

The Endless Stair

Need your players to move from one plane to another? Why not use the Endless Stair?

Outline: A stone, spiral staircase set inside a tower that is thought to be infinite in height. It is thirty feet wide, and spirals ever upwards (or downwards if that's the way you are heading). Every twenty steps, on the outer wall of the stair is a plain wooden door with a metal handle.

Each of these doors leads to a different plane of existence. There is seemingly no rhyme or reason as to the order of the doors, as it's perfectly likely that a door to a plane of fire might be next to a door leading to a city in the heart of the mortal realm.

Locations:

Breakers Inn – There are a number of inns that dot the Stair, but Breakers is one of the oldest, and most famous. Long known as a haven for map makers, and those plotting out the Stair, it is an excellent place to hire a guide or buy a map to take you to your desired doorway.

Krintown – The only city to ever to last in the Stair, it was founded by the merchant Herverd Krin over a century and a half ago. The buildings, each of which is not more than 15 feet wide, are built of wood and curve around the inner wall of the Stair. There are a pair of inns, a half dozen shops, a restaurant, and two score of small homes. Situated around a number of doors leading to rather favorable locations, it is a hub of trade, and kept safe by the dozen rather nasty guards that Krin keeps employed for just that reason.

Bogrun Point – Bogrun Twinfist is a brute of a warrior. He and his score of warriors have built a barricade of loose stone and debris pillaged from passers by. From this wall, which has a small gate in its center, they charge a toll on those going through. Ten gold per group is the

standard rate, though especially rich looking groups can expect to pay more. The only folk they allow to pass through unmolested are the Hermits.

A Selection of Doors:

This Door opens into a small back bedroom in an abandoned farmhouse in the mortal realm. The house is haunted, but the ghost is friendly.

This Door opens in to a pocket dimension of an owl-headed demi-god who will answer one question on the nature of death.

This Door opens into a giant clam, sitting on the bottom of a bay inhabited by merfolk. Giving it a handful of pure black sand will cause it to safely spit you out.

Inhabitants:

The Climbing Hermits – Monks of the Order of the Endless Stair, these beings travel the stairs. They always ascend, it being against their code to ever travel back down the stairs unless it is a life or death emergency. They are well used to life in the Stair, and make passable guides if you are heading up. They all wear a necklace of white stones. Each stone on the band marks some distance, though no one knows exactly how far. A million steps? The monks aren't telling. What is known is that it is considered intensely bad luck to interfere with a Hermit on his climb.

The Ferrymen – Finding animals well equipped for life in the Stair is almost impossible. So most goods are carried up and down the stairs by Ferrymen. These beings, mostly human, have lived in the Stair for generations, and have evolved for a life of carrying heavy loads up and down the steps. They are broad-shouldered, if hunched, and their legs are like tree stumps. Most are pale, very pale, there being no sunlight, unless someone left a door open to a well lit place. They can be hired to carry goods for a gold a day, and can easily bear up to 200lbs a load.