they open a vast, hungry void gate linking a realm to their dark world. The monstrous gate slowly devours the realm, transporting all that crosses its maw into Shadow. There, the realm will be broken down. Suitable materials will be used to strengthen Khestaros. Resources will be taken for Dwimmerlaik consumption. The inhabitants of Iridess will be used as slave labor or for other foul purposes. They slowly do this realm by realm, taking what they want and destroying the rest. All the while, they grow stronger and make ready their return to the Grand Stair.

Where are the Dwimmerlaik?

The Dwimmerlaik and their allies are using the terrible void gates to assimilate the realms of Iridess. They have already succeeded in destroying some of the realms, weakening the Courses that hold the realms together and making it easier to devour other realms. Eventually, the system will collapse and Iridess will cease to exist, its realms falling unprotected into the void of Shadow.

Each GM should determine the current location of the Dwimmerlaik incursion forces in their campaign. The described realms of Iridess are listed below with suggestions on their suitability. GMs should alter the list to best meet the needs of their campaign.

Dwimmerlaik Locations

Realm	Suggestions
The Barkhan Sea	The Weakness of the Eidolon makes this world a good target. If the Dwimmerlaik learn of the former Door in the Caliph's own personal sandship, they will be interested in investigating it.
The Court of Colors	The Court of Colors is the hub of Iridess, and thus of great interest to the Dwimmerlaik. Their agents pursued Yvesette there and captured Cal there. Given an opportunity, they will attempt to open a new Door from the Court. If they discover the flaw in gossamer reality in the crystal chamber, they will investigate. If they discover the true nature of the Court, the Dwimmerlaik will use every means at their disposal to gain control over it.
The Fens	The weakness of the Eidolon makes this world a good target. The lack of magic may prove problematic, requiring the Dwimmerlaik to take a direct military approach. One objective would be to destroy the sink that drains magic, therefore making it more likely for the Dwimmerlaik to be able to open their void gates. The legendary demonic figures of the people of the Fens resemble the Dwimmerlaik. The Dwimmerlaik, or their foes, may use this to their advantage.
The Infinite Islets	The Eidolon and Umbra are both of average power in this realm, making it a good target. The people of the Islets have many legends of the Grand Stair, and that knowledge may be of great use to the Dwimmerlaik.
The Isthmus	The strength of the Eidolon in this realm makes opening a void gate more difficult than normal. The Dwimmerlaik are likely to use military force to secure the realm and destroy the well. The Isthmus is heavily populated and highly urban. It is a good place to search for Doors or to try to create one.
The Nunatak	The Eidolon is powerful in this realm. The Dwimmerlaik are likely to use military force to destroy it. The Dwimmerlaik may find the effort worthwhile, as the world would be a great source of stone and even gems and jewels and precious metals. The bears of Nunatak would make sturdy slaves for the Dwimmerlaik.
The Vale	The Vale could be of great interest to the Dwimmerlaik. They may wish to free a prisoner from the Gaol or gain control of it for themselves. They may be able to forge an alliance between themselves and the Pale Rider.
The Weald	The well in the Weald would be a great target for the Dwimmerlaik. At least some of their forces have already entered the Weald, enough to cause Yvesette to seek aid in fighting them. The Dwimmerlaik may have already conquered and occupied the Weald in her absence, and even now may be preparing to have their void gates devour the realm.
GM-created Realms	Not all of the realms of Iridess have been described. Many have been left for the GM to describe as he wishes. GMs should determine which of their own realms the Dwimmerlaik might attempt to devour.

Locating the Dwimmerlaik

The Courses connecting the realms of Iridess have a slight elasticity to them, like a spider's web. This is not easily noticed, and not normally a concern when the Courses are intact and there is no active strain upon them. However, as the Dwimmerlaik use the void gates to capture a realm, they are, in effect, pulling it to them and away from the structure of Iridess. While traveling along a Course leading to a realm being drawn into the void, the Course may seem a bit longer or stretched or strained. The iridescent mist bordering the Course may become agitated and encroach upon the Courseway. After a realm has passed fully into Shadow, the realms that were immediately connected to it will be drawn slightly closer to the other realms connected directly to them. The Courses connecting them may seem a bit shorter and perhaps a bit more unsteady, almost as though there were slack between them. The mist will encroach more than normal. Characters with sufficiently high Psyche or with mastery of Powers such as the Eidolon or the Umbra may notice these effects. Clever characters may take note of these effects and use them to help determine where the Dwimmerlaik void gates are active.

When a realm is removed from Iridess through a Dwimmerlaik void gate, a gap in the web of Courses is created. The Courses that led to the realm will seem unsteady and unstable. They will seem to descend into the mist. Where a Course should end in a realm, there is only the mist. The shadowy forms that sometimes appear in the mist will seem particularly active in these places. Characters continuing along the Course until it ends will find themselves entering the void of Shadow. Characters with sufficiently high Psyche, Danger Sense, and mastery of Powers such as the Eidolon or the Umbra, or Good Stuff may notice before stepping into the void. A character with much Bad Stuff might walk directly into Shadow unaware of the danger.

Damage done to the web of Courses does not repair itself. In fact, the damage becomes worse. Over time, the Course that led directly to a lost realm will completely fall into Shadow. The realms that were directly linked will now be linked to the void itself. This serves to further weaken the web and make it ever easier for the Dwimmerlaik to devour more realms.

Entering the Void of Shadow

During the course of the adventure, it is highly possible for characters to find themselves in the void of Shadow. If not careful, they might pass through the mist of Iridess and directly into Shadow. They might pursue Dwimmerlaik forces through a void gate. They could even be present in a Realm that the Dwimmerlaik succeed in pulling into Shadow.

Characters finding themselves in Shadow have several issues to deal with. It is a hostile environment occupied by dangerous beings such as the Erebi. The Dwimmerlaik capital of Khestaros is in the void of Shadow. Rumors speak of older darker threats in Shadow as well, threats such as the masters of the void, and the ancient Typhonians.

Before dealing with any hostile entities, characters will first have to deal with their environment. Use these rules as guidelines for handling characters in the void of Shadow.

Because of the nature of the Shadow, many powers will not function properly, if at all. Artifacts and creatures also may be affected. See below.

Rules of the Shadow

Power	Description
Aetheric Projection	The Projector cannot aetherically travel into Shadow from the Grand Stair or a Gossamer world. If she finds herself physically in the void, the opposite will apply. The power will function normally within Shadow, but the Projector will only be able to aetherically travel within the void itself. She will not be able to project into any Gossamer worlds or onto the Grand Stair itself.
Artifacts & Creatures	Enchanted artifacts and creatures are subject to the rules of Stability found in the Enchantment power. The GM should carefully consider how other artifacts and creatures, especially those owned/purchased by player characters, are affected. Living creatures or intelligent artifacts may find Shadow unnerving and become terrified or irrational or unreliable. Artifacts or creatures tied to a power such as the Eidolon or Umbra will have the appropriate issues. The Artifact & Creature power of Attunement to the Grand Stair will not function at any level in Shadow. Other qualities and powers may be altered, reduced, or rendered inert. The GM should carefully consider the nature of the artifact or creature and the Stuff of the player character when making these decisions.
Blessings & Curses	Magicians may find it far easier to create curses than blessings while in Shadow.

Cantrips	The cantrips Open and Shut will not function. The cantrips of Eidolon and Umbra Negation are pointless here. Otherwise, cantrips function normally.
Channeling	This Dwimmerlaik power functions perfectly well in Shadow.
Eidolon Mastery	The Eidolon has no power over Shadow. It is powerless here and cannot even be called to mind or perceived. None of its abilities may be used. A very kind GM might allow a character with high Psyche and Good Stuff to briefly have limited access to some of its abilities before her connection to it was lost.
Empathy	Functions as normal though any abilities that reach into Gossamer worlds or onto the Grand Stair will fail.
Enchantment	Enchanters will be unable to cast enchantments with a Stability greater than 1. They will also find that as there is little available Gossamer material to work with, and it is taxing and time consuming to cast enchantments in the void. All casting times are doubled and the castings are twice as draining as normal on Endurance. An Enchanter attempting to create something rather than altering/enhancing something already existing will find casting time quadrupled with a corresponding drain of Endurance. Enchantments cast elsewhere may be affected by the void as well. See the Stability rules of the Enchantment power for more details.
Invocation	Invokers will find their ability works perfectly well on the beings already in Shadow. However, while True Names spoken in the Shadow may be heard outside of it and Invokers may call Named beings to them, those Named may not be able to enter Shadow to reach the Invoker. Once in Shadow, the Named may not have the ability to leave.
Keeper/Master of the Void	This power functions best in Shadow.
Scrying	This power cannot peer into Shadow from the Grand Stair or Gossamer worlds. However, if the Scryer finds herself in the void, the opposite applies. This power functions normally within the Shadow, but it cannot penetrate out of the void. It may not be used to view Gossamer worlds or the Grand Stair.
Shape-Shifting	This power functions normally within Shadow. However, an Advanced Shape-Shifter will not be able to shift into her Higher Umbra or Eidolon form while in Shadow.
Sorcery	No spells that connect with Gossamer worlds will function. Teleport spells and other magical means of travel from one Gossamer world to another or one point on the Stair to another will fail to function.
Umbra Mastery	The Umbra has no power over Shadow. It is powerless here and cannot even be called to mind or perceived. None of its abilities may be used. Though the GM may decide that the ability of Psychological adaptability is still applicable, but then so too are the issues of insanity and amnesia. A very kind GM might allow a character with high Psyche and Good Stuff to briefly have limited access to some of its abilities before her connection to it was lost.
Warden/Master/Lord of the Grand Stair	All abilities relating to Doors and the Grand Stair will fail.
Wrighting	Icons may be created as normal. Icons may be used to communicate with beings in Gossamer worlds or on the Grand Stair, but cannot be used for transportation. Within Shadow, Icons can be used for communication or transportation with someone else in Shadow.

Encountering Khestaros

During the course of the adventure, characters may find themselves not only in the void of Shadow, but in Khestaros itself. Empress Ayasha's capitol, the throne world of the Dwimmerlaik, is a dark and unsettling place. It is a continent-sized city bent around itself in strange Escher-like angles and turns. Khestaros has been forged from the remnants of Gossamer worlds that fell first into Shadow and then to the might of the Dwimmerlaik. Their original homeworld of Caliban may even sit at its center.

Currently, the Dwimmerlaik are using their terrible void gates to assimilate the realms of Iridess. Each captured realm is attached to Khestaros where it is used as the Dwimmerlaik wish. It will be stripped of anything valuable or useful. The people will be enslaved or worse. In time, the very gossamer material that made up the realm would be mined and stripped away and used elsewhere in Khestaros, until nothing remains of the realm and Khestaros grows ever larger and more powerful.

GMs should consult Chapter Fifteen: The Dwimmerlaik in the *Lords of Gossamer & Shadow* core book, and the *Threats: Dawn of the Dwimmerlaik* supplement for important Dwimmerlaik NPCs and powers.

Notable Characters of Iridess

Yvesette, Lady Grey of the Weald of Iridess

"The Lady Grey is beautiful yes, but in that girl-next door way of being understatedly gorgeous and not knowing it or flaunting it. The scar doesn't mar her beauty at all, it just makes her more beautiful…especially since she won't tell you how she got it.

Younger? Definitely. Naïve? At times. Dangerous? Well, probably not to you -- she saves her wrath for the Dwimmerlaik who now rule her home world. That's what drives her, nothing else, and it can be exhausting keeping up with her."— Cal's Journal

Yvesette's green eyes reflect the mix of wonder, energy, sorrow and cold fury that define her existence. Her brown hair, with streaks of both blonde and red, is usually a tangled weave. The scar across her freckled left cheek, eye and brow, give her a remarkable appearance. Her appearance can be deceiving. She appears to be a young woman of about twenty years. In fact, she is closer to two centuries old. She dresses simply when she can, more like a farmer's daughter than Lady of Iridess. But when circumstances demand, she can match any of the Gossamer Lords in regal attire and bearing. Yvesette is nothing if not adaptable – which is a less than common trait among the Lords of the Stair, but one necessary as a Lady of Iridess.

Yvesette has the air of someone who has been forced to mature rapidly beyond her years due to tragic events. She is at turns wise and impetuous, calm and frenetic, strong and vulnerable…a study in contrasts. Right now however she is more concerned about taking back Iridess from the Dwimmerlaik (see below).

Attributes

PSYCHE – 10 Points

STRENGTH – 11 Points

ENDURANCE – 32 Points

WARFARE – 21 Points

Powers

Sorcery [15 Points]

Cantrips [10 Points]

Note: in time, Yvesette will add Warden of the Grand Stair to her list of powers, but she does not yet have it in this adventure.

Artifacts and Creatures

Yvesette's Pair of Hounds (Pascal & Aristotle) [13 Points] – The Hounds were with Yvesette when she arrived on the Grand Stair. She has had them since she was a child. They are never far from her side and are loyal and protective. Though appearing adorably docile with their sad eyes and long floppy ears, these hounds are hunters and also jokesters – they enjoy surprising folks with their ability to speak. Pascal is more outgoing, while Aristotle tends to be more reserved (except when someone scratches behind his ears).

- Deadly Damage [2 Points]
- Combat Reflexes [2 Points]
- Double Damage [2 Points]
- Able to Speak & Reason [2 Points]
- Danger Sensitivity [2 Points]
- Psychic Resistance [1 Point]
- Follow Path [2 Points]

Domain

The Weald, a realm of Iridess (see above).

Stuff

Good [+3 Points]

Yvesette as an Ally:

She is a doer, and if aiding a PC in some way she'll usually pick a direct and active role in aiding the cause.

Yvesette as an Enemy:

Yvesette's list of enemies is short – the Dwimmerlaik and anyone who helps them. She is currently somewhat hostile towards Drake for his Doormen severing the Door from Iridess to the Grand Stair through which she originally arrived. While she begrudgingly admits the defensive rationale of such a move was sound, she still holds some ill will toward him for it. The irony is that Drake and his Doormen are likely her greatest supporters in her desire to drive the Dwimmerlaik from Iridess. If a

Player Character were to cross Yvesette they can expect a swift and measured reprisal – Yvesette is direct and not subtle and she's fair (if the slight is modest, so will be her response, if it is more severe, so will be her retribution).

Objectives:

Yvesette's short-term objective is narrow and simple – evict the Dwimmerlaik from the Gossamer world from which she hails. Longer-term, she seems to have no mind of the intrigues of court whether the Court of Colors or Shatterlight. She sees the Dwimmerlaik as the Great Enemy and one that must be not only defeated but eradicated.

The Pale Rider of the Vale

"And, just like that, the Rider was in pursuit. It was fast. So, damn fast. Obstacles and barriers didn't stop it. Its terrible steed went over or under them or simply destroyed them. In its hand the Rider wielded a blade of Umbra given shape and form. I knew I never wanted that blade to touch me. The Rider pointed the sword at my heart as it bore down on my position. Then, it smiled." –Cal's Journal

The Rider is a terrifying and enigmatic figure. It never speaks. It simply pursues anyone foolish enough to enter the Vale. It is always encountered upon its pale horse and towers nearly ten feet tall in the saddle.

The origins of the Rider are unknown. It may be a manifestation of the Umbra itself, a higher order of Umbra Gaunt perhaps. Some believe it was once a Gossamer Lord now cursed and condemned to forever guard the Gaol. Whatever its true nature and origins, it is a thing of legend and terror in Iridess. All who dwell there know to avoid the Vale if at all possible.

When it is not possible to avoid the Vale, the people of Iridess must follow certain rules. Upon entering the Vale, the Rider will pursue them. If they stay on the paths, avoid the Gaol, and reach the boundaries of the Vale before being caught, the Rider does not usually continue the chase. But, if they leave the paths or approach the Goal, the Rider may pursue them throughout Iridess. Fortunately, it has yet to pursue anyone onto the Grand Stair.

Those who have encountered the Rider and escaped claim it never spoke to them aloud, but they could hear it laughing in their minds. Some have been driven mad by the pursuit and the terrible voice they claim to have heard in their heads. The bodies of the Rider's victims rise again in time as more Umbra Gaunts haunting the Vale.

Attributes

PSYCHE – 35
STRENGTH – Paragon
ENDURANCE – 15
WARFARE - 25

Powers

Warden of the Grand Stair [10 Points]
Umbra Mastery [50 Points]
Invocation [20 Points]

Artifacts & Creatures

Cloak of the Rider [17 Points] – The Rider is shrouded in a tattered cloak that looks as if it has Rhen codes and other runic symbols in the stitching of its worn and faded embroidery.

- Invulnerable to Conventional Weapons [4 Points]
- Psychic Barrier [4 Points]
- Confer Quality on Wearer [5 Points]
- Contains Set of Icons [2 Points]
- Linked to a Power – Umbra [2 Points]

The Sword of the Rider [38 Points] - This terrible Umbra infused blade is the favorite personal weapon of the Rider. It is also the only key to the Gaol, a fact known only to the Rider itself.

- Invulnerable [16 Points]
- Primal Damage [16 Points]
- Mold Gossamer Reality [4 Points]
- Linked to a Power –Umbra [2 Points]

The Pale Horse [58 Points] – The Pale Horse is a terrible and malicious entity that delights in running down those it pursues. It can run on any surface, is capable of tracking its prey across worlds if need be, and never tires.

- Stupendous Vitality [8 Points]
- Engine Speed [4 Points]

- Tireless Stamina [4 Points]
- Combat Supremacy [4 Points]
- Deadly Damage Teeth and Hooves [4 Points]
- Impervious to Harm [8 Points]
- Extraordinary Psychic Sense [4 Points]
- Psychic Barrier [4 Points]
- Search Through Worlds [4 Points]
- Significant Unconventional Ability [4 Points] - Freedom of movement. The Pale Horse can run anywhere: up and down sheer vertical surfaces, across the surface of water, underwater, or even in the air.
- Regeneration [4 Points]
- True Name is Secret [4 Points]
- Linked to a Power –Umbra [2 Points]

Domain
The Vale, a realm of Iridess. See above.

Stuff
Bad [8 Points]

The Rider as an ally
The Rider has no allies save the Umbra Gaunts that populate the Vale. If, somehow, an alliance were made with it, it would be a steadfast and determined ally as long as the alliance served its own objectives.

The Rider as an enemy
The rider is an enemy of all who enter the Vale, especially those who stray from the path or approach the Gaol. It will ceaselessly pursue and destroy its prey.

Objectives
The Rider's only known objective is to pursue those who enter the Vale and to guard the Gaol. Its reasons for its actions remain a mystery. It is possible that the Rider would like to be free of its task. What it would do once free and what it would be willing to do to become free are thoughts that chill the hearts of the people of Iridess.

The Doormen in Iridess
After helping Yvesette escape her pursuers, this company of Doormen remained behind in Iridess after severing the Door. Though ridiculously outnumbered, they continue to defend the people of Iridess and oppose the Dwimmerlaik however they can. They can usually be found saving someone from danger, battling the Great Enemy, or having breakfast on a battlefield behind enemy lines.

If the characters are on good terms with Drake, he may have told them about the Doormen in Iridess. He may even have provided the characters with letters of introduction, new orders for the Doormen, or even supplies to bring them. Characters attempting to help people in danger or attempting to battle the Dwimmerlaik will find these Doormen to be steadfast and loyal allies.

The Blades
The Blades are a company of Doormen, legendary among even that prestigious order. It is said that each was called separately to take the oath, but that each refused unless the other two were called as well. Their exploits have become famous and there is even a popular series of books chronicling their adventures.

Sir Borrachio, the Unbreakable Blade
"Borrachio is an ape of a man. He's short, strong, fast, and agile. Enemies assume he is a mere brute at their considerable peril. Behind that rough exterior is a savvy opponent with a good heart. But, he still can't play poker to save his life." –Cal's Journal

Attributes
PSYCHE - Paragon
STRENGTH – 21 Points
ENDURANCE – 10 Points
WARFARE – 10 Points

Powers
Warden of the Grand Stair [10 Points]

Talents

Eidolon - Perceive Eidolon [5 Points]

Eidolon - Opposing Other Power [5 Points]

Empathy - Psychic Neutral [5 Points]

Artifacts and Creatures

Sword [11 Points]

- Deadly Damage [4 Points]
- Danger Sense [2 Points]
- Contains Cantrip Nullify [1 Point]
- Integral to a Power [4 Points] - Eidolon Abilities (Borrachio can neither perceive the Eidolon nor oppose other power without the sword.

Allies

Partisan Support [3 Points] - Borrachio can always rely on his fellow Doormen as well as Drake's other forces

Lord of the Gossamer Worlds [5 Points] - Lord Drake

STUFF

Zero

Sir Borrachio grew up on the docks on Ineswitrin. His family worked the docks and the ships and he spent his childhood scrambling in the rigging and unloading cargo. Those who saw him in action quietly whispered that he might be a changeling or have fey blood. Whatever the reason, he grew to be a man of great strength of body and character.

Borrachio eventually came into Drake's service. There, he met Hotspur and Kaleda and the three became lifelong friends and inseparable companions. Eventually, all three were called to take the oath and they did so together. They have served with honor and distinction and have become legendary even among Doormen.

Borrachio is well-liked. He has a good heart and enjoys being around people. He loves to eat and drink and to gamble. He is very good at the first two and terrible at the last.

Sir Hotspur, the Dashing Blade

"Hotspur has the whole 'swashbuckling hero' thing down to an art. He's charming. He's handsome. He's always smiling. He'll swing from any chandelier and leap over any bannister. It looks exhausting, frankly. Plus, he has a tendency to sing in combat, accompanied by an honest to goodness singing sword. Who does that? Still, I have to admit, he's good at what he does and is damn good with a sword, singing or not."- Cal's Journal

Attributes

PSYCHE - Paragon

STRENGTH – 5 Points

ENDURANCE - 10 Points

WARFARE - 26 Points

Powers

Warden of the Grand Stair [10 Points]

Talents

Empathy - Psychic Neutral [5 Points]

Artifacts and Creatures

Hotspur's Singing Sword [4 Points] – Hotspur's Rapier sings in accompaniment to augment the Doorman's own singing in battle. It gets sharper and more dangerous when Hotspur and it sing together (the damage rating goes from hardened to Double damage while singing)

- Ability to Speak and Reason [2 Points]
- Double Damage [2 Points]

Pistol [4 Points]

- Double Damage [2 Points]
- Limited Mold Gossamer Reality [2 Points] - Hotspur is able to use this ability to always find ammunition that will fit and that will fire even in the most exotic of environments.

The Doorman's Flag [3 Points] - A large flag bearing the Doorman's symbol. Hotspur carries it wherever he goes.

- Resistant to Fire Arms [2 Points]
- Alternate Form [1 Point] - A kerchief often worn around his neck.

Set of Icons [2 Points] - A set of Icons in the form of bronze coins including Lord Drake, Kaleda, Borrachio, Lady Manticora, Sigma Eryss, and others.

Allies

Partisan Support [3 Points] - Hotspur can always rely on his fellow Doormen and Drake's other forces.

Lord of the Gossamer Worlds [5 Points] - Lord Drake

Stuff

Good [+5 Points]

When Borrachio and Kaleda met Hotspur in Drake's service, he was already a bit larger than life, and he hasn't changed since then. The three became fast friends and eventually became Doormen together. They remain inseparable.

Sir Hotspur is valiant, exuberant, and sometimes a bit rash. He quickly leaps to action without hesitation. He'll do so with a smile and a song. He has an excellent voice and finds that his singing is reassuring to his friends and to those he defends and more than a little disconcerting to his foes. He always carries his blade, a pistol, and the banner of the Ostiarium with him. He says that a good Doorman is always prepared to fly the flag of the order, especially above an enemy ship or fortress.

Hotspur is incredibly charming and romantic. There is always someone new to woo. As a result, he finds himself challenged to duels with alarming frequency. Few of these duels ever actually take place, however. Hotspur often finds an innovative solution to the dilemma, such as wooing injured party or the duelist. Unfortunately for Hotspur, the solution often leads to another challenge and the cycle continues…

Sir Kaleda, the Heart's Blade

"Kaleda is what you want in a wandering knight. He's a good man and a cunning warrior. He's got a way of reading people, getting to the heart of the matter, and putting them at ease. He's a loyal friend and a fearsome enemy. I like him. But I sure as hell never want to play poker with him."- Cal's Journal

Attributes

PSYCHE – 20 Points

STRENGTH - Paragon

ENDURANCE - Paragon

WARFARE – 12 Points

Powers

Warden of the Grand Stair [10 Points]

Talents

Empathy: Healing [5 Points] *Aura Reading* [5 Points] *Psychic Neutral* [5 Points]

Artifacts and Creatures

Kaleda's Bullwhip [6 Points] – A black whip 6 feet in length and silver cap on its butt end.

- Resistant to Normal Weapons [1 Point]
- Contains Named & Numbered Cantrips [2 Points] - Dim, Flare, Fracture, Glitch, Grab, Grasp, Jam, Nullify, Open, Paralyze, Shut, and Stun. The cantrips can only be cast from the tip of the whip when it is cracked.
- Danger Sense [2 Points]
- Alternate Form [1 Point] The whip can change its length from its usual 6 feet to up to 30 feet long. Kaleda often uses it at this length when scaling a tower or heroically swinging onto a scene as required.

Allies

Partisan Support [3 Points] - Kaleda can always rely on his fellow doormen as well as Drake's other forces.

Lord of the Gossamer Worlds [5 Points] - Lord Drake

Stuff

Good [+3 Points]

Kaleda grew up in Ineswitrin, near Black Gard. He comes from an unbroken line of Doormen stretching back to the founding of the order. When he was of age, Kaleda joined Drake's service and gained new brothers in Borrachio and Hotspur. The three great friends were eventually called to take the oath of the Ostiarium. At that time, Kaleda, like his ancestors before him, became a Doorman, not through his family's legacy, but through his own deeds.

Sir Kaleda is a capable warrior, but has other, more esoteric, abilities at his command. He has certain empathic Talents which he finds useful in his quests. Though good with a blade, his preferred weapon is a whip. The whip, like his wielder, has unseen abilities of its own.

Kaleda is the heart of the Blades. He is always thinking, and is an excellent balance to Hotspur's exuberance and the destructive force that is Borrachio. He often stands as Hotspur's second in duels. He spends a lot of time and coin in helping Borrachio settle gambling debts. Kaleda wouldn't have things any other way.

GM Options

Using as a Sequel to "The Gathering Storm"	"Shades of Loss, Colors of War" may be used as a sequel to the adventure "The Gathering Storm" found on page 149 of *Lords of Gossamer & Shadow*. Characters may discover that Iridess is one of the Gossamer worlds Tsianan'oshtra visited and that it is in fact the site of the gate she used to travel into Shadow and to Khestaros itself. The GM should alter and expand "Shades of Loss, Colors of War" as needed to fit the results of the character actions in "The Gathering Storm."
Using without "The Gathering Storm"	"Shades of Loss, Colors of War" may be played without first playing in "The Gathering Storm" adventure found in *Lords of Gossamer & Shadow*. The discovery of a Dwimmerlaik incursion into the Gossamer worlds becomes a more significant discovery in this case.
Expanding/Contracting the Adventure	A GM with a dedicated group might complete "Shades of Loss, Colors of War" in one session depending upon their goals and desired outcomes, but it is by its nature, something that may take more than one session. A GM could easily run several games involving Yvesette and Iridess. A session could be devoted to joining forces with Yvesette and escorting her to Iridess while being hounded by those who seek to prevent her return. GMs and players who like political games may devote many sessions to forming alliances within Iridess against the invaders. The battle to free Iridess could be the subject of many games depending on player and GM interests. If the players are successful, games could be devoted to the aftermath of the battles. Players could forge new alliances inside Iridess and determine its role in the society of the Gossamer Lords. Players and GMs may wish to further investigate the enemy and perhaps even take the fight to their home world. Though not as open-ended as "The Dwimmerlaik Inquest," "Shades of Loss, Colors of War" can still serve as the basis for many play sessions or even be used as the basis for a campaign.

Including NPC Factions in Shades of Loss, Colors of War

The Conciliatore	Bastiano's agents may be tasked to delay, capture, or even assassinate Yvesette. Agents may be assigned to enter Iridess and determine if the Dwimmerlaik have returned. Bastiano's agents may be charged with bringing Iridess into the Ascendancy. Bastiano's agents may be ordered to stop the Dwimmerlaik or even to arrange an alliance. There are any number of reasons for Bastiano's agents to travel to Iridess.
The Doormen	The Doormen have a history of their own with Yvesette and Iridess. They will also wish to learn more about the possible Dwimmerlaik incursion and will be willing to give their lives to end it.
The Nexopolis Office of Business Development	The OBD will want to determine if the Dwimmerlaik have returned. They will also want to establish trade relations with the inhabitants of Iridess.

The Raven Legion	A Raven Legion unit may be hired to assist Yvesette. A unit might be contracted to delay, capture, or even assassinate Yvesette. A team may be assigned to enter Iridess and determine if the Dwimmerlaik have returned. There are any number of reasons to dispatch Ravens to Iridess.
Agents of Luther	Luther may have reason to be interested in what has befallen Iridess in his absence. A team of agents, knowingly or unknowingly serving him, could be dispatched to Iridess to see how the place has fared in his absence. The discovery of the Dwimmerlaik incursion and the active void gate will be most unwelcome.

Using Other Factions as Player Characters in Shades of Loss, Colors of War

The Conciliatore	Yvesette may have struck an alliance with Bastiano to free her home from its invaders. Such an alliance could prove quite profitable for Bastiano. If his agents succeed, he gains an ally in a previously unknown world, he gains intelligence on the Dwimmerlaik, he might bring Iridess into the Ascendancy, and he could gain standing with the other Gossamer Lords for his handling of the situation. It is an ideal arrangement. If his agents succeed, he stands to gain much. If they fail, he loses little, while still gaining valuable intelligence.
The Doormen	The Doormen already have a connection with Yvesette and Iridess. Helping a lady in distress and freeing her world from a possible incursion of the Great Enemy is a quest any Gossamer knight would be proud to undertake.
The Nexopolis Office of Business Development	The OBD will want to determine if the Dwimmerlaik have returned. They will also want to establish trade relations with the inhabitants of Iridess.
The Raven Legion	There is already a history between the Ravens and Yvesette and Iridess. Escorting a client to their home and freeing it from its invaders is a day in the life of the Raven Legion. It is what they are paid for.
Agent of Luther	Luther has discovered the gate into Iridess and sends his agents to study (and possibly close) it. Characters will likely not have Yvesette along as an ally in this version and so will lack a guide to the realms of Iridess. An interesting variant is that the characters do not know that they are acting as agents of Luther. In this instance, characters may be recruited through an agent acting secretly for Luther. One solution is for Luther, perhaps through an intermediary, to hire the Raven Legion to investigate the matter. This leads to the possibility of two Raven Legion units in Iridess on different missions: one contracted to help Yvesette (as in the Raven Legion example above) and one secretly contracted by Luther to study and deal with the gate into Shadow. In any case, Luther will not take kindly to threats to Iridess. It is one of the few situations that could see him return to his destructive ways as he brings brutal force against those who would harm the place.

Concluding the Campaign

There is no set conclusion to this campaign. GMs and players will determine their own endings. Playtest groups came to different conclusions depending upon their experiences.

One group of mercenary characters chose to help Yvesette free the Weald, but washed their hands of freeing the rest of Iridess or dealing with the greater Dwimmerlaik issue. A team of Raven Legionnaires rescued Cal and delivered him from Iridess. A group of Doormen battled the Dwimmerlaik in Iridess and eventually went into Shadow itself to face the Great Enemy in its stronghold. A group of explorers and academics decided the realms of Iridess were too unstable and posed a threat to the Stair itself and concluded that the Stairbreaker at the Court of Colors should be used to destroy all of Iridess after somehow evacuating all its peoples to the Stair and to Gossamer worlds. Another research group decided to continue their exploration of each of the realms of Iridess, leaving others to determine

its fate. A group of Gossamer Lords determined that a full scale military operation was required involving the forces of Drake, Bastiano, and the Raven Legion in battle with the Dwimmerlaik. Another group decided to contact the Dwimmerlaik leaders and open peace talks while preparing military force and considering the option of using the Stairbreaker.

These are just some of the many options taken by playtesters. As gaming groups are unique, so each group must find the solution that is right for them and their campaign.

Afterword

Writing this book has been the easiest job I've ever had and the hardest.

How could it not be the easiest? I've been a fan of Roger Zelazny's Chronicles of Amber since their first publication. When Erick Wujcik first published his *Amber Diceless Role-Playing Game*, I purchased it and loved it. I've played and GMed the game for decades. I've attended conventions dedicated to the game for nearly as long. I've made lifetime friends in the community.

One of those friends is Jason Durall. Through him, I knew about *Lords of Gossamer & Shadow* since its inception. I was there at nearly every stage of its development asked Jason questions and gave him feedback. I, along with my GMing partner John Lees, ran the first *Lords of Gossamer & Shadow* playtest. Some elements of that playtest were worked into the sample adventure in the *Lords of Gossamer & Shadow* core book and, in turn, influenced the adventures in this book. It was because of Jason that I was given the honor of writing this book.

So, of course it was easy. I knew Zelazny's work and Erick's game. I knew the community. I had their support. I knew what they wanted from this book. I knew Jason's game and his vision for it and the setting. And, I had his support along with the support from Steve and Perry. I was also getting to work with Michael Kucharski who has been a friend for decades and is like a big brother to me. He was one of the first people to welcome me to the Ambercon community and now he was going to be illustrating my work. I had supportive friends and family and a wonderful wife who believed in me. I did not lack for ideas. I had, if anything, too many. Enough for many more supplements. Of course, it was easy. How could it not be?

But it was also hard. I felt the pressure instantly. I wanted to do right by Jason. I wanted to do right by Erick's legacy. I wanted our original patrons and our Kickstarter backers to be happy. I wanted the Ambercon community to be happy. I wanted it to be their book as much as mine.

I reached out to the community, to our patrons, and especially the Kickstarter backers. I asked what they wanted in the book. I quickly discovered they did not want a simple adventure. No, they wanted more information on the setting and culture Jason had created. They had questions and often suggested answers. As always, Jason was supportive and allowed me to answer their questions and greatly expand the setting. I worked with the patrons and Kickstarter backers to incorporate their visions for the book. I included their characters and settings into the tapestry that was being created. They were generous and supportive and their contributions have enriched not only the book, but the entire line.

While writing the *Long Walk*, I continued to work behind the scenes reading every new *Lords of Gossamer & Shadow* publication. I made suggestions on some and had those authors include material that would be in this book to help keep the setting consistent and connected. Likewise, I worked to include and expand ideas from the other supplements for this book. The scale and complexity of the project increased dramatically. A simple adventure book had changed to become a huge sourcebook containing an adventure. But still, it was a labor of love and the words were eager to be free and shared.

Then, life got in the way.

There were unforeseen events that interfered. Friends and family passed away. As work on this book began, we lost my good friend John Lees who partnered with me to GM the first playtest. His passing was a shock and he is still missed. While this book was in layout, we lost our publisher and our friend, Steven D. Russell. This book exists now through the dedication of his friends and family.

There was never enough time. I'm not a fulltime writer. I teach at a particularly challenging high school and chaperone afterschool activities. It is a fulltime plus job and one that generates enormous stress, both physical and mental. That was 40+ hours a week I could not write, which also did not include evening or weekend school activities. But, when I was free to write on weekends or late at night or early in the morning, the words leapt from my head onto the computer. They wanted to be shared.

The problem is that my eyes wouldn't let me. When I was younger, I suffered from an eye condition that causes me to go blind. I was fortunate enough to receive corneal transplants to save my vision. However, in the decades that have followed, the surgeries that once prevented me from going blind, are now causing me to go blind. The scars from my transplants now act like cataracts. As a result, I suffer increasing vision loss, frequent severe headaches, and an inability to spend much time writing or reading. By the time I was done with teaching for the day, my eyes were often shot. Instead of writing, I had to go sit in a dark room and hope the pain would pass. Meanwhile, the words were trapped in my head, demanding to be free.

The frustration was immense. I knew what I wanted to write, and I knew what needed to be done. I wanted to make Jason, Steve, and Perry happy and proud. I especially wanted to make everyone who loved *Lords of Gossamer & Shadow* proud. I wanted to do right by the patrons and Kickstarter backers and all of our supporters. On work days, I was lucky to get a page written, sometimes only a paragraph if anything. Weekends were better, but they often had to be spent resting my eyes so that I could teach again the following week. I knew people were counting on me. I knew the words in my head, but could not set them free.

This book, including this Afterword, is the hardest thing I've ever written. It's also the one I'm most excited about.

Despite the hardships and setbacks, this book has been a labor of love. It has been fueled not only by my love for *Lords of Gossamer & Shadow*, but by the love you all have for it and by the support you all have shown. You have been generous with ideas and feedback. You have been kind and patient and forgiving and supportive. You allowed me the time to finish this book. I thank you and I hope you like what this book has become.

It began life as a small adventure idea. It has grown, through your questions and requests and contributions, from a simple adventure to a sourcebook detailing life on the Grand Stair itself. It adds to and expands upon the people, places, and cultures of the Escalara. I hope it answers many of your questions. I hope it causes you to ask more to expand on in your own games.

I hope to see you on the Long Walk…

Special Thanks

Thank you to our backers and contributors and writers. Thanks especially to Adam, Cliff, Joe, Matt, Rob, Selene, and Thierry. Thanks for sharing your visions with me and letting me share them with others. Thank you for your feedback, support, and patience. I am grateful to you all. Special thanks to Liz, Kris, Tara, Sol, J.P., Lisa, Bridgette, Keith, Joe, Madeline, Arref, Michael, and all the Daves.

Thank you to my playtest GMs, especially Erik, Dave, Adam, Sol, Arref, Kris and Tara. Thank you to all my playtesters for bringing this book to life long before it was published.

Thank you fans of *Lords of Gossamer & Shadow*. Thank you for your continued support and your kindness and your patience.

Eric Todd and Edwin Voskamp. Thanks for your support and feedback. Special thanks to Eric for his playtest insanity and rules tweaks and Edwin for always having my back.

Jason Durall. Thank you for being my friend. Thank you for letting me be a part of *Lords of Gossamer & Shadow* from the beginning. Thank you for suggesting me for this book and for being supportive of me every step of the way.

Jason Tondro. Thank you for your friendship and patience. Thank you for putting up with my ceaseless Arthurian questions and always finding time to help.

Steven D. Russell. Thank you for giving me a chance and believing in me. Thanks for your patience and support. In the course of this adventure together you became more than a publisher, you became my mentor and friend. You are missed.

Miranda Russell. Thank you for making it possible for us to continue on this journey. Thank you for believing in me and allowing me the honor of striving to carry on Steve's vision.

Perry Grosshans. You are the best damn editor in the business. And, you are a good and true friend.

Michael Kucharski. You are a good friend, a big brother to me and a damn fine artist and gentleman. I thank you for your patience, your input, and, especially, your friendship.

John Lees. You were a good friend. You were a great GMing partner. You are missed. This book is better for your brief involvement and would have been better still had we been fortunate enough to still have you with us. I'll take care of Bull for you. Rest well.

David A. McCreless. You are a good friend and a great sounding board. You've helped me too many ways to mention with this book and countless games. I can't do it without you, buddy.

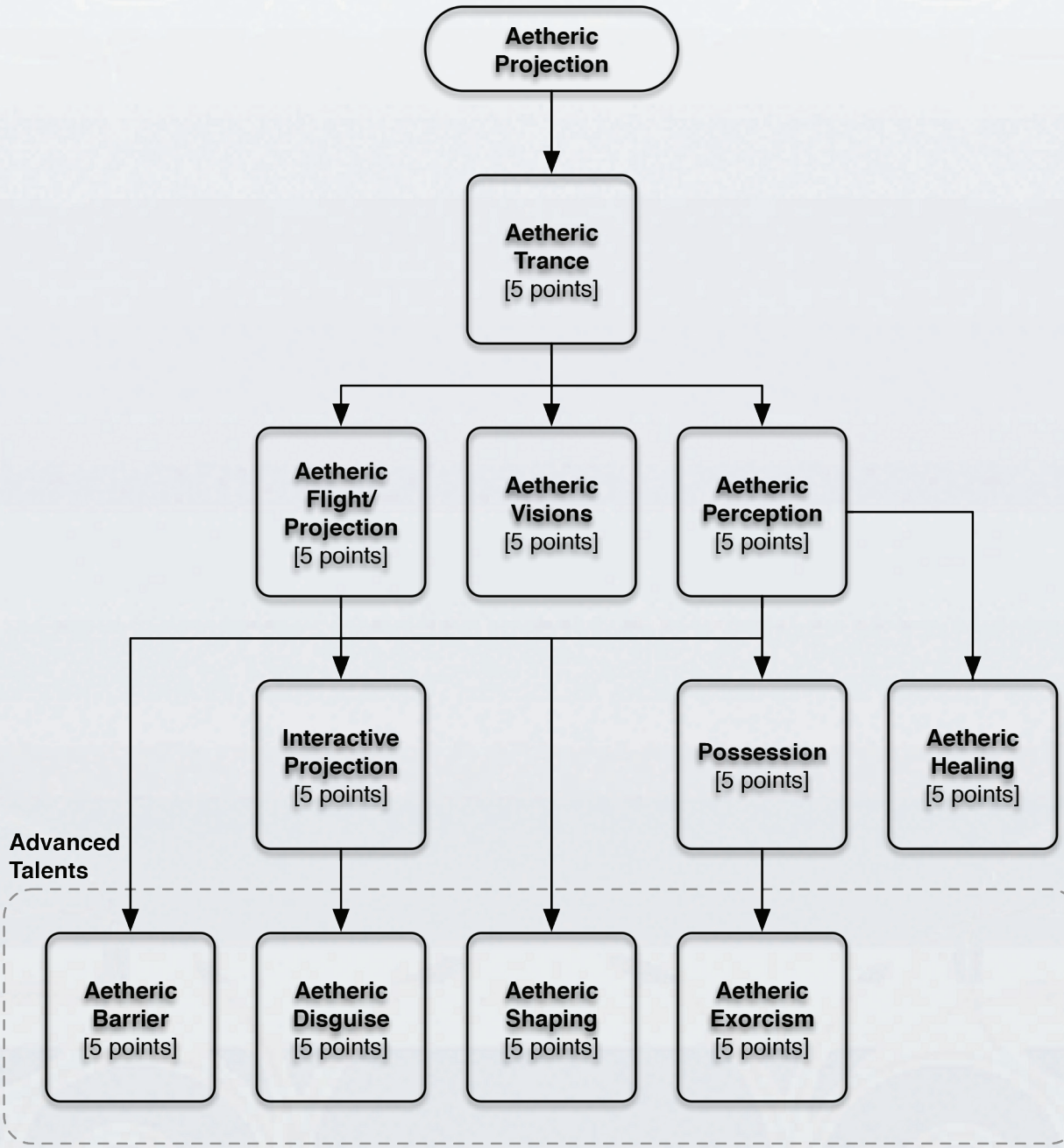
J.P. Brannan. Thank you for being the rock in so many of my games. I know if you are there, it will work out somehow.

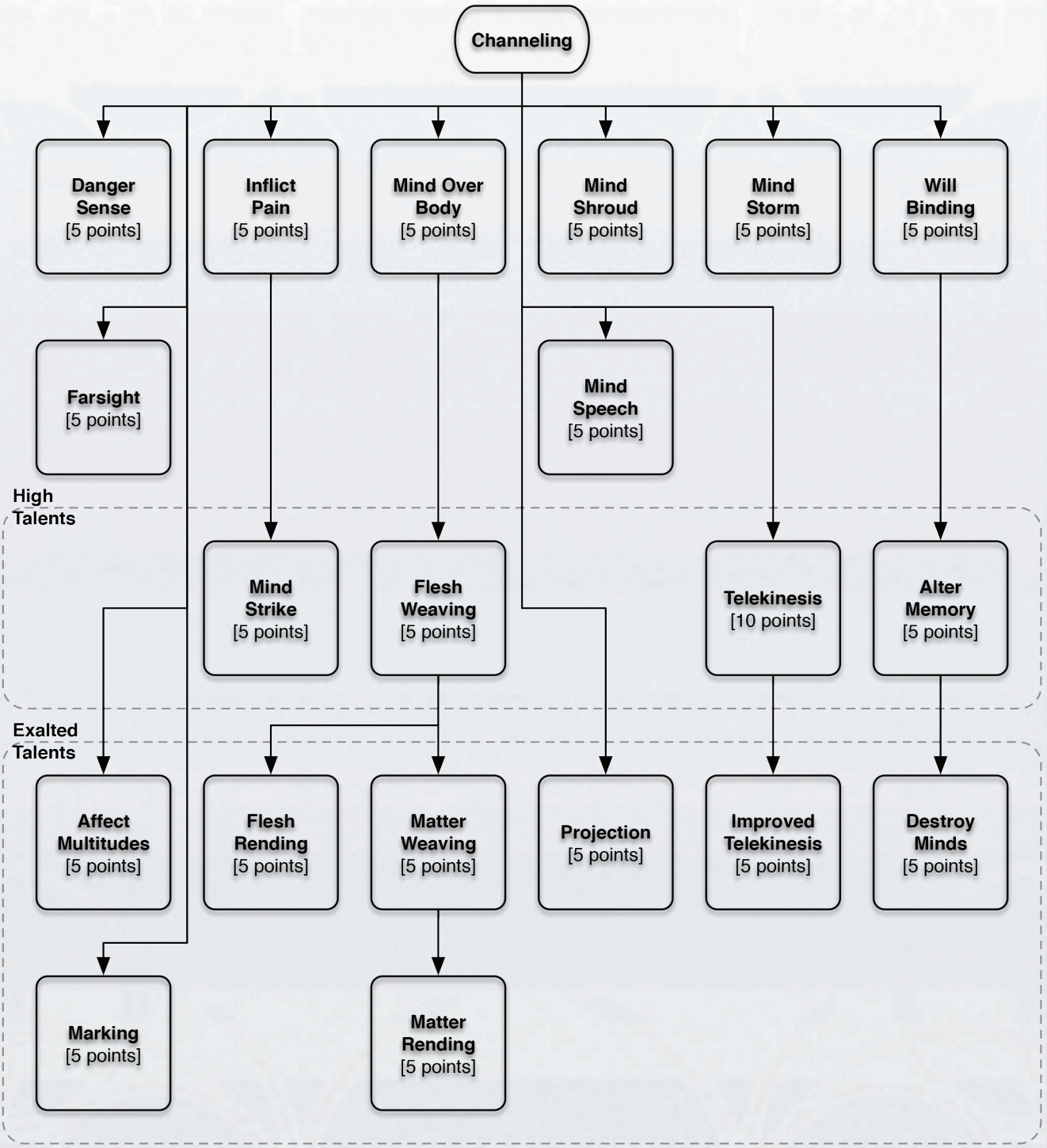
Thank you to my grandparents Lawrence and Florence. You instilled in me a love of fantasy and science fiction and wonder. Rest in peace.

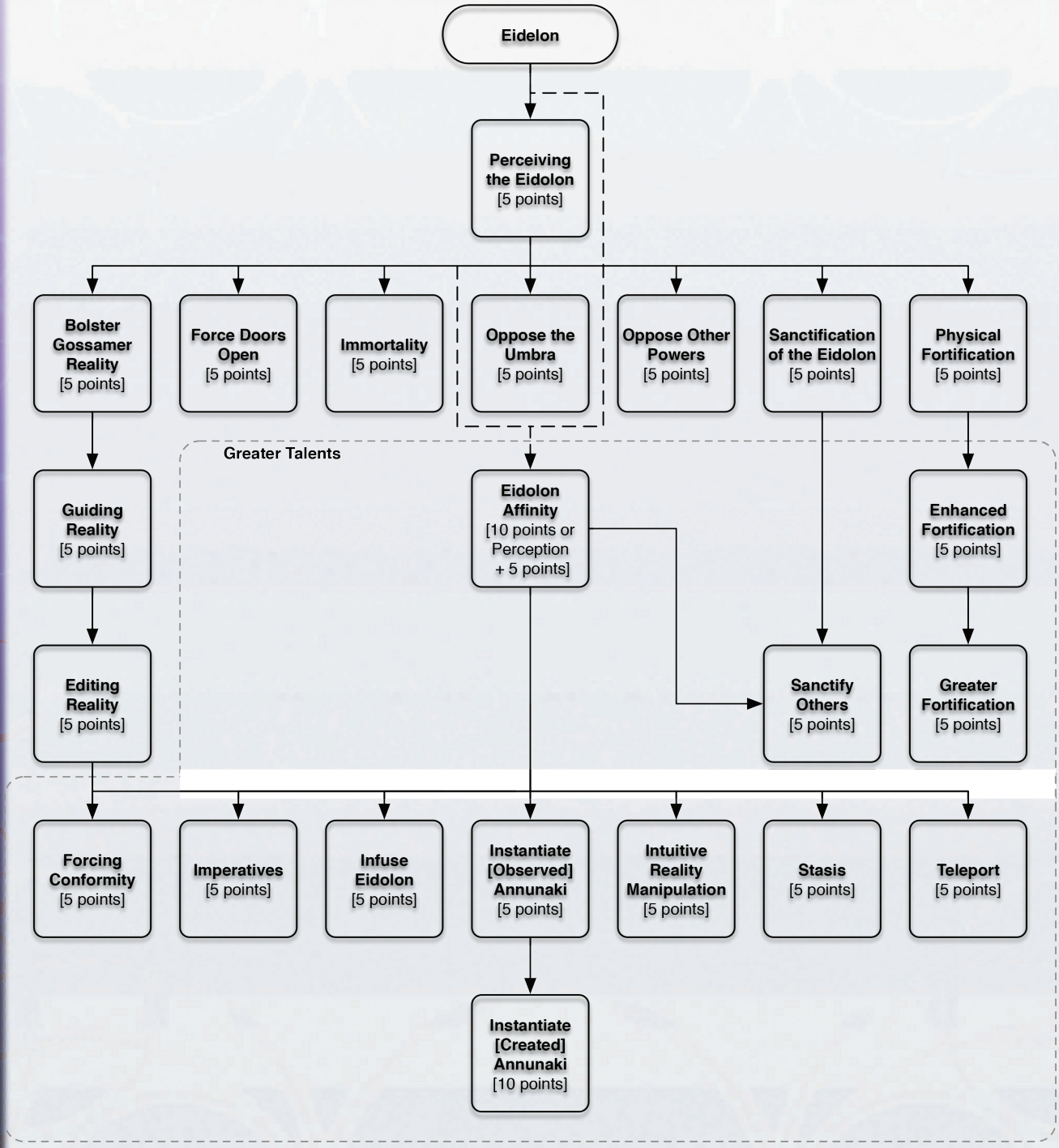
Thank you to my parents, Cecil and Linda. Thank you for always being there and always being supportive. You may not have understood my hobbies and interests, but you made them possible. I can never thank you enough. I love you.

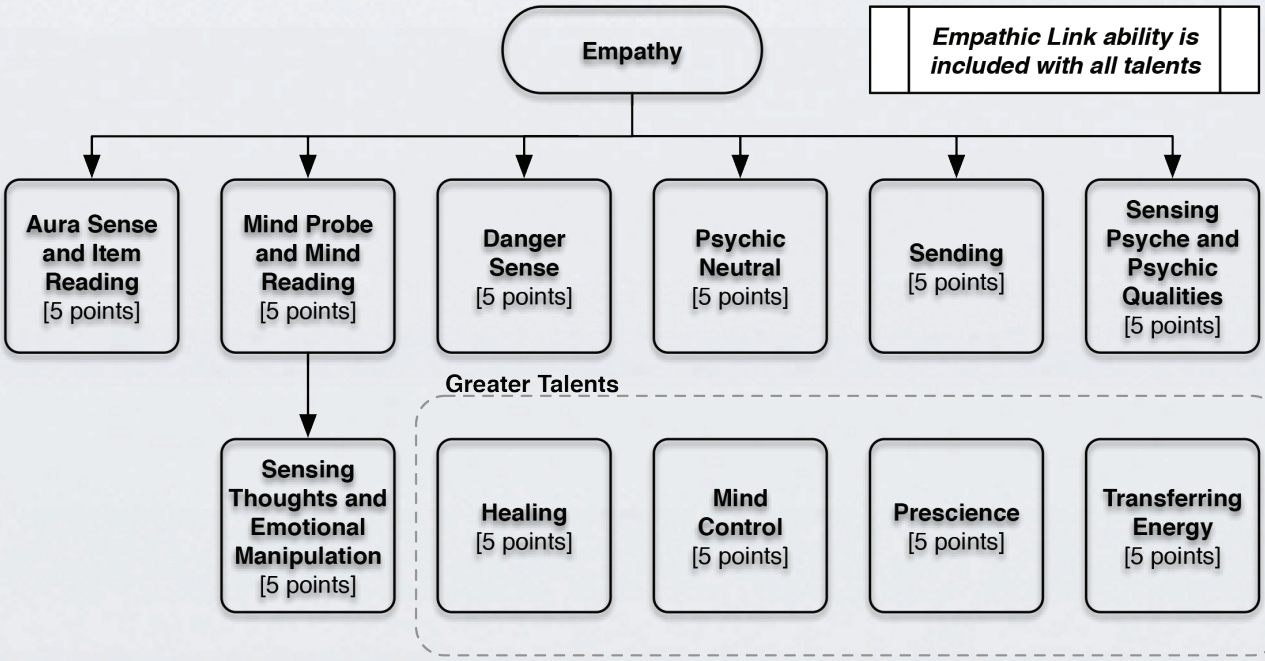
Lastly, and most importantly, Kate Kindred. Thank you for your love and support and patience. Thank you for your forgiveness. This has not been easy on you, I know. This book, and countless games, would not have been possible without you. You have been a great sounding board and helped behind the scenes in more ways than anyone can ever know or truly appreciate. Just know that I know and I appreciate all you do to support this hobby that you are not part of. Your support of my insanity is just one of the countless reasons I love you. Thank you for being my partner, my friend, and my wife. I will strive to be worthy.

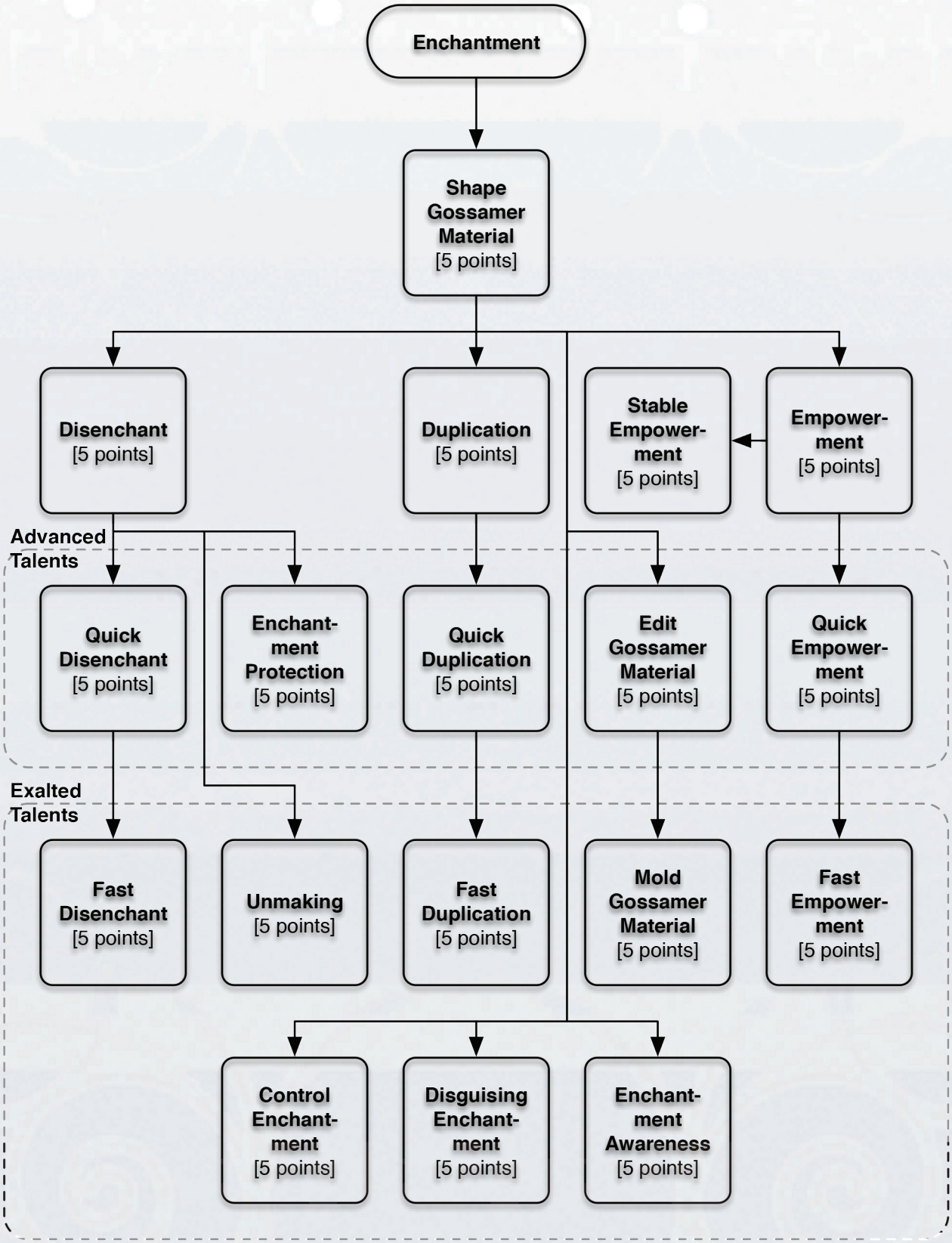
Appendix One: Talent Charts

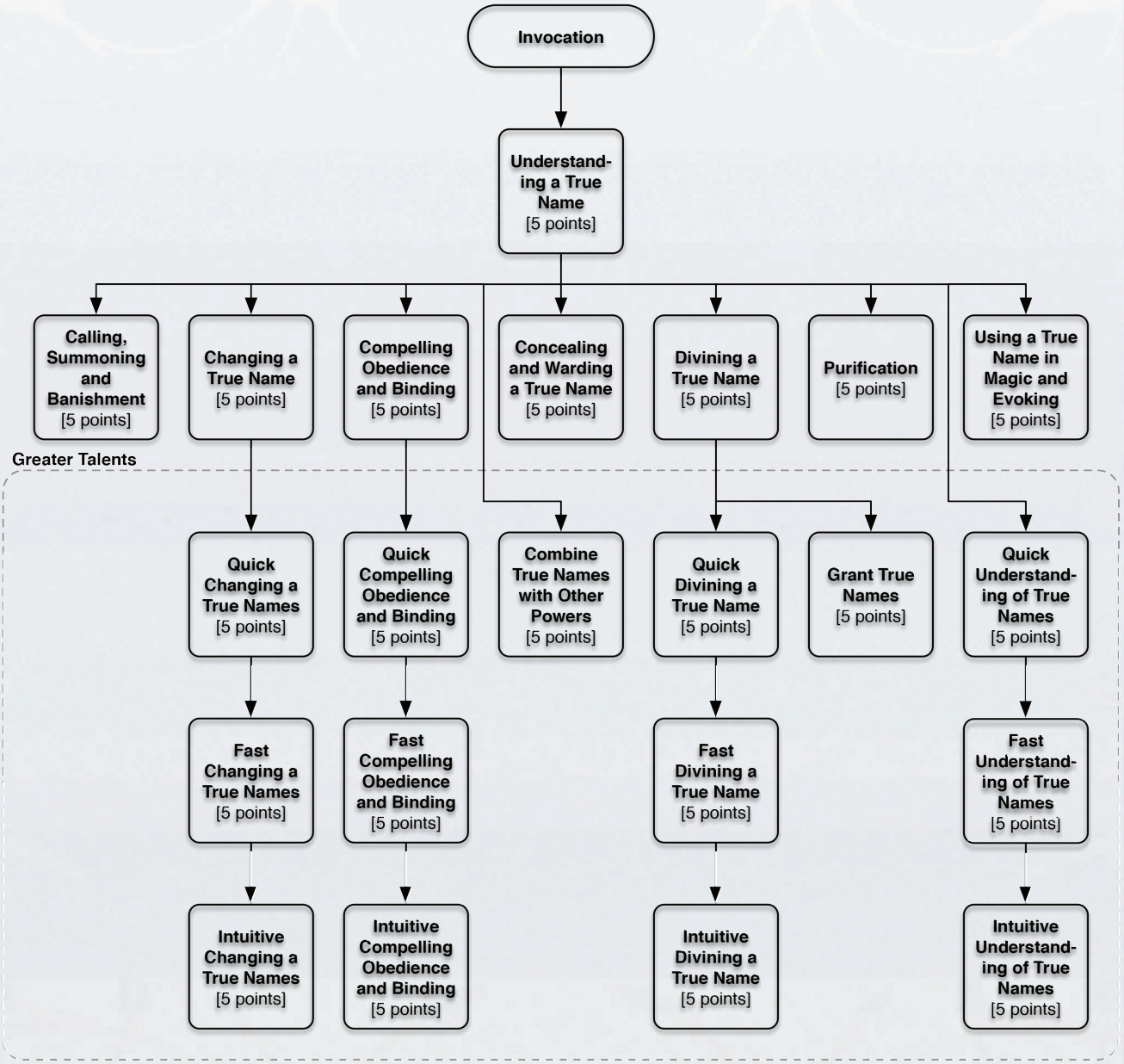


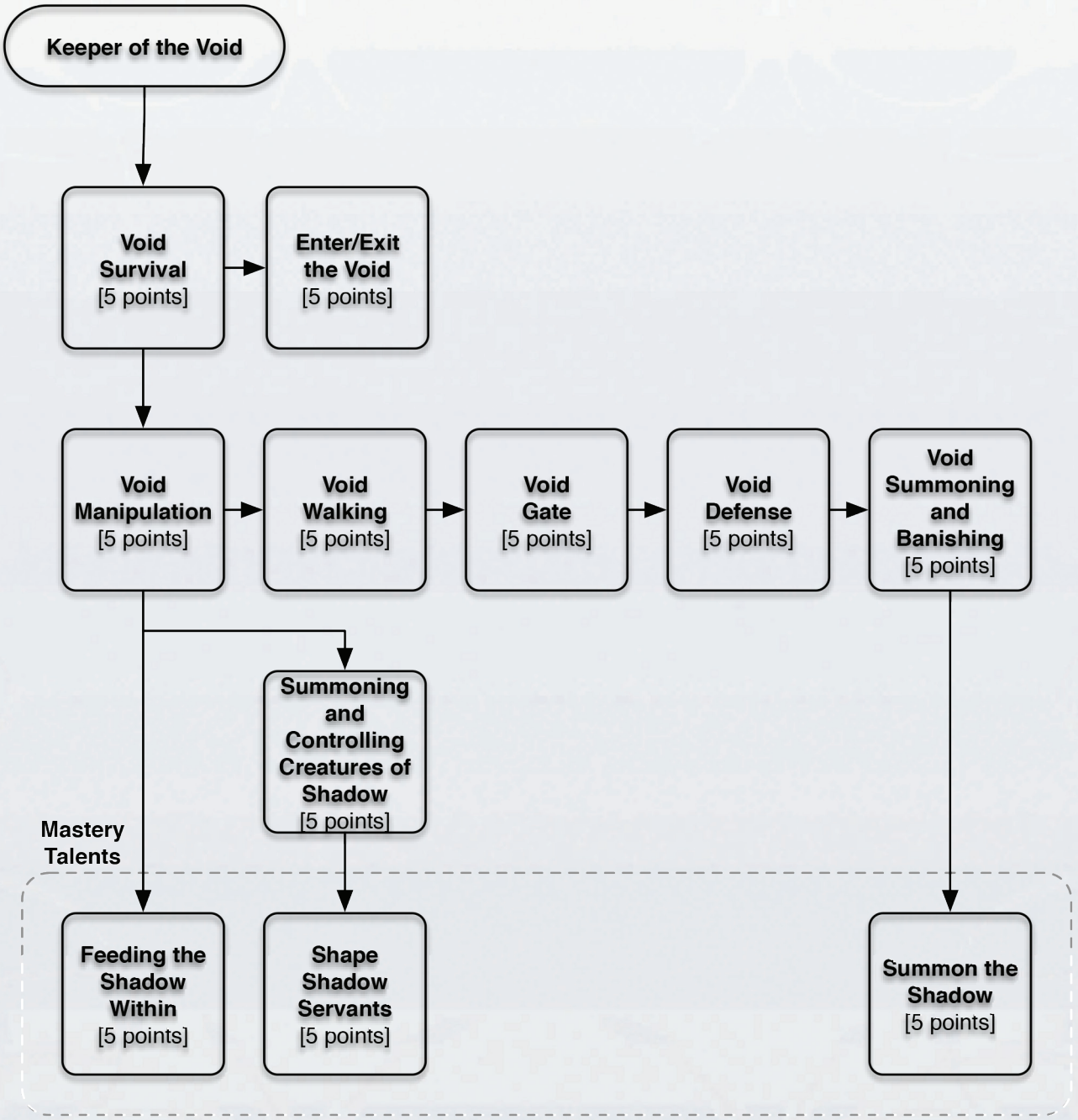

Channeling
Danger Sense [5 points]
Inflict Pain [5 points]
Mind Over Body [5 points]
Mind Shroud [5 points]
Mind Storm [5 points]
Will Binding [5 points]
Farsight [5 points]
Mind Speech [5 points]
High Talents
Mind Strike [5 points]
Flesh Weaving [5 points]
Telekinesis [10 points]
Alter Memory [5 points]
Exalted Talents
Affect Multitudes [5 points]
Flesh Rending [5 points]
Matter Weaving [5 points]
Projection [5 points]
Improved Telekinesis [5 points]
Destroy Minds [5 points]
Marking [5 points]
Matter Rending [5 points]

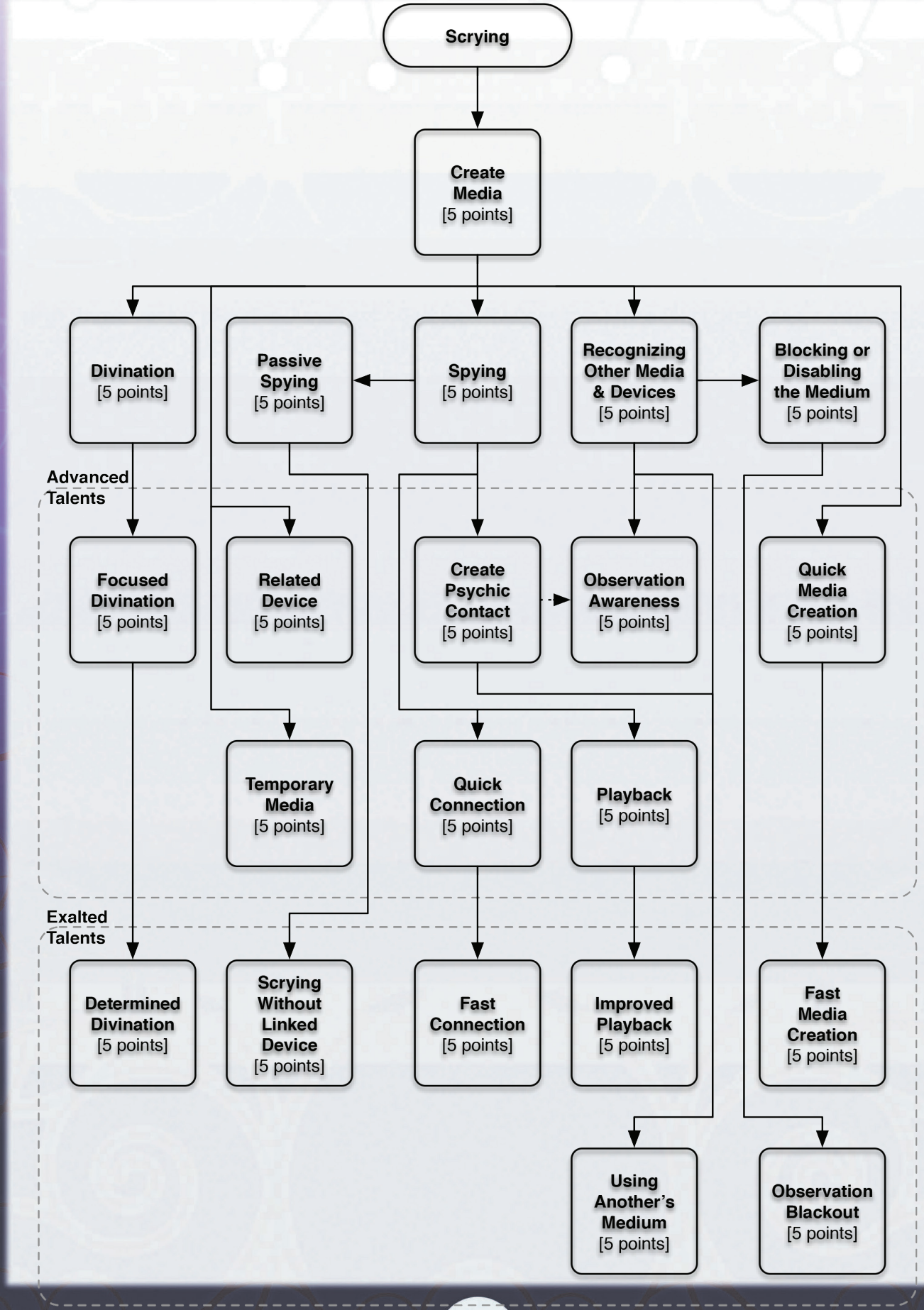

Eidelon
Perceiving the Eidolon [5 points]
Bolster Gossamer Reality [5 points]
Force Doors Open [5 points]
Immortality [5 points]
Oppose the Umbra [5 points]
Oppose Other Powers [5 points]
Sanctification of the Eidolon [5 points]
Physical Fortification [5 points]
Greater Talents
Guiding Reality [5 points]
Eidolon Affinity [10 points or Perception + 5 points]
Enhanced Fortification [5 points]
Editing Reality [5 points]
Sanctify Others [5 points]
Greater Fortification [5 points]
Forcing Conformity [5 points]
Imperatives [5 points]
Infuse Eidolon [5 points]
Instantiate [Observed] Annunaki [5 points]
Intuitive Reality Manipulation [5 points]
Stasis [5 points]
Teleport [5 points]
Instantiate [Created] Annunaki [10 points]

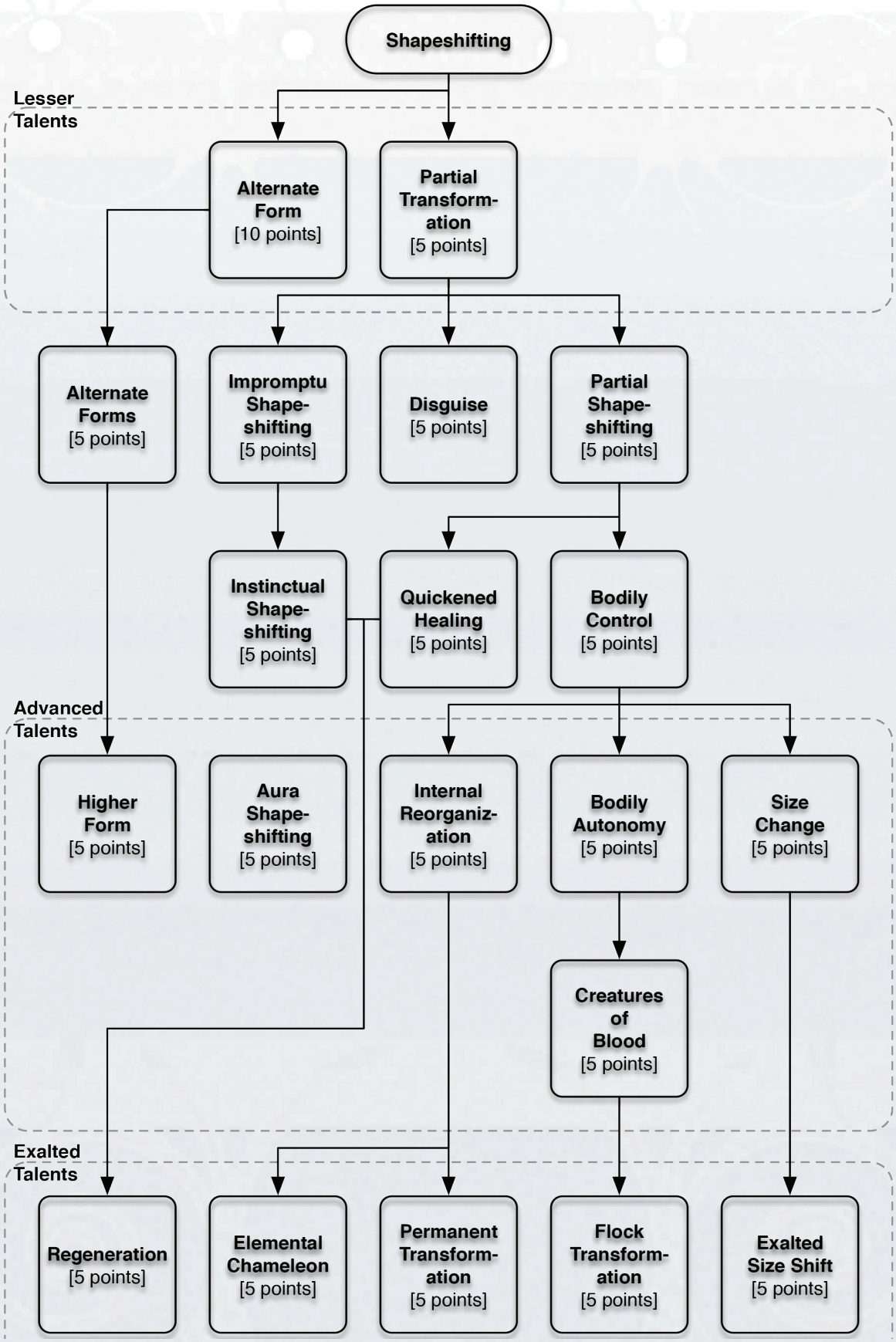

Empathy
Empathic Link ability is included with all talents
Aura Sense and Item Reading [5 points]
Mind Probe and Mind Reading [5 points]
Danger Sense [5 points]
Psychic Neutral [5 points]
Sending [5 points]
Sensing Psyche and Psychic Qualities [5 points]
Greater Talents
Sensing Thoughts and Emotional Manipulation [5 points]
Healing [5 points]
Mind Control [5 points]
Prescience [5 points]
Transferring Energy [5 points]

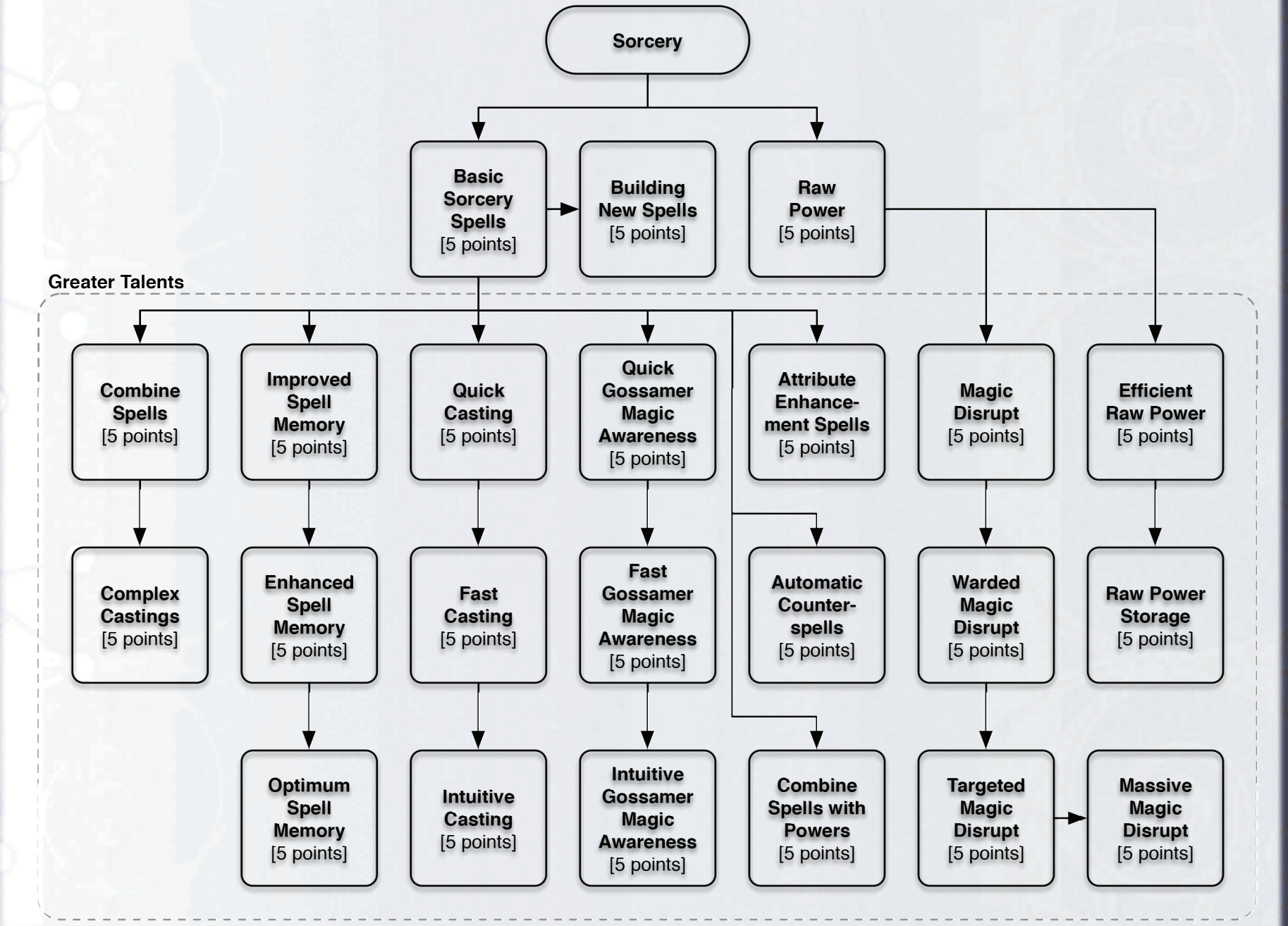

Enchantment
Shape Gossamer Material [5 points]
Disenchant [5 points]
Duplication [5 points]
Stable Empower-ment [5 points]
Empower-ment [5 points]
Advanced Talents
Quick Disenchant [5 points]
Enchant-ment Protection [5 points]
Quick Duplication [5 points]
Edit Gossamer Material [5 points]
Quick Empower-ment [5 points]
Exalted Talents
Fast Disenchant [5 points]
Unmaking [5 points]
Fast Duplication [5 points]
Mold Gossamer Material [5 points]
Fast Empower-ment [5 points]
Control Enchant-ment [5 points]
Disguising Enchant-ment [5 points]
Enchant-ment Awareness [5 points]

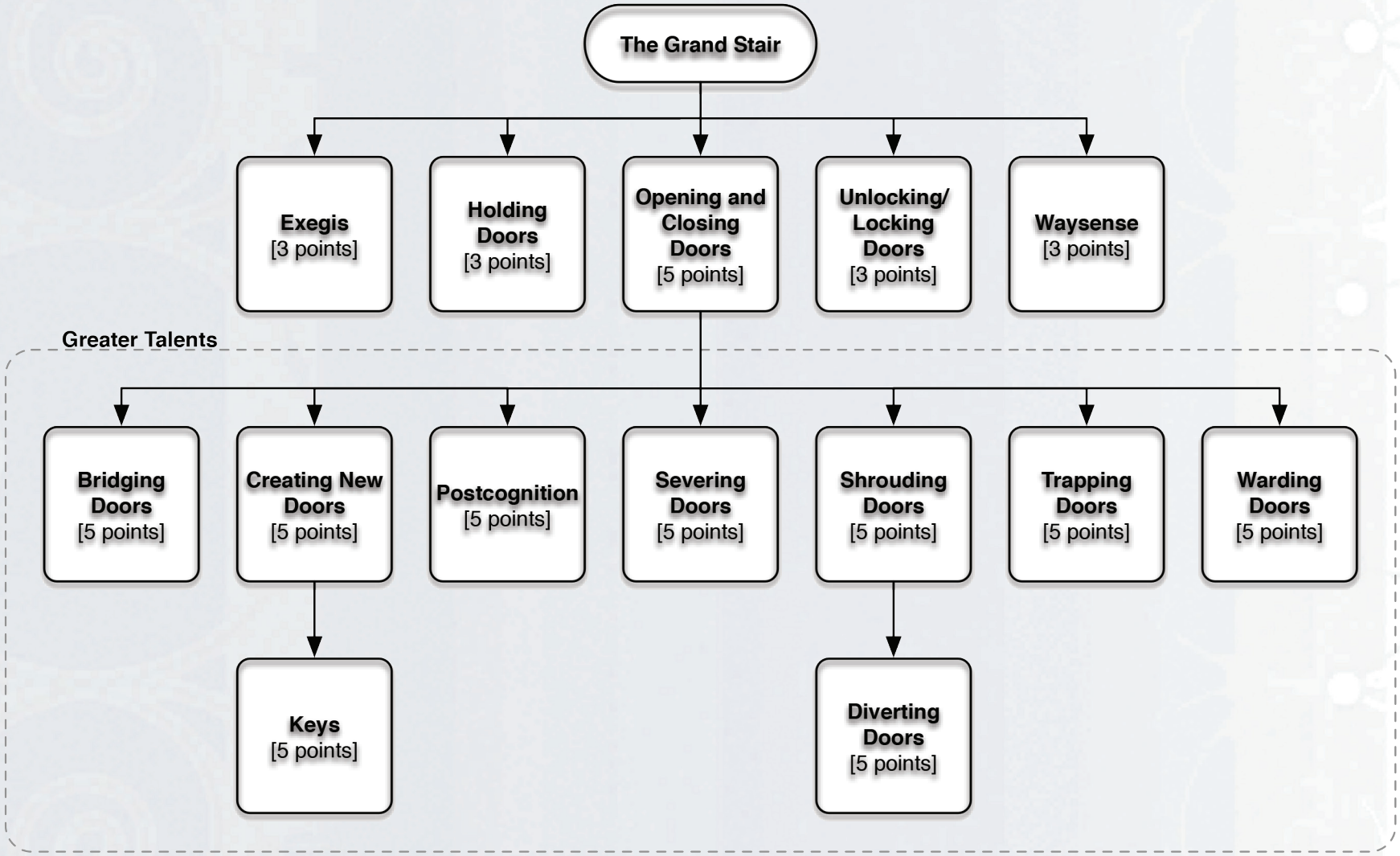

Invocation
Understanding a True Name [5 points]
Calling, Summoning and Banishment [5 points]
Changing a True Name [5 points]
Compelling Obedience and Binding [5 points]
Concealing and Warding a True Name [5 points]
Divining a True Name [5 points]
Purification [5 points]
Using a True Name in Magic and Evoking [5 points]
Greater Talents
Quick Changing a True Names [5 points]
Quick Compelling Obedience and Binding [5 points]
Combine True Names with Other Powers [5 points]
Quick Divining a True Name [5 points]
Grant True Names [5 points]
Quick Understanding of True Names [5 points]
Fast Changing a True Names [5 points]
Fast Compelling Obedience and Binding [5 points]
Fast Divining a True Name [5 points]
Fast Understanding of True Names [5 points]
Intuitive Changing a True Names [5 points]
Intuitive Compelling Obedience and Binding [5 points]
Intuitive Divining a True Name [5 points]
Intuitive Understanding of True Names [5 points]

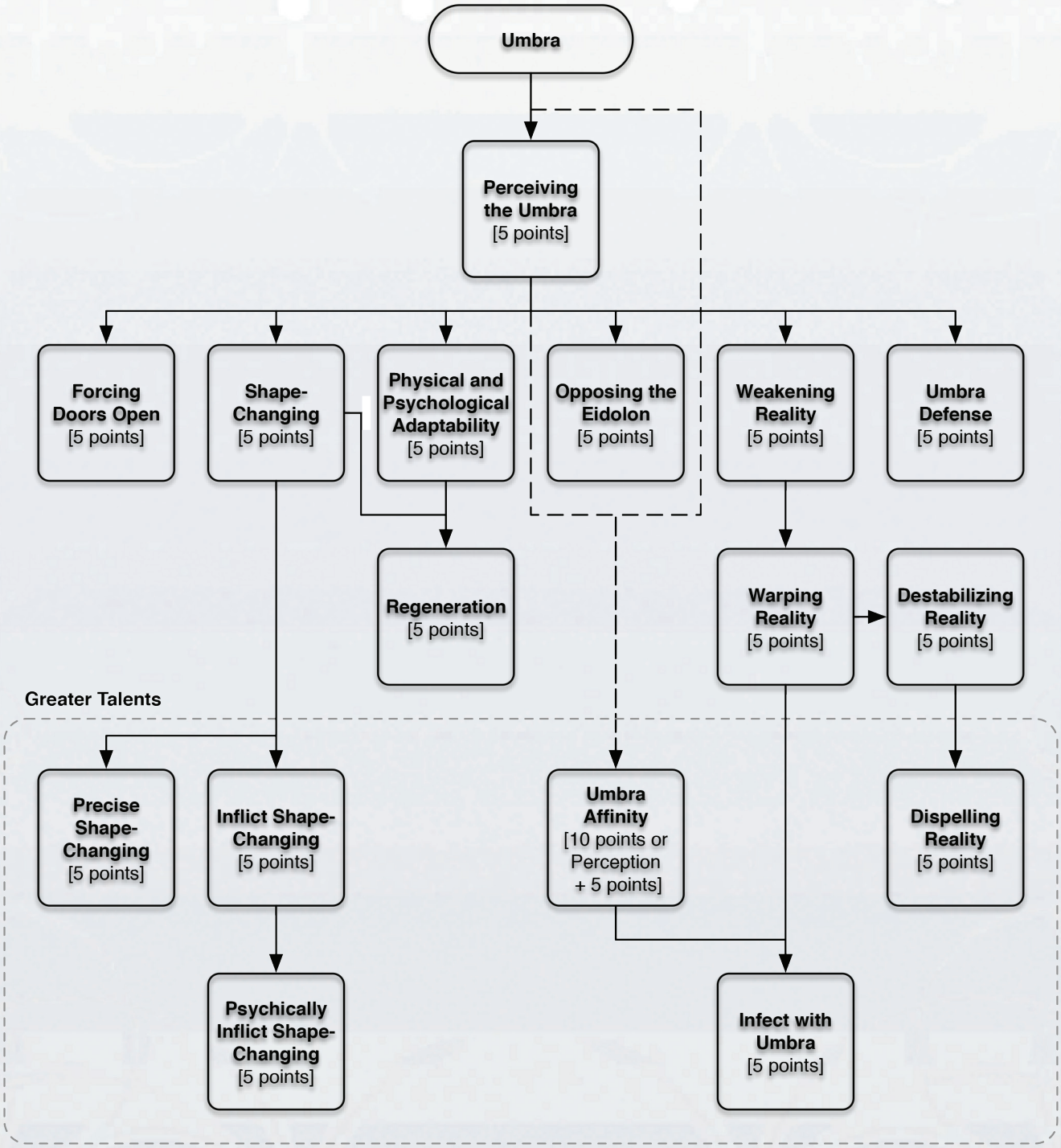

Keeper of the Void
Void Survival [5 points]
Enter/Exit the Void [5 points]
Void Manipulation [5 points]
Void Walking [5 points]
Void Gate [5 points]
Void Defense [5 points]
Void Summoning and Banishing [5 points]
Summoning and Controlling Creatures of Shadow [5 points]
Mastery Talents
Feeding the Shadow Within [5 points]
Shape Shadow Servants [5 points]
Summon the Shadow [5 points]

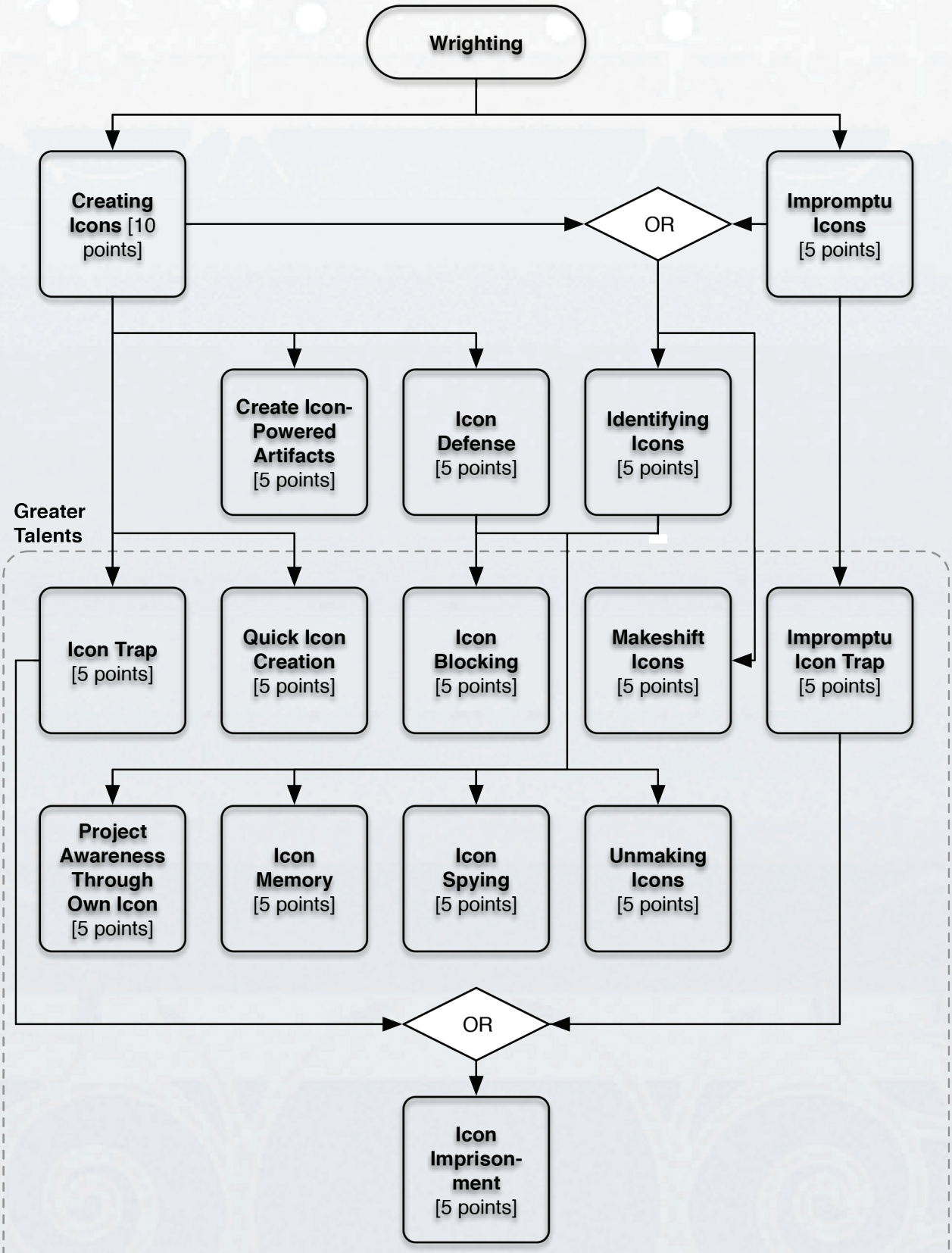

Scrying
Create Media [5 points]
Divination [5 points]
Passive Spying [5 points]
Spying [5 points]
Recognizing Other Media & Devices [5 points]
Blocking or Disabling the Medium [5 points]
Advanced Talents
Focused Divination [5 points]
Related Device [5 points]
Create Psychic Contact [5 points]
Observation Awareness [5 points]
Quick Media Creation [5 points]
Temporary Media [5 points]
Quick Connection [5 points]
Playback [5 points]
Exalted Talents
Determined Divination [5 points]
Scrying Without Linked Device [5 points]
Fast Connection [5 points]
Improved Playback [5 points]
Fast Media Creation [5 points]
Using Another's Medium [5 points]
Observation Blackout [5 points]


Shapeshifting
Lesser Talents
Alternate Form [10 points]
Partial Transform-ation [5 points]
Alternate Forms [5 points]
Impromptu Shape-shifting [5 points]
Disguise [5 points]
Partial Shape-shifting [5 points]
Instinctual Shape-shifting [5 points]
Quickened Healing [5 points]
Bodily Control [5 points]
Advanced Talents
Higher Form [5 points]
Aura Shape-shifting [5 points]
Internal Reorganiz-ation [5 points]
Bodily Autonomy [5 points]
Size Change [5 points]
Creatures of Blood [5 points]
Exalted Talents
Regeneration [5 points]
Elemental Chameleon [5 points]
Permanent Transform-ation [5 points]
Flock Transform-ation [5 points]
Exalted Size Shift [5 points]


Sorcery
Basic Sorcery Spells [5 points]
Building New Spells [5 points]
Raw Power [5 points]
Greater Talents
Combine Spells [5 points]
Improved Spell Memory [5 points]
Quick Casting [5 points]
Quick Gossamer Magic Awareness [5 points]
Attribute Enhance-ment Spells [5 points]
Magic Disrupt [5 points]
Efficient Raw Power [5 points]
Complex Castings [5 points]
Enhanced Spell Memory [5 points]
Fast Casting [5 points]
Fast Gossamer Magic Awareness [5 points]
Automatic Counter-spells [5 points]
Warded Magic Disrupt [5 points]
Raw Power Storage [5 points]
Optimum Spell Memory [5 points]
Intuitive Casting [5 points]
Intuitive Gossamer Magic Awareness [5 points]
Combine Spells with Powers [5 points]
Targeted Magic Disrupt [5 points]
Massive Magic Disrupt [5 points]


The Grand Stair
Exegis
[3 points]
Holding Doors
[3 points]
Opening and Closing Doors
[5 points]
Unlocking/ Locking Doors
[3 points]
Waysense
[3 points]
Greater Talents
Bridging Doors
[5 points]
Creating New Doors
[5 points]
Postcognition
[5 points]
Severing Doors
[5 points]
Shrouding Doors
[5 points]
Trapping Doors
[5 points]
Warding Doors
[5 points]
Keys
[5 points]
Diverting Doors
[5 points]


Umbra
Perceiving the Umbra [5 points]
Forcing Doors Open [5 points]
Shape-Changing [5 points]
Physical and Psychological Adaptability [5 points]
Opposing the Eidolon [5 points]
Weakening Reality [5 points]
Umbra Defense [5 points]
Regeneration [5 points]
Warping Reality [5 points]
Destabilizing Reality [5 points]
Greater Talents
Precise Shape-Changing [5 points]
Inflict Shape-Changing [5 points]
Umbra Affinity [10 points or Perception + 5 points]
Dispelling Reality [5 points]
Psychically Inflict Shape-Changing [5 points]
Infect with Umbra [5 points]


Wrighting
Creating Icons [10 points]
OR
Impromptu Icons [5 points]
Create Icon-Powered Artifacts [5 points]
Icon Defense [5 points]
Identifying Icons [5 points]
Greater Talents
Icon Trap [5 points]
Quick Icon Creation [5 points]
Icon Blocking [5 points]
Makeshift Icons [5 points]
Impromptu Icon Trap [5 points]
Project Awareness Through Own Icon [5 points]
Icon Memory [5 points]
Icon Spying [5 points]
Unmaking Icons [5 points]
OR
Icon Imprison-ment [5 points]

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LORDS OF GOSSAMER & SHADOW

The Long Walk Character Sheet

Character Name: _____ Player Name: _____

Attributes

Psyche:	Rank: ___ (___ Points)	☐ Paragon	☐ Superior	☐ Average
Strength:	Rank: ___ (___ Points)	☐ Paragon	☐ Superior	☐ Average
Endurance:	Rank: ___ (___ Points)	☐ Paragon	☐ Superior	☐ Average
Warfare:	Rank: ___ (___ Points)	☐ Paragon	☐ Superior	☐ Average

Artifacts & Creatures

Total Points from Artifact & Creatures Worksheet(s) ___

Domains

Total Points from Domain(s) Worksheet(s) ___

Powers

- ☐ Aetheric Projection (35 Points)
  - ☐ Advanced Aetheric Projection (55 Points)
- ☐ Blessings & Curses (35 Points)
- ☐ Cantrips (5 Points)
  - ☐ Additional Cantrips (___ Points)
- ☐ Channeling (40 Points)
  - ☐ High Channeling (65 Points)
  - ☐ Exalted Channeling (105 Points)
- ☐ Eidolon Mastery (50 Points)
  - ☐ Advanced Eidolon Mastery (80 Points)
  - ☐ Exalted Eidolon Mastery (115 Points)
- ☐ Empathy (30 Points)
  - ☐ Advanced Empathy (50 Points)
- ☐ Enchantment (20 Points)
  - ☐ Advanced Enchantment (45 Points)
  - ☐ Exalted Enchantment (85 Points)
- ☐ Invocation (20 Points)
  - ☐ Advanced Invocation (45 Points)
  - ☐ Exalted Invocation (70 Points)
  - ☐ Esoteric Invocation (95 Points)
- ☐ Keeper of the Void (35 Points)
  - ☐ Master of the Void (50 Points)
- ☐ Scrying (30 Points)
  - ☐ Advanced Scrying (60 points)
  - ☐ Exalted Scrying (80 Points)
- ☐ Shape Shifting (35 Points)
  - ☐ Lesser Shape Shifting (15 Points)
  - ☐ Advanced Shape Shifting (65 Points)
  - ☐ Exalted Shape Shifting (85 Points)
- ☐ Sorcery (15 Points)
  - ☐ Advanced Sorcery (55 Points)
  - ☐ Exalted Sorcery (95 Points)
  - ☐ High Sorcery (120 Points)
- ☐ Umbra Mastery (50 Points)
  - ☐ Advanced Umbra Mastery (80 Points)
  - ☐ Exalted Umbra Mastery (115 Points)
- ☐ Usaran Unity (10 Points)
- ☐ Walker of the Grand Stair (5 Points)
- ☐ Warden of the Grand Stair (10 Points)
- ☐ Master of the Grand Stair (35 Points)
- ☐ Wrighting (30 Points)
  - ☐ Advanced Wrighting (70 Points)
  - ☐ Exalted Wrighting (105 Points)

Talents

_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)

Idiosyncratic Abilities

_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)

Allies

- ☐ Gossamer World Ally (1 Point)
- ☐ Mentor (2 Points)
- ☐ Gossamer world devotee (3 Points)
- ☐ Partisan Support (3 Points)
- ☐ Dwimmwerlaik Ally (4 Points)
- ☐ Lord of the Gossamer Worlds (5 Points)

Player Contributions

- ☐ Diary (+10 Points)
- ☐ Campaign Log (+10 Points)
- ☐ Art (+10 Points)
- ☐ Fiction/Poetry +10 Points)
- ☐ Quotes (+5 Points)
- ☐ Other (+___ Points)

Stuff

Good Stuff (___ Points)
Zero
Bad Stuff (___ Points)

Advancement Points

Desired Advancements

_____
_____
_____
_____
_____

Character Portrait

LORDS OF GOSSAMER & SHADOW

The Long Walk Artifacts & Creatures Sheet

Powered by Erick Wujcik's Diceless Role-Playing

Character Name: _____ Player Name: _____

Artifact or Creature Name: _____ Owner: _____

Description: _____

Qualities

Vitality
- ☐ Animal Vitality (1 Point)
- ☐ Double Vitality (2 Points)
- ☐ Immense Vitality (4 Points)
- ☐ Stupendous Vitality (8 Points)
- ☐ Exalted Vitality (16 Points)

Aggression
- ☐ Combat Training (1 Point)
- ☐ Combat Reflexes (2 Points)
- ☐ Combat Mastery (4 Points)
- ☐ Combat Supremacy (8 Points)

Intelligence and Communication
- ☐ Able to Speak (1 Point)
- ☐ Able to Speak and Reason (2 points)
- ☐ Able to Speak in Tongues and Voices (4 Points)

Movement
- ☐ Mobility (1 Point)
- ☐ Double Speed (2 Points)
- ☐ Engine Speed (4 Points)
- ☐ Lightning Speed (8 Points)
- ☐ Relativistic Speed (16 Points)

Damage
- ☐ Hardened (1 Point)
- ☐ Double Damage (2 Points)
- ☐ Deadly Damage (4 Points)
- ☐ Destructive Damage (8 Points)
- ☐ Primal Damage (16 Points)

Psychic Sensitivity
- ☐ Psychic Sensitivity (1 Point)
- ☐ Danger Sensitivity (2 Points)
- ☐ Extraordinary Psychic Sense (4 Points)

Stamina
- ☐ Superior Stamina (1 Point)
- ☐ Paragon Stamina (2 Points)
- ☐ Tireless Stamina (4 Points)

Damage Resistance
- ☐ Resistant to Normal Weapons (1 Point)
- ☐ Resistant to Firearms (2 Points)
- ☐ Invulnerable to Conventional Weapons (4 Points)
- ☐ Impervious (8 Points)
- ☐ Invulnerable (16 Points)

Psychic Defense
- ☐ Psychic Resistance (1 Point)
- ☐ Psychic Neutral (2 Points)
- ☐ Psychic Barrier (4 Points)

Powers

Attunement to the Grand Stair
- ☐ Pass Through Door (1 Point)
- ☐ Follow Path (2 Points)
- ☐ Search Through Worlds (4 Points)

Carta
- ☐ Lesser Carta (1 Point)
- ☐ Carta (2 Points)
- ☐ Great Carta (4 Points)

Contains an Icon (Requires Wrighting)
- ☐ Contains an Icon (1 Point)
- ☐ Set of Icons (2 Points)

Control of Gossamer Reality
- ☐ Mold Gossamer Matter (1 Point)
- ☐ Mold Gossamer Creatures (2 Points)
- ☐ Mold Gossamer Reality (4 Points)

True Name (Requires Invocation)
- ☐ True Name is Known (1 Point)
- ☐ True Name is Warded (2 Points)
- ☐ True Name is Secret (4 Points)

Healing
- ☐ Self Healing (1 Point)
- ☐ Rapid Healing (2 Points)
- ☐ Regeneration (4 Points)

Cantrip Use (Requires Cantrips)
- ☐ Contains a Cantrip (1 Point)
- ☐ Contains Named & Numbered Cantrips (2 Points)

Shape Shifting
- ☐ Alternate Form (1 Point)
- ☐ Named & Numbered Alternate Forms (2 Points)
- ☐ Limited Shape Shift (4 Points)

Spell Storage (Requires Sorcery)
- ☐ Capable of Hanging a Spell (1 Point)
- ☐ Capable of Hanging Named & Numbered Spells (2 Points)
- ☐ Capable of Hanging and Using Spells (4 Points)

Tied to a Power
- ☐ Connected to a Power (1 Point)
- ☐ Linked to a Power (2 Points)
- ☐ Integral to a Power (4 Points)

Unconventional Ability
- ☐ Minor (1 Point)
- ☐ Significant (2 Points)
- ☐ Major (4 Points)

Talents

_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)
_____ (___ Points)

Transferals

- ☐ Confers Quality on Wearer/Owner/User (5 Points per Quality)
- ☐ Confers Power on Wearer/Owner/User (10 Points per Quality)
- ☐ Confers Talent on Wearer/Owner/User (10 Points per Quality)
- ☐ Confers Idiosyncratic Quality on Wearer/Owner/User (10 Points per Quality)
- ☐ Confers Idiosyncratic Power on Wearer/Owner/User (15 Points per Quality)

Quantity

- ☐ Unique (1 Point)
- ☐ Named & Numbered (x2 Points)
- ☐ Horde (x3 Points)
- ☐ Worldwide (x4 Points)
- ☐ Cross-World Persistent (x5 Points)
- ☐ Ubiquitous (x6 Points)

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Erick Wujcik's Diceless Role-Playing

LORDS OF GOSSAMER & SHADOW

The Long Walk Domain Sheet

Character Name: _____ Player Name: _____

Domain Name: _____ Owner: _____

Description: _____

Typical Denizens: _____

Security
- ☐ Communication Barrier (1 Point)
- ☐ Restricted Access (2 Points)
- ☐ Guarded (4 Points)

Gossamer World Type
- ☐ Personal Domain (1 Point)
- ☐ Common Ground (2 Points)
- ☐ Primal World (4 Points)

Expanses
- ☐ Attunement (1 Point)
- ☐ Awareness (2 Points)
- ☐ Mastery (4 Points)

Realms
- ☐ Secret Realm (1 Point)
- ☐ Array (2 Points)
- ☐ Cosmos (4 Points)

Control
- ☐ Control of Contents (1 Point)
- ☐ Control of Time Flow (2 Points)
- ☐ Control of Destiny (4 Points)

Technology Level
- ☐ Animal
- ☐ Primitive
- ☐ Medieval
- ☐ Gunpowder
- ☐ Steam
- ☐ Electric
- ☐ Fusion
- ☐ Other (_____)

Magic Level
- ☐ Magic is Unknown
- ☐ Magic is Rare
- ☐ Magic is Known and Believed
- ☐ Magic is Commonplace
- ☐ Magic Nullifies Technology
- ☐ Magic works Alongside Technology

Influence on the Powers
- ☐ Eidolon: ☐ Powerful ☐ Average ☐ Weak
- Umbra: ☐ Powerful ☐ Average ☐ Weak
- Wrighting blocked: ☐ Average ☐ Easily Used

Lords of Gossamer & Shadow

Gossamer Options: Characters

by Mark Knights

RITE PUBLISHING

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Erick Wujcik's Diceless Role-Playing

The Long Walk:
Life on the Grand Stair

The Escalara, the Grand Stair, spans eternity. On its countless landings, Doors lead to Gossamer worlds of wonder and terror. Powerful beings explore its mysteries. Will you join them?

The Long Walk: Life on the Grand Stair is a companion volume to *Lords of Gossamer & Shadow*. Within its pages, you will find:

- New powers like Scrying, expanded powers like Aetheric Projection, as well as Advanced and Exalted versions of existing powers found in *Lords of Gossamer & Shadow*;
- A new system of partial powers to use for NPCs or character advancement, as well as rules to allow characters to have exotic natural abilities like wings or claws;
- Rules to create and play lower level "Agent" characters who work for the Gossamer Lords;
- New Gossamer worlds to explore like the mysterious Impossible Pyramid, as well as a closer look at the Ascendancy, the empire of Bastiano;
- A look at some of the people who populate the Grand Stair: travel with the Cicerones and porters, and hear tales from the praecones, or fight alongside Drake's heroic Doormen and the far roaming mercenary corps, the Raven Legion;
- An examination of the history and culture of the Gossamer Lords, including some new Lords and Ladies to add to your game, many created by our loyal supporters and fans; and
- A detailed framework for a campaign, "The Dwimmerlaik Inquest," which includes three adventures with guides to customizing them for use in your own campaigns.

The Door is open.
The Grand Stair is before you.
The Long Walk awaits.
Will you begin the journey?

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