

Appendix III: Player Handouts

Player Handout 1: The Festival of the Peak

The Festival of the Peak honors the Trial of Shadow in which the Powermaster fought the Confuser of Ways for a treasure known as the Well of Purity. The Confuser of Ways sought to hide this item from the Powermaster, for he knew that it would grant the Powermaster incredible abilities.

At first, he created obstacles for the Powermaster, obstacles that required skill to overcome. He then presented him with individuals who could accomplish the task quickly, but for a price. Each obstacle he came to, the Powermaster overcame by his own skill, even though many obstacles took him years to master. He never once looked outside of himself for the solution. While delayed, the Confuser had failed to tempt the Powermaster into taking the easy way out.

During his quest for the treasure, the Powermaster came upon a placid lake where he stopped to meditate and focus his mind and spirit upon the task of recovering the Well of Purity. While in meditation, the Confuser of Ways presented the God of the Peak with many delights, seeking to tempt him from his path. The god simply ignored the illusions, understanding that in the light of his spirit he had all that he would ever need.

In anger, the Confuser gave form to the Powermaster's reflection in the water, commanding it kill the meditating god. Like a gnat trying to grapple a mountain, the reflection was unable to gain a grip on the god. Instead, the god reached out and grabbed the reflection, forcing the image to disperse. Defeated, the Confuser left knowing that he could not overcome the God of the Peak. With no obstacle left, the Powermaster gained the Well of Purity, drinking from its sacred waters. It is from this that he learned the Purity of Action that he taught to those who Seek the Three Strengths.

Appendix III: Player Handouts

Player Handout 2: The Trials of Shadow

You recall reading a fragment of a legend regarding the Powermaster and an event known as the Trial of Shadows.

The Creator saw that her youngest child lacked focus and direction. He would follow that which caught his attention for a while, but then turn to a new task or path. She realized that he would dissolve into his own chaos if he could not find a path, so she sent the Flaymaster to challenge the young celestial.

The Flaymaster came upon the young celestial while he was playing by a lake. The youth was watching his reflection ripple as he threw stones into the water, when suddenly something struck the water. As the whip of torment snaked out of the water, it drug with it the reflection of the boy.

A text, written on an ancient crumpling parchment, no longer described what happened when the Flaymaster gave form to the reflection, but does describe the conclusion of the Trial.

After wrestling his mirror self for an age, the young godling started to give up hope. The shadow self began to exert pressure on the hold, but in the surrender, the young godling found something within himself. As the shadow was merging into dominance, the god took shape and found the strength to throw off his attacker. The reflection sought to attack again, but found the god as unmovable as a mountain. He tried to distract the youth, but to no avail. The young god had found within himself a core of strength that resisted all such trivialities. Suddenly, the young god grabbed the shadow, grappling it down to the floor. "From the Wellspring of my pure self, I am no longer what I was, I am becoming who I am!" With that, he threw the confused shadow of his youth away from his new form, but he also threw away a part of his essence. That essence never dissolved, but resolved itself into a new entity, one that is known as the Confuser.