



Neverland



A Fantasy Role-Playing Setting

🎲 ANDREW KOLB 🎲

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Neverland

A Fantasy Role-Playing Setting

Written & illustrated by Andrew Kolb



Andrews McMeel
PUBLISHING®

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The characters, world and situations of *Neverland: A Fantasy Role Playing Setting* are a work of fiction. This game was designed, developed and produced by a multicultural team of diverse identities, beliefs, and orientations.

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TABLE OF CONTENTS

THE WORLD1

WHAT'S GOING ON 2

Themes & Expansion3

How It Works.....3

EXPLORING NEVERLAND 3

Travel & Time3

Searching & Discovery4

TRAVEL & SHORTCUTS 4

Flight.....4

Hollow Trees4

Whirlpools4

Pirate Stores.....4

THE ISLAND'S ROUTINE..... 5

The Daily Cycle & Moon Cycle.....5

Fallen Stars & Star Surge5

The Date & Location of Starfall.....5

Chime Hours5

The Crocodile & Its Spawn.....5

FUN & RECREATION 6

Hurling6

Fairs.....6

Pirate Parties.....6

Mermaid Concerts.....6

MAGIC & POWER..... 6

Names6

Children & Fairies.....6

Defense Against Spellcasters7

MISCELLANY 7

Fairies & Elphame.....7

Monuments & Other Oddities.....7

Locating Property
& Missing Persons.....7

Food.....7

The Native Inhabitants
of Neverland7

ADVANCED RULES 8

Exploring & Random Encounters ..8

Searching & Returning to
Past Discoveries8

Scavenging the Dead8

Chase Sequences.....9

Harnessing the Power of a Star9

THE CAST 11

Abhartachs12

Alp-Luachras12

Bath Bears12

Blue-Billed Pelicans12

Blue Men.....13

Bog Bodies13

Brollachan13

Cait Sith.....14

Cassowars14

The Clurichaun.....14

Corn Dolls.....14

Crocodile Spawn15

The Crocodile15

The Cunning Folk.....16

Dandy Dogs16

Dagger-Toothed Tigers.....17

Diplocauluses17

Duck Regents17

Dun Swine17

Elephant Clams17

Elephame Inhabitants.....18

Fachan.....18

Far Darrig.....18

Father Long Legs19

Fire-Bellied Newts19

Flying Fennec (Swarm).....19

Flying Shoal (Swarm)19

Foliate (Bloodsucking)20

Foliate (Muttering).....20

Gabriel Hounds.....21

Garefowl.....21

Ghillies.....21

The Giants (King/Princes).....22

The Giants (Larvae).....22

The Giants (Queen/Princesses).....23

The Giants (Soldiers).....23

The Giants (Workers).....23

Giant Mantids24

Glaistig.....24

Gliding Dragons.....24

The Gnomes25

Golden Catfish25

Golems.....26

The Great White Bird26

Greenteeth.....27

Grey Cones.....27

Gurt Vurm27

Harp Sponges.....27

Honeyworts.....28

Hook.....28

The Huntsman.....29

Infected Insects & Birds29

John Napoleon Darling	30
Leather Shell Turtles	30
The Lost Boys	31
Marool	31
Menhirs	32
The Mermaids (Alto)	32
The Mermaids (Baritone)	33
The Mermaids (Soprano)	33
The Mermaids (Tenor)	33
Michael Nicholas Darling.....	34
Monstera (Tree Frogs).....	34
Monstera (Tadpoles).....	34
Moss Gallant	35
Nathairs (Adult)	35
Nathairs (Infant)	35
Nuckelavee	36
Peg Powlers.....	36
Peter Pan	37
The Pirates	38
The Pixies.....	39
Psammead	39
Queen Mab	40
Red Devils.....	40
Rheum	40
River Kelpies	41
Salt Lions	41
Sea Nettles.....	41
Severed Shadows.....	42
The Shadow	42
Shellycoats.....	43
Sluagh	43
Smee.....	43
Smiling Mantas	44
The Spiders (Camel)	44

The Spiders (Sand)	45
The Spiders (Spiny)	45
The Spiders (Spitting)	45
The Spiders (Trapdoor)	45
Spotted Slugs.....	46
Stink Bugs	46
Stoorworm	46
Tinker Bell	47
Trilobites	47
Turnstones.....	47
The Tylwyth Teg (Elder)	48
The Tylwyth Teg (Youth)	49
Water Leapers.....	49
Wendy Moira Angela Darling.....	50
Woolly Rhinos.....	50

THE ISLAND53

Quick Hex Reference	54
Complete Map of Neverland	55
01 - The Peninsula.....	56
02 - Beach Caves	57
03 - Mermaid Cove	58
04 - The Coral Caves.....	59
05 - Wetlands	60
06 - The Jolly Roger	61
07 - The Iron Mines	62
08 - Rope Bridges	63
09 - The Great Hill.....	64
10 - The Swamp	65
11 - Marooner's Rock	66
12 - Shipwreck Shore.....	67
13 - The Skipping Stones.....	68
14 - Gnome Hamlet	69

15 - The Sundial.....	70
16 - Tylwyth Teg Village	71
17 - The Forge.....	72
18 - The Waterfall	73
19 - Hangman's Tree.....	74
20 - Deadman's Drop	75
21 - The Peaks	76
22 - Giant's Hill.....	77
23 - The Skull	78
24 - The Clouds	79

ELPHAME81

CUSTOMS IN ELPHAME 82

Fairies & Interacting with the Locals	82
Courtesy in Elphame.....	82
Stealing, Taking & Giving	82
Eating & Drinking in Elphame	82
Defense Against Fairies	82

THE ROLE OF CHILDREN IN ELPHAME 83

Stealing Babies & Humans	83
Changelings.....	83
Children, The Lost Boys & Elphame.....	83

TRAVEL IN ELPHAME..... 84

The Castle.....	84
Travel Mechanics	84

RUNNING ELPHAME 85

Plan Everything	85
Plan Strategically	85

THE REGIONS OF ELPHAME..... 86

RESOURCES89

MAPS & THEIR FEATURES ... 90

Coral Caves (Surface)	90
Coral Caves (Underwater)	91
The Crocodile	92
Crocodile Nest	93
Cunning Camp	94
The Forge.....	95
Giant's Hill.....	96
Gnome Hamlet	97
Great White Bird Nest.....	98
The Home Underground.....	99
The Iron Mines	100
John's Tower	104
The Jolly Roger	105
Mermaid Cove	106
Nathair Lair.....	107
Pirate Stores.....	108
The Skull.....	109
Skull Rooms	110
Skull Creatures (Tiny/Small)	113
Skull Creatures (Medium/Large)	115
Skull Creatures (Huge/Gargantuan)	117
Tylwyth Teg Village	120
Wendy's Hut.....	121
RANDOM TABLES.....	122
Adventures (Random)	122
Adventures (Specific)	122
Animals	123
Creatures (Elphame).....	123
Creatures (Neverland).....	123

Fairy Trades	124
Fairy Tricks	124
Lich Wards	125
Locations (Elphame).....	125
Locations (Neverland)	125
Loot	126
Lost Boy Traps.....	127
Materials	127
Mermaid Games.....	128
Mountain Traps	128
NPCs (Elphame)	129
NPCs (Neverland).....	129
Objects.....	129
Pirate/Spider Traps	130
Plot Hooks	130
Rumors	131
Star Surge	132
Trinkets & Trophies.....	133
Tylwyth Teg Wards	133
Wandering Strangers.....	134
What Are They Doing?.....	134
Why Did They Do This?	135
Year of the	135

TALES FROM NEVERLAND.....137

External & Complementary Resources.....	160
About the Author	160
Thanks	160
Sketchbook.....	161





Chapter 1

The World



any have heard of the island. Stories of Pirates and Mermaids and children who fly tend to spread with relative ease. But to most, that's all they are: stories to tell children at night. Tales to send them off to a happy, dreaming sleep. Nothing to dwell on beyond that.

But it's all true. The details have been muddled, and it's been a long time since the Darlings first flew to Neverland, but the island does exist. There are Pirates and Mermaids and a gang of boys who take to the skies.

What the stories don't tell you is how dangerous it all is. The kidnappings and threat of murder are fun and exciting from the safety of your bed, but it's very different when you're staring down the mouth of a Crocodile big enough to topple a castle.

Speaking of which, the island is far more wild than what was written in the books. Giant beasts and constant threats abound throughout the island. Mummified corpses haunt the swamp and no shadow is safe on a bright sunny day.

This is Neverland. Or at least this is A Neverland. Like memories or stories, there are different versions depending on the narrator, and this is where you come in. You, the Gamemaster (sometimes "GM") of this game, this is your Neverland. This is your world to shape and create. Your sandbox to play in. Your board upon which the pieces move. The elements have all been laid out across the following pages, but it's what you do with them that makes it special. It's the decisions you and your adventurers make that will create a Neverland unique from all that have come before.

It's time to tell your own tales of Pirates and Mermaids and children who fly.



WHAT'S GOING ON

You, kind reader, have likely come across Neverland at some point. Be it in a film, play, or book, much of the island will seem familiar. However, not all of the stories are the same.

To begin, the following is a quick reference of the key players and goings-on across Neverland:

PETER PAN & THE LOST BOYS

Peter Pan brings children to the island. Some keep him company and others disappear. He is unaware that the children who disappear go to Elphame (the land of the Fairies, accessible via various parts of Neverland) and some of those who go away serve as payment (on behalf of Queen Mab, Queen of the Fairies) to pay off a great debt. The Lost Boys are the children too rowdy to be taken to Elphame. The boys set traps around the island and like to catch the local wildlife.

CAPTAIN HOOK, SMEE & THE PIRATES

Hook made a deal long ago, and, in doing so, cursed himself and his crew. Now they live only at night, dying and turning to skeletons during daylight hours. Hook recovered a Fallen Star (a source of powerful magic) and keeps it in his chest

cavity. The power of the Star is strong enough to warp the curse. He lives, day or night. The Pirates are working together with the Spiders of the island to take control of Neverland.

WENDY, JOHN & MICHAEL DARLING

Peter didn't use the same magic to bring the Darlings to the island, and so they have nothing to do with the deal made by Queen Mab. They were forgotten as they grew up, and each dealt with the abandonment differently. Wendy lives in isolation as the Swamp Hag. John discovered dark magic and turned himself into a Lich when he was a teen. Michael found peace living in the mountains with the Father Long Leg spiders (they're not Spiders).

THE MERMAIDS

The Mermaids pretend to be vapid and aloof but are actually shrewd traders and merchants. Able to shape-shift to walk on land, they buy, sell, trade, and steal from the open seas. They like having the Pirates around for an easy scapegoat and for the occasional trade.

THE CROCODILE

This behemoth is much larger than one would expect. It spends most of its time sunning and the rest of its time protecting the nest of eggs that it lays monthly. It has difficulty finding Hook since he and his crew became cursed.

THE TYLWYTH TEG

The indigenous people of Neverland. They protect the island, value the fauna (especially the birds), and hate the Pirates. A community of Dryads, the Elders take their time to make any decision while the young are impatient and impulsive. This causes regular conflict.

THE GNOMES

There's a small hamlet of Gnomes at the heart of the island and this amiable people are loved by most. They help maintain the minimal infrastructure on the island (bridge repair, signposts, etc.). They're also excellent tailors and seamstresses and furthered Wendy's skills in sewing Shadows.

THE GREAT WHITE BIRD

The Great White Bird is the oldest inhabitant of the island and the one that taught Peter how to fly without wings. It protects the island from above and lives in the clouds.

THE SPIDERS

The Spiders have a good working relationship with the Pirates. They intend to expand beyond Neverland and think Hook's ship, the Jolly Roger, is the perfect means to this end. The Pirates aren't aware of this ambition.

THE GIANTS

Giant insects that live in a great mound at the northernmost part of the island. They maintain the island and prevent overgrowth. They also provide the Great White Bird with an ample food supply but would prefer this wasn't the case.

THE CUNNING FOLK

Elderly nomads who have recently (and temporarily) settled in the northern mountains of Neverland. They seek to recruit the Swamp Hag and don't know her true identity.

THE SHADOW

A remnant of Peter's severed shadow has flourished and learned over the years. Now it stalks the island and grows stronger with the sun, severing more and more shadows from their casters.

QUEEN MAB

The Queen of the Fairies. She rules Elphame, the land accessible through various ports and doors in Neverland. She made a deal for power with an unknowable entity and now requires mortal children to pay off her debt.

INHABITANTS OF ELPHAME

The Fairies. Most live in Elphame and lead modest lives. Some left the domain of Queen Mab and now live in Neverland. Few, like the Pixies, thrive and travel back and forth.

THEMES & EXPANSION

This setting has been designed with a few key **themes** in mind. Like the books by J. M. Barrie, much of what's been added explores the themes of time, growing up, what makes a home, and parenthood. If or when changes are made to the setting to better suit the Gamemaster's needs, consider these themes as a guiding point for maintaining consistency.

HOW IT WORKS

Neverland has been designed to act as a **Hexcrawl** setting, or rather an adventure that unfolds by a group of players exploring a hexagonally gridded area. Each hex is populated with locations and mysteries that can be explored, revisited, and altered in any number of ways. All it takes is for a group of adventurers to stumble in and shake things up.

There is no single story to follow and the island has a delicate balance that can be easily upset. Chaos and consequence can come from the best of intentions. Allying with the Mermaids may endear a group of adventurers to the Pirates and, by extension, make them an enemy of the Lost Boys.

The Gamemaster is still very much responsible for crafting stories and adventures for the players to pursue, but the content in this book is meant to act as a guide when building reactionary plots. If the players ally themselves with the Mermaids, what quest might they send the players on? Who then becomes an ally of the party? What happens if one betrays the other? All these answers are more interesting, and will further engage the players, if they are a direct response to the group's actions.

To start, read through the book to get a sense of how everything fits together. While most of the necessary elements have been provided, it is merely a foundation. Gaps have been left for the GM to expand upon. In the author's experience, it's how you fill in the gaps that will help the Gamemaster keep track of it all. Is the Crocodile a demon? Maybe. If the Gamemaster thinks it makes sense then it is DEFINITELY a demon. Every Neverland is a little different, and this is what makes it special.

EXPLORING NEVERLAND

Neverland is a wild and lightly settled island, and much of the adventure will be born from exploring. Most of the inhabitants are either content with how they live or are too busy trying to change things to really be aware of what else is going on around the island. The party's arrival in Neverland should serve as a catalyst for major change.

TRAVEL & TIME

Each hex on the map is 2 miles and so takes about 4 hours to traverse (dense jungle at a regular walking pace by adults). This same 4 hours can be used to explore the hex to find other features. This block of time is called a **CLOCK** and will often be used by the island's inhabitants to describe distance. A Lost Boy might say, "Marooner's Rock is a good 3 clocks away," and that would be as common as saying it's a 12-hour hike.

While there are light paths worn by animals and the island's inhabitants, they hardly support more than single file and will frequently fade into the underbrush.



SEARCHING & DISCOVERY

Without much effort, travelers will typically come across the main feature of each hex (for which the hex is named). There are, however, many other elements to discover on the island.

If the party gets lost or decides to simply explore for a while, roll 1D6 on the Exploration Table (unique to each hex and located on that hex's page in Chapter 3) to learn what they discover at the end of the CLOCK.

TRAVEL & SHORTCUTS

Early days on the island will likely be spent on the ground getting to know the lay of the land. However, many of the local inhabitants have developed quicker methods of travel. As the party nurtures certain relationships, means of more efficient travel might open up.

FLIGHT

While typically limited to Pan and his Lost Boys, others have been known to succeed at wingless flight. Most often done with the aid of Pixie dust, how one acquires the dust affects its potency and difficulty of use.

If a Pixie is killed for their dust, successful flight has a Difficulty Challenge (DC) of 15. If forcibly given, but still alive, it's a DC10. If willfully given, the challenge is 5. Child characters roll with advantage (roll twice and take the higher number).

Players of adult characters roll 1D20 and add Wisdom (as a strong belief is crucial to Fairy magic) and try to beat the established challenge. Success gives full control for 4 hours and doubles speed. Fail by less than 5 and the player can fly erratically (no speed bonus). Fail by more than 5 and the player cannot control where they go. They can be guided by others, but neither leader nor follower benefit from a bonus to speed.

Flying high in Neverland is dangerous. Players will immediately draw the attention of the Great White Bird, and flying creatures are fun and easy target practice when in range of the Jolly Roger's cannons.

HOLLOW TREES

Along with flight, Peter Pan and the Lost Boys have an underground network that they use to get home safely. There are a handful of Hollow Trees around the island. Most are only large enough for a child to use, and all lead back to the Home Underground (located in Hex 19). No one knows how the magic works, but the Lost Boys can use the trees to travel vast distances without taking much time at all.

WHIRLPOOLS

The Mermaids have enchanted a few key pools and ponds around the island, and these take the form of foaming and ever-spinning whirlpools. Only the Mermaids know exactly how to use them. Risking a whirlpool without the proper knowledge could mean ending up in the wrong location or, at worst, drowning. It's up to the Gamemaster to determine the lethality and functionality of these swirling curiosities.

PIRATE STORES

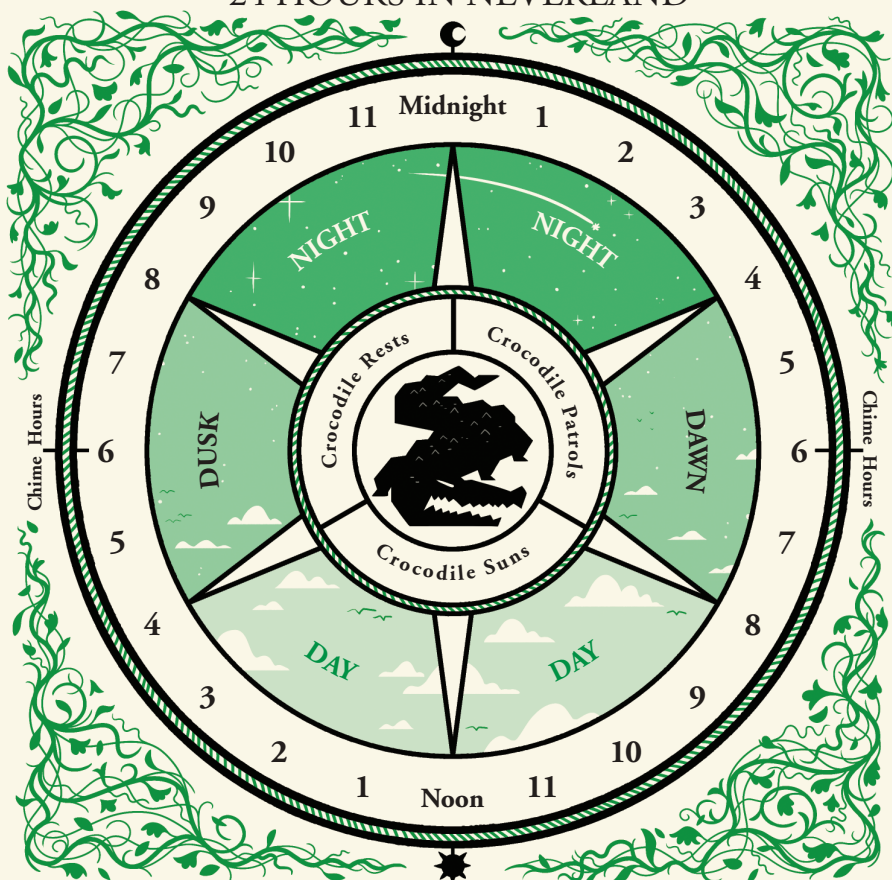
The Pirates are limited to traveling at night. Their solution to this complication is to create secret stores where their bones can lie during the day. Hook and his crew are building more across the island, but expansion is slow.

Their construction is relatively simple. A camouflaged cover protects a modest tunnel that leads down to a larger storeroom. Sometimes they can get more complex and include separate sleeping chambers, multiple entrances, and false exits. Some have even adopted simple traps, inspired by the Lost Boys.

If all the supplies are removed, then a typical store can fit 6 adults comfortably, but the Pirates needn't sleep comfortably. It's not uncommon for a dozen or more Pirates to be cocooned and stacked by an ally Spider. Trapdoor Spiders often nest in a store when the Pirates have no need of it, so they're also commonly referred to as Spider Holes.



24 HOURS IN NEVERLAND



THE ISLAND'S ROUTINE

The island runs like clockwork on a 24-day cycle and follows the phases of the moon. While some events, like the night of Starfall and social events (listed later, see FUN & RECREATION), happen randomly within the month, others are more consistent.

THE DAILY CYCLE & MOON CYCLE

Each day can be broken up into six clear blocks of time, as illustrated in the chart above.

The moon spends 3 days in each phase, and the 24 days of each month align with the full cycle. The chart to the right illustrates this. The island's inhabitants know this cycle well and can refer to a day by its moon phase as easily as they would by the date.

FALLEN STARS & STAR SURGE

Stars regularly fall towards Neverland and are a highly prized source of power. When a Star falls, it leaves a trail of stardust directing toward its landing point that

lasts for up to 4 hours. This same 4 hours is also the time when a Fallen Star is at its most powerful.

Any spells cast within 500' of the Fallen Star, during the first 4 hours, flare up with wild and uncontrollable magic (the effects can be found by rolling on the Star Surge Table in Chapter 5). After the first four hours, the Star loses a little potency and only causes magical flare-ups if spells are cast in close proximity to the Star. If a Star is not properly harvested and treated within the first 24 hours, then it will turn into a lump of iron.

THE DATE & LOCATION OF STARFALL

A Star routinely falls once a month. To randomly determine the date, roll 1D4 for the week and 1D6 for the date. Multiply the results for the night the Star will fall. Roll and multiply again to determine what hex of the island it will land on.

CHIME HOURS

Each day, at the first and last moment of direct sunlight (6am and 6pm), the gentle sound of chimes can be heard across the island. No one knows the source, and most avoid speaking of it. Strange things happen during the 6 minutes of chiming and most avoid speaking of that as well.

THE CROCODILE & ITS SPAWN

At the start of each full moon (Week 3, Night 13), the Crocodile will leave its sunning spot and head for the Waterfall (Hex 18) to spend a full week laying an innumerable amount of eggs. It then returns to its sunning spot on the eve of Week 4, Night 19, and goes about its typical routine.

After laying the eggs, the Crocodile will spend the remainder of the moon cycle trying to protect its clutch. With its great size and speed, the Crocodile circles the island each night to patrol. It does this from 12am to 8am (reaching the Jolly Roger at 4am). The Pirates are aware of this routine and do their best to lay low at these times. They rarely risk setting sail (and can't get very far anyway) but the third week of the month is usually the safest and will be when they attack nearby ships, if at all.

By the command of Hook, the Pirates will attack the Crocodile Nest (located in Hex 18) at the darkest time of the month (the start of the new moon: Week 1, Night 1). They do their best to catch the Crocodile Spawn before they hatch but are frequently unsuccessful. Some Pirates get trapped in the nest, so these monthly raids take on the double duty of exterminating the Spawn as well as rescuing their fellow crewmen.





FUN & RECREATION

It's not all combat and conquest in Neverland. Warring factions will occasionally take time away from their grievances to enjoy the simpler joys in life.

HURLING

Hurling is a game enjoyed by many of the island's inhabitants and a rare time when conflict is put aside. Played on the southern beaches (Hex 02 and 03) and northern plains (Hex 19), this team-based sport uses wooden spoon-like sticks (the "hurls" or "hurley stick") to hit a ball (the "sliotar") between the opponent's goalposts.

If the sliotar is hit over the crossbar of the goalpost, this is 1 point. If the sliotar is hit under the crossbar and past the goalie, this is a goal and is 3 points.

Players may kick or slap the ball for short passes, strike it with the hurley for long passes, and carry the ball for up to 4 steps. A receiver may catch the ball with their hand.

FAIRS

The Gnomes are known for hosting a number of fairs and they rarely disappoint. There is typically a large feast (on top of the countless vendors who set up and test out new recipes) along with dancing (Maypole and Sword Dances, mostly) and lots of music. Light displays and pyrotechnics are also rather common. Most are held in their village (where all are welcome) but sometimes they'll decorate the Petrifying Well (Hex 13) with flowers and ribbon and hold an event for the animal kingdom.

PIRATE PARTIES

While much smaller than some of the other festivities of the island, the parties hosted by the Pirates are some of the wildest. Bonfires on the beach, classic sea shanties, and ghost stories to run the blood cold all happen when the Pirates take a break. Hook occasionally joins and, on the RAREST occasion, the Jolly Roger will open up its deck for a makeshift ball. The Spiders don't understand it, but Captain Hook waves that off as the difference between person and beast.

MERMAID CONCERTS

Tales of the Mermaids have spread far and wide. Once a month, the Mermaids host a concert in the amphitheater at Mermaid Cove (Hex 03). Their schedule is erratic, but they explain that their artistry cannot be held to such a strict routine.

In actuality, the Mermaids invite the island's inhabitants to the cove as a distraction. They read the shifting wetlands (Hex 5) during the Chime Hours to determine when a Star will fall. The Mermaids then preoccupy most of the island with a concert while a select group goes out and tries to retrieve the Star. It's all very clandestine.

As for the concert, it typically revolves around music, a light show, and some sort of water feature. The grand finale traditionally shows off all three with a spectacular flourish. Most will talk about the previous concert right up until the next one is scheduled.

MAGIC & POWER

There are many sources of power in Neverland and some are more obscure than others. Some know about these powers but choose not to use them, while others long for more information and will bestow great gifts for more knowledge on the matter.

NAMES

Names have power in Neverland and Elphame. Some creatures cannot die unless killed by someone who knows it. Other names break through protective barriers and wards. Sometimes names of power are written in books or held in trinkets. Occasionally, the knowledge can only be passed on and is immediately forgotten by the giver once the information has been passed.

CHILDREN & FAIRIES

Children have unexplained power over the Fairies of Elphame and the Pixies of Neverland. This power can take many forms. For some, it means advantage on rolls against the Fairies, others might instigate an involuntary counterspell or dispel that cancels a Fairy's magic, and it could even go as far as the power to end or resurrect a life. A child saying they do or do not believe in Fairies may very well save or end a life. Any child hurting Fairies in this way will quickly gain attention.



DEFENSE AGAINST SPELLCASTERS

There are many old and obscure methods to combating a magic user. Their potency depends on a number of factors, but many of Neverland's inhabitants know the following tricks:

WITCH BOTTLE

Ceramic bottles containing a collection of small things (hair, nail clippings, mud) that, when combined, create a powerful defense against the target. The details of which are up to the Gamemaster.

FETTERED HEART

Taking and harming the heart of an enemy's familiar (if they have one) will inflict prolonged inconveniences and pain to the target.

CUNNING DOLL

Making a Doll using paper and elements of the target creates a link between the two. Trimming and pinning the Doll inflicts pain on the target but runs the risk of sharing the user's location.

MISCELLANY

The island is a complex ecosystem. Below are additional elements to consider when crafting adventures in Neverland.

FAIRIES & ELPHAME

While most Fairies live peacefully in Elphame, some hope for more. Those that leave run the risk of losing themselves entirely. Some are resistant to the corrupting effect of time away from Elphame. The Pixies, with their singular emotions, can travel between Elphame and Neverland with ease. Some say it's their regular proximity to human children that aids in this, though their inability to speak beyond the sound of chimes is perhaps an unexplained side effect. Others, like the creatures of Elphame, thrive in foreign environments without any natural predators.

MONUMENTS & OTHER ODDITIES

There are a number of items listed in the Exploration Tables of Chapter 3 that aren't given much detail or explanation. This is intentional. The truth behind it all is up to the GM and the players.

With that said, the following offers more information on some of the monuments and oddities found across Neverland:

BOWERMAN'S NOSE

A large stack of rocks that resemble the profile of a head with an exaggerated nose.

COUNTLESS STONES

Towering stones that stand upright in a circle. Trying to count how many there are leads to temporary confusion and insanity.

FOUNTAINS

Very old, but the stonework doesn't show its age. Some feature carved animals and others showcase women pouring from large cisterns.

LIVING TOWER

Exactly as described. The Tower's windows and door act as its eyes and mouth, respectively. The contents, if any, are up for debate and whether the Tower chooses to converse is up to the Gamemaster.

LIVING BOULDER

Unlike the Menhirs (pg. 32) that act like stone sentinels, the Living Boulder is like a snowman made of rock. Sometimes it has legs and sometimes the boulders simply separate, roll, and reform to get around.

LOCATING PROPERTY & MISSING PERSONS

There are a number of ways to discover secrets in Neverland. These are three traditional methods:

BURNING NAMES

A list of locations or suspected parties (depending on the need) is written on paper and thrown into a fire laced with magical materials. The relevant information on the list will either burn brightest or not at all.

SCRYING

The client looks into a still pool while the practitioner disturbs the water with the branch from an elder tree or the stones from a Fairy circle. The answer or guilty party is shown in the reflection.

TOAD BONE RITUAL

Some practitioners read toad or frog bones to find what others seek. To do this, the medium must use bones from a frog or toad. These bones must be stripped clean by insects then thrown into running water during the Chime Hours. The bones will then grant the practitioner the ability to see the unseen.

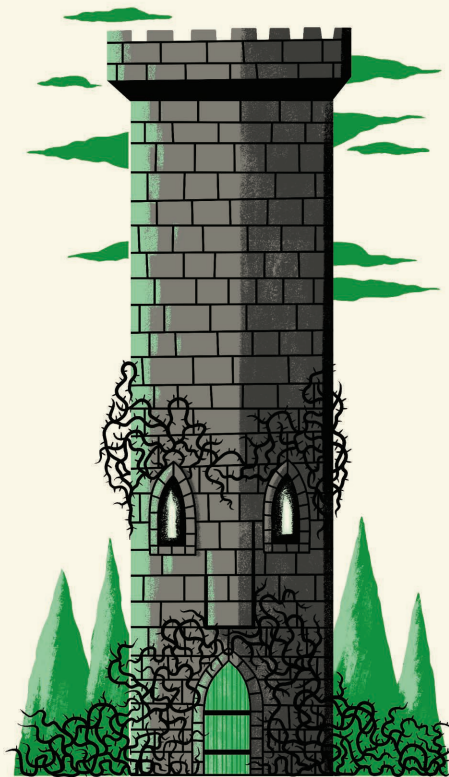
FOOD

There is natural game and water to forage, along with countless fruits and vegetables (breadfruits, yams, coconuts, apples, bananas, etc.), but the children of the island have tapped into another and much easier way to eat.

A weak point between Elphame and Neverland, food can be conjured with belief. The quality of the meal is determined by a dice roll. The meals will rarely contain vegetables and at least once a month will include a portion of chocolate pudding. Must have a plate or flat surface in hand or it gets rather messy.

THE NATIVE INHABITANTS OF NEVERLAND

There were a number of liberties taken with the source material when writing this book, including what was originally the Piccaninny Tribe. Their depiction was offensive at the time and hasn't aged any better. Changing Tiger Lily and her community into Dryads was done with the intent of keeping a local component to Neverland while removing the possibility of players unintentionally reenacting real-world and historic violence against a native population. It is the author's sincere hope that the shift, determined after extensive research and conversation, offers a solution that lessens harm and minimizes insensitivity. It isn't perfect, but no adaptation is.



ADVANCED RULES

Depending on the complexity and nature of the Gamemaster's game, consider adding or removing the following rules while in Neverland.

EXPLORING & RANDOM ENCOUNTERS

When entering a new hex, roll 1D4. The result is how many hours into the exploration before a random encounter occurs. A random encounter will happen at least once per hex and no more than once per hour.

If a 4 is rolled, the encounter happens at the destination. If anything less than a 4 is rolled, the encounter happens while traveling, is resolved, and then 1D4 is rolled again (unless exploration is halted for some reason). If the number on the latest roll is greater than the previous roll, then another encounter happens at the newly rolled hour. If the number is less than, or equal to, the previous roll, no further encounters happen while exploring.

No more than 4 and no less than one encounter can happen while exploring a hex.

EXAMPLE

The party enters Hex 03 (Mermaid Cove) and rolls 1D4. They roll a 1. Gamemaster rolls on the encounter table and the party comes across a dead animal within the first hour of travel (roll to discover it's a dead Salt Lion). They scavenge what remains of the body and decide to continue on.

The party rolls another 1D4. They roll a 2. During their second hour of travel, they are stalked by a Severed Shadow of a Salt Lion (likely from the corpse they saw earlier). They quickly kill it and press on.

The party rolls another 1D4. They roll a 2 again. No further encounters happen and they reach their destination: Mermaid Cove.

If the Gamemaster wishes for a faster pace, then a simplified version is to roll only 1D4 per hex. A roll of 1, 2, or 3 means the encounter happens on the way to the destination. A roll of 4 means the encounter happens at the destination.

SEARCHING & RETURNING TO PAST DISCOVERIES

If a group is returning to a hex and trying to find something again, have the leading player roll 1D6 plus any relevant bonuses. The roll and the roll + bonuses become the window of what they can find on the Exploration Table for that hex (located on that hex's page in Chapter 3).

If the bonus exceeds 6, then the range of discovery carries over back to the beginning of the chart.

EXAMPLE

The party has already explored Hex 12 (Shipwreck Shore) and is trying to find the hidden treasure they found earlier in the month but couldn't unlock (item 2 on the Exploration Table). The head of the party rolls 1D6 and rolls a 5. The leader has a +3 in tracking and cartography so their range of discovery on the Exploration Table becomes 5, 6, 1, or 2. Because the treasure is item 2, they successfully return to the location and find the hidden treasure.

SCAVENGING THE DEAD

Scavenging or harvesting from dead creatures is common in Neverland; best not to waste what the island provides. Harvesting typically requires two stages, assessment and removal. Success in the former doesn't guarantee the latter, but it helps.

First, determine the Difficulty Challenge (DC) for harvesting and whether or not the challenge for the assessment and removal are the same (it's best to share this info with the party before they begin). After the DC is set, the difference between the first roll and the DC modifies the challenge for the second roll (this should also be communicated to the party).

EXAMPLE

The party wants to harvest the gas sac from a Stink Bug. It's a relatively easy feat since they've done this once before. The DC for assessment and harvesting are both 10.

The assessing player, with their knowledge of insect anatomy, rolls a 14 (including bonuses) and thus beats the DC by 4.

This success means the successful 4 is subtracted from the DC for the harvesting, making the new DC only 6. The harvesting player rolls a 7 (including bonuses) and thus narrowly avoids puncturing the sac and successfully removes it.

Note that each roll can be performed by a different member of the party.





CHASE SEQUENCES

Should you need to chase someone/something, then consider the following approach:

Set the win conditions based on difficulty and group size (each player should act at least once). Low challenges may be 5 wins before 5 losses and high challenges may be 6 wins before 2 losses, as an example. Each player takes a turn with the target/Gamemaster and chooses Attack (rock), Evade (paper), or Sprint (scissors).

Winning conditions:

ATTACK beats **SPRINT**
SPRINT beats **EVADE**
EVADE beats **ATTACK**

Whomever wins the round determines if it is a win or a loss for the party. Beyond this, there are additional complications to add:

- **ATTACK vs ATTACK:** play out like normal combat by both parties (roll for 1 round of initiative) and limited to a level 0 spell or ranged weapon against armor, hit or miss doesn't affect win condition and remains a tie
- **ATTACK vs SPRINT:** attacker rolls with advantage (level 0 spell or ranged weapon against armor, hit or miss doesn't affect win condition)
- **ATTACK vs EVADE:** attacker rolls at disadvantage (level 0 spell or ranged weapon against armor, hit or miss doesn't affect win condition)
- **SPRINT vs EVADE:** both roll a check appropriate to the environment (agility, perhaps endurance) with bonuses. If the sprinter wins, they get to remove a failure and make up lost ground on top of the win
- **SPRINT vs SPRINT:** pursuer can choose to roll an appropriate check (with bonuses) relevant to the environment with the risk of a half win or half loss affecting the total
- **EVADE vs EVADE:** same as Sprint vs Sprint

EXAMPLE

The party is chasing an injured Giant Soldier and needs to stop it before it makes it back to the mound and alerts the Queen. Its injury and the dense jungle make this a tricky situation, but 3 successes before 3 failures is fair.

The party of four decides the order of action. Then it begins:

Player 1: ATTACK vs Giant: SPRINT

Outcome: Party Success (1/0)

Player one shoots an arrow with advantage, hits, injures the Giant further, but it keeps running.

Player 2: ATTACK vs Giant: EVADE

Outcome: Party Failure (1/1)

The second player also shoots an arrow, rolls with disadvantage, and misses as the Giant was ready and quickly turns down a slope.

Player 3: SPRINT vs Giant: EVADE

Outcome: Party Success (2/1)

Both roll for agility and the third player beats the Giant, so the group follows player 3's lead and they make up some lost ground.

Outcome: Remove a failure (2/0)

Player 4: SPRINT vs Giant: SPRINT

Outcome: Tie (2/0)

The player decides to push their luck and rolls against the Giant's speed, but loses.

Outcome: Half Failure (2/0.5)

Player 1: ATTACK vs Giant: ATTACK

Outcome: Tie (2/0.5)

Both roll to see who attacks first, the player wins but misses with their arrow, the Giant hurls a rock and connects but it's not enough damage to stop their pursuit.

Player 2: SPRINT vs Giant: EVADE

Outcome: Party Success (3/0.5)

Exhausted, the Giant tries to make an escape through a fallen tree but the party is waiting for it on the other side. It is cornered and there's no way it's making it back to give its report.

Final Outcome: Party Success!

HARNESSING THE POWER OF A STAR

The Star Surge Table complements the raw and unrefined power of a Fallen Star. Some inhabitants of the island have found ways to control and direct its energy, and this is something a GM can offer their players as well.

After refining a Star (through a process to be determined by the Gamemaster), it can spark magic where there wasn't any and also push existing magic to its limits.

What this means is player characters without magic are now able to cast low-level spells, and existing magic users can cast spells at their maximum efficiency.

For players without magic, the spells that a Star draws out should be thematic and appropriate to the character. Perhaps a dashing knight can now cast Charm Person, or an assassin can now create Magical Darkness. For the magic users, their spells now roll maximum damage or automatically succeed (though the target can still choose to pass, if they have this power). This is all wonderful and fantastic, but there is a risk.

Whenever harnessing the power of the Star, the player must roll 1D100 and roll over 70 + the spell level (a level zero spell adds 1). If the player rolls over, nothing happens. If the player rolls equal or under, they permanently lose health double the spell level (a level 0 spell removes 2). Wielding such power takes its toll on the physical form, and this cannot be recovered.

EXAMPLE 1

The bard wants to Charm (level 1 spell) a Pirate to get information, but she doesn't want to risk it going wrong. She uses a pinch of stardust and the spell works without any trouble. The player rolls 90, which is well over the 71 (70+1) she needs to beat, so there is no danger.

EXAMPLE 2

The hot-tempered thief needs to make a quick escape out of the mines, so he channels his star shard and throws a fireball (level 3 spell) at the scaffolding. The explosion topples the structure, injuring a number of Spiders, and he escapes. Now the player must roll. He rolls 21 and, because it is under the 73 (70+3) that was required, the thief loses 6 permanent points of health in the process.

Chapter 2

The Cast



Interacting with the inhabitants of Neverland is crucial to understanding the island and its intricacies. Socializing is inevitable. While some look forward to new visitors to the island, others might see an adventuring party as a threat.

Descriptions and motives have been provided for many of these non-player characters (NPCs), but this is only a starting point. There's no reason a faction of Pirates couldn't disagree with the larger crew and go against everything that is written in their description. If anything, use the following information as a starting point toward creating complex characters.

Also worth noting is that Neverland and Elphame NPCs are mixed together. As written, the Pixies, Tinker Bell, and Queen Mab are the only Fairies that appear or visit Neverland, but there's no reason there can't be more overlap. For quick reference, a 🌸 has been placed beside creatures native to Elphame.

Other key elements about the world are included in the character descriptions and their special traits. It's beneficial to read through them, even if a Gamemaster wants to use different combative stats.

The author has written and used these statistics with the Fifth Edition of the world's oldest role-playing game system in mind. The information does not perfectly adhere to that system, so there's flexibility to adjust. With that said, there are a few notes toward understanding the following stat blocks:

- Only three save bonuses are provided (Excellent, Mediocre, and Poor). For any given check or roll, use the bonus that makes the most sense for the creature and whether they'd be great, fine, or bad at that check. If in doubt, no bonus.
- Add the first two numbers for the to-hit bonus (if this makes sense for the Gamemaster's system).
- Above all else, use common sense. Changing a few numbers will not fundamentally ruin the game, so long as it's consistent.



ABHARTACHS

The undead Fairy Dwarves slain by Queen Mab's guard. They hunger for magic and seek vengeance. Placing their bodies facedown can defeat them and iron will hold them in place.

HD 4 HP 24 ARMOR 15

SPEED 20'

SAVE +3, +1, -2

Immunity Poison, Charm

Resistance Non-magic/non-iron weapons, Necromantic magic

Weakness Light (disadvantage on attacks and saves), Light magic

ATTACK

- **Magic War Hammer** 1D8+5 (only magic while Abhartach wields it)
- **Bite** 1D6+1 and save or lose use of limb for 1 min

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Immediately rendered immobile if it is placed facedown or bound with iron
- Regain 1HD/hour unless placed facedown, staked with iron, or beheaded by an iron weapon
- Advantage on tracking the last creature that "killed" it



ALP-LUACHRAS

Invisible Fairy in the shape of a small newt. Eats a traveler's food, then lives in the stomach of that person, stealing half of everything. Only rid of it by ingesting coarse salt or saltwater.

HD 3 HP 9 ARMOR 10

SPEED 20'

SAVE +1, 0, -2

Resistance Non-magic/non-iron weapons, Saves against magic

Weakness Salt, Salt water

ATTACK

- **Toothless Bite** No damage

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Invisible
- Steals half of target's resources (healing, water, food, etc.) until target drinks saltwater or eats pure salt (then the Alp-Luachra exits via the mouth in pursuit of fresh water)

BLUE-BILLED PELICANS

White pelican with blue bill and neck. Bill is razor sharp and cuts chunk off of large prey if the pelican can't fit it all in its mouth. Beaks can be fashioned into weapons and the stones that line its nest are fantastic whetstones for magic blades.

HD 3 HP 16 ARMOR 12

SPEED 10', 20' (Swim), 50' (Fly)

SAVE +4, +1, -2

Resistance Water, Cold

ATTACK

- **Beak** 1D6+4 plus additional D4 for every 5' it moves this round before it attacks (up to 4D4)
- **Talon** (2 Attacks) each 1D4+1

SPECIAL

- Can engulf and trap a Small creature (Save DC16, Mouth AC 6, and after taking 4 or more damage to mouth it spits out its prey)



BATH BEARS

Bear that lives in or near the Petrifying Well (Hex 13). Rock exterior. Solitary, vary in size, and rarely in conflict with other carnivores. Great at hiding. Can easily tunnel through rock and stone. Pelts are highly sought-after.

HD 7 HP 65

ARMOR 17 (Rock Hide), 13 (Natural)

SPEED 40' (Walk, Climb, Dig)

SAVE +5, +2, -1

Immunity Non-magic weapons

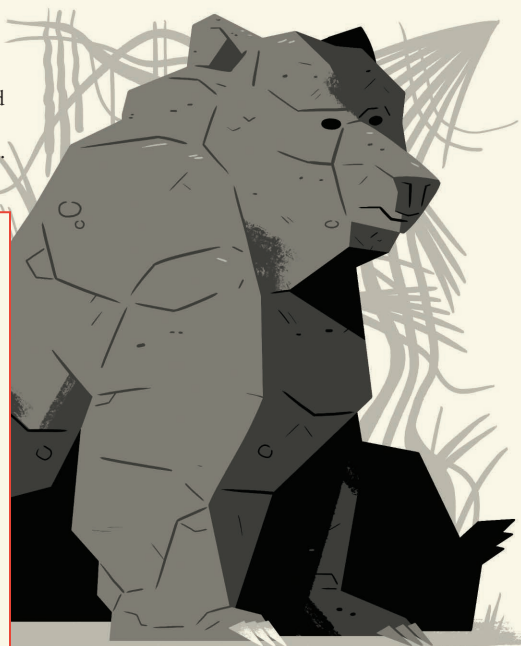
Resistance Iron weapons

ATTACK

- **Claw** (2 attacks) each 2D8+5
- **Bite** 3D10+2 and save or be thrown 20'

SPECIAL

- If 15 points of bludgeoning damage (before immunity or resistance is applied) in a single hit, then part of the rock coating falls away





BLUE MEN

Blue-skinned and humanoid in appearance, but their origin is unknown. They attack in groups and typically target human structures. They especially hate boats and sailors. Completely mad and think themselves smarter than everyone else. They sleep facedown in water and are frequently mistaken for dead bodies.

HD 3 HP 20 ARMOR 13

SPEED 30', 50' (Swim)

SAVE +3, +1, -1

Immunity Drowning, Water

Resistance Electricity, Mind-altering magic

Weakness Poison, Silvered weapons

ATTACK

- **Claw** 1D8+1 plus save or target vomits water for 1 round
- **Water Blade** (thrown) 1D4+3 (destroyed on impact)
- **Rhyme** (group leader only) Speak a line at target; if the target speaks anything other than a sensible rhyme in response, then take 3D6 mental damage and paralyzed until the couplet is completed. Examples:
 - A fool at the edge is better off dead
 - You know nothing of sun or of salt or of rain
 - There was a small group who knew not where they were
 - Lay down your steel if you wish to survive
 - You drink our streams and hunt our land
 - Walking in circles leads only to pain

SPECIAL

- Advantage on commanding any aquatic animals
- Can turn into water form (retaining their shape), causing resistance to non-magic or non-iron weapons but making it weak to electricity and cold damage

BOG BODIES

Corpse that has been mummified in a moss-filled bog/wetland and then reanimated using a Corn Dolly placed in its chest. The cadaver acts like a vehicle for the Dolly to control. The entire process requires significant magic, both for the creation of the Corn Dolly and speeding up the mummification process.

HD 7 HP 50 ARMOR 12

SPEED 20'

SAVE +3, +2, -1

Immunity Necromantic magic, Poison

Weakness Fire, Mind-altering magic

Resistance Magic, Saves against magic (except stipulated in weaknesses)

ATTACK

- **Shriek and Glare** Save or be paralyzed for 1 min, can talk, save alternating rounds
- **Claw** (2 attacks) each 1D8+3 plus 1D6 undead damage
- **Constrict** (STR +5) and **Bite** 1D4+2 plus 1D6 undead

SPECIAL

- It can use its reaction once per round to redirect an attack (on the Bog Body) to the creature that gave life to the Corn Dolly inside it. The creature must still be living for the transfer to work.
- When the body is destroyed, the Corn Dolly inside will immediately try to escape (through the mouth, an open wound, etc.)



The Cast

BROLLACHAN

Shapeless Fairy that cannot be directly looked at. Wanders aimlessly and violently. Attacking it directly is difficult and understanding it is even more of a challenge. Can only say "me" and "you," if it chooses to speak at all.

HD 9 HP 80 ARMOR 8

SPEED 20'

SAVE +6, +4, -4

Immunity Blindness, Mind-altering magic

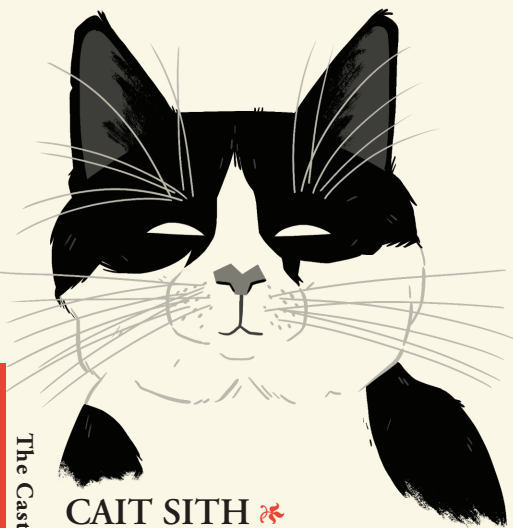
Resistance Non-magic/non-iron weapons, Saves against magic

ATTACK

- **Engulf** Save to escape or be absorbed and take 3D8 damage (save every round)
- **Tendrils** (30' reach, 2 attacks) each 1D4+4
- **Slam** 2D10+4

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- **PLUG EARS**
Anyone hearing its babble must save or be confused. DC15 if 10' or closer, DC10 if farther away
- **AVERT EYES**
Anyone trying to look directly at it save DC22 or suffer confusion, all direct attacks roll at disadvantage



CAIT SITH

Fairies that look like oversized cats. Most are white with orange spots, white with black spots, or entirely black. They're typically benevolent. Sluagh and Nuckelavee are terrified of them, and the Dandy Dogs are easily distracted by them. The Cait Sith are aware of this.

HD 6 HP 20 ARMOR 9

SPEED 40'

SAVE +3, +0, -3

Immunity Mind-altering magic, Falling damage

Resistance Non-magic/non-iron weapons, Saves against most magic

Weakness Water, Water magic

ATTACK

- **Claw** 1D4 and save or have disadvantage on all rolls for 1 hour

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Can instigate a reroll for any of the following (3 times per day per category):
 - Roll by the Cait Sith
 - Roll against the Cait Sith
 - Roll not involving the Cait Sith at all



CASSOWARS

Flightless black-bodied bird with a head like a blue velociraptor. Terrifying to look at and violent if threatened (cornered or protecting their nest), but will flee when possible. Nests under deep foliage in pits on the ground. Its chicks/eggs are sought-after as they can be raised as guard animals/pets. Nests are light, watertight, and can support the weight of 4 Small, 2 Medium, or 1 Large person.

HD 6 HP 45 ARMOR 14

SPEED 60'

SAVE +5, +1, -3

Weakness Fear, Illusion

ATTACK

- **Bite** 1D6+1
- **Talon** (only if threatened) 2D10+5 with advantage (attacks have advantage on the Cassowar until its next turn)

SPECIAL

- Advantage on hiding in the jungle
- Talons can be made into daggers. Gives advantage against unarmored humanoids



THE CLURICHAUN

Fairy barkeep and friendly cousin of the Leprechaun. Hard-working and hard-drinking. Cares deeply for others and wants to see Elphame thrive. Quick to welcome strangers.

HD 5 HP 20 ARMOR 18

SPEED 40'

SAVE +8, +1, 0

Immunity Poison, Mind-altering magic

Resistance Non-magic/non-iron weapons, Saves against magic

ATTACK

- **Punch** (2 attacks) each 1D6+8
- **Blinding Flash** Save or blind for 30 seconds, if all fail DC20 save then he can teleport 100' away
- **Cast Spell**
 - **Charm** 1 target for 1 hour (can save)
 - **Bad Luck** Extra 1D4 damage when target is hit plus disadvantage on 1 ability (1 hour)
 - **Compel Truth** Complete honesty or save and speak in half-truths/evasively (1 min)
 - **Create/Destroy Liquid** 10 gallons

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Speaking the Clurichaun's true name grants power of compulsion over it. He will not like it

CORN DOLLYS

Made from grains grown around Hangman's Tree (Hex 19), these small figures are woven with straw, thread, and magic. If a small part of someone is included in the weaving, the Dolly will have an intrinsic and invisible link to the donor. Animated by the caster, the Dolly offers little on its own beyond entertainment, company, and as much help as something like a pet rat could provide.

HD 1 HP 5 ARMOR 5

SPEED 15'

SAVE +1, 0, -2

Immunity Drowning, Sleep, Anything affecting a living thing

Resistance Plant magic, Electricity, Cold

ATTACK

- Nil

SPECIAL

- If it contains or has part of a creature woven into it, the Dolly can redirect all damage or effects received to that creature





CROCODILE SPAWN

How the Crocodile reproduces is beyond natural biology and so are its offspring. Curiously, the hatchlings all share the same trait of keeping perfect time. They echo with a constant ticking clock and will gravitate to noisy areas (near waterfalls, running water, etc.) to drown out their noisy heartbeats. Jaws clamp down and will only open if it cuts through, hears an alarm, or dies.

HD 4 HP 24 ARMOR 12

SPEED 30', 50' (Swim)

SAVE +4, +1, -4

Resistance Time-based magic

ATTACK

- **Bite** 1D10+4 (save to escape, continues to do 1D6 until released, save every other turn)
- **Slam** 1D10+1 plus additional 1D4 for every 5' it moves this round before it attacks (up to 2D4)

SPECIAL

- Jaws immediately open when killed, severs through its target, or it hears a ringing alarm

THE CROCODILE

THE DEMON • CROGALL • MORRIGU

The Crocodile is ancient and nearly as old as Neverland. Its presence is elemental and acts as a natural deterrent to those trying to explore the island.

PERSONALITY TRAITS

- Animalistic
- Head is nearly 150', body 200', and tail is 250'
- Wants to see the end of Captain Hook
- Hungry for the Great White Bird
- Likes routine and hates to have its habits interrupted
- Deep echo of a clock resonates around it

IDEALS

- Family: caring for the island is caring for the nest

BONDS

- Wants to see its spawn grow and mature
- A healthy island makes for a healthy nest

FLAWS

- Arrogant and believes itself to be immortal

OTHER PROFICIENCIES

- Intimidation
- Protecting the island
- Finding prey in the water

HD 24 HP 500 ARMOR 24

SPEED 60', 120' (Swim)

SAVE +12, +10, +6

Immunity Fear, Paralysis, Time-based magic, Hearing-based magic

Resistance Non-magic weapons, Cold, Fire

ATTACK

- **Bite** 6D10+12 and save or be either thrown 60' or swallowed, plus 2 Claw attacks
- **Claw** (3 attacks) each 4D8+10
- **Tail Sweep** 360° spin, save or take 8D10 damage and be pushed back 60'
- **Summon Spawn** 2D4+2 Crocodile Spawn arrive in 1D4 rounds (once/day)

SPECIAL

- Nothing slows it down (not magic, not a shipwreck, nothing), double damage to objects (animated or not)
- Ticking sound causes deafness within 10' of it and disadvantage on hearing up to 60'
- Gets 3 points per round to spend at the end of an enemy's turn (1 action/turn):
 - **Claw** (cost 1)
 - **Move** (cost 1)
 - **Save Any Fail** (cost 3) Take 10 damage
 - **Slam Down** (cost 2) Causing earth to shake (all save or fall prone) or water wave (pushed back 60' and take 4D10 damage, save for half damage and no push)
- There is a small part of the Crocodile's scales that are missing (invisible until seen by magic or pointed out in some way.) This area has no resistances and an AC of 12 to hit



THE CUNNING FOLK

DYN HYSBYS • THE PELLARS

The Cunning Folk have always been old, yet somehow they move across the world with a youthful ease. Their intentions on the island are vague and their wisdom isn't any clearer.

"I have just the tincture for what ails you! It smells awful but it will surely keep those pesky Pixies away."

PERSONALITY TRAITS

- Nomadic and resourceful
- Old souls with a spark of youth
- Wise, gentle, and patient
- Believe the good or bad of a spell is defined by the wielder and their intentions
- Each has a small familiar (white rodents, newts, toads, etc.)

IDEALS

- Pacifism: violence only leads to more violence and the cycle is never-ending
- Impermanence: no home is forever but we must care for where we are

BONDS

- Want to enlist or learn from the Moss Mother
- Value the knowledge and wisdom held by the Tylwyth Teg

FLAWS

- Indifferent to conflict that does not directly relate to themselves or their goals

OTHER PROFICIENCIES

- Help access specific areas in Elphame
- Divination (toad bone ritual)
- Providers of spells and charms
- Locate criminals and missing persons
- Combat witchcraft
- Treasure hunting

NAMES

Klok Gumma, Klok Gubbe, Klok Kvinne, Klok Gammel Mann, Klog Mand, Klog Kone, Vitur Gamall Madur, Vitur Gomul Kona, Vis Mand, Klog Kvinde, Viisas Mies, Viisas Nainen, Viisas Vanha Henkilo, Weiser Mann, Weise Frau, Weiser Alter Mensch, Kluger Mentsh, Klug Froy, Wijze Man, Wijze Vrouw

HD 7 HP 40 ARMOR 12

SPEED 30'

SAVE +5, +1, -1

Immunity Mind-altering magic

Resistance Illusion

ATTACK

- **Dagger** 1D4+1 and damage can only be healed by magic
- **Cast Spell**
 - **Heal** for 2D8+5
 - **Dispel Magic** 10 points to use, subtract dispelled spell level from 10 until 0, recharges each day
 - **Scry** Requires materials from target
 - **Prophecy** Roll 3D20 and target must use those three rolls next, in order
 - **Good Luck** Deals extra 1D4 damage plus advantage on 1 ability (1 hour)
 - **Bad Luck** Deals extra 1D4 damage when target is hit plus disadvantage on 1 ability (1 hour)
 - **Resurrect Dead** (twice/year and requires significant components)

SPECIAL

- Advantage on hiding, fleeing, and gaining information from a target



DANDY DOGS

Black spectral dogs that hunt with the Huntsman. Hover inches above ground with skeletal heads, horns, and glowing eyes. The pack follows their leader or disperses.

HD 5 HP 40 ARMOR 12

SPEED 30' (Hover)

SAVE +3, +2, -1

Immunity Falling damage, Undead magic

Weakness Fear, Illusion

ATTACK

- **Ram** 1D6+3 plus 1D8 undead damage (undead can't be healed unless fresh water first washes the wound) plus additional 1D4 for every 5' it moves this round before it attacks (up to 2D4)
- **Bite** 1D8+3 plus 1D8 undead damage (same healing limitation as Ram)
- **Blank Stare** (save or be paralyzed for 1 min, can talk, save alternating rounds)

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Has advantage on attacks if within 5' of another Dandy Dog or its master



DAGGER-TOOTHED TIGERS

Yellow, orange, or red tiger with stripes. Hunts alone and lives in caves or fallen trees. Teeth and claws are silver. Canine teeth are large enough to be made into daggers.

HD 4 HP 30 ARMOR 13

SPEED 30'

SAVE +4, +1, -2

ATTACK

- **Magic Bite** 1D6+4
- **Claw** (2 attacks) each 1D4+1
- **Pounce** 1D6+1 plus 1D4 for every 5' it moves this round before it attacks (up to 3D4) and save or fall prone

SPECIAL

- Advantage on stealth or hiding in jungle



DIPLOCAULUSES

Hammerhead shark meets alligator. This ancient creature lives in the dark and has terrible eyesight and excellent everything else. Wide rows of teeth shred its prey and long, eel-like tail can whip with great force. Very dangerous but little else is known about it.

HD 5 HP 35 ARMOR 15

SPEED 20', 30' (Swim)

SAVE +2, +1, 0

Immunity Drowning

Resistance Non-magic weapons, Cold, Fire, Poison, Time-based magic

ATTACK

- **Ram** 1D6 plus 1D4 for every 5' it moves this round before it attacks (up to 2D4)
- **Bite** 2D6+2
- **Razor Tail** (15' reach) 1D8+2

SPECIAL

- A Diplocaulus's bones are resistant to time-based magic



DUCK REGENTS

Glamorous duck and both male and female boast vibrant plumage. It hides its rainbow-crested heads under its wing while resting. The duck nests underwater and its beak is an excellent air purifier.

HD 2 HP 5 ARMOR 8

SPEED 20' (Land, Swim), 40' (Fly)

SAVE +1, 0, -3

Resistance Animal charming

ATTACK

- **Bill** 1D4

SPECIAL

- Magic attacks against the duck rebound and risk hitting the caster
- Other birds in the area will inherently flock to defend it

DUN SWINE

Large, amphibious pig that spends most of its time floating in water. Brown with green patches on its back resemble small islands. Reproduces quickly. Not a threat but a rich source of food.

HD 3 HP 12 ARMOR 10

SPEED 30' (Land, Swim)

SAVE +1, -1, -2

Immunity Drowning

Weakness Mind-altering magic

ATTACK

- **Charge** 1D6+1 plus additional 1D4 for every 5' it moves this round before it attacks (up to 2D4)

SPECIAL

- An attacked pig will go rigid and fall over for 1 min (typically toward the attacker, save or take 2D4 damage and be stuck under it)

ELEPHANT CLAMS

Huge clam with razor-edged shell. Opalescent exterior and pink interior. Most house giant and colorful pearls that are valuable for both jewelry and spellcasting.

HD 4 HP 35

ARMOR 18 (Closed), 12 (Open)

SPEED 5'

SAVE +3, 0, -1

Immunity Drowning, Mind-altering magic, Blindness

Resistance All damage (Closed)

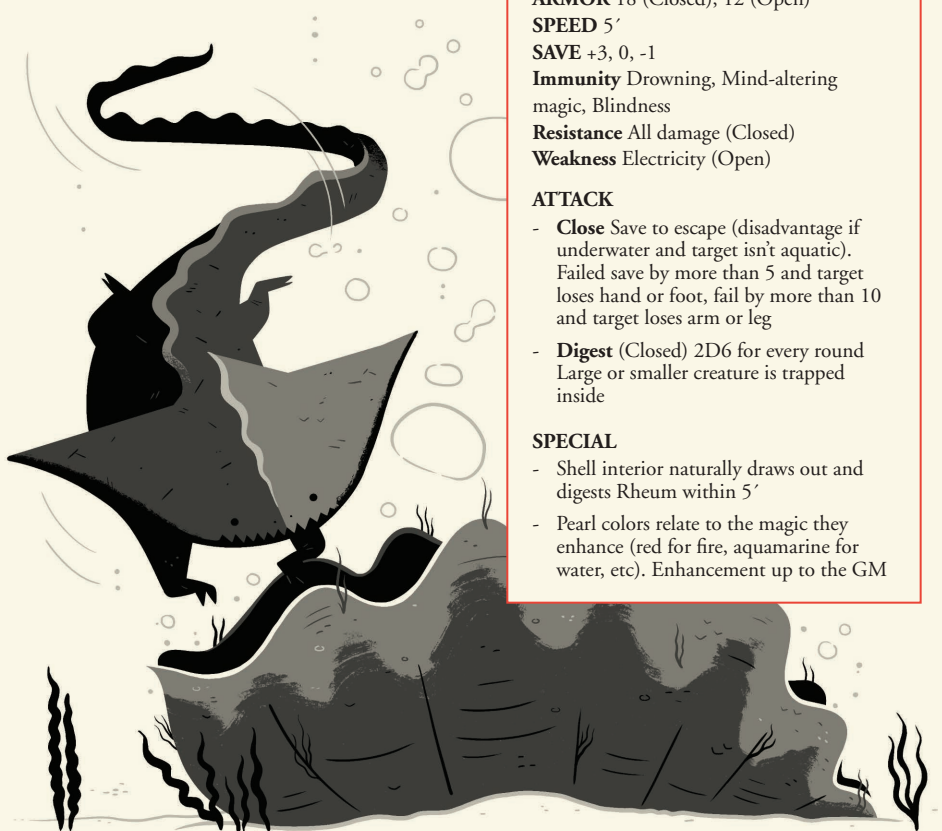
Weakness Electricity (Open)

ATTACK

- **Close** Save to escape (disadvantage if underwater and target isn't aquatic). Failed save by more than 5 and target loses hand or foot, fail by more than 10 and target loses arm or leg
- **Digest** (Closed) 2D6 for every round Large or smaller creature is trapped inside

SPECIAL

- Shell interior naturally draws out and digests Rheum within 5'
- Pearl colors relate to the magic they enhance (red for fire, aquamarine for water, etc). Enhancement up to the GM



ELPHAME INHABITANTS

Most are content to live long and simple lives in the Land of Fairies, but some wish to leave or escape Queen Mab's monarchy. Others come and go without any trouble at all.

PERSONALITY TRAITS

- Welcoming to outsiders
- Some play tricks, some offer help
- See being thanked as an insult
- Never lie but can be evasive when necessary

IDEALS

- Creativity: working around rules or contracts shows excellent attention to detail
- Community: tradition and prosperity for everyone is important

BONDS

- Want children and others to grow their family
- Believe Fairies and mortals need each other

FLAWS

- No compassion for the gullible

OTHER PROFICIENCIES

- Hard work (farming, milling, smithing, etc.)
- Playing tricks and having fun

NAMES

Ashenputtle, Tom Hickathrift, Noggle, John Aubrey, Peerifool, Yallery Brown, Wild Edric, Young Tam Lin, Sili Ffrit, Sili-Go-Dawt, Terrytop, Tom Tit Tot, Whuppity Stoorie, Peerifool Habetrot, Oisín, Cherry of Zennor, Ainsel, Lucky Hans, Lutey, Tacksman, Tom Cockle, Lug, Billy Blind, Blue Burchess, Bodach, Pigwiggan, Fianna, Gwarwyn-A-Throt, Thomas Rhymer, Gwydion, Dinny-Mara, Elaby Gathen, Jenny Permuén, Fenoderee, Finvarra, Orfeo, Foul Weather, Jeannie, Jimmy Squarefoot, Lutey, Nanny Button-Cap, Oisín, Pokey-Hokey, Puddlefoot, Thrummy-Cap

*For stats, see any intelligent creature with a  beside their name



FAR DARRIG

The tricky and malicious Fairies of Elphame. Typically dressed in red but regularly wear disguises. Solitary and usually up to no good.

HD 6 HP 30 ARMOR 13

SPEED 30'

SAVE +4, +1, -2

Immunity Mind-altering magic

Resistance Non-magic/non-iron weapons, Saves against magic

ATTACK

- **Knife** 1D4+1 (damage can't be healed unless wound is run under fresh water)
- **Cast Spell**
 - **Confuse** 1 target for 1 min (can save every other round)
 - **Charm** 1 target for 1 hour (can save)
 - **Bad Luck** Deals extra 1D4 damage when target is hit plus disadvantage on 1 ability (1 hour)
 - **Mental Mockery** For 1D8 (can save for half)
 - **Teleport** Self up to 100'

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Can turn into a rat or giant rat and **Bite** 1D4+2 plus damage can't be healed unless fresh water is run over wound

FACHAN

DITHREACH • THE ONE

No one knows where it came from. One arm, one leg, one eye, one club, and so on. It, much like its appearance, will have a singular goal at a time. Only speaks in one-word sentences. Mostly wants to be left alone.

HD 1 HP 11 ARMOR 11

SPEED 30'

SAVE +1, 0, -1

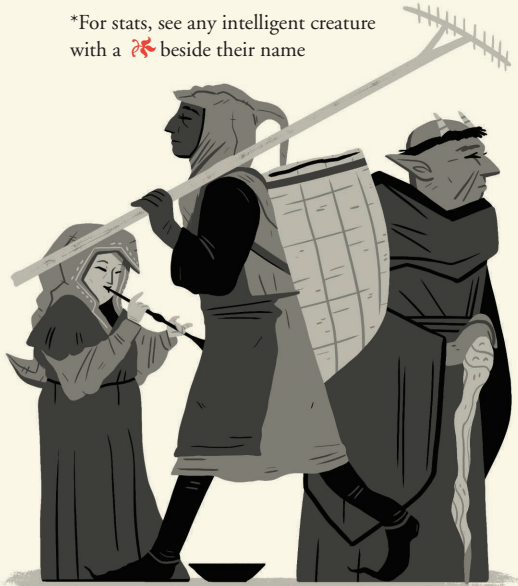
Immunity Area-effect magic

ATTACK

- **Club** Drop target HP down to 1

SPECIAL

- Only damage dice rolls of 1 actually deal damage to the Fachan (if rolling 2D6 and results are 5 and 1, then the Fachan takes 1 point of damage)





FATHER LONG LEGS

Giant arachnids. Not actually Spiders. The Long Legs live in the mountains of Neverland and prefer to distance themselves from the more violent arachnids. Genial in nature, they've found company and solidarity with the Mountain Smith.

HD 6 HP 50 ARMOR 12

SPEED 40' (Any surface)

SAVE +3, +2, 0

Immunity Poison

Resistance Falling damage

Weakness Tripping

ATTACK

- **Bite** Save or drop to 0HP (half of remaining HP if pass)

SPECIAL

- Leg barbs make excellent arrowheads and regularly fall off as the Long Leg sheds

FIRE-BELLIED NEWTS

Alligator-sized Newt with black back and vibrant stomach. Spits wads of flaming jelly. Nests in caves/Hollow Trees/under rocks and raises the temperature of the area around it. Skin is resistant to extreme temperatures.

HD 4 HP 30 ARMOR 14

SPEED 30' (Land, Swim)

SAVE +4, +1, -3

Immunity Fire

Resistance Cold

Weakness Water

ATTACK

- **Bite** 1D10+4 plus 1D6 fire damage
- **Fire Spit** (up to 30') 3D6
- **Tail Whip** 1D8+4

SPECIAL

- If attacked by a piercing or slashing weapon, then opponent must save or take 1D4 steam damage



FLYING FENNEC (SWARM)

Herbivore bats with light fur and very large ears. Dangerous if threatened but generally benign. Live in caves and trees. Their guano can remove toxins from solids and, rumor has it, remove curses as well. Also, great for nurturing plant growth and repairing damage (restoring a burnt page, missing toes, etc).

HD 4 HP 24 ARMOR 12

SPEED 30' (Fly)

SAVE +2, 0, -2

Immunity Conditions that affect a single target

Resistance Falling, Slashing, Piercing damage

Weakness Hearing-based magic

ATTACK

- **Bite** 4D4+2 (full HP) or 2D4+2 (half HP)

SPECIAL

- (Over half HP) Cover a Medium or smaller creature and lift up 20' before drop (save to free at 10')
- Swarm can exist where other creatures are standing or flying

FLYING SHOAL (SWARM)

School of carnivorous fish that collectively leap out of the water to attack their prey. While individually small, their meat is highly nutritious.

HD 6 HP 20 ARMOR 12

SPEED 40' (Swim)

SAVE +2, +1, -1

Immunity Conditions that affect a single target

Resistance Bludgeoning, Piercing, Slashing damage

Weakness Electricity

ATTACK

- **Bite** 6D4+2 (full HP) or 3D4+2 (half HP)

SPECIAL

- Advantage on attacks if target is in water or floating above water
- Swarm can exist where other creatures swim





FOLIATES

Heads made of foliage. Some think they're Fairies caught in the space between Elphame and Neverland. Others believe the local flora evolved to defend itself from being eaten. Naturally grow to blend in with the region's vegetation.

Bloodsuckers are aggressive, carnivorous, and insane. Mutterers are shy, grow through photosynthesis, and insane. There's no way to tell the difference between the two based strictly on appearance.



FOLIATES (BLOODSUCKING)

HD 5 HP 45 ARMOR 12

SPEED 10' (Any surface)

SAVE +4, -1, -2

Immunity Plant magic, Light magic
recovers HP

Resistance Earth, Water

Weakness Fire

ATTACK

- **Leach Spore** 10' diameter, save or take 1D12 leached damage and heal foliate for half, save takes half damage and no healing
- **Spit Sap** Target's legs stuck together, arm stuck to side, or mouth stuck shut for 1 minute, can be burnt off with fire
- **Plant Attack** (ranged, 2 attacks) each 1D8+4

SPECIAL

- Any life leached beyond max health can either be used to increase max HP or as damage next round
- Perfect camouflage if motionless
- Instead of attacking, a foliate can merge with the soil/earth/rock/etc. and reappear up to 60' away



FOLIATES (MUTTERING)

HD 5 HP 45 ARMOR 12

SPEED 10' (Any surface)

SAVE +4, -1, -2

Immunity Plant magic, Light magic
recovers HP

Resistance Earth, Water

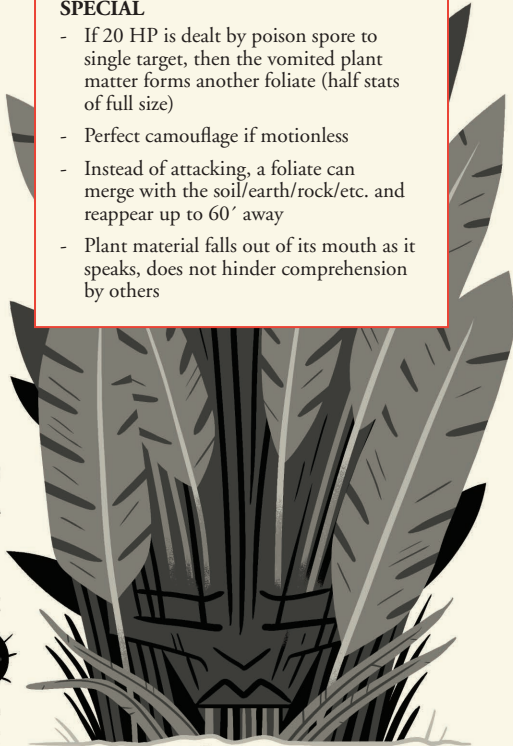
Weakness Fire

ATTACK

- **Poison Spore** 10' diameter, save or vomit vegetation for 1 min and take 2D6 damage each round, can save every other round
- **Spit Sap** Target's legs stuck together, arm stuck to side, or mouth stuck shut for 1 minute, can be burnt off with fire
- **Plant Attack** (ranged, 2 attacks) each 1D8+4

SPECIAL

- If 20 HP is dealt by poison spore to single target, then the vomited plant matter forms another foliate (half stats of full size)
- Perfect camouflage if motionless
- Instead of attacking, a foliate can merge with the soil/earth/rock/etc. and reappear up to 60' away
- Plant material falls out of its mouth as it speaks, does not hinder comprehension by others





GABRIEL HOUNDS

Giant spectral dog with face of the person most likely to die next. Bad omen. Floats high in the air and in eternal conflict with the Sluagh.

HD 10 HP 130 ARMOR 16

SPEED 50' (Hover, Fly)

SAVE +5, +4, +2

Immunity Mind-altering magic, Illusion

Resistance Non-magic/non-iron weapons, Saves against magic

ATTACK

- **Howl** Save or Gabriel Hound attacks roll at advantage for 1 min...target the Hound looks like automatically fails
- **Spectral Bite** 5D12+5 plus disadvantage on attacks next round
- **Claw** (2 attacks) each 2D8+5
- **Chain Lightning** 8D6 lightning damage to target plus 6D6 to targets within 10' of point of origin and 4D6 to targets within 10' of the secondary targets and so on (save for half damage, takes a round to recharge)

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- **MIRROR GLARE**
Whoever the Hound resembles has disadvantage on attacks against that Hound

GAREFOWL

Mix between a dodo and a penguin. They live near water and know all that goes on in Elphame. Skeptical of travelers but savvy enough to know their true intentions. Won't hesitate to trick or drown a threat.

HD 3 HP 20 ARMOR 12

SPEED 10', 40' (Swim)

SAVE +3, 0, -2

Immunity Illusion

Resistance Cold, Water, Mind-altering magic

Weakness Electricity

ATTACK

- **Beak** 1D6
- **Stare** 1D12+3 mental damage
- **Cast Spell**
 - **Read Mind** Save against deep understanding but general intentions can't be hidden for 1 min
 - **Compel Truth** Complete honesty or save and speak in half-truths/evasively (1 min)

SPECIAL

- If a Garefowl was hiding any truth or unwilling to answer a question in life, then it will reveal it upon death (not necessarily the most recent question). It cannot help this but will try to muffle itself if it knows it's dying (jump in water, stuff mouth, etc.)



GHILLIES

Fairies mostly made of foliage and earth. The inspiration for Wendy's Moss Gallant. Nomadic and they generally mean no harm. Their secretive nature and protection of Elphame's wilderness are often misunderstood.

HD 8 HP 80 ARMOR 14

SPEED 30'

SAVE +6, +4, 0

Immunity Plant magic, Poison

Resistance Mind-altering magic, Non-magic/non-iron weapons, Saves against magic

Weakness Fire, Water

ATTACK

- **Spore Shake** 20' radius for 4D12 poison damage and blinded or asleep for 1 min (save for half damage and no effect)
- **Slam** (2 attacks) each 4D8+6

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Can meld with earth to move but only as long as it can hold its breath



THE GIANTS

THE MONARCHY • THE CLEANERS

Horse-sized insects. It's rumored that the Giants appeared on the island shortly after the Great White Bird, only to serve as a constant food source. They, however, believe themselves to be the heart of the island.

"By order of the Queen, you are to be put to work in the mound. A dead enemy is far less useful than one kept in eternal servitude."

PERSONALITY TRAITS

- Organized and disciplined
- Logic and reason rules all
- Communicate telepathically
- Want to expand beyond the island
- Actively exploring the island's tunnels to conquer the Land of the Fairies

IDEALS

- Efficiency: if it's not striving for perfection then it's practically useless
- Order: strength and power come from taming chaos

BONDS

- Want to grow the colony and thrive
- Want the Great White Bird, and all birds, gone from the island

FLAWS

- Arrogant and self-important

OTHER PROFICIENCIES

- King / Princes
 - Control of subjects
 - Support and counsel
- Larvae
 - Useless
- Queen / Princesses
 - Control of subjects and King / Princes
 - Diplomacy and strategy
 - Creating more Giants
- Soldiers
 - Protection and exploration
- Workers
 - Building, harvesting, and maintenance

GIANTS (KING / PRINCES)

HD 2 HP 6 ARMOR 8

SPEED 3' (Any surface)

SAVE +4, +1, -4

Immunity Falling damage

Resistance Mind-altering magic, Non-magic weapons

Weakness Smell-based damage, Poison

ATTACKS

- **Bite** 1D4+1
- **Cast Spell** (Target rolls/saves at disadvantage if they smell like the colony, only one spell effect at a time)
 - **Charm** 1 target for 1 hour (can save)
 - **Command** 1 target for 1 minute (can save every other round)
 - **Hold** 1 target for 1 minute (can save every other round)

SPECIAL

- If attacked, it will release a danger pheromone to summon help (**Roll 1D6**. 1: no help, 2/3: 1D4 Workers, 4/5: 1D4 Soldiers, 6: 1D4+2 Soldiers)
- Contains three sacs of pheromones it can release. Green smells like the colony and directs home. Yellow communicates a resource and Giants will follow. Red communicates danger and all Giants will target to try to contain threat. All soluble in water

GIANTS (LARVAE)

HD 1 HP 4 ARMOR 8

SPEED 10' (Any surface)

SAVE +3, 0, -4

Weakness Poison

ATTACKS

- Nil

SPECIAL

- If attacked or moved by anything not smelling like the colony, it will release a danger pheromone and summon help (**Roll 1D6**. 1-3: no help, 4: 1D4 Workers, 5: 1D4 -1 Workers +1 Soldier, 6: 1D4 Soldiers)
- Contains two sacs of pheromones it can release. Green smells like the colony and directs home. Red communicates danger and all Giants will target to try to contain threat. All soluble in water
- Thinks any creature smelling like green pheromone is a Giant



GIANTS (QUEEN / PRINCESSES)

HD 6 HP 35 ARMOR 10
SPEED 5'
SAVE +4, +1, -2
Immunity Mind-altering magic
Resistance Non-magic weapons
Weakness Poison

ATTACKS

- **Slam** 1D12+1
- **Cast Spell** (Auto-success on targets smelling like colony, only one spell effect at a time)
 - **Charm** 2 targets for 1 hour (can save)
 - **Command** 2 targets for 1 minute (can save every other round)
 - **Hold** 2 targets for 1 minute (can save every other round)
 - **Confuse** 1 target for 1 min (can save every other round)
- **Power Word: Halt** Can save and anyone not of royal status hearing this drops everything and stands at attention for 1 minute, once per day

SPECIAL

- If attacked, it will release a danger pheromone to summon help (**Roll 1D6**. 1: no help, 2/3: 1D6 +2 Workers, 4/5: 1D6 Workers + 2 Soldiers, 6: 1D6 +2 Soldiers)
- Contains three sacs of pheromones it can release. Green smells like the colony and directs home. Yellow communicates a resource and Giants will follow. Red communicates danger and all Giants will target to try to contain threat. All soluble in water

GIANTS (SOLDIERS)

HD 3 HP 16 ARMOR 13
SPEED 30' (Any surface, Fly)
SAVE +2, 0, -4
Immunity Falling damage
Weakness Mind-altering magic, Smell-based damage, Poison

ATTACKS

- **Bite** 1D6 (save or be thrown 10' away)
- **Grab** Large or smaller creature and lift up 40' before drop (save to free at 20')

SPECIAL

- Can lift one size larger and has advantage on Strength-based tasks (+6)
- If injured past half HP or killed, it will release a danger pheromone to summon help (**Roll 1D6**. 1-3: no help, 4: 1D4 Workers, 5: 1D4 -2 Workers +2 Soldiers, 6: 1D4 Soldiers)
- Contains three sacs of pheromones it can release. Green smells like the colony and directs home. Yellow communicates a resource and Giants will follow. Red communicates danger and all Giants will target to try to contain threat. All soluble in water
- Thinks any creature smelling like green pheromone is a Giant if 4/5/6 is rolled on 1D6

GIANTS (WORKERS)

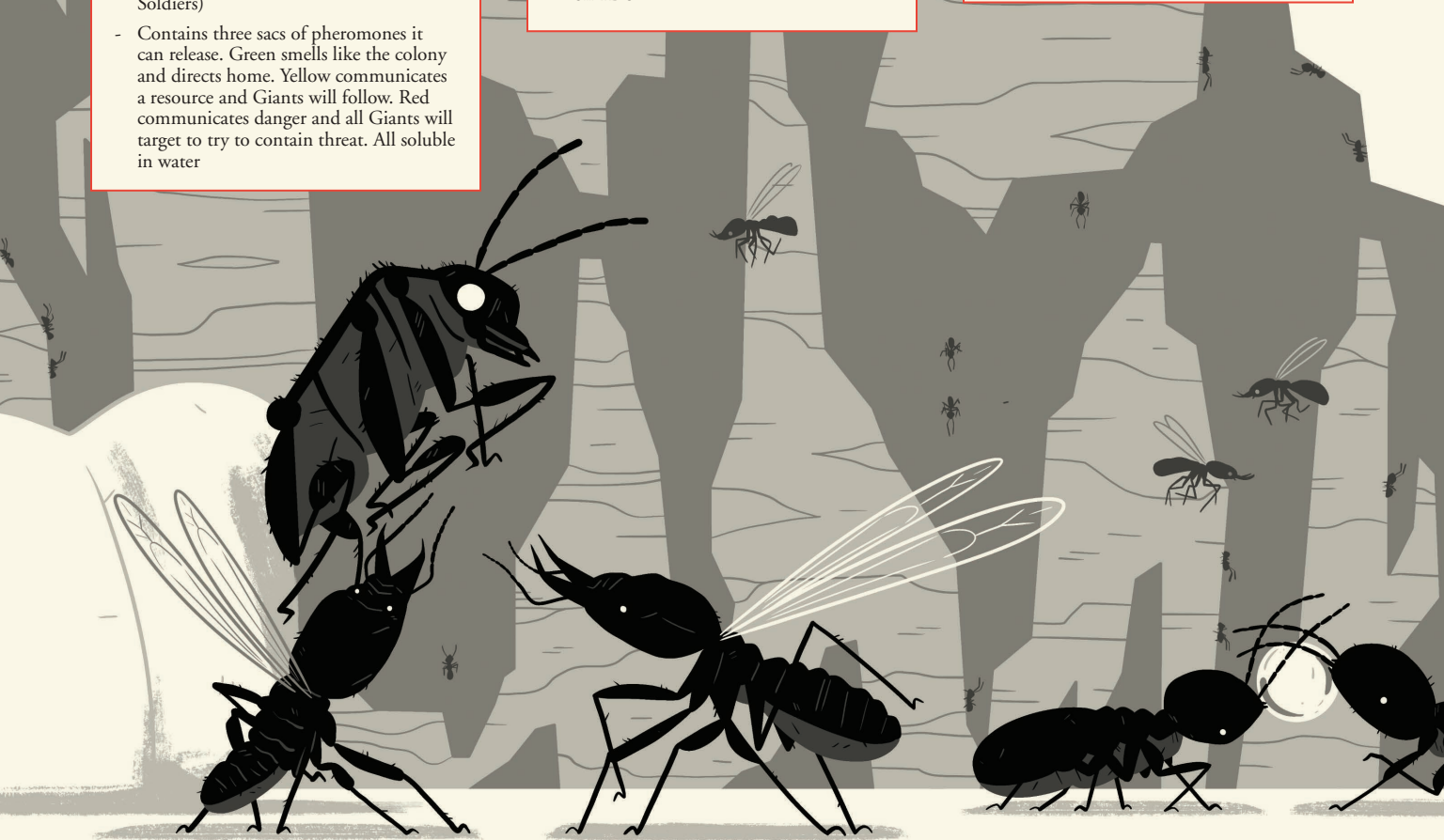
HD 2 HP 10 ARMOR 10
SPEED 30' (Any surface)
SAVE +1, 0, -4
Immunity Falling damage
Weakness Mind-altering magic, Smell-based damage, Poison

ATTACKS

- **Bite** 1D4 (save or be thrown 20' away)
- **Hurl** Earth/Tree for 1D10 damage (up to 20' away)

SPECIAL

- Can lift one size larger and has advantage on Strength-based tasks (+6)
- If injured or killed by weapons, it will release a danger pheromone to summon help (**Roll 1D6**. 1-3: no help, 4: 1D4 Workers, 5: 1D4 -2 Workers +2 Soldiers, 6: 1D4 Soldiers)
- Contains three sacs of pheromones it can release. Green smells like the colony and directs home. Yellow communicates a resource and Giants will follow. Red communicates danger and all Giants will target to try to contain threat. All soluble in water
- Thinks any creature smelling like green pheromone is a Giant





GIANT MANTIDS

Giant mantis that can camouflage to look like a full-sized tree. Stands 20-30' tall. It consumes prey and mate alike and is unwavering in its primitive goals. Many trophy hunters hunt the Mantid for sport.

HD 10 HP 90 ARMOR 17
SPEED 40' (Any surface), 60' (Fly)
SAVE +6, +4, -1
Immunity Falling damage
Resistance Confusion

ATTACK

- **Blade Arms** (2 attacks) each 4D6+6
- **Grab** (+10 STR) and **Bite** 2D10, if successful
- **Grab** (+10 STR) and **Drop** from 60'
- **Wing Display** Save vs Confusion to all who can see it (only works once)

SPECIAL

- If it knocks an enemy unconscious, it will immediately use its next turn to eat its prey's head
- Advantage on attacks against other insects
- Advantage on stealth or hiding in jungle



GLAISTIG

Civil Fairies and the kindly commoners of Elphame. Capable of taking various forms. Sometimes appearing human, sometimes goat, sometimes partially human with goat legs under skirts or horns under caps.

HD 2 HP 10 ARMOR 12
SPEED 30'
SAVE +4, 0, -1
Immunity Mind-altering magic
Resistance Non-magic/non-iron weapons, Saves against magic

ATTACK

- **Civilian Equipment** 1D4
- **Cast Spell**
 - **Confuse** 1 target for 1 min (can save every other round)
 - **Charm** 1 target for 1 hour (can save)
 - **Bad Luck** Deals extra 1D4 damage when target is hit plus disadvantage on 1 ability (1 hour)
 - **Invisibility** 1 hour (no spells or attacks or the spell ends)
 - **Mend** Any damage that would take less than an hour of hard labor to repair
 - **Heal** 2D8

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Can turn into a goat and **Ram** for 1D6 plus additional 1D4 for every 5' it moves this round before it attacks (up to 2D4)
- Moves silently and leaves no footprints (except when a goat)

GLIDING DRAGONS

Small lizard that glides across the treetops. Colorful underside. Back camouflaged to match its environment (green for jungle, beige for beach, reddish for mountains, etc.). Fanned tail easily breaks off and makes excellent darts effective against insects and amphibians.

HD 2 HP 4 ARMOR 8
SPEED 20' (Any surface), 30' (Fly)
SAVE +1, -1, -2
Resistance Falling damage

ATTACK

- **Bite** 1D4+1

SPECIAL

- Advantage on hiding if its stomach isn't visible



THE GNOMES

PECHS • THE RED CAPS

Precious caretakers of the limited infrastructure across the island. Their good nature makes them great negotiators and resolvers of conflict. They have history with the Iron Mines but dare not speak of it.

“Oh, of course you can stay for dinner! I’m not sure the chair will suit your size but feel free to use the table.”

PERSONALITY TRAITS

- Chipper and enthusiastic
- Always happy to help and quick to lend a hand
- Believe a hard day’s work is good for the mind and body
- Love a good challenge
- Pockets are full of buttons and thread
- Large ears, kind eyes, white hair
- Adore new fashions, fabrics, and notions (buttons, zippers, etc.)

IDEALS

- Community: the world is a better place when everyone chips in and helps each other

BONDS

- Fiercely protective of Michael and wish he’d spend more time with others
- Fearful of the pirates disturbing the mine
- Adore all animals

FLAWS

- Gullible and overly trusting
- Quick to dismiss negativity

OTHER PROFICIENCIES

- Embroidery, sewing, knitting, and mending
- Listening, negotiating, and deflating tension

NAMES

Uncle Poppy, Uncle Basil, Uncle Ragwort, Uncle Dindle, Uncle Gall, Uncle Primrose, Uncle Moss, Uncle Clover, Uncle Blackshaw, Uncle Milifoil, Auntie Bean, Auntie Fern, Auntie Yarrow, Auntie Tulsi, Auntie Sorrel, Auntie Olive, Auntie Cress, Auntie Hay, Auntie Morel, Auntie Tansy, Cousin Tuber, Cousin Parsnip, Cousin Osier, Cousin Thimbleweed, Cousin Sneezewort, Cousin Huckleberry, Cousin Rantipole, Cousin Jugflower, Cousin Hellebore, Cousin Charlock

HD 5 HP 20 ARMOR 17
SPEED 25’

SAVE +10, +1, 0

Immunity Charm, Confusion

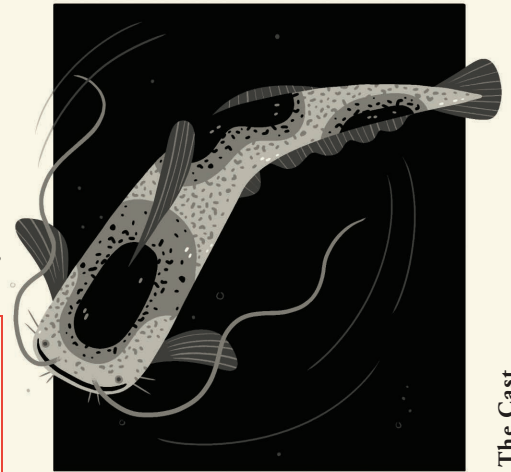
Resistance Mind-altering magic

ATTACK

- **Punch** (2 attacks) each 1D6+10
- **Garden Tool** for 1D4+1
- **Cast Spell**
 - **Mend** Any damage that would take less than an hour of hard labor to repair
 - **Enlarge/Shrink** Up to 6 targets (if willing) or 1 target (unwilling)
 - **Create/Destroy Liquid** 10 gallons
 - **Warmth** Up to 6 targets (if willing) or 1 target (unwilling), drastically warms or cools, as needed
 - **Heal** 2D8
 - **Sleep** Roll 1D6, number of Medium targets save or fall asleep for 10 minutes, double the number for Small creatures, half for Large creatures

SPECIAL

- Has the strength of a Giant and can lift, bend, or hold most things



GOLDEN CATFISH

White, gold, and black fish. Very rare to spot but regularly seen during rainstorms. Said to bring good luck, and many businesses keep one in a tank at their entrances.

HD 3 HP 10 ARMOR 18
SPEED 60’ (Swim)

SAVE +6, +4, +2

Immunity Drowning, Banishment

Resistance All damage

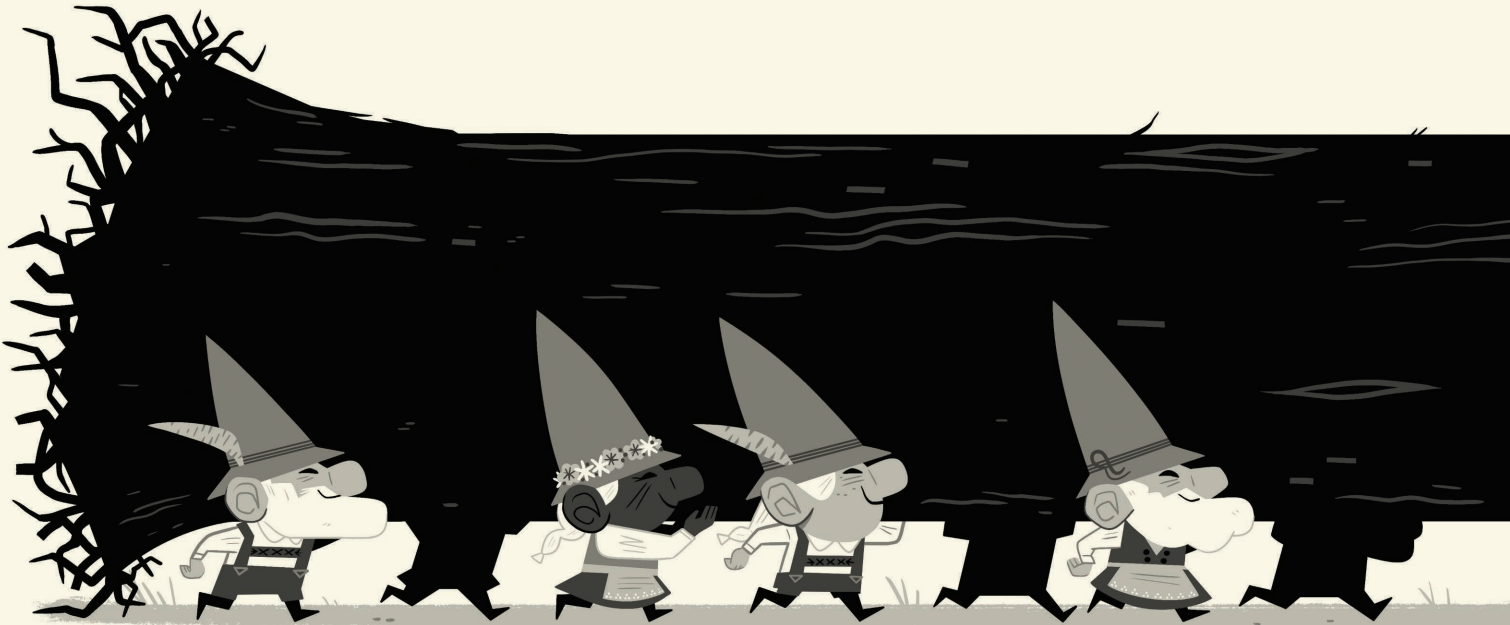
Weakness Animal kindness

ATTACK

- Nil

SPECIAL

- If injured and able, then it can react by teleporting up to 200’ away
- Can communicate telepathically in any language





GOLEMS

Automated servant made of sand and dark magic. In John's eyes, these are the perfect assistants. It requires very little, gives a lot, and never disagrees. John has gotten quite clever with his builds and they range from hulking brutes to tiny sentries.

HD 2 + Size **HP** (HD x HD x 3)

ARMOR 9 + Size

SPEED 20', 40' (Swim in sand)

SAVE 2 + HD, HD, -2

Immunity Slashing/Piercing from non-magic weapons

Resistance Mental damage, Mind-altering magic

Weakness Water, Wind

ATTACK

- **Slam** (X+1)D6 (save or be pushed back X x 5')
- **Punch** (2 Attacks) each (X+1)D4
- **Engulf** (STR = X+2) to absorb creature one size smaller than the Golem, take 3D6 damage each round until save

SPECIAL

- The size of the Golem (X) changes its power: Small +0, Medium +2, Large +4, Huge +6, Gigantic +8
- If the Golem takes 30+ damage from fire, then it loses a limb (one less attack or half speed)
- At 25% health, the Golem shrinks to one size smaller (HP continues, all other stats based on new size)
- Two Golems can merge to create one size larger (add HP together and all other stats are based on new size)

THE GREAT WHITE BIRD

THE NEVERBIRD • THE GUARDIAN

As old as the island, it's said Neverland began as a nest and grew as the Great White Bird aged. It lords over the island and protects as much as it consumes. Some flock to its form as it blots out the sun and others fear even the distant flapping of wings.

PERSONALITY TRAITS

- Nearly 40' tall and a wingspan of 70'
- Thinks those who can't fly are (literally and figuratively) beneath it

IDEALS

- Home: believes all inhabitants of the island are either its clutch, or food for its clutch

BONDS

- Protects the birds of the island

FLAWS

- Primitive in its thinking
- Arrogant and attacks any who try to fly higher than it

OTHER PROFICIENCIES

- Able to teach permanent flight to those who can't fly, if deemed worthy



HD 24 **HP** 300 **ARMOR** 20

SPEED 40', 120' (Fly)

SAVE +10, +6, +5

Immunity Electricity

Resistance Non-magic weapons, Cold, Water, Saves against magic

ATTACK

- **Peck** (2 attacks) each 4D6+10 and save or armor drops by 1 (max two times, doesn't affect magic armor)
- **Talon** (2 attacks) each 2D6+10 + 2D8 electricity
- **Gust** 60' cone to push all creatures back 60' (save for half damage, auto-fail if flying)
- **Summon** 3D4 birds (whatever is appropriate for location, twice per day)
- **Lightning** Once per day, take 2 rounds to shake feathers and call Lightning Strike (hits all creatures in a 60' radius) for 10D10 damage

SPECIAL

- Gets 3 points per round to spend at the end of an enemy's turn (1 action/turn):
 - **Single Talon** (cost 1)
 - **Move** (cost 1) 40'
 - **Fly** (cost 2) 60'
 - **Save Any Fail** (cost 3) Take 10 damage
 - **Lightning Strike** (cost 2) Save against 4D10 and drop weapon or be paralyzed for 1 round
 - **Screech** (cost 2) Anyone hearing it must save or be deaf for 1 min. (DC20 if within 10' and DC15 if within 30')
- Double damage to objects (animated or not)
- Doesn't provoke attacks when flying away from target (if already flying)



GREENTEETH

Solitary creature and vaguely humanoid in appearance. Possibly inhabitant of Elphame that left generations ago. This amphibious carnivore can easily mimic the sounds of a drowning human. It's smart enough to know when it's losing but only after making the mistake of biting off more than it can chew.

HD 3 HP 20 ARMOR 14

SPEED 30', 40' (Swim)

SAVE +3, 0, -2

Immunity Drowning

Resistance Poison, Illusion

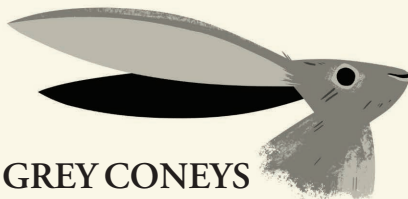
Weakness Electricity, Silvered weapons

ATTACK

- **Claw** (2 attacks) each 1D4 (save or limb is paralyzed for 1 round)
- **Bite** 1D6+3 (save or one side of body goes rigid)
- **Hurl Rock** 1D4
- **Grapple & Drown** (STR+6)
- **Cast Spell** Mimic any level 0 or 1 spell it has heard

SPECIAL

- Mimic any voice



GREY CONEYS

Small gray rabbit. Leaves a trail of smoke behind it as a safety mechanism and is nonviolent. Reproduces quickly. Its feet are said to be lucky and its ears ward against smoke and flame.

HD 2 HP 5 ARMOR 8

SPEED 50'

SAVE +3, 0, -1

Immunity Poison

Resistance Blindness, Fire

Weakness Hearing-based damage

ATTACK

- **Smoke** Drums up smoke cloud in 50' sphere, no visibility and save inside or take 2D6 poison damage

SPECIAL

- Can save any fail twice per day
- Always acts first if not surprised

GURT VURM

The Dry Wurm. A giant, wingless lizard in conflict with the Stoorworm. Lives in mountains and often sleeps coiled around a large rock. Poisons water wherever it goes and breathes a toxic breath. Severed body parts reattach, if possible. Feared by many.

HD 18 HP 220 ARMOR 20

SPEED 40' (Any surface), 60' (Burrow)

SAVE +7, +5, +2

Immunity Poison, Mind-altering magic

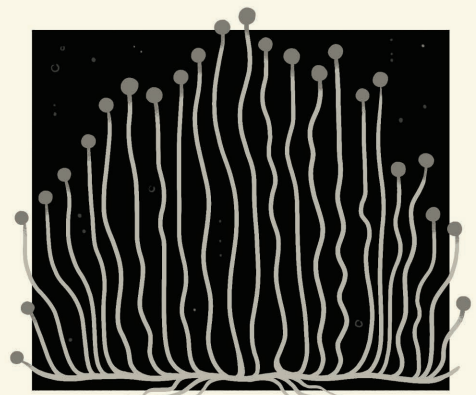
Resistance Non-magic/non-iron weapons, Saves against magic, Cold, Heat

ATTACK

- **Bite** 2D12+7 plus 3D6 poison and **Slam** 2D12+7
- **Claws** (2 attacks) 2D6+7 plus 1D8 heat each
- **Breath** 50' cone of poison (save or 5D12 poison damage and retch for a minute, can save alternating rounds, takes a round to recharge)
- **Summon Dust Storm** 10D10 damage (save for half damage) and ground becomes difficult terrain covered in sand (half speed or save to avoid falling prone), lasts 5 minutes or until Gurt Vurm is dead (twice per day)

SPECIAL

- Will regenerate 1HD/hour unless its head is removed and branded with fire and iron
- Taking 25 points of slashing damage to a limb severs it and drops speed by 10'. Limb will reattach unless moved more than 50' away or either part of wound is branded with fire and iron
- Gets 3 points per round to spend at the end of an enemy's turn (1 action/turn):
 - **Single Claw** (cost 1)
 - **Move** (cost 1) 30'
 - **Burrow** (cost 2) 40'
 - **Spit Acid** (cost 2) 3D6
 - **Save Any Fail** (cost 3) Take 10 damage



HARP SPONGES

A comb of vertical tendrils with small bobbles on the ends. It lives on the ocean floor but regularly grows at the water's edge. Very hardy and can be harvested to prepare powerful poisons.

HD 3 HP 20 ARMOR 8

SPEED 5' (Land), 20' (Underwater)

SAVE +3, +2, -5

Immunity Paralysis, Poison, Drowning

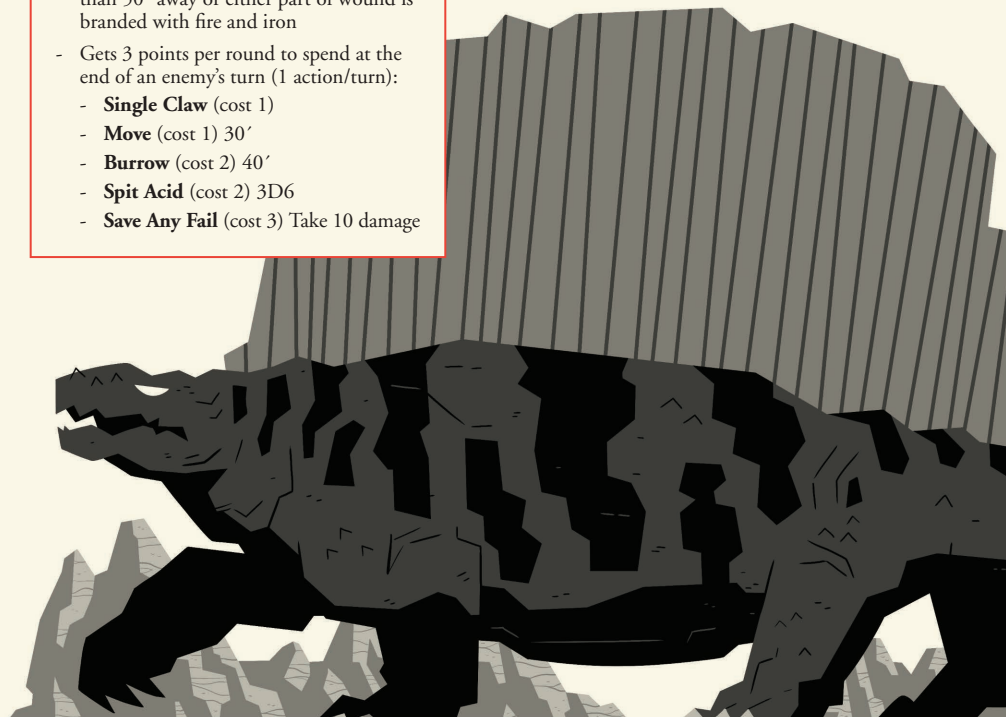
Resistance Non-magic bludgeoning and piercing damage

ATTACK

- **Strangle** 1D6 plus 1D6 poison and lose use of limb for 1 hour (save for half damage and no paralysis)

SPECIAL

- Advantage on non-aquatic targets when underwater



HOOK

**CAPTAIN JAMES HOOK • JAS • WALTER
ALEXANDER HARROW • CROC BAIT**

Equal parts polite gentleman and sinister scoundrel, Hook is as likely to offer a prisoner tea as he is to boil them alive. The cursed pirate sold his name and soul to catch Peter Pan. Some say the Crocodile was sent by its demonic creator to collect on Hook's debt, while others believe it was Queen Mab herself who offered the captain his curse.

His crew only live while the moon shines and turn to inanimate skeletons during the daylight hours. Hook, however, has harnessed the power of a Fallen Star (kept in his chest cavity) and can now live during the day. He hides this fact from nearly everyone.

"Please sit down, kind child, as I'd hate to toss you in the brig."

PERSONALITY TRAITS

- Hates any lack of decorum
- Adores fine art and music
- Wants to recruit more Pirates so he can expand his presence across the island and mine more iron
- Thinks the curse could become a gift, if enough Fallen Stars are collected

IDEALS

- Infamy: being remembered AND feared is what goes down in history

BONDS

- Wants to be rid of the Lost Boys and to end Peter Pan
- Adores Smee's innocence
- Believes his crew is an uncut gem that can be polished into perfection
- Fears the Tylwyth Teg and wants them gone from the island
- Has an intense phobia of all Crocodiles

FLAWS

- Short temper (especially with poor manners)

OTHER PROFICIENCIES

- Sword fighting and creative tortures
- Manipulation and deception through charm and civility

HD 16 HP 200 ARMOR 18

SPEED 30'

SAVE +8, +6, +2

Immunity Charm

Resistance Non-magic weapons

Weakness A ticking clock or visible Crocodile will cause his point actions to roll at disadvantage, a Crocodile within 30' acts as Fear spell

ATTACK

- **Sword & Hook** (2 sword attacks) each 1D8+8 (save against current poison) and 1D4+2
- **Poison Throwing Knife** 1D4+6
- **Rally** Adds 1D6 to all Pirate ally attack rolls until Hook's next round

SPECIAL

- **POISONS**
 - Paralysis of a limb for 1 minute
 - Sleep (Hit 1 nixes target's reaction, hit 2 causes all target rolls to have disadvantage, hit 3 causes sleep for 10 minutes)
 - Retching (unable to do anything else for one round)
- Gets 3 points per round to spend at the end of an enemy's turn (1 action/turn):
 - **Single Sword Attack** (cost 1)
 - **Move** (cost 1) 30'
 - **Parry** (cost 1) A melee attack (roll 1D20 and add to armor)
 - **Change Sword Poison** (cost 2)
 - **Save Any Fail** (cost 3) Take 10 damage
- Fallen Star in his chest cavity causes any successful spell cast directly at Hook (not area of effect) to require a random roll on Star Surge chart
- If slain, Hook will die and return at the next moonrise, regaining 1HD per hour unless the curse is lifted

HONEYWORT'S

Large plant with rubbery base and tall frond of stunning, globular stingers. Follows or lures prey, stuns with the central column, and encases a target inside closing leaves. Leaves are useful to create antitoxins and for resistance against poison, but the central frond is most prized.

HD 5 HP 40

ARMOR 12 (Open), 16 (Closed)

SPEED 20'

SAVE +4, +1, -4

Immunity Poison, Mind-altering magic, Plant magic

Resistance Water, Most magic

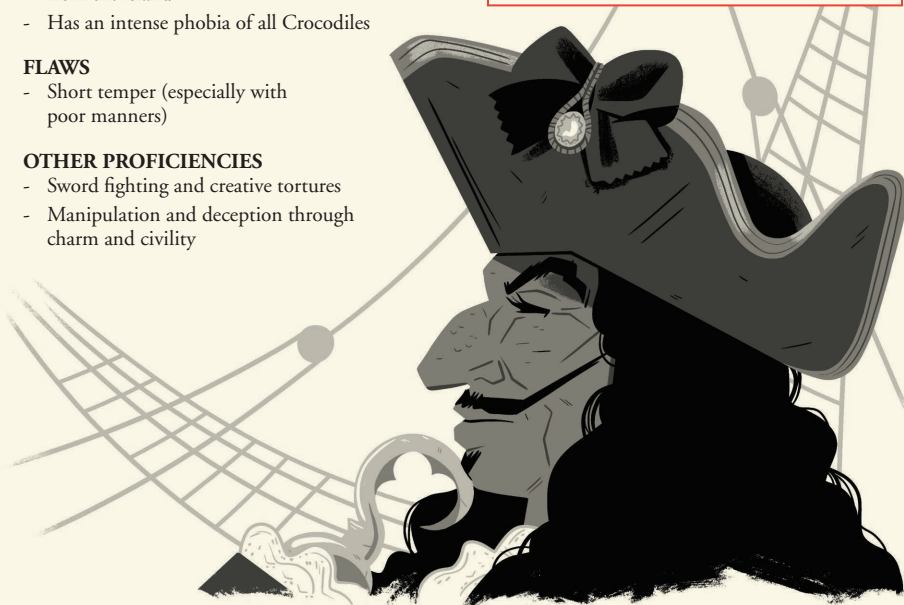
Weakness Fire, Slashing damage

ATTACK

- **Lure Spore** 20' radius, save or targets use their turn to move toward and grapple frond (save alternating rounds, must be open)
- **Close & Digest** 2D6 acid damage each round (Honeywort recovers half damage dealt by digestion)
- **Leaf Blade** (2 attacks) 1D8 plus paralysis (save alternating rounds)

SPECIAL

- When closed, the interior is completely soundproof (max 3 Medium creatures or only partially closes and not soundproof)





THE HUNTSMAN

Well-dressed man that rides an immortal black stallion with glowing eyes. Uses his Dandy Dogs to hunt humans and Fairies for sport. Longs for an Elf to track. Polite. Hovers inches above the ground if he dismounts his steed.

HD 17 **HP** 200 **ARMOR** 18

SPEED 30' (Walk, Fly)

SAVE +7, +6, +2

Immunity Fire, Undead magic, Mind-altering magic

Resistance Non-magic/non-iron weapons, Saves against magic

Weakness Fresh water, Holy magic

ATTACK

- **Sword** (3 attacks) each 1D8+6 plus 2D10 fire damage
- **Hellfire** 20' sphere, 8D8
- **Brand** Grants extra 1D10 hellfire damage toward single target by Huntsman or Dandy Dogs, no save and can be moved
- **Blow the Horn** Summon 1D6+2 Dandy Dogs out of the ether

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Gets 3 points per round to spend at the end of an enemy's turn (1 action/turn):
 - **Single Sword Attack** (cost 1)
 - **Move Brand** (cost 1)
 - **Move** (cost 1) 30'
 - **Fly** (cost 2) 30'
 - **Breath Fire** (cost 2) 4D6 (10' cone, save for half damage)
 - **Blow Horn** (cost 3)
 - **Save Any Fail** (cost 3) Take 10 damage
- Rides an immortal horse of brimstone and fire (River Kelpie stats x2)
- Advantage on tracking checks

INFECTED INSECTS & BIRDS

An unknown spore affects and mutates select creatures on the island. It starts with a pollen-filled cough, then limbs and muscle begin to grow (often asymmetrically), the mind becomes more singularly focused as they look to reach the highest ground, and finally the victim dies as their head explodes with a release of more spores. It acts fast and is highly contagious, so while all insects and birds are susceptible, the Giants are most vulnerable to experiencing an epidemic.

HD As living **HP** As living

ARMOR As living

SPEED As living x2

SAVE x2

Immunity Mind-altering magic

Resistance As living (overridden by infected immunities)

Weakness As living (overridden by infected immunities)

ATTACK

- **Melee Attack** As living plus 1D6 undead damage plus save or disadvantage on saves for 1 minute

SPECIAL

- Recklessly attacks with advantage but attacks against infected have advantage as well
- Will attack the tallest or highest enemy first
- When killed, it will release a 10' cloud of spores. Save or take 2D6 undead damage and disadvantage on saves for 1 hour (half damage and no disadvantage if pass). Any living insect or bird save or immediately contract infection
- Complete infection takes XD4 days (where X is the infected creature's HD) and then death follows X number of days after that
- Cure to be determined by the GM



JOHN NAPOLEON DARLING

RED-HANDED JACK • THE BOY LICH

On quiet nights when he believes no one is watching, John Darling leaves his inverted Tower and strolls the beaches he once loved. He thinks of the lives he's watched pass and the life he could've lived.

No one knows where John found the texts necessary to become a Lich, but he still believes it was the best course of action after being forgotten and left to care for himself. Now he toils and plans with the aid of his Sand Golems.

"It's impossible to consider taking action now. I've not yet done all the necessary calculations, and your mortal mind can't begin the fathom all the variables at play."

PERSONALITY TRAITS

- Confident in his intelligence
- Quick to correct or point out mistakes but is offended/denies his own
- Hides a deep sadness and loneliness
- Pushes others away to avoid feeling loss when they leave or die
- Wants iron for more powerful Golems and Fallen Stars to power them
- Looking for more information on the relationship between Peter, the Lost Boys, and the Fairies
- Occasionally, uses Pirate skeletons during daylight hours (if he doesn't think Hook will find out)

IDEALS

- Knowledge: learning from the past is the only way to change the future

BONDS

- Doesn't trust Peter Pan or the Fairies
- Thinks it's best that Michael and Wendy don't know he's "alive"
- Aggressively protects his phylactery (top hat)

FLAWS

- Indecisive and hesitant to take action

OTHER PROFICIENCIES

- Patience
- Scheming and organizing
- Map-making

HD 16 HP 130 ARMOR 16

SPEED 30'

SAVE +7, +5, +3

Immunity Non-magic weapons, Mind-altering magic, Poison, Undead damage

Resistance Cold, Magic, Saves against magic (except Holy/Light)

Weakness Holy/Light magic

ATTACK

- **Umbrella** (3 attacks) each 1D6+3
- **Accusatory Point** Touch for 2D12 undead damage and save or limb paralyzes for 1 min
- **Cast Spell** Typical spells up to level 6 plus the following:
 - **Steal Vision** Target must save or have vision swapped with John, who will pocket his glasses and are the only way target can see properly. Target rolls triple disadvantage on anything using sight until John is slain or until glasses are broken
 - **Sand Breath** 30' cone, 3D6 damage (double if standing in sand) plus save or blind for 1 min, can save alternating rounds or immediately if flushed with water
 - **Summon Golems** 2 Small or Medium appear, size Large if battling on or near existing sand

SPECIAL

- Gets 3 points per round to spend at the end of an enemy's turn (1 action/turn):
 - **Cast Level 0 Spell** (cost 1)
 - **Move** (cost 1) 30'
 - **Parry** (cost 1) A melee attack with umbrella (roll 1D10 and add to armor)
 - **Accusatory Point** (cost 2)
 - **Save Any Fail** (cost 3) Take 10 damage
 - **Wave of Anger** (cost 3) Each living creature within 20' save or take 3D12 mental damage
- Reads and understands most languages
- If slain and his phylactery (top hat with magic and scrolls sewn into the inside) is intact, his body will turn to sand and return in 1D6 days



LEATHER SHELL TURTLES

Agile on land and in water, the turtle's shell is only a modest defense. Gentle in nature. Skin is harvested as the most workable leather and better than cowhide.

HD 3 HP 18 ARMOR 14

SPEED 25', 40' (Swim)

SAVE +2, 0, -2

Immunity Drowning

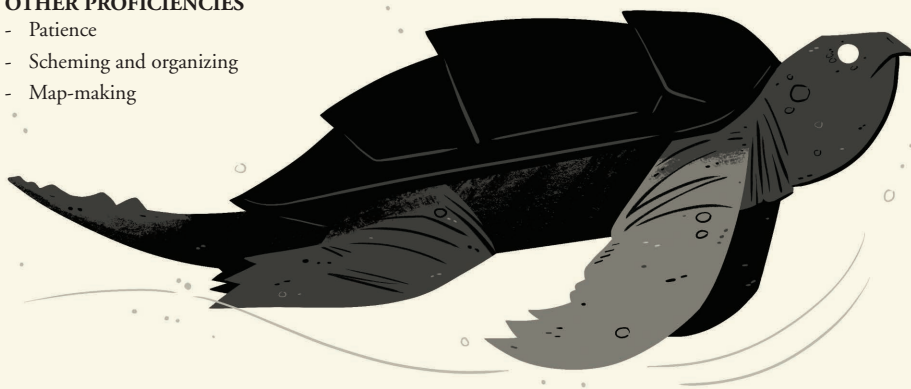
Weakness Electricity

ATTACK

- **Bite** 1D6+2
- **Hide** Retracts head and limbs and armor increases to 18

SPECIAL

- Advantage on hiding in water
- It can tell if a target has killed another of its kind and attack damage doubles





THE LOST BOYS

**THE WAYWARD CHILDREN •
THE FORGOTTEN ONES • LITTLE BRATS**

Typically the most unruly children are swapped with a changeling. Their innately wild nature makes the transition harder to detect by the child's family. Once on the island, they are quickly greeted and shown the ropes by Peter.

"I don't trust them. What do you think, Toodles?" "I don't trust them. What do you think, Nibs?"

PERSONALITY TRAITS

- Feral and poorly behaved
- Dramatic and exaggerated
- Distrustful (especially of adults)
- Fiercely dependent on each other
- Want to have fun all day and evade the Pirates all night
- Repeat each other until all have spoken

IDEALS

- Freedom: we were brought to the island as a reward for being the most clever

BONDS

- Peter Pan is the wisest and smartest
- All adult women are mothers
- All adult men are Pirates

FLAWS

- Terribly lazy and quick to lose interest

OTHER PROFICIENCIES

- Trap-making and tracking
- Evading the Pirates

NAMES

Toodles, Nibs, Slightly, Curly, First Twin, Second Twin, Twice, Latchkey, Trinket, Sharper, Buttons, Partial, Shorter, Weekly, Hustle, Bustle, Frock, Sleeves, Tippet, Twenty

HD 3 HP 15 ARMOR 13

SPEED 30', 50' (Fly)

SAVE +3, 0, -3

Resistance Fear

Weakness Mind-altering magic (by adult women)

ATTACK

- **Sword/Spear** 1D6+3
- **Bow & Arrow** 1D6
- **Net** Throw up to 20', remove with DC12 or 5 cutting damage with armor of 10

SPECIAL

- Advantage on camouflaging and hiding in natural terrain
- If slain, a Lost Boy will dramatize their death before being unwittingly taken to Elphame in a cacophony of pollen and the sound of bells

MAROOL

Giant predatory fish with fins of flame and a dozen eyes. Attacks anything in the water or close to shore. Somewhat intelligent and it fears the Stoorworm.

HD 10 HP 90 ARMOR 18

SPEED 100' (Swim)

SAVE +5, +2, 0

Immunity Blindness, Poison, Mind-altering magic, Drowning

Resistance Non-magic/non-iron weapons, Saves against magic, Cold

Weakness Electricity

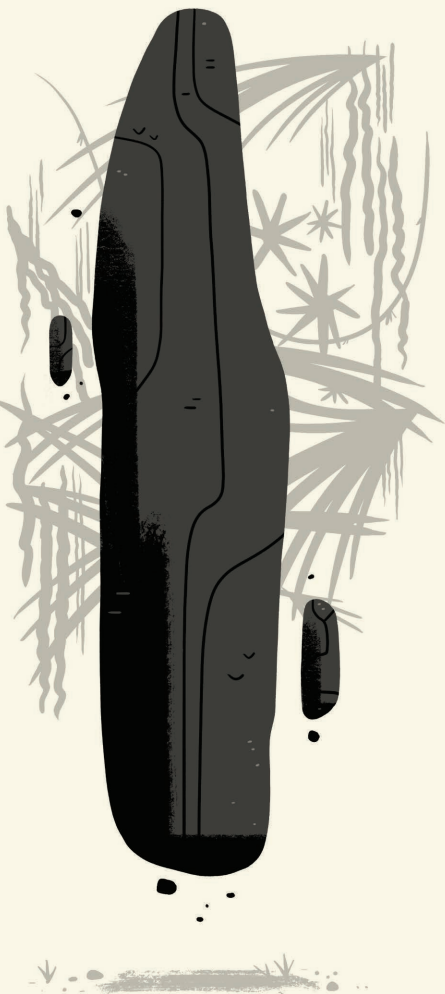
ATTACK

- **Slam** 1D10+5
- **Spit Frigid Water** (2 attacks) each 2D6
- **Cast Spell** (by blinking eye)
 - **Teleport** 1 target within 60' (can save)
 - **Light Blink** 3D8
 - **Charm** 3 targets for 1 hour (can save)
 - **Confuse** 1 target for 1 min (can save every other round)

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Gets 3 points per round to spend at the end of an enemy's turn (1 action/turn):
 - **Spit Frigid Water** (cost 1) Once
 - **Move** (cost 1) 50'
 - **Light Blink** (cost 2)
 - **Save Any Fail** (cost 3) Take 10 damage





MENHIRS

STANDING STONES • LITH

Great towering sentient rocks. Sometimes smaller Menhirs will create a collective mind and work as a single entity. They are tasked with simple commands (guard, destroy, patrol) but no one knows where these directions came from.

HD 15 HP 140 ARMOR 18

SPEED 20'

SAVE +6, +4, 0

Immunity Mind-altering magic

Resistance All magic and weapons

Weakness Iron weapons

ATTACK

- **Slam** D10+6

- **Psychic Wave** 50' radius, 2D8 mental damage plus be pushed back 20' and fall prone, save for half damage and no push/fall

SPECIAL

- If another Menhir is destroyed, then a living one can absorb its pieces and add 2D10 to its HP and 1D10 to its attacks

THE MERMAIDS

WATER SPRITES • THE BROKERS • THE HONORABLE SOUTH SHORE MERCHANT COMPANY

The Mermaids put up a good front. They lounge and they sing and regularly perform for the island's inhabitants. It's very much what one would expect from them.

But beneath the surface lies the truth. The Mermaids are shrewd traders and thieves of quiet infamy. They believe the strongest empire is the one no one knows exists.

"Oh, what a beautiful necklace you have on! Is it a family heirloom? It really is breathtaking."

PERSONALITY TRAITS

- Put on airs of innocence
- Feign ignorance/disinterest in most topics
- Lovers of the arts and beauty
- Think the masses can be placated with a little spectacle
- Want Crocodile eggs for selling and trading

IDEALS

- Deception: people see what they want and this can be used to your advantage

BONDS

- Fiercely protective of Wendy
- Like to keep the Pirates around for trade (and a good scapegoat for any unsavory activity that happens)
- The Crocodile is great security for the island
- Enjoy having fun and entertaining others

FLAWS

- Distrustful of others due to their constant deception
- Greedy and willing to risk exposure for worthwhile treasure

OTHER PROFICIENCIES

- Alto
 - High and mid singing
 - Line attack
 - Persuasion
 - Interacting with middle class
 - Bartering/merchant
 - Networking
- Baritone
 - Low singing
 - Radius attack around self
 - Deep dives/foraging
 - Muscle/strength
- Soprano
 - High singing
 - Focused ranged attack
 - Interacting with upper class
 - Persuasion
- Tenor
 - Low mid singing
 - Cone attack
 - Bartering/merchant
 - Interacting with ruffians/Pirates
 - Networking

NAMES

Octave, Alla Marcia, Sempre, Ambitus, Dal Segno, Larghetto, Mano Destra, Adante, Cadenza, Fermata, Bellicoso, Colla Parte, Feurig, Immer, Lento, Lo Stesso, Mezzo, Prima Volta, Tosto, Sonatina

MERMAID (ALTO)

HD 5 HP 30 ARMOR 15

SPEED 40' (Walk), 80' (Swim)

SAVE +4, +2, -2

Immunity Drowning, Poison

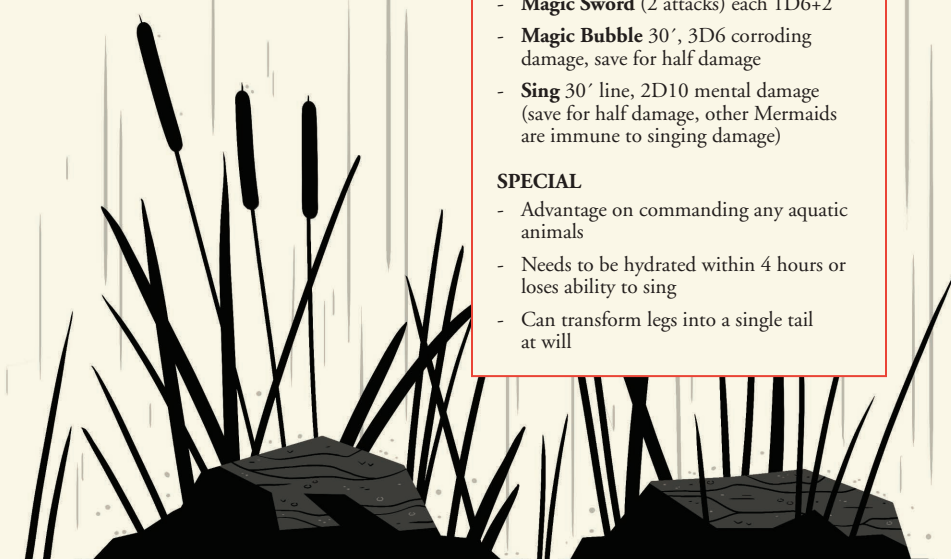
Resistance Mind-altering magic, Cold

ATTACKS

- **Magic Sword** (2 attacks) each 1D6+2
- **Magic Bubble** 30', 3D6 corroding damage, save for half damage
- **Sing** 30' line, 2D10 mental damage (save for half damage, other Mermaids are immune to singing damage)

SPECIAL

- Advantage on commanding any aquatic animals
- Needs to be hydrated within 4 hours or loses ability to sing
- Can transform legs into a single tail at will



MERMAID (BARITONE)

HD 8 HP 45 ARMOR 17
SPEED 40' (Walk), 80' (Swim)
SAVE +4, +2, -2
Immunity Drowning, Poison
Resistance Mind-altering magic, Cold

ATTACKS

- **Magic Club** (2 attacks) each 1D8+4
- **Magic Bubble** 30', 3D6 corroding damage, save for half damage
- **Sing** 10' radius for 2D10 mental damage and be pushed back 10' (save for half damage, other Mermaids are immune to singing damage and effects)

SPECIAL

- Advantage on commanding any aquatic animals
- Needs to be hydrated within 4 hours or loses ability to sing
- Can transform legs into a single tail at will

MERMAID (SOPRANO)

HD 5 HP 30 ARMOR 12
SPEED 40' (Walk), 80' (Swim)
SAVE +4, +2, -2
Immunity Drowning, Poison
Resistance Mind-altering magic, Cold

ATTACKS

- **Magic Dagger** (2 attacks) each 1D4+2
- **Magic Bubble** 30', 3D6 corroding damage, save for half damage
- **Sing** 3 targets within 40', 2D10 mental damage each (save for half damage)
- **Healing Song** Heal 3 targets within 40' for 2D10, can't sing next round

SPECIAL

- Advantage on commanding any aquatic animals
- Needs to be hydrated within 4 hours or loses ability to sing
- Can transform legs into a single tail at will

MERMAID (TENOR)

HD 5 HP 30 ARMOR 15
SPEED 40' (Walk), 80' (Swim)
SAVE +4, +2, -2
Immunity Drowning, Poison
Resistance Mind-altering magic, Cold

ATTACKS

- **Magic Sword** (2 attacks) each 1D6+2
- **Magic Bubble** 30', 3D6 corroding damage, save for half damage
- **Sing** 15' cone, 2D10 mental damage (save for half damage, other Mermaids are immune to singing damage)

SPECIAL

- Advantage on commanding any aquatic animals
- Needs to be hydrated within 4 hours or loses ability to sing
- Can transform legs into a single tail at will

MICHAEL NICHOLAS DARLING

MOUNTAIN SMITH • BLACKBEARD JOE

Forgotten by Peter Pan and unusable by Queen Mab, Michael was cared for by the Gnomes and taught their ancient ways of smithing. He barely remembers life before the island and so is the most content of the Darling children.

“Wow, I would’ve loved to see that! Hey, are you hungry? Take a seat and let me put something on the fire...don’t worry, I keep the meat separate from the metal.”

PERSONALITY TRAITS

- First to lend a hand
- Solitary but enjoys company
- Likes working with his hands
- Happy and carefree
- Big, burly, and lovable
- Enjoys hearing stories of adventure or kind deeds
- Wants more iron for forging and a good metalwork challenge

IDEALS

- Optimistic: all creatures are inherently good and only driven by their needs

BONDS

- Fiercely protective of the Gnomes
- Believes John and Wendy are dead

FLAWS

- Trusting to a fault

OTHER PROFICIENCIES

- Smithing and forging
- Keeping positive and cheering everyone up

HD 15 HP 130 ARMOR 18

SPEED 30'

SAVE +8, +3, +2

Immunity Fear

Resistance Mind-altering magic, Fire, Cold

Weakness Time-based magic

ATTACK

- **Magic Iron Hammer** (2 attacks) each 2D10+8 (save against thrown back 40' plus additional 2D6 fall damage or pushed back 10' if pass)
- **Magic Iron Sword** (3 attacks) each 2D8+8 (after three successful hits the target's weapon is damaged, to reduce damage die by 1 or armor drops by 1 point)
- **Punch** 1D6+8 plus **Magic Iron Shield Bash** 3D4 (thrown back 20' plus additional 1D6 fall damage or save for half damage and pushed back 10')
- **Bellow** Summon 1D4 Bath Bears or Father Long Legs in 1D4 + 1 rounds

SPECIAL

- Gets 3 points per round to spend at the end of an enemy's turn (1 action/turn):
 - **Punch** (cost 1)
 - **Shield Bash** (cost 1)
 - **Parry** (cost 1) A melee attack with weapon (roll 1D12 and add to armor)
 - **Move** (cost 1) 30'
 - **Save Any Fail** (cost 3) Take 10 damage
 - **Spin Attack** (cost 3) Each creature within 5' save or take 2D10+8 damage and be pushed back 10', save for half damage and no push

MONSTERA

Tree frogs hang from branches by one leg and flatten themselves to look like giant leaves. Size of human child and paralyzing toxin on skin. Guard over nests in shallow pools with Tadpoles. Tadpoles (shoe-sized) are highly useful in medicinal and necromantic magic but shed their form into tiny frogs in roughly 4 hours.



MONSTERA (TREE FROGS)

HD 2 HP 12 ARMOR 10

SPEED 30' (Any surface)

SAVE +2, -1, -2

Immunity Poison

Resistance Fire, Cold

ATTACKS

- **Tongue** 20' reach, 1D6 plus save or be paralyzed for 1 minute, can save every other round

SPECIAL

- Save while touching skin of living Frog or be paralyzed for 5 minutes
- Fire or Cold spells cast on Frog are reflected and doubled (**Roll 1D4** to determine target. 1: attacker, 2: PC sitting to left of attacker, 3: PC sitting to right of attacker, 4: doesn't hit anyone)

MONSTERA (TADPOLES)

HD 1 HP 4 ARMOR 8

SPEED 20' (Swim)

SAVE +0, -1, -2

Immunity Poison

Resistance Fire, Cold

ATTACKS

- Nil

SPECIAL

- Save while touching a living Tadpole or be paralyzed for 1 minute
- Spells cast on Tadpole are reflected and doubled (**Roll 1D4** to determine target. 1: attacker, 2: PC sitting to left of attacker, 3: PC sitting to right of attacker, 4: doesn't hit anyone)





MOSS GALLANT

Wendy occasionally upgrades her Bog Bodies. The network of dense moss and vines act as a means of enhancing strength, agility, and protection. The abundance of magic affects their psychology, as they are excellent at enforcing propriety, chivalry, and order (as dictated by their maker).

HD 7 HP 50 ARMOR 17
SPEED 30' (Swim)
SAVE +6, +2, 0
Immunity Poison, Water
Resistance Non-magic weapons, Magic,
 Saves against magic (except fire)
Weakness Fire

ATTACKS

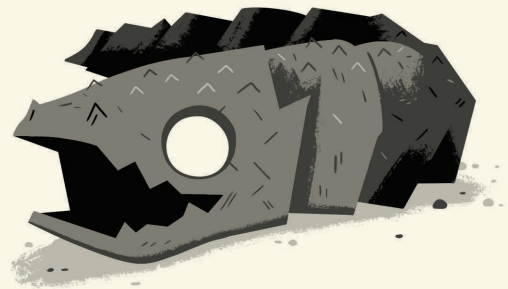
- **Vine Whip** (2 attacks) each 1D4+2 plus save or limb paralyzed for 1 min
- **Slam** (2 attacks) each 1D6+6 plus Moss Gallant healed for half of roll
- **Leaf Dagger** (ranged, 2 attacks) each 1D4+2 and dagger destroyed on impact

SPECIAL

- If killed, the Bog Body inside will escape the outer shell. Any extra damage carries over to the HP of the Bog Body (immunities, weaknesses, and resistances apply)

NATHAIRS

Plated lizard with too many limbs. Shakes its plates to create static electricity that it can direct through prongs on its head. Infants have no limbs and tend to burrow. Both Adult and Infant are aggressive but will rattle to warn enemies. Great conductors of electricity but harvesting anything from them draws lightning strikes. Adults live in caves and rocky terrain. Infants prefer dry soil. Must separate head from body for it to truly die.



NATHAIR (ADULTS)

HD 14 HP 150 ARMOR 18
SPEED 50' (Any surface), 30' (Burrow)
SAVE +7, +3, -2
Immunity Electricity or Light-based damage, Poison, Falling damage
Resistance Non-magic weapons

ATTACKS

- **Bite** 2D12+7 plus 2D6 poison (poison damage can't be healed unless washed with water used to boil an egg) plus **Slam** 2D12+7
- **Slam** (2 attacks) each 2D12+7
- **Lightning** 20' line, 5D12 or save for half damage, takes a round to recharge
- **Lightning Strike** Shake scales for 2 rounds, 10D10 (save for half damage) to all targets in 60' radius on second round, once per day

SPECIAL

- Will regenerate 1HD/hour unless head is removed and burned
- Touching or hitting it with metal objects causes 2D8 lightning damage, save for half damage

NATHAIR (INFANTS)

HD 5 HP 20 ARMOR 12
SPEED 30' (Any surface), 50' (Burrow)
SAVE +4, +2, -2
Immunity Electricity, Light-based damage, Poison, Falling damage

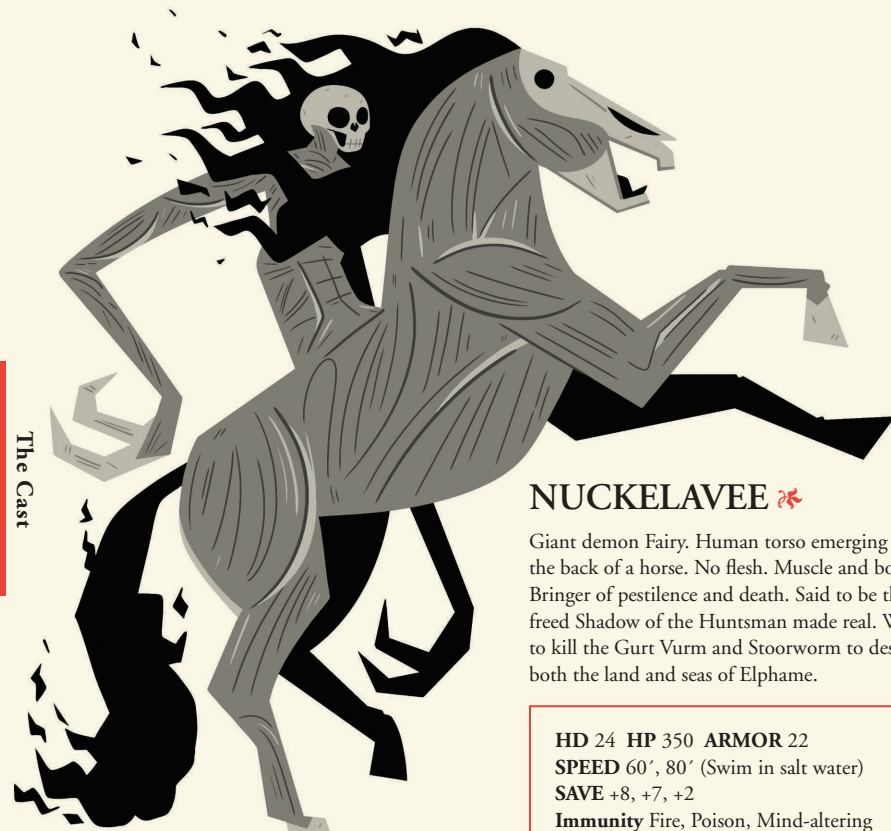
ATTACKS

- **Bite** 2D4+4 plus 1D4 poison (poison damage can't be healed unless washed with water used to boil an egg)
- **Shock** 2D12, takes a round to recharge

SPECIAL

- Will regenerate 1HD/hour unless head is removed and burned
- Touching or hitting it with metal objects causes 1D4 lightning damage
- When injured it will shriek and rattle, roll a 1D20, on a 17 through 20 an Adult Nathair will show up in 1D6 minutes





NUCKELAVEE

Giant demon Fairy. Human torso emerging from the back of a horse. No flesh. Muscle and bone. Bringer of pestilence and death. Said to be the freed Shadow of the Huntsman made real. Wants to kill the Gurt Vurm and Stoorworm to destroy both the land and seas of Elphame.

HD 24 HP 350 ARMOR 22

SPEED 60', 80' (Swim in salt water)

SAVE +8, +7, +2

Immunity Fire, Poison, Mind-altering magic

Resistance Non-magic/non-iron weapons, Saves against magic

Weakness Fresh water

ATTACKS

(Horse: 2 attacks, Torso: 1 attack)

- **Horse Head Glare** 2D12 mental damage
- **Horse Poison Breath** 10D6, save or be poisoned for 1 hour, takes a round to recharge
- **Horse Trample** 2D12+8
- **Horse Kick** 2D10+8
- **Torso Claws** 2D6+10 (save or be poisoned for 1 min),
- **Torso Summon** Minions of mud and bone (2D6 Medium figures, 1HP, 1D8 Magical Melee attack per round +8 bonus to attack), takes a round to recharge

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Gets 3 points per round to spend at the end of an enemy's turn (1 action/turn):
 - **Glare** (cost 1)
 - **Claws** (cost 1)
 - **Move** (cost 1) 30'
 - **Save Any Fail** (cost 3) Take 10 damage
- At the start of its turn, it causes fear to any single target (1 min, can save, roll 1-10 on fail and paralyzed)

PEG POWLERS

Water witch Fairy who lives in trees rooted in water. Pretends to be a beautiful drowning woman to ensnare prey. She honors respect and wants to be left alone to eat.

HD 5 HP 40 ARMOR 12

SPEED 30', 50' (Swim)

SAVE +3, +2, 0

Immunity Drowning

Resistance Mind-altering magic

Weakness Electricity, Silvered weapons

ATTACKS

- **Knife** 1D4+2 plus save or target vomits saltwater for 1 round
- **Cast Spell**
 - **Kelpskin** (+3 to armor)
 - **Charm** 1 target for 1 hour (can save)
 - **Bad Luck** For 1 hour (extra 1D4 damage when target is hit plus disadvantage on 1 ability)
 - **Hold** 1 target for 1 minute (can save every other round)
 - **Lightning** 4D6 damage (double if target is wet or in water, can save, takes a round to recharge)
 - **Saltwater Torrent** 2D4, next time it hits it does 3D4 and permanently reduces metal armor by 1
 - **Mimic** Any level 2 or lower spell it's heard

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Can shapeshift into drenched human woman but touch reveals the illusion



PETER PAN

PAN • THE FIRST BOY • THE EVER CHILD

There is a story of a boy who would not grow up. Perhaps the truth is that he could not, and unconsciously longed for change. His love for adventure, paired with a terrible memory, means he rarely learns from his mistakes and is quick to repeat them.

His history of bringing children to the island is well-known but not commonly discussed. There are many rumors regarding his relationships with the Pixies, Queen Mab, and Elphame. Some of them may even be true.

“How clever I was to sew my own Shadow back on!”

PERSONALITY TRAITS

- Brash and confident
- Demands respect
- Rude and dismissive of others
- Quickly forgets names and easily distracted
- Hates boredom, lethargy, defeat
- Recalls any success to be his own (even if he wasn't there)
- Thinks the children he brings to the island are better off away from adults

IDEALS

- Fun: life is worth living if you're having a good time

BONDS

- Wants to personally defeat Captain Hook
- Thinks Wendy is gone and chose to leave
- Needs to be adored by the Lost Boys

FLAWS

- See PERSONALITY TRAITS

OTHER PROFICIENCIES

- Natural flight
- Imitates any voice perfectly

HD 15 HP 150 ARMOR 18

SPEED 30', 60' (Fly)

SAVE +8, +5, +3

Immunity Charm

Resistance Fear, Non-magic/non-iron weapons, Saves against magic

ATTACK

- **Short Sword** (3 attacks) each 1D6+8
- **Pipes** Target one creature and save (DC19) or fall asleep for 1 minute
- **Crow** Mimic a vocal spell Peter has heard

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Gets 3 points per round to spend at the end of an enemy's turn (1 action/turn):
 - **Single Sword Attack** (cost 1)
 - **Move** (cost 1) 30'
 - **Fly** (cost 2) 30'
 - **Mimicry** Perfect vocal mimic of a singular target spell Peter has heard (cost is spell level up to 3, level 0 spell cost is 1)
 - **Save Any Fail** (cost 3) Take 10 damage
- If slain, Peter will exclaim, "To die will be a great adventure!" and then disappear to the sound of chimes. He will return in 1D6 days, regaining 1HD per hour unless his true name is discovered and used against him (to be determined by the GM)

THE PIRATES

The crew of the Jolly Roger is as diverse as the inhabitants of Neverland. Some adore Captain Hook and agree with his quest to conquer the island. Others wish only to free themselves of the curse so that they can effectively return to plundering and sailing.

“Either the Captain sorts out this curse or I say we start doing things MY way!”

PERSONALITY TRAITS

- Lazy and fond of luxury
- Easily manipulated
- Feel uneasy when too far from water
- Wants to be rid of the curse and return to the seas

IDEALS

- Freedom: a ship and the ocean are all that we need

BONDS

- Thinks the Captain knows how to lift the curse but he won't admit it to the crew
- The Spiders are a temporary ally
- Mr. Smee is the best of us but he is no Pirate

FLAWS

- Greed: willing to risk it all for a little coin

OTHER PROFICIENCIES

- Setting up ambushes and raiding villages
- Celebrating after a victory

NAMES

Gentleman Starkey, Bill Jukes, Flint, Cecco, Cookson, Noodler, Morgan Skylights, Alf Mason, Robert Mullins, George Scourie, Chay Turley, Foggerty, Whibbles, Ed Tynte, Alan Herb, Canary Robb, Sharky, Peddle, Shines, Left-Eye Langdon

HD X+1 **HP** HD x 6 **ARMOR** 10+X

SPEED 30'

SAVE X+2, X-1, X-4

Resistance Fear

Weakness Mind-altering magic

ATTACK

- **Sword** (2 attacks) each 1D8+X
- **Throwing Knife** 1D4+2

SPECIAL

- Pirates learn over time, especially after dying. X = times the players defeat a group of 3 or more Pirates (maximum of X = 9)
- Parry 1 melee attack per round to add 1D4 to their armor (2D4 after X = 5)
- If slain, a Pirate will die and return at the next sunset, regaining 1HD per hour unless the curse is lifted
- During daylight hours, their skeletons retain familiar resemblances (gold teeth, feathered hats, etc.). The skeleton is nigh indestructible and all parts reanimate at sunset, whether attached together or not



THE PIXIES ✨

PIKIES • FAIRY GUIDES

Playful and mischievous, they are naturally drawn to Peter Pan and find comfort in the simplicity of the Lost Boys and their goals. Their mood is easily discerned by the color of their glow.

The dust they secrete is prized by most on the island and their singular emotions make it easy for them to come and go between Neverland and Elphame.

PERSONALITY TRAITS

- Tiny Sprites in Neverland, human-sized pranksters in Elphame
- Limited to speaking in bell chimes outside of Elphame (understandable by Pirates, Gnomes, the Tylwyth Teg, Lost Boys, Peter Pan, and the Darlings)
- Only able to feel one feeling at a time
- Want to have fun and play tricks on others

IDEALS

- Independence: living on your own and by your own rules is the only way to be free
- Fairness: the mortals and Fairies should be able to trade/travel freely between realms

BONDS

- Love spending time with the Lost Boys
- Avoid Peter due to Tinker Bell's intense protectiveness

FLAWS

- No compassion for the gullible

OTHER PROFICIENCIES

- Flight and aiding others in flying
- Mischief

NAMES

Differ Pinch, Tackle Patch, Foster Gull, Borrow Grim, Harvest Goe, Gather Gob, Alter Sib, Trigger Tib, Focus Jin, Worry Win, Muster Pip, Wither Tick, Pedal Skip, Waver Mop, Bother Hop, Flourish Nit, Pardon Pin, Scramble Dip, Query Tip, Batter Bit

HD 2 HP 5 ARMOR 13

SPEED 50' (Fly)

SAVE +3, +2, -2

Resistance Non-magic/non-iron weapons, Saves against magic

Weakness Mind-altering magic

ATTACK

- **Needle** 1D4+2
- **Cast Spell** (based on Pixie's mood/glow)
 - **Red (Anger)** Burn target for 1D6+2
 - **Orange (Fear)** Increase target's armor by 3 for 1 min
 - **Yellow (Happiness)** Create 1-4 small lights or shine blindingly bright
 - **Green (Envy)** Unlock non-magic/non-iron lock/fastener
 - **Blue (Sadness)** Teleport self 30'
 - **Indigo (Worry)** Heal target for 1D6+2
 - **Violet (Boredom/Disgust)** Turn target into small animal (can save, DC13 and difference between roll and 13 is number of rounds target stays this way)

SPECIAL

- Their mood can change in reaction to another creature's action
- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)



The Cast

PSAMMEAD ✨

Solitary and singular Fairy. Looks like a chimp with long snail-like eyes and bat ears. Grants wishes of physical objects, but the object must be used before sunset that day or it turns to stone. Always happy to help but isn't very smart and doesn't know much. Rather lonely.

HD 3 HP 10 ARMOR 20

SPEED 30' (Leaping)

SAVE +6, -1, -3

Immunity Falling damage

Resistance Non-magic/non-iron weapons

Weakness Mind-altering magic

ATTACKS

- **Punch** 1D4-1
- **Create Object** No larger than Medium creature
- **Grant Wish** Use discretion

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Psammead can choose to turn any gifted object to stone prior to end of the day
- Any wish granted or object created under duress takes a perverse or twisted form and is bad luck (extra 1D8 damage when target is hit plus disadvantage on all ability rolls)



QUEEN MAB

THE FAIRIES' MIDWIFE / MABINOGLI OF ELPHAME

A warrior and a noblewoman, Queen Mab is an ambitious ruler. She has a mysterious link with Peter Pan and he acts as a herald for her, shepherding children to her domain. She is tasked with paying a levy to an unspeakable entity in exchange for her own power and expanding dominion.

“For too long we have lived in isolation, fearing the humans and their iron. Soon they will know our power and beauty.”

PERSONALITY TRAITS

- Mature and regal
- Patient, kind, and loving with newcomers
- Confident, passionate, and direct with those in her debt
- Helps create dreams for sleeping mortals
- Wants the iron removed from Neverland and for all gates to be unlocked and opened
- Believes Elphame should expand and flourish
- Small Pixie wearing long white gown in Neverland, 7' tall woman wearing black and gold gown in Elphame

IDEALS

- Power: the only way to ensure prosperity is to be the strongest

BONDS

- Believes her people are inherently good and deserving of families
- All children are safest under her people's protection

FLAWS

- Difficult to reason with and stubborn in her views

OTHER PROFICIENCIES

- Nurture good ideas and wild dreams
- Resurrection/connection with the dead
- Midwifery

HD 18 HP 180 ARMOR 18

SPEED 50' (Land, Fly)

SAVE +8, +7, +5

Immunity Mind-altering magic

Resistance Non-magic/non-iron weapons, Saves against magic

ATTACK

- **Longsword** (2 attacks) each 1D8+7 (if both attacks hit a single target then save or be disarmed)
- **Summon** 2D4 guards (Far Darrig stats)
- **Mimic** Any spell Queen Mab has heard
- **Cast Spell**
 - **Heal** 4D8
 - **Confuse** 1 target for 1 min (can save every other round)
 - **Charm** 1 target for 1 hour (can save)
 - **Bad Luck** 1 target for 1 hour (extra 1D8 damage when target is hit plus disadvantage on 1 ability)
 - **Rainbow Blight** 3D12 and target has triple disadvantage on next attack, then disadvantage on attack after that, back to normal after that
 - **Split** Mab creates 2 duplicates 20' apart, she is invisible in between them and duplicates remain until she is discovered, cast double the spells for half the damage
 - **Projection** Mab projects herself 10' away while turning invisible, can't do melee attacks and projection remains until she's discovered

SPECIAL

- Can see through guises, invisibility, and magical darkness
- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Gets 3 points per round to spend at the end of an enemy's turn (1 action/turn):
 - **Single Sword Attack** (cost 1)
 - **Move** (cost 1) 50'
 - **Teleport** (cost 2) 50'
 - **Save Any Fail** (cost 3) Take 10 damage
 - **Mimic** Singular target spell Mab has heard (cost is spell level up to 3)
- If slain, will resurrect in the Palace Undercroft in 1D4 days unless the power of her true name is used against her (to be determined by the GM)



RED DEVILS

Vulture with red feathers and black skin. It nests in dead or dying trees and on the sides of mountains. Generally seen around something dead or dying, and is a good way to tell how a conflict might end. Feathers are often used in divination.

HD 3 HP 15 ARMOR 12

SPEED 10', 50' (Fly)

SAVE +3, 0, -1

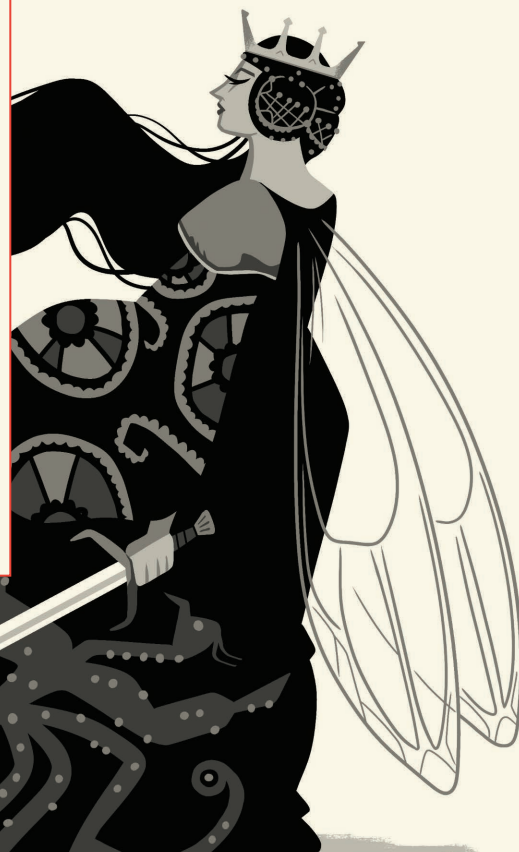
Resistance Poison

ATTACKS

- **Beak** 1D4+3
- **Talon** (2 attacks) each 1D4

SPECIAL

- Advantage on attack rolls on unarmored or already wounded targets



RHEUM

SLIME • MIRE

Parasitic jelly that eventually consumes the innards of its host. It wants only to reproduce and expand. It will control its “shell” with some intelligence to achieve this. Terribly susceptible to sunlight and thus requires shade or another creature’s skin to thrive.

HD X+1 **HP** HD x HD x 2

ARMOR As living (Inside), X+6 (Exposed)

SPEED As living -5’ (Inside), 20’ (Any surface, Exposed)

SAVE X+2, 0, -4

Immunity As living (Inside), Poison, Electricity, Slashing, Falling damage, Mind-altering magic (Exposed)

Resistance As living (Inside), Hot, Cold (Exposed)

Weakness As living (Inside), Light and Holy magic (Exposed)

ATTACKS

- **Non-Magic Attack** (Inside) As living, at disadvantage
- **Spit Mucus** (Inside, Exposed) Mouth and nose of target within 20’ completely covered (remove with alcohol or 5 cutting damage with armor of 10), save or ingest slime
- **Infect** (Inside, Exposed) Part of Rheum splits off and enters target through opening (wound, mouth, etc.), save or be infected
- **Slam** (Exposed) XD6 plus XD4 poison damage, save or be infected

SPECIAL

- The size of the creature (X) the Rheum inhabits changes its power: Small +0, Medium +2, Large +4, Huge +6, Gigantic +8
- Infected target loses 1HD per day unless Rheum is banished or target spends 8 uninterrupted hours in sunlight
- Damage taken while Rheum is ingested can’t be healed until parasite is destroyed



RIVER KELPIES

Aquatic horse. Rather passive but loathes being ridden by anyone except the Blue Men, Greenteeth, Peg Powlers, or Shellycoats. It will use its sticky skin to drown offenders. Hair from the mane can absorb most poisons/toxins out of liquids (and used to cure many ailments).

HD 4 **HP** 30 **ARMOR** 12

SPEED 40’, 60’ (On water, Swim)

SAVE +4, 0, -2

Immunity Drowning

Resistance Non-magic/non-iron weapons, Cold

Weakness Silvered weapons

ATTACKS

- **Bite** 1D4
- **Trample** 2D6+4
- **Kick** (2 attacks, if target is behind) each 2D8+4

SPECIAL

- Can shape-shift into human with seaweed in hair, but touch or speech reveals the glamour
- Anyone (other than Blue Men, Greenteeth, Peg Powlers, or Shellycoats) sitting on or touching the Kelpie must save or be stuck to it (can save every other round)



SALT LIONS

Amphibious lion of pale green and yellow. Male mane resembles salty seaweed. Hunts in packs and lives in caves (above or below water), fallen trees, and amongst coral. Seaweed from male mane can aid in breathing underwater if wrapped around a humanoid neck.

HD 5 **HP** 36 **ARMOR** 14

SPEED 30’, 50’ (Swim)

SAVE +3, +2, -2

Immunity Drowning

Resistance Fear (when other Lions are visible)

Weakness Silvered weapons

ATTACKS

- **Bite** 1D6+3 bite and **Claw** (2 attacks) each 1D4
- **Pounce** 1D6+1 plus additional D4 for every 5’ it moves this round before it attacks (up to 3D4), save or fall prone

SPECIAL

- Advantage on attacks if another Lion is within 10’ of it

SEA NETTLES

Vibrant jellyfish of varying size that can swim or use its powerful tentacles to clumsily walk on land. Its poison can be harvested if milked from a living specimen.

HD 3 **HP** 10 **ARMOR** 8

SPEED 20’, 30’ (Swim)

SAVE +3, +1, -2

Immunity Drowning, Poison

Resistance Cold

Weakness Electricity

ATTACKS

- **Tentacle** 20’ range, 1D6+1 plus 1D6 poison (save or paralysis of limb for 1 minute)
- **Constrict** Save or be restrained and take 1D6 each round until free, disadvantage on save if already partially paralyzed

SPECIAL

- Gets an extra attack if floating or not using tentacles to stand





SEVERED SHADOWS

When the shadow of a living creature is freed, it retains its silhouette but loses most of its intelligence and inhibitions. A Severed Shadow only follows its primitive instincts and seeks sunlight. Only The Shadow seems to know how to liberate shadows from their casters.

HD As source **HP** As source
ARMOR As source
SPEED As source, Half (dim light or darkness)
SAVE As source
Immunity Sight-based magic, Poison
Resistance Non-magic weapons
Weakness Darkness

ATTACKS

- **Physical Attack** (same number as source creature) Damage appears on target's shadow (damage can't be healed until target spends 4 hours in direct sunlight)

SPECIAL

- Magical Darkness causes 8D6 damage once and natural darkness causes the Shadow to attack at disadvantage
- Can merge with surface and attacks have disadvantage against it, but it cannot attack
- Can interact with shadows to affect objects (cut a rope's shadow, turn a key's shadow, etc.)
- Light-based spells heal as it sharpens the edges of the Shadow and adds an extra 1D4 to attacks next round
- Has advantage hiding amongst shadows
- Can be grappled (unless merged with surface) or knocked unconscious. Tangible in the same way a tablecloth could be manipulated

THE SHADOW

Little is known about the Shadow. Perhaps it was born from a missing fragment when Wendy rejoined Peter with his own shadow. Or maybe this is the entity that separated the two in the first place. Either way, it lives for chaos and thrives in the light.

PERSONALITY TRAITS

- Insane
- Reckless and violent
- Communicates through a learned mixture of animalistic grunts and shrieks
- Can drastically alter its form

IDEALS

- Disorder: chaos is only natural

BONDS

- Free the shadows

FLAWS

- Violent beyond reason

OTHER PROFICIENCIES

- Violence
- Getting into small spaces



HD 15 **HP** 100 **ARMOR** 18

SPEED 40', 20' (dim light or darkness)

SAVE +8, +5, +3

Immunity Sight-based magic, Poison, Non-magic weapons

Resistance Elemental magic

Weakness Darkness

ATTACK

- **Claw** (2 attacks) each 2D6+8, damage appears on target's shadow plus damage can't be healed until target spends 4 hours in direct sunlight
- **Sever** Save or one standing limb no longer connects with shadow, (disadvantage on DEX until 4 hours in direct sunlight), severing all standing limbs detaches shadow completely and disadvantage on DEX and WIS until shadow is sewn back on

SPECIAL

- Magical Darkness causes 8D6 damage once and natural darkness causes the Shadow to attack at disadvantage
- Can merge with surface and attacks have disadvantage against it (limited to one **Claw** attack while in this state)
- Can interact with shadows to affect objects (cut a rope's shadow, turn a key's shadow, etc.)
- Light-based spells heal as it sharpens the edges of the Shadow and adds an extra 1D4 to attacks next round
- Has advantage hiding amongst shadows
- Can be grappled (unless merged with surface) or knocked unconscious. Tangible in the same way a tablecloth could be manipulated

SHELLYCOATS

Fairies cursed by Peg Powlers to be physically covered in shells. Usually a punishment for some minor offense. Not dangerous but can be protective of the rivers and streams they now call home.

HD 3 HP 12 ARMOR 12

SPEED 20', 40' (Swim)

SAVE +2, -1, -2

Immunity Drowning

Resistance Mind-altering magic

Weakness Electricity, Silvered weapons

ATTACKS

- **Claw** (2 attacks) each 1D4+2
- **Throw Shell** 1D4+2

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- Advantage hiding in water, disadvantage on hiding/stealth on land from rattling shells
- Can mimic the sound of a loved one drowning in water



The Cast

SMEE

BO'SUN • CHARLES BONNY

Boatswain to Captain Hook on the Jolly Roger, Smee both drafted the paperwork and was first to sign the agreement that cursed the crew. Unwaveringly good-natured, and Hook adores this about him.

"Oh, I'm terribly sorry for that bit with the dagger but Cap'n just couldn't let you speak any more unkindness."

PERSONALITY TRAITS

- Hopelessly optimistic
- Polite and helpful
- Apologizes during any act of violence
- Loves music and dancing
- Takes most things at face value
- Wants to befriend the Gnomes and meet a Tylwyth Teg Elder
- Needs a new hat (getting a new hat will not satisfy this want)
- Thinks everything tastes better with just a pinch of salt

IDEALS

- Teamwork: if we all do our part then we can keep this ship on course

BONDS

- Faithful to Captain Hook and believes he knows best
- Trying to take care of that pesky Crocodile to make the Captain happy

FLAWS

- Naive and ignorant to most of what goes on

OTHER PROFICIENCIES

- Learning secrets
- Calming/comforting Hook
- Finding things that don't want to be found
- Being in the wrong place at the wrong time

HD 8 HP 55 ARMOR 15

SPEED 30'

SAVE +5, +2, -4

Immunity Confusion

Weakness Charm by men and people of authority

ATTACK

- **Sword** 1D6+5 sword plus **Razor** 1D4+2
- **Sterling Whistle** Deafness up to 30' away (DC18 up to 10', DC15 up to 30' away), lasts 10 minutes

SPECIAL

- Smee's attacks must roll under a target's armor to hit (+5 to rolls) as Smee tries to avoid conflict. Critical miss deals double damage and he'll apologize every time
- If slain, Smee will die and return at the next sunset, regaining 1HD per hour unless the curse is lifted
- During daylight hours, his skeleton bears his familiar glasses and striped shirt. The skeleton is nigh indestructible and all parts reanimate at sunset, whether attached together or not

SLUAGH

The Horde. A flock of undead human adults. Queen Mab once tried to offer adults in exchange for her powers but they were rejected for being too cruel or evil. They became the Sluagh. They are cruel and only wish to add to their swarm.

HD 8 HP 60 ARMOR 15

SPEED 30', 50' (Fly)

SAVE +5, +2, -1

Immunity Undead damage, Mind-altering magic

Resistance Non-magic/non-iron weapons, Saves against magic

Weakness Light and Holy magic, Silvered weapons

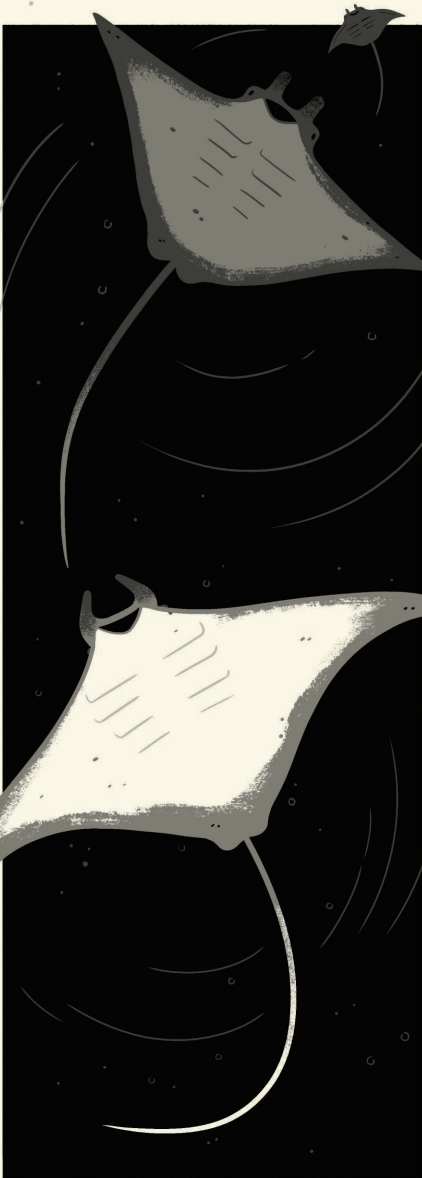
ATTACKS

- **Claw** (2 attacks) each 2D4+5 plus 1D10 undead damage each (undead damage can't be healed unless wound is first washed with fresh water)
- **Drop** Lift target 50' (up to 400 lbs, +6 to grab) and release for 5D6 damage

SPECIAL

- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)
- A flock will disperse if two or more are killed by Light or Holy magic





SMILING MANTAS

While most don't see it, the Manta is always smiling. Passive and cleans ocean floor detritus. Its tail, when dried, can be used as a sword blade that's effective against aquatic enemies.

HD 3 HP 15 ARMOR 15
SPEED 40' (Swim)
SAVE +3, 0, -1
Immunity Poison
Weakness Electricity

ATTACKS

- **Tail** 1D6+3 plus save or be paralyzed for 1 minute

SPECIAL

- Advantage on hiding in water
- +2 against aquatic enemies

THE SPIDERS

Uneasy allies to the Pirates, the Spiders are all too happy to mine/build/defend for the Pirates. In exchange for this, they've been promised protection, expansion, and the eradication of the birds (their predators) and the Tylwyth Teg (the birds' allies and protectors).

"We'd love nothing more than to help and we only ask that you offer the same kindness to us, should we come calling someday."

PERSONALITY TRAITS

- Unlikely to talk or be civil
- Patient but quick to attack when there's an opportunity
- Happy to have others indebted to them
- Highly intelligent but willing to be perceived as a dumb beast

IDEALS

- Fear: desperation and uncertainty are simply spice that flavors a meal

BONDS

- The servitude to the Captain is only temporary
- Skeptical of creatures other than the Pirates
- Want to be rid of all birds
- Planning to usurp or abolish the monarchy as established by the Giants

FLAWS

- Overconfident in their collective abilities

OTHER PROFICIENCIES

- Camel Spiders
 - Chaos, wanton destruction
- Sand Spiders
 - Digging, construction
- Spiny Spiders
 - Muscle, protection
- Spitting Spiders
 - Diplomacy, strategy
- Trapdoor Spiders
 - Stealth, expansion

SPIDER (CAMEL)

HD 10 HP 100 ARMOR 18
SPEED 40' (Any surface)
SAVE +5, +3, 0

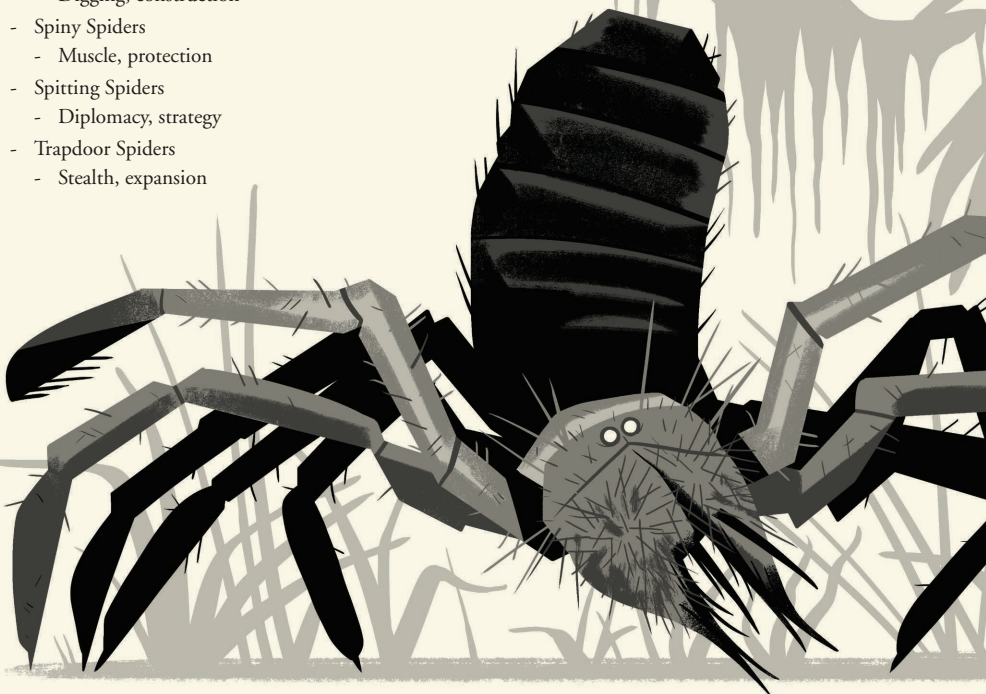
Resistance Fire, Cold, Poison, Mind-altering magic, Falling damage

ATTACKS

- **Slam** 2D8 plus additional 1D4 for every 5' it moves this round before it attacks (up to 4D4)
- **Pincer** (2 attacks) each 1D8+5
- **Grab Limb** 3D10 (save for half damage and to escape jaw), limb severs after 2 consecutive fails

SPECIAL

- Camel Spider randomly attacks each round. **Roll 1D8**. 1-2: Attack ally, 3-7: Attack enemy, 8: Frenzy attack (reroll and next attack rolls with advantage, attacks against Spider roll with advantage for 1 round)



SPIDER (SAND)

HD 6 HP 40 ARMOR 13
SPEED 30' (Any surface), 60' (Sand)
SAVE +4, +2, -1
Immunity Blindness
Resistance Fire, Cold, Falling damage

ATTACKS

- **Bite** 1D6+2 plus save or retch for this round and **Leg Stab** 1D8+4
- **Leg Stab** (2 attacks) each 1D8+4
- **Grab** +6 bonus and **Toss** 40' if successful, 4D6 damage on impact

SPECIAL

- If in sand, the Spider can use its action to completely submerge itself (can only Leg Stab while submerged)

SPIDER (SPINY)

HD 8 HP 60 ARMOR 16
SPEED 30' (Any surface), 60' (Web)
SAVE +6, +3, -4
Immunity Paralysis
Resistance Poison, Falling damage

ATTACKS

- **Bite** 1D6+2 plus save or paralysis to limb for 1 minute
- **Slam** 1D10+3 plus additional 1D4 for every 5' it moves this round before it attacks (up to 4D4)
- **Shoot Web** Range of 50', remove with DC10 or 5 cutting damage with armor of 10

SPECIAL

- If Spider misses target while swinging from a web for a Slam attack, it gets a second chance on the way back and disconnects from the web on success



SPIDER (SPITTING)

HD 4 HP 30 ARMOR 10
SPEED 30' (Any surface), 60' (Web)
SAVE +4, +2, -4
Immunity Paralysis
Resistance Poison, Falling damage
Weakness Bludgeoning

ATTACKS

- **Bite** 1D6+2 plus save or paralysis to limb for 1 minute
- **Spit Venom** Range 80', target's legs stuck together, arm stuck to side, or mouth stuck shut for 1 minute (remove with alcohol or 5 cutting damage with armor of 10)

SPECIAL

- Venom sedates target, causing disadvantage on mental tasks (can save every other round, other Spiders are immune)

SPIDER (TRAPDOOR)

HD 6 HP 40 ARMOR 13
SPEED 40' (Any surface)
SAVE +4, +2, -1
Resistance Poison, Sleep, Falling damage

ATTACKS

- **Bite** 1D6+2 plus save or start to sleep (1 bite causes rolls at disadvantage, second bite causes sleep for 10 minutes) and **Leg Stab** 1D8+4
- **Leg Stab** (2 attacks) each 1D8+4

SPECIAL

- Advantage on sneak, camouflaging, and hiding in natural terrain





SPOTTED SLUGS

Brilliantly colored and dangerous in numbers, this Slug can grow up to the size of an adult human arm. It feeds off of magic and the young can be used to store spells.

HD 2 HP 9 ARMOR 10

SPEED 20' (Any surface)

SAVE +3, -1, -2

Immunity Magic

Weakness Salt

ATTACKS

- **Leech** Roll dice closest to target's max spell level, Slug absorbs spell and slot equal to result, Slug stores one spell of that level and releases stored spell
- **Release Spell** Save DC12, +3 to attack

SPECIAL

- Absorbs any magic and rebounds on Slug's turn (or when it's hit by another spell). **Roll 1D4** to determine target. 1: attacker, 2: PC sitting to left of attacker, 3: PC sitting to right of attacker, 4: doesn't hit anyone
- Some Slugs already have magic stored in them

STINK BUGS

The size of a cask of ale, the Stink Bug nests in highly dangerous paper hives. Its noxious gas can be harvested if the Bug is killed by means other than stabbing/slicing/slammimg. Quick to release its gas and flee.

HD 4 HP 15 ARMOR 13

SPEED 30' (Any surface, Fly)

SAVE +1, 0, -3

Immunity Poison

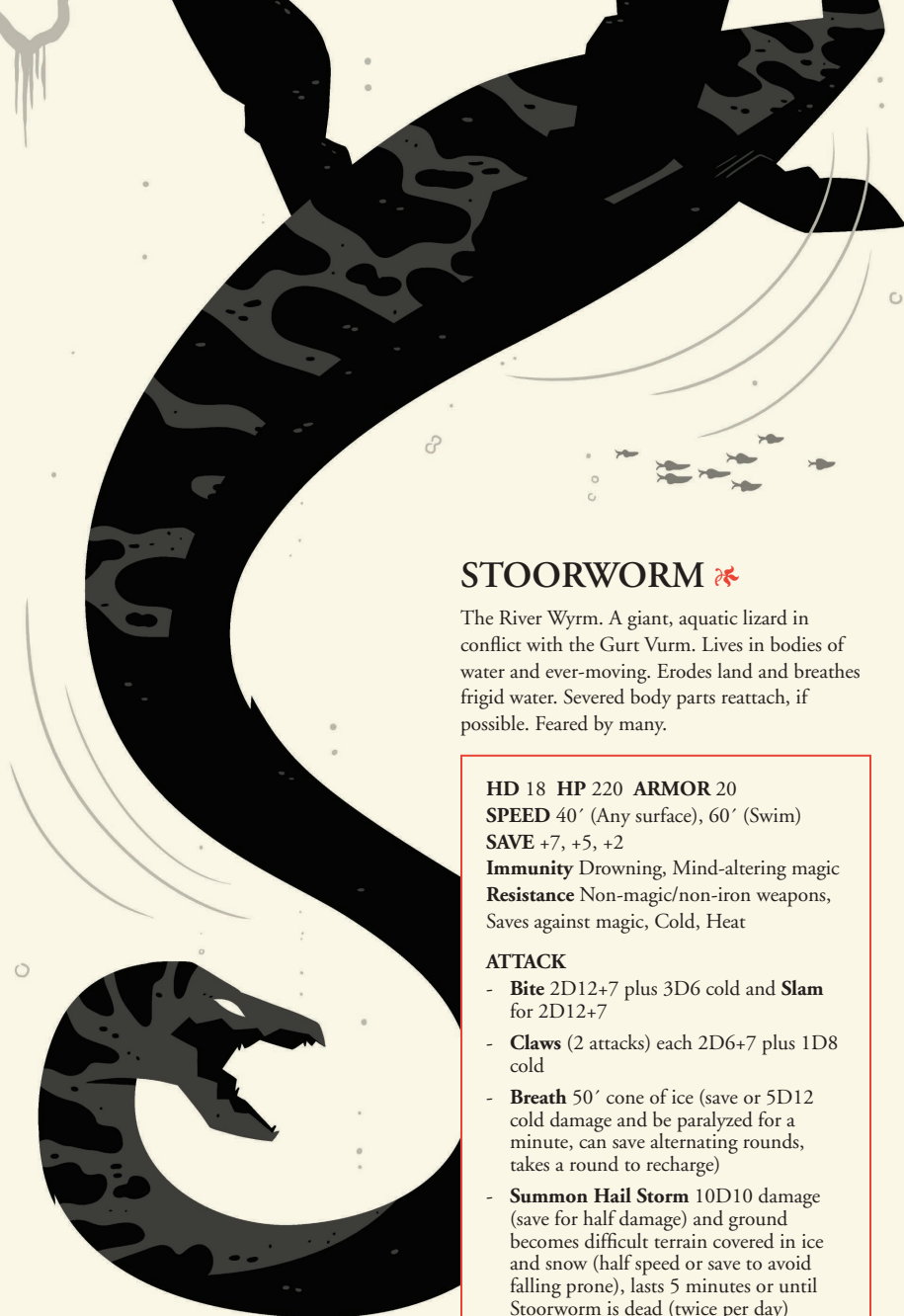
Resistance Falling damage

ATTACKS

- **Bite** 1D4+1 plus 1D4 poison damage
- **Stink Cloud** 20' radius, 1D10 poison damage plus paralyzed for 1 min or save for half damage and no effect, can save every other round

SPECIAL

- If killed by slashing, piercing, or bludgeoning damage, then the corpse releases one final stink cloud



STOORWORM

The River Wurm. A giant, aquatic lizard in conflict with the Gurt Vurm. Lives in bodies of water and ever-moving. Erodes land and breathes frigid water. Severed body parts reattach, if possible. Feared by many.

HD 18 HP 220 ARMOR 20

SPEED 40' (Any surface), 60' (Swim)

SAVE +7, +5, +2

Immunity Drowning, Mind-altering magic

Resistance Non-magic/non-iron weapons, Saves against magic, Cold, Heat

ATTACK

- **Bite** 2D12+7 plus 3D6 cold and **Slam** for 2D12+7
- **Claws** (2 attacks) each 2D6+7 plus 1D8 cold
- **Breath** 50' cone of ice (save or 5D12 cold damage and be paralyzed for a minute, can save alternating rounds, takes a round to recharge)
- **Summon Hail Storm** 10D10 damage (save for half damage) and ground becomes difficult terrain covered in ice and snow (half speed or save to avoid falling prone), lasts 5 minutes or until Stoorworm is dead (twice per day)

SPECIAL

- Will regenerate 1HD/hour unless its head is removed and branded with fire and iron
- Taking 25 points of slashing damage to a limb severs it and drops speed by 10'. Limb will reattach unless moved more than 50' away or either part of wound is branded with fire and iron.
- Gets 3 points per round to spend at the end of an enemy's turn (1 action/turn):
 - **Single Claw** (cost 1)
 - **Move** (cost 1) 30'
 - **Slam** (cost 2)
 - **Spit Frigid Water** (cost 2) For 3D6
 - **Save Any Fail** (cost 3) Take 10 damage





TINKER BELL

She may be the closest (and only) friend of Peter Pan, but some say she's a watchful eye for Queen Mab. She is a force in her own right and the antithesis of Peter. Tinker Bell never forgets and will regularly use her wisdom against her foes.

PERSONALITY TRAITS

- Tiny Sprite wearing green in Neverland, human-sized woman in Elphame
- Limited to speaking in bell chimes outside of Elphame (understandable by Pirates, Gnomes, the Tylwyth Teg, Lost Boys, Peter Pan, and the Darlings)
- Only able to feel one feeling at a time
- Distrustful of outsiders (especially adults)

IDEALS

- Security: when those you care about are safe then all is well

BONDS

- Deeply protective of Peter Pan
- Wants all traces of the Shadow to be destroyed

FLAWS

- Her love of Peter Pan can be easily manipulated
- Quick to anger

OTHER PROFICIENCIES

- Flight and aiding others in flying
- Navigating Elphame

HD 5 HP 15 ARMOR 15

SPEED 50' (Fly)

SAVE +5, +3, -1

Resistance Non-magic/non-iron weapons, Saves against magic

ATTACK

- **Magic Needle** 1D4+3
- **Cast Spell** (based on Pixie mood/glow)
 - **Red (Anger)** Burn target for 1D10+5
 - **Orange (Fear)** Increase target's armor by 3 for 1 min
 - **Yellow (Happiness)** Create 1-4 small lights or shine blindingly bright
 - **Green (Envy)** Unlock non-magic/non-iron lock/fastener
 - **Blue (Sadness)** Teleport self 30'
 - **Indigo (Worry)** Heal target for 1D8+3 (2D8+3 if Peter)
 - **Violet (Boredom/Disgust)** Turn target into small animal (can save, DC15 and difference between roll and 15 is number of rounds target stays this way)

SPECIAL

- Tinker Bell can change her mood in reaction to another creature's action
- **POWER OF BELIEF**
Target must believe in weapon attacks against a Fairy (swap STR or DEX with WIS unless a magic or iron weapon)

TRILOBITES

Aquatic and cave-dwelling, they're occasionally mistaken for armored Diplocauluses. Their meat is a rare delicacy and their shells are effective shields. When many are found living together, they create a shell of shells to protect their young.

HD 3 HP 15 ARMOR 16

SPEED 30' (Any surface)

SAVE +2, +1, -1

Resistance All physical damage

Weakness Electricity, Poison

ATTACKS

- **Latch** On for 1D6+2
- **Bite** (Once latched) 1D4+2 until it releases (holds with +6 Strength)

SPECIAL

- Underside has armor of 8 and no resistances
- Can roll into a ball as a reaction



TURNSTONES

Small sandpiper with telescopic legs (up to 3' tall). It looks like a stone when resting and thick plumage on its back feels like rock. Very good at camouflage. Nests on the ground and is very fast. Eggs are an extravagant delicacy.

HD 2 HP 4 ARMOR 10

SPEED 30', 50' (Fly)

SAVE +4, -1, -2

ATTACKS

- **Beak** 1D4-1

SPECIAL

- Advantage on camouflaging on beach or amongst rocks



THE TYLWYTH TEG

GREEN FOLK • THE ROOTED

The origins of the Tylwyth Teg are lost to most but they've inhabited the island almost as long as the birds. They are the sworn protectors of the northernmost forests.

TYLWYTH TEG (ELDER)

THE WÆLD • THE SLOW COUNCIL

The Elders have watched over Neverland so long that time and events blend together. They've seen groups come, they've seen groups go, and the council has trouble telling the difference between the two.

"They came and they mined, and now they are gone. These Pirates, also with their iron, will disappear as well."

PERSONALITY TRAITS

- Protective of the island
- Feel they know best
- Speak seldom and slowly
- See no need to leave the Village
- Hesitant to make decisions or act
- Believe Fallen Stars belong to the island

IDEALS

- Nature: healthy plants and animals mean balance for all

BONDS

- Worship the Great White Bird as a sacred protector of the island
- Believe the Greensticks will find peace and learn patience
- Want to be rid of all iron and Pirates

FLAWS

- Deliberating and seeing all sides leads to inaction

OTHER PROFICIENCIES

- Patience
- Seeing the big picture
- Understanding the island and creature health

NAMES

Albanicum, Amabile, Arboricola, Bolanderi, Iridollae, Xanthellum, Wardii, Taliense, Souliei, Nanum, Occidentale, Concolor, Fargesii, Cernuum, Bulbiferum, Eupetes, Formosanum, Leucanthum, Lophophorum, Sherriffiae

HD 10 HP 55 ARMOR 14

SPEED 20'

SAVE +5, +4, +1

Immunity Plant damage, Mind-altering magic, Light magic heals

Resistance Saves against magic, Non-magic and iron weapons

Weakness Fire

ATTACK

- **Magic Sword** (2 attacks) each 2D6+4 (only magic while Tylwyth Teg wields it)
- **Spore Bomb** 20' radius, 4D8+4 poison damage and save for half damage or be blinded or asleep for 1 min
- **Root Wrap** Save or be entangled, deal 5HP to break free and DC15 to escape, can combine to stack HP and increase DC three times up to 20HP and DC24)
- **Animate Tree** Up to 4 trees per day (can use across multiple rounds)

SPECIAL

- Can relocate 60' via tree or medium-sized plant

TYLWYTH TEG (YOUTH)

GREENSTICKS • THE FLOWER CHILDREN

It takes so long for the youth of the Tylwyth Teg to age that it's almost like they never grow up.

**"The Elders don't understand!
Men seeking iron may change like
the leaves but we should strike at the
root of this problem!"**

PERSONALITY TRAITS

- Impulsive
- Curious and enthusiastic
- Distrustful of adults
- Believe Fallen Stars belong to the island

IDEALS

- Nature: all wildlife is only acting in self-preservation and on instinct
- Duty: it's our responsibility to protect the island when no one else will

BONDS

- Worship the Great White Bird as a sacred protector of the island
- Believe the Elders have forgotten how to act
- Want to be rid of all iron and Pirates
- Love the spirit and energy of Peter Pan and the Lost Boys
- Protective of the innocent Lost Boys
- Think they can convince the Spiders to leave the Pirates

FLAWS

- Impatient and bordering on reckless

OTHER PROFICIENCIES

- Tracking
- Camouflage/hiding
- Understanding the island and creature health

NAMES

Tiger Lily, Fire Lily, Pine Lily, Orange Lily, Leopard Lily, Red Lily, Devil Lily, Panther Lily, Trumpet Lily, Martagon Lily, Stargazer, Altari, Belladonna, Brindisi, Brunello, Dizzy, Grand Cru, Gluhwein, Pumilum, Saltarello

HD 5 HP 25 ARMOR 14

SPEED 40'

SAVE +4, +2, +0

Immunity Plant damage, Light magic heals

Resistance Mind-altering magic, Saves against magic, Non-magic and iron weapons

Weakness Fire

ATTACK

- **Magic Dagger** (2 attacks) 2D6+4 each (only magic while Tylwyth Teg wields it)
- **Spore Bomb** 10' radius, 2D8 poison damage and save for half damage or be blinded or asleep for 1 min
- **Root Wrap** Save or be entangled, 5HP to break free and DC12 to escape, can combine to stack HP and increase DC three times up to 20HP and DC21)

SPECIAL

- Can relocate 60' via tree or medium-sized plant



WATER LEAPERS

Large frog with bat wings, no legs, and scorpion tail. Eats livestock, jumps across the water surface, brazen and dumb.

HD 6 HP 35 ARMOR 12

SPEED 40' (Fly, Swim)

SAVE +3, +1, -3

Immunity Poison

Resistance Water

Weakness Electricity

ATTACKS

- **Bite** 1D10+3 plus save or 1D10 poison (can choose to grapple target)
- **Tongue** 25' reach, save or be thrown 30', 3D6 (up to 250')
- **Sting** 1D10+3 plus save or lose use of either arms or legs for 1 min (save again every other round)

SPECIAL

- Advantage on camouflage in water or wetlands
- Bodies swell up with air when they die

WENDY MOIRA ANGELA DARLING

THE SWAMP HAG • MOSS MOTHER

Wendy and her brothers were not brought to the island by the same magic as the Lost Boys and so were beyond Queen Mab's reach. Forgotten by Peter and saved by the Mermaids, she now lives out her twilight years seeking comfort in her Swamp.

"I've seen Peter's enthusiasm and know that one day he'll be ready to change."

PERSONALITY TRAITS

- Gentle and solitary
- Patient (especially with children) and understanding
- Meticulous and detail-oriented
- Protective of her world and the island
- Dismissive of enthusiasm and grand gestures
- Forgotten where she came from or how to get home
- Wants news of Peter or the Mermaids

IDEALS

- Details: it's the small things that make the most impact

BONDS

- Believes John and Michael died long ago
- Worries for the Lost Boys and Peter
- Quick to defend Peter, the Lost Boys, and the Mermaids
- Thinks there's something amiss about Queen Mab

FLAWS

- Blind to anything negative said or done by Peter Pan and believes he can be changed

OTHER PROFICIENCIES

- Storytelling
- Binding Shadows to the body
- Sewing, spinning, and all sorts of mending

HD 17 HP 130 ARMOR 15

SPEED 30'

SAVE +8, +6, +3

Immunity Mind-altering magic

Resistance Water, Cold, Poison, Non-magic weapons

ATTACK

- **Walking Stick** (3 attacks) each 1D8+3
- **Cast Spell** Typical spells up to level 8 plus the following:
 - **Knots of Fate** Roll 3D20 and assign each to target, they must use those rolls, in any order
 - **Running Stitch** Teleport any target 60', save if unwilling
 - **Backstitch** Undo any effect on self
 - **Blind Stitch** Target save or be blinded for 1 minute, can save every other round
 - **Hemming Stitch** Target's legs are fused together or arms are stuck to sides, can save alternating rounds
 - **Sing (Soprano)** Heal up to 3 targets, 2D10 each but can't sing again next round
 - **Sing (Alto)** 30' line for 2D10 mental damage, save for half damage
 - **Sing (Tenor)** 15' cone for 2D10 mental damage, save for half damage
 - **Sing (Baritone)** 10' radius for 2D10 mental damage and be pushed back 10', save for half damage

SPECIAL

- Gets 3 points per round to spend at the end of an enemy's turn (1 action/turn):
 - **Single Walking Stick** (cost 1)
 - **Move** (cost 1) 30'
 - **Cast Level 0 Spell** (cost 1)
 - **Redirect Damage to Corn Dolly** (if available, cost 2)
 - **Sing** (cost 2)
 - **Save Any Fail** (cost 3) Take 10 damage
 - **Cast Level 1, 2, or 3 Spell** (cost 3)



WOOLLY RHINOS

Gentle giants who live in herds in open fields. Fur is highly sought-after for its cooling properties and can help resist effects of extreme heat and cold. Horns also said to aid in many spells.

HD 8 HP 50 ARMOR 12

SPEED 40'

SAVE +4, +2, -3

Resistance Cold, Fire, Falling damage

Weakness Sight-based magic

ATTACKS

- **Trample** 2D12+4
- **Horn** 2D8 plus additional 1D4 for every 5' it moves this round before it attacks (up to 4D4)

SPECIAL

- Advantage on camouflage in tall grass







Chapter 3

The Island

Neverland is a character all on its own. The setting is both inviting and dangerous. It's civilized and wild. It's both young and alive and a very old reminder of death.

The following pages outline the 24 parts of the island to be explored. Note that Hex 24 (The Clouds) is not marked on most maps as it's another element of discovery. Flying characters and animals disappearing into the clouds could be enough of a hint for most players. If they need a little more of a push, the Tylwyth Teg, among others, know that this is where the Great White Bird nests.

As for the heart of the island, tables should change and evolve as the players interact with its inhabitants. Incomplete Pirate Stores may get finished, or more may appear, if they help the Pirates and Spiders. Or perhaps encounters with birds will be replaced by the Giants if the Great White Bird falls ill.

The goal with the multiple tables is to make repeat visits engaging. It should feel like the island is truly alive while still affording the players an element of familiarity. Characters should be able to easily find an old location after a while, but it's more fun if the third trip is complicated by an unexpected Golem blocking their path.

Most importantly, actions should have lasting and recognizable consequences. If the players accidentally burn down the Rope Bridges, the Gnomes may not be as inviting the next time the party wanders into their village (or at the very least, adventurers might notice rates at the inn have gone up). It needn't be drastic, but the most memorable stories are the ones in which the players had direct involvement. Schemes and events can (and should!) happen while the party is off doing something else, but if those schemes are a response to actions by the players then there's also more drive to get involved.

In short, this chapter simply presents an island with a default setup that should be altered as the players explore.

QUICK HEX REFERENCE

Below is a brief overview of what's going on in each hex. Again, this should change over time as the adventurers explore and leave an impression on the island.

01 THE PENINSULA pg. 56

Quiet and mostly beach. Mermaids and Pirates conduct business here. John keeps a watchful eye via his Golems.

02 BEACH CAVES pg. 57

Plenty of animal activity with varied terrain. Endless cave systems. Good place to add hidden caverns or dungeons. Capsized boats hide the entrance to John's inverted Tower.

03 MERMAID COVE pg. 58

Natural amphitheater where the Mermaids perform and practice. Waterfall cascades around caves and flows out into the ocean.

04 THE CORAL CAVES pg. 59

Caves covered in coral. Home of the Mermaids. The caves above are a lie and hide the entrance to the real aquatic civilization.

05 WETLANDS pg. 60

Ecosystem flooded with water. Uninhabitable by everyone except wildlife. Good place to hide treasure, history, and secrets.

06 THE JOLLY ROGER pg. 61

Natural cove protecting a massive Pirate ship. Beach acts as training grounds for Spiders and Pirates. Peter Pan and Lost Boys regularly attack and cause trouble. Most don't risk coming here.

07 THE IRON MINES pg. 62

Jungle hides a very old mine. Paths leading to and around the entrance. Pirates and Spiders work here. Dangerous wildlife.

08 ROPE BRIDGES pg. 63

Wide and dangerous river with bridges. Made from shipboard and rope and maintained by the Gnomes. Flow runs south toward Mermaid Cove.

09 THE GREAT HILL pg. 64

Hill that's almost a mountain. Rare area of direct light in the jungle. Hill covered in flowers. Easiest way to access Elphame. Most likely place to encounter Fairies.

10 THE SWAMP pg. 65

Hot, damp, uncomfortable. Home of rare animals and Wendy Darling. Her hut wanders around and protects the area. Bugs thrive here and it's all quite dangerous.

11 MAROONER'S ROCK pg. 66

Rocky outcrop used as Mermaid Graveyard. Spooky place and respected by most. Mostly shallow ocean and rocky islands. Death gravitates to this area.

12 SHIPWRECK SHORE pg. 67

Fairly isolated. Currents sweep all ocean debris here. Dangerous currents, cliffs, and shipwrecks. Full of treasure and mystery. Regularly plundered by Mermaids.

13 THE SKIPPING STONES pg. 68

River runs quickly but is shallow here (compared to Hex 08). Rocks create natural crossings. Very dangerous. Lots of Crocodile Spawn here. Petrifying Well hidden deep in the jungle.

14 GNOME HAMLET pg. 69

Home of the Gnomes easily found. Welcoming to strangers and respected by most of the island. A relatively safe space. Rare area of civility and stability.

15 THE SUNDIAL pg. 70

Giant golden Sundial. Sunning spot of the Crocodile. Quiet beach due to gargantuan reptile. Sundial is a good place to hide a secret dungeon or further mystery.

16 TYLWYTH TEG VILLAGE pg. 71

Secret home of the Tylwyth Teg. Dryads turn away wanderers with misdirecting magic. Whole area can be confusing and surreal if not welcomed by the locals.

17 THE FORGE pg. 72

Mostly mountains. Forge is hidden amongst terrain. Sound of metalwork heard everywhere. Michael Darling loudly works and welcomes strangers. Terrain can all begin looking the same.

18 THE WATERFALL pg. 73

Huge loud waterfall. Blocks the entrance to the Crocodile's Nest. Lots of Crocodile Spawn about. River starts to pick up but is easiest to cross here.

19 HANGMAN'S TREE pg. 74

Open plains. Lots of stuff hiding in the tall grass and natural fields of wheat. Gigantic dead tree is secret entrance to Peter Pan's home. A few creatures only found here. Sometimes a sporting field.

20 DEADMAN'S DROP pg. 75

Mostly barren. Steep cliff drops to beach. No one quite sure why it's so empty around here. Lots of birds and wildlife. Mermaids leave for long journeys from here.

21 THE PEAKS pg. 76

Natural mountaintops. Lots of caves and areas to hide. Temporary camp of the Cunning Folk. Arid and dangerous. North side drops to ocean.

22 GIANT'S HILL pg. 77

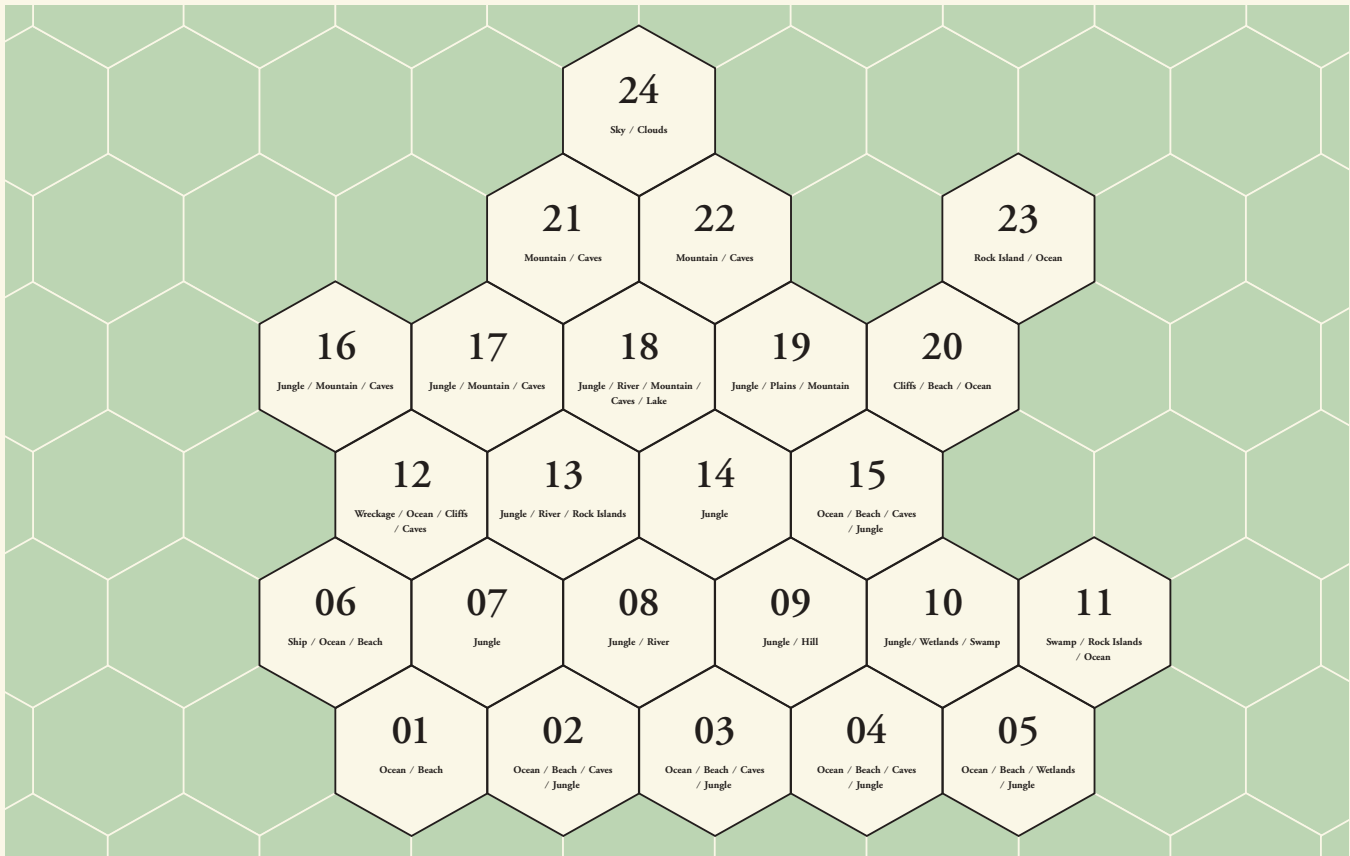
Giant insect mound. Porous surface different from the rest of the mountains. Tallest part of Neverland. Entries are heavily guarded but few explore here.

23 THE SKULL pg. 78

Ancient creature's Skull. Accessible by flight or boat or magic. Regular rock exterior. Surreal and psychological interior. Good place to introduce anything weird.

24 THE CLOUDS pg. 79

Always hanging over the island. Nest of the Great White Bird hidden amongst clouds. Very protective of its home. Secret part of the island. Things that disappear tend to end up here.



The Island

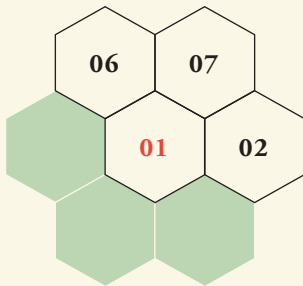


01 The Peninsula

A narrow peninsula dotted with shells and pristine sand.



The Island



CHIME HOURS (6am/6pm)

A ghost wanders out to the end of the peninsula, weeps, then disappears.

The island stretches out to its furthest southwest point here and is rather isolated. It's a common spot for clandestine encounters.

Most of the Pirates and Mermaids know the Sand Golems like to keep the beach clean but they meet here anyway. The threat of death really adds to their illicit trade.

Outside of the Golems, it's also the natural home of the Sand Spiders and this is as much their domain as it is the Boy Lich. They want to find his home but they're digging in the wrong spot.

D6 EXPLORATION

- Nest/Habitat (**Roll 1D6 CREATURE**)
- Giant triton shell/ Abandoned shelter
- Pocket of clapping hand-sized shells
- Small pool with glowing guppies
- Buried treasure
- Sand sculpture depicting a map relevant to the first intelligent creature that looks at it

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- Animal(s) fleeing geography (shorebreak, fire, etc. **Roll CREATURE**)
- Geography danger (riptide, algal bloom, sinkhole, etc. **Roll CREATURE or NPC**)
- Lich Ward (not triggered)
- Lich Ward (triggered, empty)
- Lich Ward (triggered, successful, **Roll CREATURE or NPC**)
- Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- Dead animal (**Roll CREATURE**)
- Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

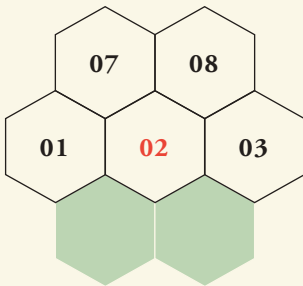
- Leather Shell Turtle
- Blue-Billed Pelican
- 1D4 Red Devils
- 1D4 Salt Lions
- 1D4 Trilobites
- 2D4 Sea Nettle
- Flying Shoal
- Elephant Clam
- Harp Sponge
- Smiling Manta
- 1D4 Bloodsucking Foliates (Grass/Palm or Coral)
- Golden Catfish

D12 NPC

- Severed Shadow(s) (**Roll 1D4 CREATURE**)
- 1D4 Muttering Foliates (Grass/Palm or Coral)
- 2D4 Blue Men
- (DAY) 2 Sand Spiders (NIGHT) 1D4 Pirates
- (DAY) 1D4 Sand Spiders (NIGHT) Smee + 1D4 Pirates
- (DAY) Hidden Trapdoor Spider (NIGHT) Hook + 1D4 Pirates
- 3 Baritone Mermaids
- Soprano + 2 Tenor Mermaids
- Tenor Mermaid (+ Pirate if NIGHT)
- Golem
- 1D4 Golems
- (DAY) The Shadow (NIGHT) John + 1D4 Golems

02 Beach Caves

The jungle hangs over rocky caves that meet a beach littered with debris and overturned boats.



CHIME HOURS (6am/6pm)

Crabs all over the beach form circles of twelve and sway to unheard music.

The area is a good mix of the island's natural habitats. Ocean meets beach meets caves meets jungle. The boats add further shelter for the ample wildlife.

Most think the Boy Lich's home is accessible through one of the many caves along the edge of the beach, but they're wrong. Barely visible in the sand is an overturned and very old boat. Under that boat is a staircase. This is the true entrance to his inverted Tower.

The area also serves as a recreational site for games, parties, and the occasional debauchery.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Message in a bottle
- 3 Cave of ever-glowing mushrooms
- 4 Hollow Tree
- 5 Buried treasure
- 6 Secret exit/entrance to John's Tower

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (shorebreak, fire, sinkhole, etc. **Roll CREATURE**)
- 2 Geography danger (riptide, quicksand, fallen tree/boulder, etc. **Roll CREATURE or NPC**)
- 3 Lich Ward (not triggered)
- 4 Lich Ward (triggered, empty)
- 5 Lich Ward (triggered, successful, **Roll CREATURE or NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

- 1 1D6 Turnstones
- 2 Blue-Billed Pelican
- 3 Red Devil
- 4 Diplocaulus
- 5 1D4 Salt Lions
- 6 1D4 Trilobites
- 7 1D8 Sea Nettles
- 8 Flying Shoal
- 9 Elephant Clam
- 10 Harp Sponge
- 11 Smiling Manta
- 12 1D4 Bloodsucking Foliates (Vines/Palm, Mushroom, Grass/Palm, or Coral)

D12 NPC

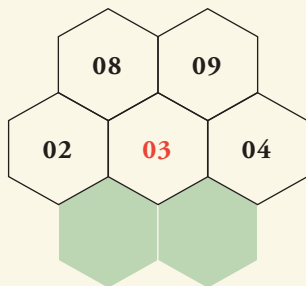
- 1 Severed Shadow(s) (**Roll 1D6 CREATURE**)
- 2 1D4 Muttering Foliates (Vines/Palm, Mushroom, Grass/Palm, or Coral)
- 3 2D4 Blue Men
- 4 (DAY) 2 Sand Spiders (NIGHT) 1D4 Pirates
- 5 3 Baritone Mermaids
- 6 Soprano + 2 Tenor Mermaids
- 7 Tenor Mermaid (+ Pirate if NIGHT)
- 8 1 of each Mermaid class
- 9 Golem
- 10 (DAY) 2 Golems (NIGHT) Hook, Smee + 1D4 Pirates
- 11 (DAY) 1D4 Golems (NIGHT) Hook + Smee
- 12 (DAY) The Shadow (NIGHT) John + 1D4 Golems

03 Mermaid Cove

This impressive amphitheater of rocks and waterfalls fills the area.



The Island



CHIME HOURS (6am/6pm)

Water in the cove becomes opalescent and bubbles rise up before floating away.

The cove's rock has been sculpted over the years to serve as a great amphitheater that surrounds a deep pool of rainbow water. This is where the Mermaids perform their monthly concerts. The acoustics are surprisingly good.

The waterfalls can be somewhat controlled by the Mermaids and regularly feature in their concerts. They also act as good security, as most wouldn't try to enter the area when the falls are at their strongest.

Some say that even the most reclusive inhabitants of the island come out to hear the latest performance.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Freshwater pond
- 3 Cave of glowing crystals
- 4 Abandoned shelter
- 5 Buried treasure
- 6 Whirlpool (top of waterfall)

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (shorebreak, fire, sinkhole, etc. **Roll CREATURE**)
- 2 Geography danger (riptide, quicksand, fallen tree/boulder, etc. **Roll CREATURE or NPC**)
- 3 Lich Ward (not triggered)
- 4 Lich Ward (triggered, empty)
- 5 Lich Ward (triggered, successful, **Roll CREATURE or NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

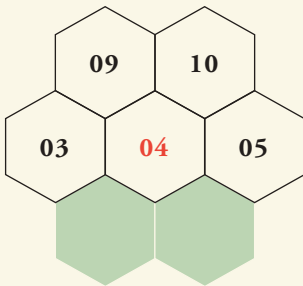
- 1 1D6 Turnstones
- 2 Blue-Billed Pelican
- 3 Red Devil
- 4 Diplocaulus
- 5 1D4 Salt Lions
- 6 Giant Mantid
- 7 2D4 Trilobites
- 8 2D4 Sea Nettles
- 9 Flying Shoal
- 10 Elephant Clam
- 11 Harp Sponge
- 12 1D4 Bloodsucking Foliates (Vines/Palm, Mushroom, Grass/Palm, or Coral)

D12 NPC

- 1 Severed Shadow(s) (**Roll 1D6 CREATURE**)
- 2 1D4 Muttering Foliates (Vines/Palm, Mushroom, Grass/Palm, or Coral)
- 3 1D4 Blue Men
- 4 (DAY) 2 Sand Spiders (NIGHT) 1D4 Pirates
- 5 Golem
- 6 2 Golems
- 7 1D4 Golems
- 8 3 Baritone Mermaids
- 9 Soprano + 2 Tenor Mermaids
- 10 Tenor Mermaid (+ Pirate if NIGHT)
- 11 (DAY) 1 of each Mermaid class (NIGHT) Smee + 1D4 Pirates
- 12 (DAY) 6 Mermaids + Pixie (NIGHT) Hook + 1D4 Pirates

04 The Coral Caves

Music pours out of a wide cave opening covered in algae and flora that connects to the ocean.



CHIME HOURS (6am/6pm)

Coral around the cave entrance begins to glow and lights shimmer from within.

It's rude to enter the home of the Mermaids without a gift. They love beauty and art, and even a good bit of gossip will endear strangers to them.

The surface caves are a front and show most what one would expect when they think of Mermaids: areas dedicated to leisure, grooming, and entertainment. In reality, there is much more going on. Being traders of illicit goods, there is an entire village hidden beneath the surface and accessible via underwater tunnels.

The area is well-protected by the Mermaids, though they wouldn't have anyone listening to such silly lies.

D6 EXPLORATION

- Nest/Habitat (**Roll 1D6 CREATURE**)
- Empty glass bottles (some broken)
- Pools with rainbow fish eggs
- Hollow Tree
- Buried treasure
- Deep wishing pond with coins on ledges but no discernible bottom

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- Animal(s) fleeing geography (shorebreak, fire, sinkhole, etc. **Roll CREATURE**)
- Geography danger (riptide, quicksand, fallen tree/boulder, etc. **Roll CREATURE or NPC**)
- Mermaid Game (not triggered)
- Mermaid Game (triggered, abandoned)
- Mermaid Game (triggered, currently active, **Roll CREATURE or NPC**)
- Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- Dead animal (**Roll CREATURE**)
- Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

- Leather Shell Turtle
- 1D6 Turnstones
- Blue-Billed Pelican
- Flying Fennec
- 1D4 Salt Lions
- Diplocaulus
- 1D6 Dun Swine
- Red Devil
- Elephant Clam
- Smiling Manta
- 1D4 Bloodsucking Foliates (Vines/Palm, Mushroom, Grass/Palm, or Coral)
- 1D4 Crocodile Spawn

D12 NPC

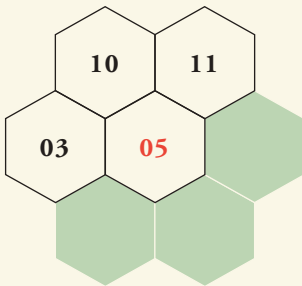
- 1D4 Muttering Foliates (Vines/Palm, Mushroom, Grass/Palm, or Coral)
- Golem
- 2 Golems
- 4 Baritone Mermaids
- 2 Soprano + 2 Tenor Mermaids
- 1 of each Mermaid class
- 4 Mermaids + Pixie
- 1D4 Pixies
- Gnome + Mermaid
- 2 Lost Boys + Mermaid
- 3 Mermaids + Peter Pan
- Peter Pan

05 Wetlands

The jungle diffuses into a swirling pattern of islands and quickly becomes coastal wetland.



The Island



The area is mostly home to the beasts as the land is ever-changing. Structures started one day will have collapsed by morning. It's all very frustrating.

It's also where many of the more aggressive water folk (not to be confused with the Mermaids) live. The currents seem to bring smaller items and peoples to these shores, while the remnants of boats drift farther west. This serves the appetites of the Greenteeth well.

The flora also aids the Moss Mother, as she builds her helpers using much of the area's natural resources.

CHIME HOURS (6am/6pm)

The land shifts to spell out an important message to an intelligent creature in the area (only legible from the air).

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Large/old wooden bridge
- 3 Waterlogged corpse
- 4 Iron rods jutting up from the ground
- 5 Buried treasure
- 6 Breathing Island

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (shorebreak, flood, fire, sinkhole, gas release, etc. **Roll CREATURE**)
- 2 Geography danger (riptide, quicksand, fallen tree/boulder, gas release, etc. **Roll CREATURE** or **NPC**)
- 3 Mermaid Game (not triggered)
- 4 Mermaid Game (triggered, abandoned)
- 5 Mermaid Game (triggered, currently active, **Roll CREATURE** or **NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE** or **NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

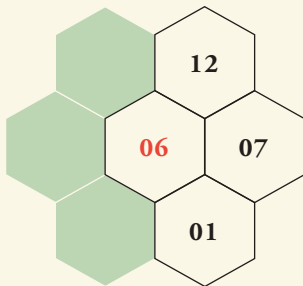
- 1 Leather Shell Turtle
- 2 Blue-Billed Pelican
- 3 Smiling Manta
- 4 1D4 Red Devils
- 5 1D4 Stink Bugs
- 6 Fire-Bellied Newt
- 7 2D4 Dun Swine
- 8 1D4 Monstera Tree Frogs
- 9 Honeywort
- 10 Flying Shoal
- 11 1D4 Bloodsucking Foliates (Vines/Palm, Moss/Fern, Grass/Palm, or Coral)
- 12 2D4 Spotted Slugs

D12 NPC

- 1 Severed Shadow(s) (**Roll 1D6 CREATURE**)
- 2 1D4 Muttering Foliates (Vines/Palm, Moss/Fern, Grass/Palm, or Coral)
- 3 Greenteeth
- 4 Greenteeth + 1D4 Spotted Slugs
- 5 Greenteeth + 1D4 Stink Bugs
- 6 1D4 Bog Bodies
- 7 1D4 Bog Bodies
- 8 3 Baritone Mermaids
- 9 2 Tenor Mermaids
- 10 2 Moss Gallant
- 11 Wendy + 2 Mermaids
- 12 (DAY) The Great White Bird
(NIGHT) Wendy + 1D4 Moss Gallant

06 The Jolly Roger

An intimidating black ship with red sails sits in a natural harbor.



CHIME HOURS (6am/6pm)

The souls of the ship's crew are visible as they leave or return to their skeletal remains.

Despite rumors, the Jolly Roger isn't always looming over the western beaches of Neverland. If easy prey sails too close to shore while the Crocodile is nesting, then they'll weigh anchor and see what goods they can procure.

The beaches also act as a training ground and work area for the Pirates and Spiders. As much as the ship is the crew's home, they've really taken over this entire region. Even the wildlife is hesitant to settle in the area.

D6 EXPLORATION

- Nest/Habitat (**Roll 1D6 CREATURE**)
- Message in a bottle
- Hidden rowboat (with oars)
- Pirate Store (Complete)
- Buried treasure
- Line of straw target dummies

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- Animal(s) fleeing geography (shorebreak, fire, etc. **Roll CREATURE**)
- Geography danger (riptide, algal bloom, sinkhole, etc. **Roll CREATURE or NPC**)
- Pirate/Spider Trap (not triggered)
- Pirate/Spider Trap (triggered, empty)
- Pirate/Spider Trap (triggered, successful, **Roll CREATURE or NPC**)
- Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- Dead animal (**Roll CREATURE**)
- Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

- 1D4 Turnstones
- Leather Shell Turtle
- Red Devil
- 1D4 Red Devils
- 1D4 Trilobites
- 2D4 Sea Nettles
- 2D4 Sea Nettles
- Flying Shoal
- Elephant Clam
- Harp Sponge
- Smiling Manta
- 1D4 Bloodsucking Foliates (Grass/Palm or Coral)

D12 NPC

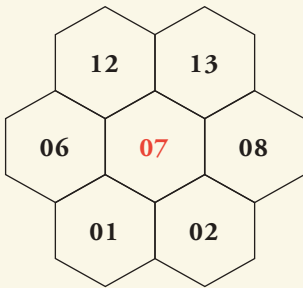
- 1D4 Muttering Foliates (Grass/Palm or Coral)
- 1D4 Blue Men
- 2D4 Blue Men
- 2 Tenor Mermaids (+ 2 Pirates if NIGHT)
- (DAY) 2 Sand Spiders (NIGHT) 1D4 Pirates
- (DAY) 2D4 Sand Spiders (NIGHT) 2D4 Pirates + Smee
- (DAY) 3 hidden Trapdoor Spiders (NIGHT) 2D4 Pirates + Hook
- 1D4 Lost Boys (+ 2 Pirates if NIGHT)
- Spitting + 2 Spiny Spiders (+ Hook if NIGHT)
- 3 Spiny Spiders (+ Hook if NIGHT)
- (DAY) 1D4 Father Long Legs (NIGHT) Hook, Smee + 1D4 Pirates
- Pan, Tinker Bell + 1D4 Lost Boys

07 The Iron Mines

Faded and overgrown paths lead to a well-kept, but very old, mine entrance.



The Island



CHIME HOURS (6am/6pm)

Lights flicker and dance around and within the mine, leading to the richest ore deposits.

The first area of Hook's expansion, the Pirates and Spiders are usually at work in the mines. They're relatively successful despite the random attacks and frequent collapses within the deeper shafts.

The Pirates speak of Will-O'-The-Wisp, or "Knockers," that light up and make a terrible knocking sound right before a dramatic change in the mine. Some fear it's a warning and most think the lights cause the tunnel collapses and restructuring. Either way, they recognize how foolish it is to enter that cursed site.

But it's even more foolish to go against the Captain's orders.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Whirlpool
- 3 Hollow Tree
- 4 Pirate Store (Complete)
- 5 Secret entrance to mines
- 6 Clearing on a hill with an iron gate surrounding an apple tree

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (fire, rockfall, quicksand, etc. **Roll CREATURE**)
- 2 Geography danger (fallen tree/boulder, natural pit, landslide, etc. **Roll CREATURE or NPC**)
- 3 Pirate/Spider Trap (not triggered)
- 4 Pirate/Spider Trap (triggered, empty)
- 5 Pirate/Spider Trap (triggered, successful, **Roll CREATURE or NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

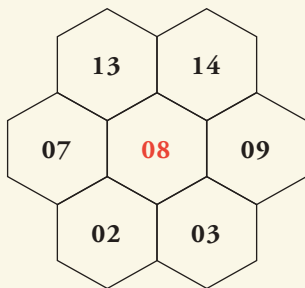
- 1 1D4 Gliding Dragons
- 2 1D4 Monstera Tree Frogs
- 3 1D4 Cassowars
- 4 Dagger-Toothed Tiger
- 5 2 Dagger-Toothed Tigers
- 6 Dun Swine
- 7 1D4 Dun Swine
- 8 1D4 Duck Regents
- 9 Bath Bear
- 10 Honeywort
- 11 1D4 Bloodsucking Foliates (Vine/Palm)
- 12 Rheum (**Roll 1D8 CREATURE**)

D12 NPC

- 1 (DAY) Severed Shadow(s) (**Roll 1D6 CREATURE**) (NIGHT) 1D4 Muttering Foliates (Vine/Palm)
- 2 1D4 Lost Boys + Pixie
- 3 3 Lost Boys + 2 Pixies
- 4 1D4 Gnomes
- 5 2 Mermaids
- 6 1D4 Worker Giants
- 7 1D4 Workers + Soldier Giant
- 8 (DAY) 1D4 Tylwyth Teg Greensticks (NIGHT) 1D4 Trapdoor Spiders
- 9 2 Sand Spiders (+ 2 Pirates if NIGHT)
- 10 3 Spiny Spiders (+ Smee if NIGHT)
- 11 2 Sand + 2 Spiny Spiders (+ Hook if NIGHT)
- 12 Tinker Bell + Tylwyth Teg Greenstick

08 Rope Bridges

The river flows between steep jungle cliffs, and a handful of sturdy Rope Bridges stretch across it.



This whole area is thoroughly picturesque. The river offers ample moisture and humidity for the flora to grow in abundance and the island really doesn't get much greener or healthier than right here. Mix that with the impressive craftsmanship of the Rope Bridges that cross the rapids and the result is a perfect balance of form and function.

Birds sing, bugs hum, and it's not uncommon to see a number of inhabitants down by the water. It's dangerous, but aren't most things of beauty?

CHIME HOURS (6am/6pm)

A River Kelpie Unicorn emerges and walks on the water before diving back into the river.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Freshwater pool
- 3 Monument (Bowerman's Nose)
- 4 Fairy circle of rocks in river
- 5 Pirate Store (Complete, west of river)
- 6 Gnome Outpost (bridge repair)

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (fire, rockfall, quicksand, flood, etc. **Roll CREATURE**)
- 2 Geography danger (fallen tree/boulder, natural pit, landslide, etc. **Roll CREATURE or NPC**)
- 3 Pirate/Spider Trap (not triggered)
- 4 Pirate/Spider Trap (triggered, empty)
- 5 Pirate/Spider Trap (triggered, successful, **Roll CREATURE or NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

- 1 1D4 Gliding Dragons
- 2 1D4 Duck Regents
- 3 1D4 Monstera Tree Frogs
- 4 1D4 Trilobites
- 5 1D4 Cassowars
- 6 1D4 Dun Swine
- 7 1D4 Crocodile Spawn
- 8 1D4 Crocodile Spawn
- 9 (LAND) Dagger-Toothed Tiger
(WATER) Flying Shoal
- 10 River Kelpie
- 11 (LAND) Honeywort
(WATER) River Kelpie
- 12 Rheum (**Reroll 1D8 CREATURE**)

D12 NPC

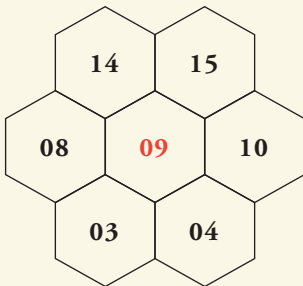
- 1 (LAND) 1D4 Muttering Foliates (Palm)
(WATER) 2 Mermaids
- 2 2 Soprano Mermaids
- 3 Mermaid + 3 Gnomes
- 4 1D4 Gnomes
- 5 1D4 + 2 Gnomes
- 6 1D4 Lost Boys
- 7 2 Lost Boys + Pixie
- 8 (DAY) 2 Sand Spiders
(NIGHT) 1D4 Pirates
- 9 Hidden Trapdoor Spider
- 10 1D4 Tylwyth Teg Greensticks
- 11 2 Tylwyth Teg Greensticks + Peter Pan
- 12 Fachan

09 The Great Hill

A large hill cleared of all foliage is rimmed with a wrought-iron fence and no gate.



The Island



The Hill is rather incongruent with the beauty and density of the jungle. While the surrounding area of the island is natural and untamed, the Great Hill almost looks like it belongs in the gardens of a grand estate.

Flowers bloom unnaturally dense and organized all around the Hill. Wildlife seem almost tame in the area and . . . is that a harp being played on the other side of the Hill? It never gets any louder and seems to move as one explores further.

It's all rather strange and beautiful and even a little unsettling.

CHIME HOURS (6am/6pm)

The power of Queen Mab is at its strongest and creates a gate in the fence allowing both fairy and islander to cross between worlds.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Freshwater pond
- 3 Pirate Store (Incomplete)
- 4 Monument (Fountain)
- 5 Monument (Countless Stones)
- 6 Tree-sized Foliage with uncertain intentions

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (fire, rockfall, quicksand, flood, etc. **Roll CREATURE**)
- 2 Geography danger (fallen tree/boulder, natural pit, landslide, etc. **Roll CREATURE or NPC**)
- 3 Lost Boy Trap (not triggered)
- 4 Lost Boy Trap (triggered, empty)
- 5 Lost Boy Trap (triggered, successful, **Roll CREATURE or NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

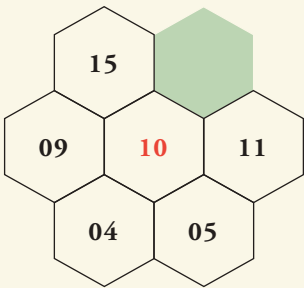
- 1 1D4 Gliding Dragons
- 2 1D4 Monstera Tree Frogs
- 3 Dun Swine
- 4 1D4 Dun Swine
- 5 1D4 Cassowars
- 6 Dagger-Toothed Tiger
- 7 1D4 Red Devils
- 8 1D4 Duck Regents
- 9 Honeywort
- 10 1D4 Bloodsucking Foliates (Vine/Palm)
- 11 Giant Mantid
- 12 Rheum (**Reroll 1D8 CREATURE**)

D12 NPC

- 1 (DAY) Severed Shadow(s) (**Roll 1D6 CREATURE**) (NIGHT) 1D4 Muttering Foliates (Grass/Palm)
- 2 1D4 Worker Giants
- 3 2 Lost Boys
- 4 1D4 Lost Boys + Pixie
- 5 1D4 Gnomes
- 6 Gnome + 2 Pixies
- 7 2D4 Pixies
- 8 1D4 Tylwyth Teg Greensticks
- 9 Menhir
- 10 2 Menhirs
- 11 (DAY) Pan + Tinker Bell (NIGHT) Wendy + 2 Moss Gallant
- 12 Fachan

10 The Swamp

The ground quickly turns spongy and then submerges as the jungle opens into a dense and humid mangrove.



CHIME HOURS (6am/6pm)

Frogs stop croaking, stand on their hind legs, and perform a simple waltz.

If the island could manifest a bad mood, it would be the Swamp. While there's a peculiar sort of elegance to the twisting trees and hanging moss, it all just says it doesn't want anyone around. The mosquito swarms, the muck holding on to boots, it's as if it's telling everyone to leave. Now.

Or perhaps it's just trying to protect what it has. Many of the island's creatures only take up residence in the Swamp and the Moss Mother considers them all to be her children.

Travelers shouldn't expect to be too comfortable while exploring this pocket of Neverland.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Waterlogged body
- 3 Patch of glowing mushrooms
- 4 Fairy circle of oversized fungi
- 5 Great weeping willow surrounded by fireflies
- 6 Wendy's Hut

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (flood, fire, sinkhole, gas release, natural, etc. **Roll CREATURE**)
- 2 Geography danger (quicksand, fallen tree/boulder, gas release, pit, etc. **Roll CREATURE** or NPC)
- 3 Mermaid Game (not triggered)
- 4 Mermaid Game (triggered, abandoned)
- 5 Mermaid Game (triggered, currently active, **Roll CREATURE** or NPC)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE** or NPC)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

- 1 1D4 Monstera Tree Frogs
- 2 1D4 Stink Bugs
- 3 Diplocaulus
- 4 Fire-Bellied Newt
- 5 2 Fire-Bellied Newts
- 6 2D4 Trilobites
- 7 2 Crocodile Spawn
- 8 1D4 Dun Swine
- 9 Honeywort
- 10 1D4 Bloodsucking Foliates (Vine/Palm, Moss/Fern, or Coral)
- 11 Giant Mantid
- 12 Rheum (**Reroll 1D8 CREATURE**)

D12 NPC

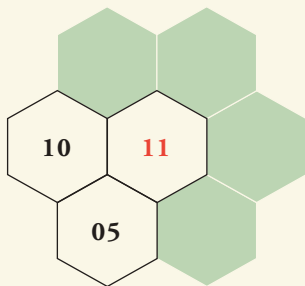
- 1 (DAY) Severed Shadow(s) (**Roll 1D6 CREATURE**) (NIGHT) 1D4 Muttering Foliates (Vine/Palm, Moss/Fern, or Coral)
- 2 Corn Dolly
- 3 1D4 Bog Bodies
- 4 2 Bog Bodies + 1D6 Spotted Slugs
- 5 Greenteeth + 1D4 Stink Bugs
- 6 Greenteeth + Crocodile Spawn
- 7 1D4 Pixies
- 8 1D4 Mermaids
- 9 1D4 Cunning Folk
- 10 Wendy
- 11 Wendy + 1D4 Bog Bodies
- 12 Wendy + 2 Moss Gallant

11 Marooner's Rock

The Swamp gradually turns rocky as the ground rises back up out of the water, revealing small and isolated islands.



The Island



CHIME HOURS (6am/6pm)

The Mermaid statues move with the spirits of the deceased.

There's an overwhelming sadness to the area.

When a Mermaid dies, her sisters mourn by first taking her body to the Petrifying Well (Hex 13). After the body sits outside of the falling water for 7 days, the resulting "statue" is taken here and positioned in tribute to the deceased. The result is a mixture of cemetery, art exhibit, and warning to those who would cross the Mermaids.

Few of the island's inhabitants come out here willingly, and the beasts understand to respect the dead on a subconscious level.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Message in a bottle/Hidden treasure
- 3 A school of skeleton fish
- 4 Small geysers that erupt every other minute
- 5 Freshwater fountain
- 6 Submerged and secret exit/entrance to the Coral Caves

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (shorebreak, fire, terrain collapse, etc. **Roll CREATURE**)
- 2 Geography danger (riptide, algal bloom, flood, etc. **Roll CREATURE** or **NPC**)
- 3 Mermaid Game (not triggered)
- 4 Mermaid Game (triggered, abandoned)
- 5 Mermaid Game (triggered, currently active, **Roll CREATURE** or **NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE** or **NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

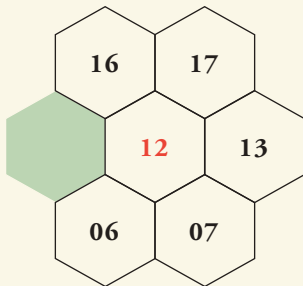
- 1 1D4 Turnstones
- 2 Blue-Billed Pelican
- 3 2D4 Trilobites
- 4 Diplocaulus
- 5 Elephant Clam
- 6 1D6 Sea Nettles
- 7 Leather Shell Turtle
- 8 Smiling Manta
- 9 Flying Shoal
- 10 Harp Sponge
- 11 1D4 Bloodsucking Foliates (Moss/Fern or Coral)
- 12 Golden Catfish

D12 NPC

- 1 (DAY) Severed Shadow(s) (**Roll 1D4 CREATURE**) (NIGHT) 1D4 Muttering Foliates (Moss/Fern or Coral)
- 2 Greenteeth
- 3 Bog Body
- 4 1D6 Blue Men
- 5 Cunning Folk
- 6 2 Soprano Mermaids
- 7 Soprano + Alto Mermaid
- 8 1D4 Tenor Mermaids
- 9 1D4 Baritone Mermaids
- 10 2 Baritone Mermaids
- 11 (DAY) The Shadow (NIGHT) Wendy + 1D4 Moss Gallant
- 12 The Great White Bird

12 Shipwreck Shore

The unnaturally rough water buffets shipwrecks washed ashore.



CHIME HOURS (6am/6pm)

The waters calm and reveal a huge, sleeping octopus on a bed of treasure.

While wreckage and small debris washes up on the southern shores of the island, everything of significant size ends up here. The boats of those who try to flee, as well as ships attacked by the Pirates or the Crocodile, pile up on the rocky beach.

The choppy waters make it difficult to loot and explore the best wreckage, but the Mermaids and Pirates often try it anyway. Sometimes they're successful, but more often than not, they end up adding a boat of their own to the pile.

It's one of a few graveyards in Neverland that seems to actively add to its ranks.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Hidden treasure
- 3 Freshwater fountain (sea cave)
- 4 Whirlpool (sea cave)
- 5 Grabbing Branches/Roots/Seaweed
- 6 Small dwelling made inside a capsized boat (complete with beds, bookshelves, kitchen, etc.)

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (rockfall, fire, debris collapse, etc. **Roll CREATURE**)
- 2 Geography danger (riptide, algal bloom, rockfall, etc. **Roll CREATURE or NPC**)
- 3 Pirate/Spider Trap (not triggered)
- 4 Pirate/Spider Trap (triggered, empty)
- 5 Pirate/Spider Trap (triggered, successful, **Roll CREATURE or NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

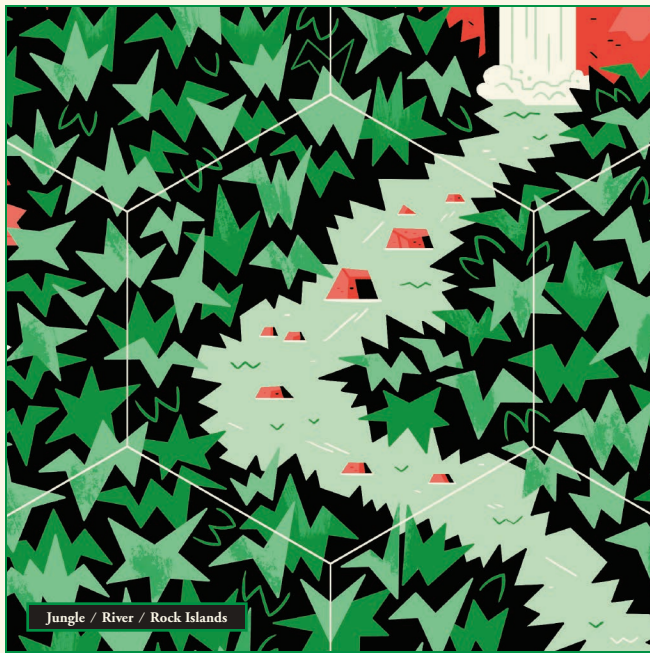
- 1 1D4 Turnstones
- 2 Blue-Billed Pelican
- 3 Flying Fennec
- 4 1D4 Red Devils
- 5 Smiling Manta
- 6 Elephant Clam
- 7 1D4 Salt Lions
- 8 Flying Shoal
- 9 2D4 Sea Nettles
- 10 Harp Sponge
- 11 2D4 Trilobites
- 12 (DAY) 1D4 Bloodsucking Foliates (Grass/Palm, Vine/Palm or Coral)
(NIGHT) Bath Bear

D12 NPC

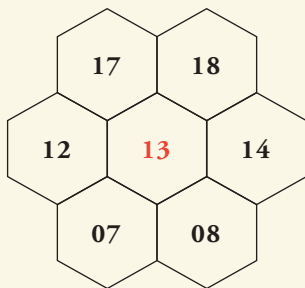
- 1 Severed Shadow(s) (**Roll 1D4 CREATURE**)
- 2 1D4 Muttering Foliates (Grass/Palm, Vine/Palm, or Coral)
- 3 1D4 Blue Men
- 4 2D4 Blue Men
- 5 2 Sand Spiders (+ 1D4 Pirates if NIGHT)
- 6 (DAY) 1D4 Sand Spiders
(NIGHT) 1D4 Pirates + Smee
- 7 Hidden Trapdoor Spider
- 8 1D4 Lost Boys + Pixie
- 9 2 Lost Boys + 2 Pixies
- 10 Soprano + 2 Alto Mermaids
- 11 Tenor Mermaid (+ Hook and 1D4 Pirates if NIGHT)
- 12 (DAY) The Shadow
(NIGHT) Hook + 1D4 Pirates

13 The Skipping Stones

The river varies in depth, exposing logs and slick stones large enough for crossing.



The Island



The river current runs strong despite it reaching its shallowest point here. The water is swift, but one can clearly make out the polished riverbed below the surface.

West of the river is a well-hidden but important part of the island: The Petrifying Well. This large opening in the forest descends 100 or more feet into shallow caves. No one knows the source of the water that flows over the inner and outer edge of the Well, but everyone knows its effects: permanent stone skin. Many of the Bath Bears live in and near the Well, and countless trinkets are left by the Lost Boys to be coated in stone.

CHIME HOURS (6am/6pm)

A ghost appears at the shore and washes bloody armor, taking no notice of anything around them.

D6 EXPLORATION

- Nest/Habitat (**Roll 1D6 CREATURE**)
- Nest of gemstone dragonflies
- Hollow Tree
- Gnome Outpost (well maintenance)
- Pirate Store (Complete, west of river)
- The Petrifying Well

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- Animal(s) fleeing geography (fire, rockfall, quicksand, flood, etc. **Roll CREATURE**)
- Geography danger (fallen tree/boulder, natural pit, landslide, etc. **Roll CREATURE or NPC**)
- Lost Boy Trap (not triggered)
- Lost Boy Trap (triggered, empty)
- Lost Boy Trap (triggered, successful, **Roll CREATURE or NPC**)
- Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- Dead animal (**Roll CREATURE**)
- Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

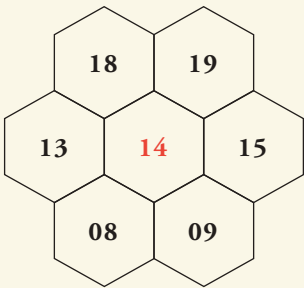
- 1D4 Gliding Dragons
- 1D4 Monstera Tree Frogs
- Bath Bear
- (DAY) 1D4 Cassowars
(NIGHT) 1D4 Bath Bears
- 1D4 Dun Swine
- 1D4 Duck Regents
- 1D4 Crocodile Spawn
- 2D4 Crocodile Spawn
- (LAND) Bath Bear
(WATER) Flying Shoal
- (DAY) Bath Bear
(NIGHT) River Kelpie
- (LAND) Honeywort
(WATER) River Kelpie
- Rheum (**Reroll 1D8 CREATURE**)

D12 NPC

- Severed Shadow(s) (**Roll 1D6 CREATURE**)
- 1D4 Lost Boys + Pixie
- 3 Lost Boys + 2 Pixies
- 1D4 Gnomes
- 2 Mermaids
- 1D4 Worker Giants
- 1D4 Workers + Soldier Giant
- (DAY) 1D4 Tylwyth Teg Greensticks
(NIGHT) 1D4 Trapdoor Spiders
- 2 Sand Spiders (+ 1D4 Pirates if NIGHT)
- Spiny Spider (+ Smee if NIGHT)
- 2 Sand + Spiny Spiders (+ Hook if NIGHT)
- (DAY) Tinker Bell + Tylwyth Teg Greenstick
(NIGHT) Hook + 1D4 Pirates

14 Gnome Hamlet

Music comes from a thicket of trees with small doors and windows inside.



CHIME HOURS (6am/6pm)

Rainbow lights dance and fill the area (village and otherwise), warding off danger

While still wild and natural, there's something maintained about this part of the jungle. The Gnomes would never admit to trying to prune the undergrowth, but that's exactly what it looks like here.

The village itself was likely well-hidden at some point, but the Gnomes have taken to painting their doors in bright colors, hanging clotheslines between trees, and growing immaculate gardens. Everything about this place is charming. There's even a welcome center that always seems to be set up before reaching the village.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Ever-changing signpost pointing in multiple directions and in multiple languages
- 3 Freshwater pool
- 4 Large stump with swirling rings
- 5 Clearing on a hill with iron fence around apple tree
- 6 Gnome Outpost (welcome center)

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (fire, rockfall, quicksand, flood, etc. **Roll CREATURE**)
- 2 Geography danger (fallen tree/boulder, natural pit, landslide, etc. **Roll CREATURE or NPC**)
- 3 Lost Boy Trap (not triggered)
- 4 Lost Boy Trap (triggered, empty)
- 5 Lost Boy Trap (triggered, successful, **Roll CREATURE or NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

- 1 1D4 Gliding Dragons
- 2 1D4 Monstera Tree Frogs
- 3 1D4 Dun Swine
- 4 1D4 Cassowars
- 5 Dagger-Toothed Tiger
- 6 Bath Bear
- 7 1D4 Duck Regents
- 8 Honeywort
- 9 Woolly Rhino
- 10 1D4 Bloodsucking Foliates (Vine/Palm)
- 11 Giant Mantis
- 12 Rheum (**Roll 1D8 CREATURE**)

D12 NPC

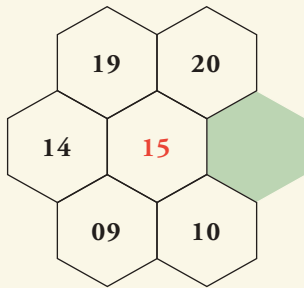
- 1 Severed Shadow(s) (**Roll 1D6 CREATURE**)
- 2 1D4 Worker Giants
- 3 2 Lost Boys
- 4 1D4 Lost Boys + Pixie
- 5 1D4 Gnomes
- 6 1D4 Gnomes
- 7 Gnome + 2 Pixies
- 8 1D4 Tylwyth Teg Greensticks
- 9 1D4 Tylwyth Teg Greensticks
- 10 2 Menhirs
- 11 Peter Pan + Tinker Bell
- 12 Fachan

15 The Sundial

The sheer size of this Sundial, as it sits perfectly level and embedded in the beach, is impressive.



The Island



It's almost like someone looked at a map and assumed the illustrated compass was literally a feature of the island. This giant Sundial is perfectly level, plated in what looks like gold, and points north.

Some say the Sundial is just the top of a giant and ancient mechanism, but few are willing to risk a run-in with the Crocodile to find out. If only the beast hadn't determined the area to be the perfect spot for sunning and keeping time.

The Crocodile suns here, mouth open, for hours at a time.

CHIME HOURS (6am/6pm)

- (6am) Text illuminates on the Sundial.
- (6pm) The only spot of weakness glows on the Crocodile.

D6 EXPLORATION

- Nest/Habitat (**Roll 1D6 CREATURE**)
- Pirate Store (Incomplete)
- Freshwater pool
- Tree with dozens of swords sticking into it
- Freshwater fountain
- Hollow Tree

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- Animal(s) fleeing geography (shorebreak, fire, sinkhole, etc. **Roll CREATURE**)
- Geography danger (riptide, quicksand, fallen tree/boulder, etc. **Roll CREATURE or NPC**)
- Lost Boy Trap (not triggered)
- Lost Boy Trap (triggered, empty)
- Lost Boy Trap (triggered, successful, **Roll CREATURE or NPC**)
- Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- Dead animal (**Roll CREATURE**)
- Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

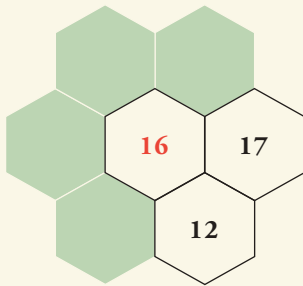
- 1D4 Gliding Dragons
- 1D4 Monstera Tree Frogs
- 1D6 Turnstones
- Blue-Billed Pelican
- Red Devil
- (JUNGLE) Dagger-Toothed Tiger (BEACH) 1D4 Salt Lions
- (JUNGLE) 1D4 Dun Swine (BEACH) 2D8 Sea Nettles
- (JUNGLE) 1D4 Dun Swine (BEACH) Flying Shoal
- (JUNGLE) 2 Dagger-Toothed Tigers (BEACH) Elephant Clam
- (JUNGLE) 1D4 Cassowars (BEACH) 2 Harp Sponges
- (JUNGLE) Honeywort (BEACH) Smiling Manta
- 1D4 Bloodsucking Foliates (Vines/Palm, Grass/Palm, or Coral)

D12 NPC

- Severed Shadow(s) (**Roll 1D6 CREATURE**)
- 1D4 Muttering Foliates (Vines/Palm, Grass/Palm, or Coral)
- 2D4 Blue Men
- Greenteeth
- 1D4 Gnomes
- 1D4 Lost Boys + 1 Pixie
- 1D4 Tylwyth Teg Greensticks
- 3 Baritone Mermaids
- Soprano + 2 Tenor Mermaids
- 1 of each Mermaid class
- (DAY) The Shadow (NIGHT) Wendy + 2 Moss Gallant
- Fachan

16 Tylwyth Teg Village

A large grove of trees, surrounded by iron spikes, grows impossibly close to the edge of the steep cliffs.



CHIME HOURS (6am/6pm)

The village, normally invisible unless willingly shared, can be seen and entered by anyone.

Were the spikes around this thicket placed by the Tylwyth Teg as protection, or by others as protection against the Tylwyth Teg? Either way, the community doesn't appear to be bothered by them.

The village itself is beautiful and very old. The unnatural structures are slowly returning to the earth as plants grow and erode the stone.

Elders are rarely threatened by those who can make their way into the village but the Greensticks aren't as impressed.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Wrought-iron gate (no fence, just the gate)
- 3 Pirate Store (Incomplete, jungle)
- 4 Graveyard/Garden of deceased Tylwyth Teg
- 5 Branches that grab and ensnare
- 6 Old alder tree that splits and rejoins like a vertical eye (including rock that hovers in the middle like a pupil)

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (rockfall, fire, debris collapse, etc. **Roll CREATURE**)
- 2 Geography danger (riptide, algal bloom, rockfall, etc. **Roll CREATURE or NPC**)
- 3 Tylwyth Teg Ward (not triggered)
- 4 Tylwyth Teg Ward (triggered, empty)
- 5 Tylwyth Teg Ward (triggered, successful, **Roll CREATURE or NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

- 1 1D6 Turnstones
- 2 (JUNGLE) 1D4 Gliding Dragons (OCEAN) Leather Shell Turtle
- 3 (JUNGLE) 1D4 Monstera Tree Frogs (OCEAN) Blue-Billed Pelican
- 4 Flying Fennec
- 5 1D4 Trilobites
- 6 (JUNGLE) 1D6 Cassowars (OCEAN) 1D6 Trilobites
- 7 Stink Bug
- 8 1D4 Stink Bugs
- 9 (JUNGLE) Dagger-Toothed Tiger (OCEAN) Smiling Manta
- 10 (JUNGLE) Red Devil (OCEAN) Flying Shoal
- 11 (JUNGLE) Giant Mantid (OCEAN) Elephant Clam
- 12 1D4 Bloodsucking Foliates (Vines/Palm, Grass/Palm, or Coral)

D12 NPC

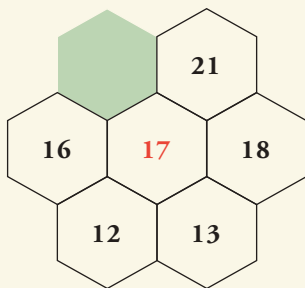
- 1 1D4 Muttering Foliates (Vines/Palm, Grass/Palm, or Coral)
- 2 1D4 Lost Boys + Pixie
- 3 2 Lost Boys + Tinker Bell
- 4 1D4 Tylwyth Teg Greensticks
- 5 2 Tylwyth Teg Greensticks
- 6 Tylwyth Teg Greenstick + Elder
- 7 Tylwyth Teg Elder
- 8 Tylwyth Teg Elder
- 9 2 Cunning Folk
- 10 1D4 Father Long Legs
- 11 Michael
- 12 Peter Pan

17 The Forge

The clang of metalwork echoes throughout the mountains and valleys.



The Island



Optical illusions often play tricks on the uninitiated. One could easily walk past a cave entrance multiple times without ever noticing it, all based on how the cliffs and landscape blend into itself. Getting lost is a constant threat despite the dips and valleys that create natural paths to follow..

One beacon in this natural labyrinth is the Mountain Smith and his bell-like chimes. They echo and sing and act like an auditory lighthouse, beckoning wayward travelers with its call.

CHIME HOURS (6am/6pm)

Mists fill the mountains and jungles as a dog's howl can be heard three times.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Endless shower of pebbles that roll down the hill like water
- 3 Pirate Store (Complete, jungle)
- 4 Hollow Tree
- 5 Cluster of glowing crystals
- 6 Small and abandoned campsite

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (fire, lava flow, rockfall, tornado, etc. **Roll CREATURE**)
- 2 Geography danger (fallen tree/boulder, windstorm, avalanche, etc. **Roll CREATURE or NPC**)
- 3 Mountain Trap (not triggered)
- 4 Mountain Trap (triggered, empty)
- 5 Mountain Trap (triggered, successful, **Roll CREATURE or NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

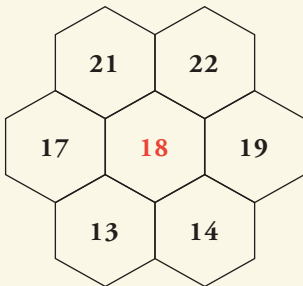
- 1 1D4 Gliding Dragons
- 2 Flying Fennec
- 3 Flying Fennec
- 4 Grey Coney
- 5 Grey Coney
- 6 1D4 Stink Bugs
- 7 2 Red Devils
- 8 1D6 Cassowars
- 9 Bath Bear
- 10 1D6 Bath Bears
- 11 1D4 Bloodsucking Foliates (Vines/Palm, Grass/Palm, or Cactus)
- 12 Nathair Infant

D12 NPC

- 1 Severed Shadow(s) (**Roll 1D6 CREATURE**)
- 2 1D4 Muttering Foliates (Vines/Palm, Grass/Palm, or Cactus)
- 3 (DAY) 1D4 Tylwyth Teg Greensticks (NIGHT) 1D4 Pirates
- 4 (DAY) Cunning Folk (NIGHT) 1D4 Pirates
- 5 2 Cunning Folk
- 6 1D4 Worker Giants
- 7 1D4 Workers + Soldier Giant
- 8 1D4 Workers + 2 Soldier Giants
- 9 2 Menhirs
- 10 1D4 Father Long Legs
- 11 Michael
- 12 Michael + 1D4 Father Long Legs

18 The Waterfall

The roar of the Waterfall is deafening as the jungle abruptly meets the mountains.



CHIME HOURS (6am/6pm)

The flow of the Waterfall eases and reveals a great opening into the mountain wall.

The Waterfall that feeds the Neverland river is as impressive as one would expect, with its deafening torrent of pristine water.

Many dark deeds are accomplished near the Waterfall simply because nearly all sound is drowned out. If someone wants to make sure no one is listening, best to go somewhere no one can hear.

The start of the mountains are slick with water and difficult to climb, though it's not impossible.

D6 EXPLORATION

- Nest/Habitat (**Roll 1D6 CREATURE**)
- Small clearing filled with daffodils
- Whirlpool (lake at top of cliffs)
- Hollow Tree
- Cluster of glowing crystals
- Gnome Outpost (abandoned)

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- Animal(s) fleeing geography (fire, lava flow, rockfall, quicksand, flood, etc. **Roll CREATURE**)
- Geography danger (fire, lava flow, rockfall, quicksand, flood, etc. **Roll CREATURE or NPC**)
- Lost Boy Trap (not triggered)
- Lost Boy Trap (triggered, empty)
- Lost Boy Trap (triggered, successful, **Roll CREATURE or NPC**)
- Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- Dead animal (**Roll CREATURE**)
- Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

- 1D4 Gliding Dragons
- 1D4 Trilobites
- Diplocaulus
- (JUNGLE) 1D4 Monstera Tree Frogs (MOUNTAIN) Grey Coney
- (LAND) 3 Cassowars (WATER) Duck Regent
- (LAND) Bath Bear (WATER) Duck Regent
- 1D4 Crocodile Spawn
- 1D6 Crocodile Spawn
- (LAND) Bath Bear (WATER) Flying Shoal
- (LAND) 1D4 Bloodsucking Foliates (Vines/Palm, Grass/Palm, or Cactus) (WATER) 1D4 River Kelpies
- (LAND) Honeywort (WATER) River Kelpie
- Rheum (**Reroll 1D8 CREATURE**)

D12 NPC

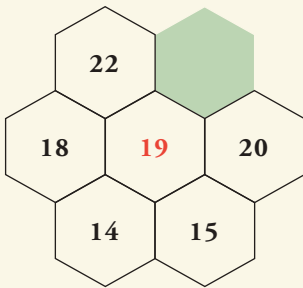
- Severed Shadow(s) (**Roll 1D6 CREATURE**)
- 1D4 Muttering Foliates (Vines/Palm, Grass/Palm, or Cactus)
- 1D4 Tylwyth Teg Greensticks
- 2 Tylwyth Teg Greensticks
- Cunning Folk
- 2 Cunning Folk
- 1D4 Worker Giants
- 1D4 Workers + Soldier Giant
- 1D4 Workers + 2 Soldier Giants
- 2 Menhirs
- 1D4 Father Long Legs
- (DAY) Peter Pan + Tinker Bell (NIGHT) Michael

19 Hangman's Tree

The jungle abruptly recedes to open field and a giant dead tree flanked by rock looms large.



The Island



This little corner of the island is unlike the rest. It's arid, it's open, and it's one of the only areas where there's an ever-present sense of gloom.

Peter Pan, thinking himself quite clever, has established this to be his home. He thinks no one would suspect such an interesting person to live in such a drab location.

The fields of wheat provide excellent cover and an opportunity for the Lost Boys to try out their latest traps. Events are also occasionally hosted here.

CHIME HOURS (6am/6pm)

The field shifts to depict relevant pictograms to one intelligent creatures (only visible from the air or Hex 22).

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Wailing cracks in the ground
- 3 Pirate Store (Incomplete)
- 4 Garden of what appears to be rope growing straight up
- 5 Grave with no name
- 6 Living Boulder

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (fire, lava flow, rockfall, quicksand, flood, etc. **Roll CREATURE**)
- 2 Geography danger (fire, lava flow, rockfall, quicksand, flood, etc. **Roll CREATURE or NPC**)
- 3 Lost Boy Trap (not triggered)
- 4 Lost Boy Trap (triggered, empty)
- 5 Lost Boy Trap (triggered, successful, **Roll CREATURE or NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

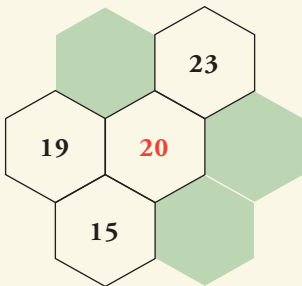
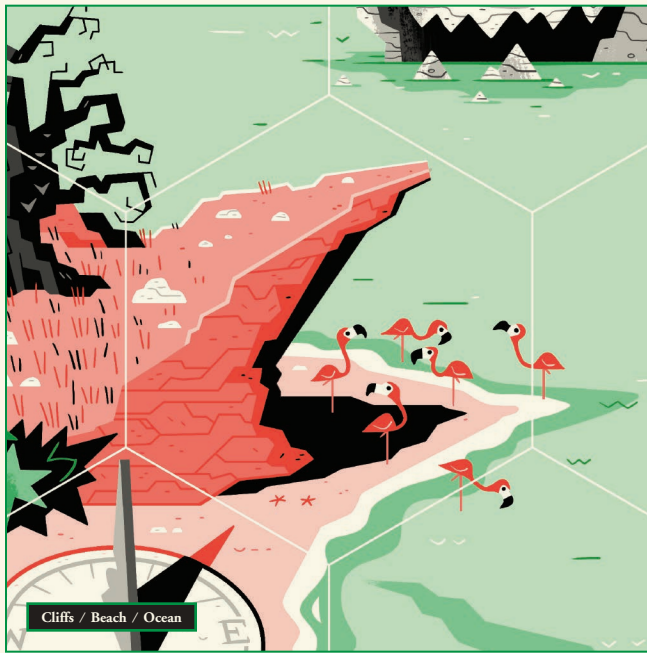
- 1 Grey Coney
- 2 1D4 Grey Cones
- 3 Flying Fennec
- 4 1D4 Flying Fennec Swarms
- 5 Woolly Rhino
- 6 2 Woolly Rhinos
- 7 1D6 Stink Bugs
- 8 1D6 Stink Bugs
- 9 Dagger-Toothed Tiger
- 10 1D4 Red Devils
- 11 Giant Mantid
- 12 2 Nathair Infants

D12 NPC

- 1 Severed Shadow(s) (**Roll 1D6 CREATURE**)
- 2 3 Pixies
- 3 1D4 Tylwyth Teg Greensticks
- 4 2 Tylwyth Teg Greensticks
- 5 Cunning Folk
- 6 1D4 Worker Giants
- 7 1D4 Workers + Soldier Giant
- 8 1D4 Workers + 2 Soldier Giants
- 9 Menhir
- 10 2 Menhirs
- 11 Peter Pan + 1D4 Lost Boys + 2 Pixies
- 12 Peter Pan + Tinker Bell

20 Deadman's Drop

The cliffs drastically drop to meet the beaches covered in driftwood and flamingos.



CHIME HOURS (6am/6pm)

A phantom hunting party rides in from the ocean on ghostly horseback and disappears into the cliff.

The land is relatively barren and the view of the Skull (Hex 23) doesn't help with the foreboding tone. It's almost like the jungle forgot to extend to this corner of the island.

Hook once loved to threaten his enemies here, but his cursed crew find it difficult to get here when limited to nocturnal travel.

A number of non-native birds rest or come to roost here, including the massive colony of flamingos. The fluorescent pink feels almost alien. While not quick to investigate newcomers, they don't appear overly threatened.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Buried treasure
- 3 Fairy circle of rocks
- 4 Branches/Roots that catch and help climbers up or down
- 5 Monument (Living Tower)
- 6 Driftwood shelter and functioning rowboat

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (shorebreak, fire, sinkhole, etc. **Roll CREATURE**)
- 2 Geography danger (riptide, fallen tree/boulder, avalanche, etc. **Roll CREATURE or NPC**)
- 3 Lost Boy Trap (not triggered)
- 4 Lost Boy Trap (triggered, empty)
- 5 Lost Boy Trap (triggered, successful, **Roll CREATURE or NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

- 1 1D4 Turnstones
- 2 (CLIFF) Grey Coney (BEACH) Blue-Billed Pelican
- 3 (CLIFF) Flying Fennec (BEACH) Leather Shell Turtle
- 4 1D4 Flying Fennec Swarms
- 5 1D4 Stink Bugs
- 6 1D4 Stink Bugs
- 7 1D6 Stink Bugs
- 8 (CLIFF) Red Devil (BEACH) 1D4 Sea Nettles
- 9 (CLIFF) 2 Dagger-Toothed Tigers (BEACH) 1D6 Salt Lions
- 10 (CLIFF) Red Devil (OCEAN) Harp Sponge
- 11 Diplocaulus
- 12 (CLIFF) Nathair Infant (OCEAN) Diplocaulus

D12 NPC

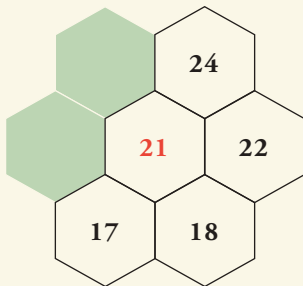
- 1 Severed Shadow(s) (**Roll 1D6 CREATURE**)
- 2 3 Pixies
- 3 1D4 Tylwyth Teg Greensticks
- 4 (CLIFF) 1D4 Worker Giants (BEACH) 1D4 Blue Men
- 5 (CLIFF) 1D4 Workers + Soldier Giant (BEACH) 1D4 Blue Men
- 6 Soprano + Alto Mermaid
- 7 1D4 Tenor Mermaids
- 8 1D4 Tenor Mermaids
- 9 2 Baritone Mermaids
- 10 2 Menhirs
- 11 Peter Pan + 1D4 Lost Boys + 2 Pixies
- 12 (DAY) The Shadow (NIGHT) Peter Pan + Tinker Bell

21 The Peaks

A twisting range of mountains with an innumerable amount of cave systems.



The Island



CHIME HOURS (6am/6pm)

A spectral dog appears and intends to leads the party somewhere.

The mountains are at their most labyrinthine here, and exploring without a guide can prove dangerous. It's said that great and terrible creatures, the Nathairs, call this part of the island their home. Few venture up this far to find out.

There are also rumors that outsiders have taken up camp in amongst the peaks and valleys and their obscure intentions are unsettling to most.

Climbing down the north side of the mountains is treacherous and most will advise against it. There are no beaches there, only death.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Fairy circle of rocks on a plateau
- 3 Cave of glowing ore
- 4 Monolith (Countless Stones)
- 5 Abandoned campsite
- 6 The Cunning Camp

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (fire, lava flow, rockfall, tornado, etc. **Roll CREATURE**)
- 2 Geography danger (fallen tree/boulder, windstorm, avalanche, etc. **Roll CREATURE or NPC**)
- 3 Mountain Trap (not triggered)
- 4 Mountain Trap (triggered, empty)
- 5 Mountain Trap (triggered, successful, **Roll CREATURE or NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

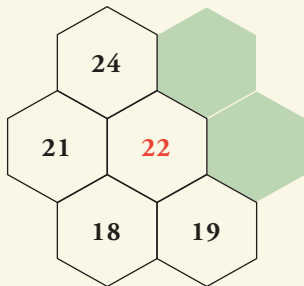
- 1 Nathair Adult
- 2 1D4 Gliding Dragons
- 3 Flying Fennecs
- 4 Grey Coney
- 5 Grey Coney
- 6 1D4 Stink Bugs
- 7 2 Red Devils
- 8 Bath Bear
- 9 1D4 Bath Bears
- 10 1D4 Bloodsucking Foliates (Cactus)
- 11 Nathair Infant
- 12 Nathair Infant

D12 NPC

- 1 Severed Shadow(s) (**Roll 1D6 CREATURE**)
- 2 1D4 Muttering Foliates (Cactus)
- 3 Cunning Folk
- 4 2 Cunning Folk
- 5 (DAY) 1D4 Cunning Folk (NIGHT) 1D4 Worker Giants
- 6 1D4 Workers + Soldier Giant
- 7 1D4 Workers + 2 Soldier Giants
- 8 Menhir
- 9 (DAY) 2 Menhirs (NIGHT) 1D4 Father Long Legs
- 10 Michael
- 11 Michael + 1D4 Father Long Legs
- 12 (DAY) The Shadow (NIGHT) Michael

22 Giant's Hill

The greatest peak looks like a porous collection of bricks in a natural pile, dotted with visible holes all the way up.



Looming high over the rest of the island is both a mountain and a mound. The Giants are hardly threatened by anyone exploring outside their domain, though they will be quick to find out a stranger's intentions.

The Giants keep their home in good order, so the area is generally clear of trees and flora.

The creatures of the region find cracks and natural shelters to serve as nests instead of relying on the typical canopy of the jungle. Some even use the bodies of dead Giants.

CHIME HOURS (6am/6pm)

Hidden blossoms appear and release harmless spores before returning to the cracks of the mound.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Pocket of ever-swirling dust
- 3 Natural garden of clover and wildflowers
- 4 Grave with no name
- 5 Giant message carved in the wall
- 6 Secret entrance to the Giant's Hill

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (fire, lava flow, rockfall, tornado, etc. **Roll CREATURE**)
- 2 Geography danger (fallen tree/boulder, windstorm, avalanche, etc. **Roll CREATURE or NPC**)
- 3 Mountain Trap (not triggered)
- 4 Mountain Trap (triggered, empty)
- 5 Mountain Trap (triggered, successful, **Roll CREATURE or NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

- 1 1D4 Gliding Dragons
- 2 Grey Coney
- 3 Grey Coney
- 4 1D4 Stink Bugs
- 5 Flying Fennec
- 6 1D6 Trilobites
- 7 1D4 Cassowars
- 8 Bath Bear
- 9 2 Red Devils
- 10 1D4 Bloodsucking Foliates (Cactus)
- 11 Nathair Infant
- 12 Nathair Infant

D12 NPC

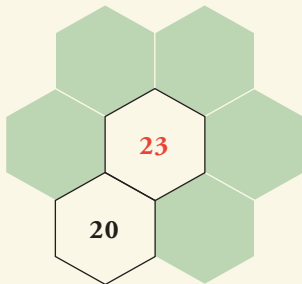
- 1 Severed Shadow(s) (**Roll 1D6 CREATURE**)
- 2 1D4 Muttering Foliates (Cactus)
- 3 2 Cunning Folk
- 4 1D4 Cunning Folk
- 5 1D4 Worker Giants
- 6 2D4 Worker Giants
- 7 1D4 Workers + Soldier Giant
- 8 1D4 Workers + 2 Soldier Giants
- 9 2D4 Soldier Giants
- 10 4 Soldiers + Royalty Giant
- 11 (DAY) The Shadow (NIGHT) Menhir
- 12 The Great White Bird

23 The Skull

A great rock formation erupts out of the water and uncannily resembles the remains of gargantuan being's head.



The Island



CHIME HOURS (6am/6pm)

The Skull glows and an unintelligible wail echoes from inside.

Some believe the Skull to be a natural rock formation, and others know the truth: it's the head of something long-dead. How else would someone explain its attempts at communication or the thoughts experienced only in its presence?

The mystery isn't so much what the creature was but rather why it was here and how it died. Was this all before the island formed? Did the island grow around this entity?

Venturing inside the Skull isn't likely to garner those particular answers, but it's affecting all the same.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Buried treasure
- 3 Message carved into the Skull
- 4 Sensory experience with one of the Skull's orifices (eye/ear/nose hole)
- 5 Tiny beetles that answer questions in pictographs
- 6 Underwater arches/ribcage

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (shorebreak, fire, terrain collapse, etc. **Roll CREATURE**)
- 2 Geography danger (riptide, algal bloom, flood, etc. **Roll CREATURE or NPC**)
- 3 Mermaid Game (not triggered)
- 4 Mermaid Game (triggered, abandoned)
- 5 Mermaid Game (triggered, currently active, **Roll CREATURE or NPC**)
- 6 Abandoned supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 7 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 8 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 9 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 10 Dead animal (**Roll CREATURE**)
- 11 Obscuring and unnatural fog that drops in temperature (**Roll CREATURE or NPC**)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

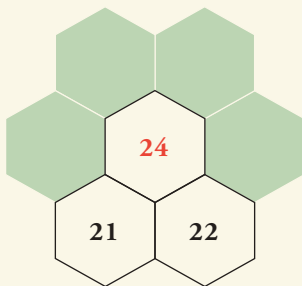
- 1 1D4 Turnstones
- 2 Blue-Billed Pelican
- 3 2D4 Trilobites
- 4 Diplocaulus
- 5 Elephant Clam
- 6 1D6 Sea Nettles
- 7 Leather Shell Turtle
- 8 Smiling Manta
- 9 Flying Shoal
- 10 Harp Sponge
- 11 1D4 Bloodsucking Foliates (Seaweed or Coral)
- 12 Golden Catfish

D12 NPC

- 1 Severed Shadow(s) (**Roll 1D6 CREATURE**)
- 2 1D4 Muttering Foliates (Seaweed or Coral)
- 3 Greenteeth
- 4 Greenteeth
- 5 Greenteeth
- 6 1D6 Blue Men
- 7 Soprano + Alto Mermaid
- 8 1D4 Tenor Mermaids (+ Hook and 1D4 Pirates if NIGHT)
- 9 1D4 Baritone Mermaids
- 10 2 Baritone Mermaids
- 11 (DAY) The Shadow (NIGHT) Hook + Smee
- 12 The Great White Bird

24 The Clouds

What is first an obscuring fog quickly clears into clusters of clouds supporting the weight of countless birds and other flying creatures.



CHIME HOURS (6am/6pm)

The mist parts and the entire island is visible, with a pin of light showing the location of what an intelligent creature desires.

The domain of the birds. Or more specifically, the domain of the Great White Bird.

Flying just a little bit higher than the mist and fog reveals a sort of natural aviary in the clouds. Roosts, nests, and many other forms seem to be shaped out of the clouds and they easily support the weight of their flying guests.

The area is unpredictable at the best of times. A bright sunny afternoon can quickly turn to thunderstorms on a whim, and adventurers should be ready for anything.

D6 EXPLORATION

- 1 Nest/Habitat (**Roll 1D6 CREATURE**)
- 2 Forgotten treasure
- 3 Fairy circle of shining lights
- 4 Store of cannonballs
- 5 Intelligent faces in the clouds (representing the four directional winds)
- 6 Nest of the Great White Bird

D20 ENCOUNTER

1-2	No Encounter	14-18	Non-Player Character (NPC)
3-8	Area Effect	19	Roll Creature or NPC twice
9-13	Creature	20	Creature and NPC

D12 AREA EFFECT

- 1 Animal(s) fleeing geography (tornado, thunderstorm, hail, etc. **Roll CREATURE**)
- 2 Geography danger (tornado, thunderstorm, hail, etc. **Roll CREATURE or NPC**)
- 3 Nest made of scavenged supplies (building, boating, fishing, trapping, trading, camping, etc.)
- 4 Empty animal nest/habitat (**Roll 1D6 CREATURE**)
- 5 Baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 6 Parent and baby inhabited animal nest/habitat (**Roll 1D6 CREATURE**)
- 7 Dead animal (**Roll CREATURE**)
- 8 Injured animal (quarter HP, **Roll CREATURE**)
- 9 Great White Bird nursing an injured animal (**Roll 1D8 CREATURE**)
- 10 Winds pick up and flying stability becomes difficult for 10 minutes (**Roll CREATURE or NPC**)
- 11 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)
- 12 Dense thunderstorm builds in the area (**Roll 1D6**. 1: only rain and thunder, 2-4: rain, thunder, sheet lightning, 5: lightning strikes in the area and starts a fire, 6: target with most metal saves or takes 3D10 lightning damage)

D12 CREATURE

- 1 1D4 Turnstones
- 2 2D4 Turnstones
- 3 1D4 Duck Regents
- 4 2D4 Duck Regents
- 5 2D4 Blue-Billed Pelicans
- 6 1D4 Red Devils
- 7 Flying Fennec
- 8 2 Red Devils + 2 Blue-Billed Pelicans
- 9 1D4 Stink Bugs
- 10 2D4 Stink Bugs
- 11 Giant Mantis
- 12 2 Giant Mantids

D12 NPC

- 1 Pixie
- 2 2 Pixies
- 3 1D4 Lost Boys + Pixie
- 4 2 Lost Boys + Pixie
- 5 1D4 Soldier Giants
- 6 Peter Pan + Tinker Bell
- 7 The Great White Bird
- 8 The Great White Bird
- 9 The Great White Bird
- 10 The Great White Bird
- 11 The Great White Bird
- 12 The Great White Bird



Chapter 4

Elphame



Elphame, the Land of the Fairies, is a world unto itself. The nature of its connection to Neverland has yet to be discovered, but the effects of this bond can be seen everywhere.

Neverland follows a rather strict logic, outside of exploring the Skull (further explained in Chapter 5). The Land of the Fairies is the antithesis to Neverland and its logic. The rules of Elphame are like nothing else the adventures have seen before.

Accessing Elphame is up to the Gamemaster, but there are a number of options already included in the text. A gate to Elphame opens at the Great Hill (Hex 09) during the Chime Hours. This is the easiest and clearest route. The tunnels beneath Neverland could lead to the Land of the Fairies, as could the apple trees. The Countless Circles or the Sundial might also hold a secret to traveling between these worlds.

This chapter includes the basic culture and regions of Elphame, but doesn't strictly state who or what should be found in each area. The author suggests introducing the flexible nature of Elphame after adventurers have gotten somewhat familiar with Neverland. The contrast between the two worlds is made more clear when the party has a good sense of what life is like outside of Elphame. It also benefits the Gamemaster, as spending time in Elphame requires a little more planning and strategy than Neverland.

Without further ado, it's time to see where all those Pixies come from.

CUSTOMS IN ELPHAME

Elphame, the realm of Queen Mab, is a land of change and tension. A genial encounter can quickly change due to cultural differences between explorers and the locals.

Adventurers will need to quickly acclimate to both the physical and social landscape of Elphame if they are to survive for any length of time.

FAIRIES & INTERACTING WITH THE LOCALS

Many of the Fairies in Elphame simply wish to live their lives and are content in their ways. Sure, there's always room for improvement, but most only wish to keep what they already have.

Locals are quick to give warning and explain the dangers of the land to those who have wandered in, but will not forgive ignorance if a custom has already been ignored.

COURTESY IN ELPHAME

It is customary that gift/aid from a Fairy be appreciated but never directly thanked. A bow or curtsy is acceptable, as is an acknowledgment of the kind gesture.

All questions should be politely answered. No answer should be an outright lie (though evasion is possible). This goes for both Fairy and stranger.

Kindness toward a Fairy is rarely met with hostility or animosity (if violence is in their nature, then they might simply flee). This good favor rarely lasts longer than the current exchange.



STEALING, TAKING & GIVING

Objects wrongfully taken in Elphame will turn into various objects (toadstools, petals, toads, metal to wood, diamond to rock, etc.).

Objects/coin freely given by a Fairy must never be spoken of, or it will vanish. If a stranger were given a gift from a Fairy and told someone where they got it, the gift/gold/weapon/etc. would immediately fade into petals and bugs.

EATING & DRINKING IN ELPHAME

Eating in Elphame binds a character to the land, unless given permission (or freed) by its ruler. This can be prevented if the method of eating/drinking involves iron (iron plate, iron stein, iron fork, etc.).

DEFENSE AGAINST FAIRIES

There are many rumors about how to protect oneself in Elphame. Some are true and some are not. The following include some of these rumors:

- Holy water prevents crossing paths/spells/theft
- Salt defends against the creatures of Elphame
- Ringing iron bells breaks through some spells and charms
- Iron horseshoe/scissors over an entrance/window prevents their entering through that opening
- Iron weapons cleave through most Fairy defenses
- Bread in one's pocket prevents being led astray, as do red berries (including jam)
- Malicious Fairies find it impossible to cross south-running water



THE ROLE OF CHILDREN IN ELPHAME

Human children are critical to the prosperity and welfare of Elphame. The Fairies are rarely biological parents and, despite living a very long time, turn to stealing children to build their families. Queen Mab has taken this a step further and agreed to take children and offer them to an indescribable entity in exchange for her own power.

STEALING BABIES & HUMANS

Fairies have always loved the delicate and fleeting beauty of humans. Many want nothing more than to have and raise a human baby of their own. Infants and children will quickly acclimate to their new environment and become more Fairy than human over time. Adults with specific skills are taken to share their knowledge with the Fairies. Most are fed Fairy food to bind them to Elphame.

Queen Mab keeps some of the stolen children. She employs Changelings to steal babies and children so that she can pay the debt for her endless reign.

CHANGELINGS

Changelings are rare Fairies that can easily leave Elphame and return with infants and children. They enchant wood carvings and swap them with the human. Elderly Changelings have also been known to stay and take the place of the infant, looking for an easy life in their later years.

Boiling eggshells near a Changeling will reveal their ruse, and they fear smoke from burning birch branches. Iron will also reveal a Changeling, as it burns their flesh.

CHILDREN, THE LOST BOYS & ELPHAME

Some children are swapped or stolen for Fairy families. Others go to Queen Mab and are never seen again. And then there are the Lost Boys.

It's not completely clear what separates the Lost Boys from other children, but it's likely that they were too wild or too strong-willed to truly thrive in Elphame. Instead, they live with Peter and learn from the rest of the inhabitants of Neverland.

If slain, the power of Mab returns them to Elphame an instant before death. They are then nursed back to health and most become well-behaved in the process. Few wish to leave after a brush with death. Perhaps this was Mab's intention all along.



TRAVEL IN ELPHAME

Traveling in Elphame is dream-like and inconsistent. The trickery of the Fairies is everywhere and a familiar door or path used in the past may lead somewhere completely different if used a second time. A Fairy Guide can ensure adventurers get where they need to go, assuming an ironclad contract.

THE CASTLE

Travel can be disorienting and frustrating for those not familiar with Elphame. A group will often press forward, only to arrive back where they started. One asset to newcomers is the shimmering castle and home of Queen Mab. It is always visible in some capacity (at a distance it appears as a great pillar of light on the horizon, then a glowing structure, and finally the castle becomes clear as one gets closer).

The castle is a quick reference when players are assessing if they're getting deeper into the world or making any progress at all. Other details to note as adventurers get closer to the castle:

- Cheerful (or haunting) music gets louder
- Colors in the sky change and swirl
- Starlight gets brighter and begins to twinkle
- Air gets warmer and more inviting
- Smells get stronger, for better or worse

Note that these are the most common features, but grave circumstances or dire situations can change all of this.

TRAVEL MECHANICS

EXPLORING ELPHAME

Travel works as follows: one member of the party rolls 1D4 when a group first enters Elphame. Where the party ends up will be determined by the numbered Regions of Elphame, listed on the next spread.

The party rolls an additional 1D4 every time they continue to explore (up to a maximum of 10D4) and will arrive in the appropriate region.

However, these aren't the only dice in play. Each time the party rolls (not including the first round), the Gamemaster rolls, in secret, an extra 1D4 to alter the results. The GM roll is then added or subtracted to the party roll and will alter the results accordingly.

Whether the GM roll is added or subtracted is determined by the intent of the party and the wishes of the Fairies. If Elphame wants to help a group get to where they're going, then the Gamemaster consistently adds their roll to the pool. If the party and Fairies are at odds, the GM consistently subtracts their roll from the pool to slow the group down. Indifference or uncertainty means alternating between adding and subtracting.

If the party is trying to reach a specific destination that they've already encountered, the group must roll enough to meet or exceed the appropriate number from the listed Regions of Elphame.

FLEEING ELPHAME

If the party is clearly fleeing or trying to leave, the group removes 1D4 from their pool and roll the remaining dice. The GM continues to roll their extra 1D4 and adds or subtracts accordingly.

Once the party roll and Gamemaster roll total zero or a negative number, the group will escape Elphame. If the group gets down to having no more dice to roll without rolling a negative number, this also results in a successful escape.

Where the party ends up after escaping Elphame is up to the GM, as it needn't be the same place they entered.

EXAMPLE

The group is trying to take a poisoned Pixie to the Clurichaun's Taverns & Inn (Region 10) so he can administer the necessary antidote.

Elphame is in full support of the party and thus add to the rolls to help their travels go quicker.

Round 1 (Explore): 1D4

Outcome: 1

The group arrives at the Garden Gates. They hop the fence and continue on.

Round 2 (Explore): 2D4 + GM's 1D4

Outcome: 9

After hopping the fence they land in a farmer's crop and ask for directions.

Round 3 (Explore): 3D4 + GM's 1D4

Outcome: 9

The party must've taken a wrong turn as they arrive back at the same field. The farmer suggests making the trip barefoot and the group tries it again. Time is running out.

Round 4 (Explore): 4D4 + GM's 1D4

Outcome: 14

Finally they arrive! The Pixie is stable but the Clurichaun has grave news. He warns the group that they've been framed for the attempted murder of a Fairy and must flee at once.

Round 5 (Flee): 3D4 + or - GM's 1D4

Outcome: 3

The group exits out a back door and it opens onto an abandoned campsite. They decide there's no time to rest and continue their escape.

Round 6 (Flee): 2D4 + or - GM's 1D4

Outcome: -1

The party hops a log over the path around the campsite and suddenly land back at the foot of the Great Hill in Neverland. Success!

There are other ways a group might quickly escape Elphame, like getting help from a friendly Fairy, but this is at the discretion of the Gamemaster.



RUNNING ELPHAME

Elphame is absolutely less structured than Neverland in both themes and mechanics. There aren't any set rules to who or what appears in each region, and this means a little more work for the Gamemaster. Here are two ways to approach this.

PLAN EVERYTHING

The first approach is to simply populate and prepare all of the early regions. The party will likely only get to four or five different areas at a time (though the GM will know their group and should plan accordingly). This offers a lot of structure but requires significant work ahead of player exploration. The other point to consider is that the random rolls of the players may mean they skip a lot of the prepared content.

PLAN STRATEGICALLY

Alternatively, the Gamemaster can plan encounters in a set order and allow the location to be determined by the players and the dice rolls. This means that everything planned gets used but there's still an element of spontaneity.

EXAMPLE

The Gamemaster knows the group is exploring Elphame next week, so they plan half a dozen encounters. Using the random Creature and NPC tables in Chapter 5, they roll:

- Water Leaper (Destroying)
- Royal Servant
- Stoorworm
- The Huntsman
- Sluagh (Hunting)
- The Huntsman

So . . . when the group first explores Elphame, they end up at the Garden Gates. Water Leapers are destroying the wrought iron and they fight.

The party presses on and ends up at the Dotted Ponds where they find a number of Royal Guards. The group observes, approaches, and learns there's been a plague of Leapers ever since the Stoorworm awoke. The group asks more questions and this takes most of the session.

The evening ends on a cliffhanger as they continue to explore and encounter a giant watery lizard (the Stoorworm) ravaging farmlands.

This method requires a little flexibility on behalf of the Gamemaster, but means that very little preparation goes unused.





THE REGIONS OF ELPHAME

Change is inevitable in Elphame. Some regions of the world change based on unpredictable circumstances (the intent of the travelers, the state of the kingdom, etc.). A few variations have been provided, but the GM should feel free to get creative.

1. GARDEN GATES / GRAVEYARD GATES

The sky turns black with glints of light like stars shining above. **Rolling hills hidden by fog.** A **gray fence with a gray gate.** Only entering the white gate leads to safety, and it appears beside the gray gate under certain circumstances. **Scattered boulders** strewn about. Lightly treaded paths lead around hills and deeper into the terrain. Glowing pillar of light in the distance.

2. ISLAND RIVER / RIVER OF RED

The sky turns black with glints of light like stars shining above. **Ash trees dot the hills** and a wide **river runs through them.** Stony shore. There's an **island dense with trees at the center of the river.** Within the small forest lies ruined stone walls that run around the island. A light path can be seen on the other side of the river. Glowing pillar of light in the distance.

3. HIGHLAND CAMPSITE / SACRIFICIAL SITE

The sky turns black with glints of light like stars shining above. The **grassy hills are dotted with jutting rocks** (covered in moss and grass) and there's a **spiral of forty-ish small oak tree stumps** that end in an **extinguished campfire.** Light paths wind around the rolling hills and deeper into the terrain. Glowing pillar of light in the distance.

4. DOTTED PONDS / WATERY GRAVES

The sky turns black with glints of light like stars shining above. A **forest** quickly forms, and amongst the trees are **algae-covered ponds.** At least 12 ponds, and all no larger than 60' across. Something is **glowing at the bottom of one of them.** A lightly worn path is visible in amongst the ground cover. Glowing pillar of light in the distance.

5. THE NARROW BRIDGE

The sky gets lighter and shifts to purples and blues. The stars, if that's what they are, increase in number. A **tall, white bridge** with man-made columns and a high arch extends over a **dark river.** **Something stirs under the surface.** Unless you turn back or cross, there's no way to move out of sight of it. Glowing pillar of light in the distance.

6. CLOVER FIELD / SCORCHED EARTH

The sky gets lighter and shifts to purples and blues. The stars, if that's what they are, increase in number. Nearly endless **rolling hills of clover** (sometimes flowering, sometimes not). One of the steeper hills depicts a **large drawing in white chalk** [occasionally a large bird, a braying horse, a maiden with a water basket, a human merged with a horse (the Nuckelavee), or an impaled demon]. Aged paths wind through the fields and are easily followed deeper. Glowing pillar of light in the distance.

7. LAKE & ISLAND

The sky gets lighter and shifts to purples and blues. The stars, if that's what they are, increase in number. **Large and singular old weeping willow tree** sits atop an island and breaks the **green mist over the lake.** A **fisherman sits silently in a boat** and ignores your calls. The mists hide old paths leading in ample directions. Glowing pillar of light in the distance.

8. STAIRS & PIT

The sky gets lighter and shifts to purples and blues. The stars, if that's what they are, increase in number. **Scattered boulders** dot the steep incline in the field. **Old stone stairs lead down into a natural pit obscured in fog.** **Screams echo** in all directions. The surround rolling hills have well-worn footpaths leading onward. Glowing pillar of light in the distance.

9. FARMLANDS

The view above is a swirl of blues and greens as the sky gets brighter and the twinkling lights dim. **Simple farms with simple barns.** Crops and livestock include **cabbage** (some turn you into a donkey, some return you to your original state), **Hungry Grass** (Cursed wheat that causes insatiable hunger if you walk through it before it's cut), **Lucky Pig / Arkan Sonney** (uncatchable white pig who brings good luck to whomever catches it), **Fairy Cattle** (red skin, shaggy fur, no horns), and **Witch Herb Gardens** (plants grown under dark circumstances that no one dare speak of). Sometimes the crops are just about ready to harvest, and sometimes the land has been scorched by fire or desolated by plague. Golden Mountains with glowing structure on top in the distance and rough roads take you in every direction.

10. THE CLURICHAUN'S TAVERN & INN

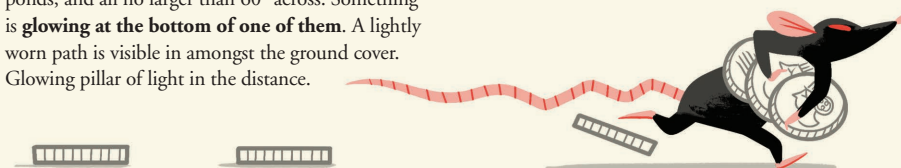
The view above is a swirl of blues and greens as the sky gets brighter and the twinkling lights dim. **Two-story tower sits on an island** with a sign outside (The Hollow Leg). The Clurichaun is cousin to the Leprechaun. The **bridge leading to the Tavern** has coins resting on the highest point. **Placing a coin guarantees safety** inside and prevents harming others. **Taking someone else's coin is very bad news.** Golden Mountains with glowing structure on top in the distance and rough roads take you in every direction.

11. ORCHARD

The view above is a swirl of blues and greens as the sky gets brighter and the twinkling lights dim. **Endless hazel and apple trees, oldest tree** in the orchard cares for the prosperity of the other trees and knows a great number of things. It **hides a treasure chest in its mouth and wisdom in its apples.** Golden Mountains with glowing structure on top in the distance and rough roads take you in every direction.

12. WATERMILL & RIVER

The view above is a swirl of blues and greens as the sky gets brighter and the twinkling lights dim. **Building is lined with holly trees** and scattered boulders litter the grounds. It **appears to be active** and is typically **milling for flour.** Dark things are said to happen here when the wheel stops turning. Golden Mountains with glowing structure on top in the distance and rough roads take you in every direction.





13. BROWNIE HUTS

The view above is a swirl of blues and greens as the sky gets brighter and the twinkling lights dim. A dozen or more Brochs (**round, stone-walled huts covered in turf**) cluster together. Each **spirals down below the ground without windows**. There is a **well that no one drinks from**. Golden Mountains with glowing structure on top in the distance and rough roads take you in every direction.

14. MOUNTAIN CLOISTER

The sky becomes seafoam and emerald and the flecks of light expand into swirls of yellow. Is it still night or beyond time? The **hills sharply rise** and a **narrow path** can reach a **modest building**. The cloister's two stories shelter a number of **acolytes** of the Queen as they **read and impart wisdom**. Full of secrets. **Headless statues** adorn the **interior courtyard**. Rainbow arch ahead of the Golden Mountains and both are closer. The path up the mountain continues, though it is treacherous.

15. FAIRY HAMLET

The sky becomes seafoam and emerald and the flecks of light expand into swirls of yellow. Is it still night or beyond time? 2D6+1 **stone houses** of **round rock and thatched roofs** crest the hilly terrain. **Inhabitants are welcoming though hide their children** away out of safety. Some have horses (very dangerous) and some have sheep and cattle (totally fine). Well-used roads continue on in all directions. Rainbow arch ahead of the Golden Mountains and both are closer.

16. FAIRY MARKET / GOBLIN MARKET

The sky becomes seafoam and emerald and the flecks of light expand into swirls of yellow. Is it still night or beyond time? Various **services** (peddler, pewterer, shoemakers, weavers), **vendors** (trinkets, toys, food, drinking booths, simple music and large/small puppet shows), banners and stables and poles and benches, **most attendees are Glaistig -OR- various services** (tanners, butchers, grinders), **vendors** (small knives, taxidermy, golden hair, food), **drinking booths, games** (dice, cards, target practice, animal fights, boxing, hurling match), **most attendees are Far Darrig**. Well-used roads continue on in all directions. Rainbow arch ahead of the Golden Mountains and both are closer.

17. THE WATCHTOWER / TOWER RUINS

The greens and yellows consume the sky as you delve deeper. **Scattered boulders** make scaling this hill rather difficult and a great **12-story tower** looms down, windows on all sides. Some say it's a red herring and actual empty (or not used by the guard) but few dare to approach. Beyond the rainbow arch in the distance, you see a castle glowing atop the Golden Mountains. It radiates warmth and kindness.

18. RAINBOW GATEHOUSE

The greens and yellows consume the sky as you delve deeper. No matter how hard you try, you **always end up at the end of the rainbow**. It extends and hums with energy and song. **Blinding light creates a door**, and in front of that door stands a **guard**. Beyond this arch you see a castle glowing atop the Golden Mountains. It radiates warmth and kindness.

19. GOLDEN MOUNTAINS

The greens and yellows consume the sky as you delve deeper. The **paths look wide enough for carts** to pass each other and the **golden stone** feels warm (any gold removed from here ignites and smokes for a few seconds before becoming coal). **Giant monoliths of black stone protect sharp corners** and lord over the wider spots. Paths wind around and go up and down, and navigating becomes difficult even with the rainbow arch behind you. The music you've been hearing this whole time gets louder.

20. TRAINING GROUNDS

The greens and yellows consume the sky as you delve deeper. **Guards and soldiers and athletes practice combat, archery, duties of cavalry, and camaraderie**. With the rainbow arch behind you, only the higher Golden Mountains and castle lie ahead. It radiates warmth and kindness and the music grows louder. The cobblestone paths are well kept.



21. THE PALACE GARDENS

The greens and yellows consume the sky as you delve deeper. Many **ornate stone fountains and baths** (everyone bathes fully clothed and appears to be dry when they exit). The **water** appears to **nourish plant life and tarnish/reject all metal**. With the rainbow arch behind you, only the higher Golden Mountains and castle lie ahead of you. It radiates warmth and kindness and the music grows louder. The cobblestone paths are well kept.

22. THE GREAT HALL

The sky appears entirely filled with yellows and gold and streaks of light. **Already inside the castle**, the view out the windows shows the land below and the rainbow arch. **Sometimes a masquerade, sometimes a banquet, sometimes performances** (Patch, the fool, juggles and sings and mocks the court), it is always filled and bustling. **You're late but everyone is glad you came**. Clocks and silk and pearls and beeswax candles adorn the walls. Tables with every luxury are all within sight. Stairs lead up and down to doors both immediately visible and secreted away.

23. QUEEN'S COURT

Great throne of wood and stone. Queen Mab is ever-present, sometimes hearing the needs of her people, sometimes speaking with her inner circle, and occasionally painting while looking out one of the many windows. **Doors lead in all directions** and music plays to suit the scene.

24. PALACE UNDERCROFT

Endless stone archways that lead to various **doorways, alcoves, and catacombs**. **Stones whisper secrets and lies**. Some doors lead out to the lands (and sometimes back in). The largest, oldest, and most heavily guarded door leads to where the children go. Is it the afterlife? Is it an insatiably hungry being? Only Queen Mab knows.



Chapter 5

Resources



he following pages include maps and tables to further flesh out Neverland and Elphame. These can be used to plan adventures ahead of time, or to quickly answer a question on the fly.

Maps have been presented in their default state but have not been populated with characters or creatures. There are suggestions, sure, but these aren't set in stone. The Gamemaster should make these locations feel alive, and a room or area is unlikely to ever be permanently cleared. Perhaps the party will kill all the Spiders on the Jolly Roger in an afternoon, but Hook and his allies won't forget this. The next time the group tries to board the ship, significantly increase the amount of guards or traps.

A quick way to make rooms feel alive is to plan where specific encounters will happen (ask how many NPCs should be present, what they are doing, and why they are doing it) and then balance this with a random encounter table. To prepare the table, make a list of characters, groups of characters, and events, and then number them 1 through 6. Whenever adventurers makes noise, are taking too long to make a decision, or are in the middle of a fight that's starting to drag, roll 1D6 and introduce the results. For bigger or more complex areas, try a list of 10 (1D10) or 20 (1D20). Replace an encounter once it's been used or allow that result to mean nothing happens if rolled again.

Using the provided charts is also a great way to explore adventures or character moments that may not immediately come to mind.

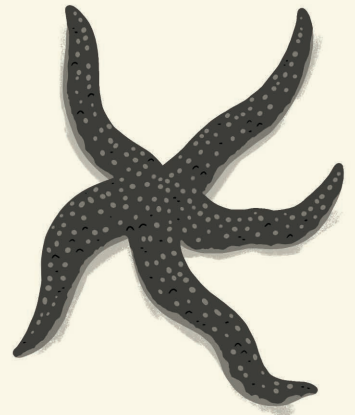
CORAL CAVES (SURFACE)

HEX 04

The false home of the Mermaids. They will claim there are only a dozen living here and do their best to conceal their true numbers.

GENERAL:

- Nearly all surfaces not typically walked on are covered with living coral
- Lit by bioluminescent coral on the surface, jellyfish underwater
- Great acoustics
- Rock formations jut out of the water and the plateau in the center of the cave



A. THE GRAND FOYER

- Nearly 100' circular room
- Half submerged in water
- Rocks break the surface
- Usually 1D6+1 Mermaids lounging, playing, practicing here

B. PRIVATE QUARTERS

- 9 rooms of modest size
- Hallways are 10' tall and half submerged in water
- Rooms are dry
- Decorated in gaudy furniture to look lived in, but this is a lie
- Nothing of real value

C. GUEST ROOM

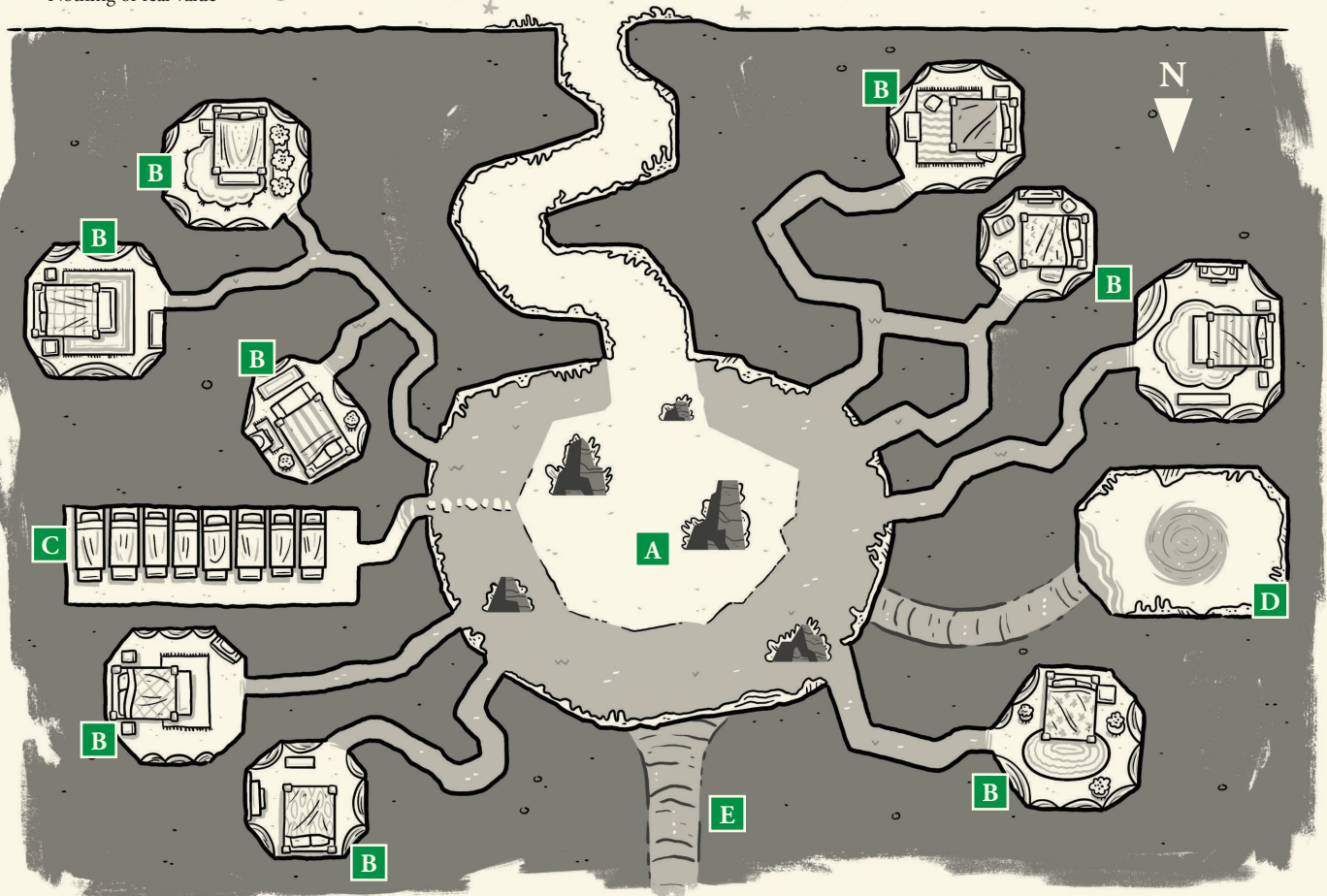
- Stepping stones lead to the room
- Simple decor
- Sleeps 8, individual beds
- Bioluminescent coral in this room can be dimmed
- Chests at the foot of each bed
- The stepping stone closest to the guest room can be raised by the Mermaids to block the exit

D. WHIRLPOOL

- Constantly swirling Whirlpool transports to other Whirlpools on the island
- Entrance, exit, and hallway completely submerged
- Underwater hallway can be seen (barely) from the surface of this room and the Grand Foyer
- Mermaids will be able to hear anyone entering the water here

E. EXIT BELOW

- Exit to the true Coral Caves
- Located directly underneath the floating plateau of the Grand Foyer
- Mermaids will claim this leads backstage
- Guarded by a rune that absorbs all air from mammalian or reptilian lungs while passing through (takes 1D4 off of swim time)
- Swim below takes 15 minutes in narrow caverns



HEX 04

GENERAL:

- ### A. EXIT ABOVE

- Exit to the false Coral Caves
- Guarded by a rune that absorbs all air from mammalian or reptilian lungs while passing through (takes 1D4 off of swim time)
- Swim above takes 15 minutes in narrow caverns

B. PRACTICE HALL

- Great acoustics and beautiful architecture
- Solo and group performances are practiced here

C. BANK

- Capitalist fortress
- The Honorable South Shore Merchant Company (HSSMC) holds all of their fluid income here
- Heavily guarded but cheery staff

D. BOOKKEEPING

- Bookkeeping and accounting office for the HSSMC

E. LOCAL SHOPS

- Goods and services not run by the HSSMC operate here

F. TRADING MARKET

- Freelancers and other independent aquatic races will do business here
- One part black market and one part flea market

G. COMMUNITY CENTER

- The Sessile Center for the Arts
- Rotating gallery exhibits, dramatic performances, artists in residence, etc.
- Monthly banquets and galas

H. INN & TAVERN

- The Watering Hole
- Offers aquatic and non-aquatic rooms
- Serves rum, fish in seaweed, prawns, and oysters
- Owned by a cheery octopus related to the one guarding the treasure at Shipwreck Shore (Hex 12)

I. WAREHOUSES

- Surplus and backorder supplies for the HSSMC are stored here
- Minimal security (no one would be foolish enough to cross them)
- Countless treasures and valuables are stored here
- Air-tight and meticulously organized

J. WHIRLPOOLS

- Multiple caves leading to teleportation Whirlpools
- Vertically oriented against cavern walls with no suction
- More like a portal than a black hole



THE CROCODILE

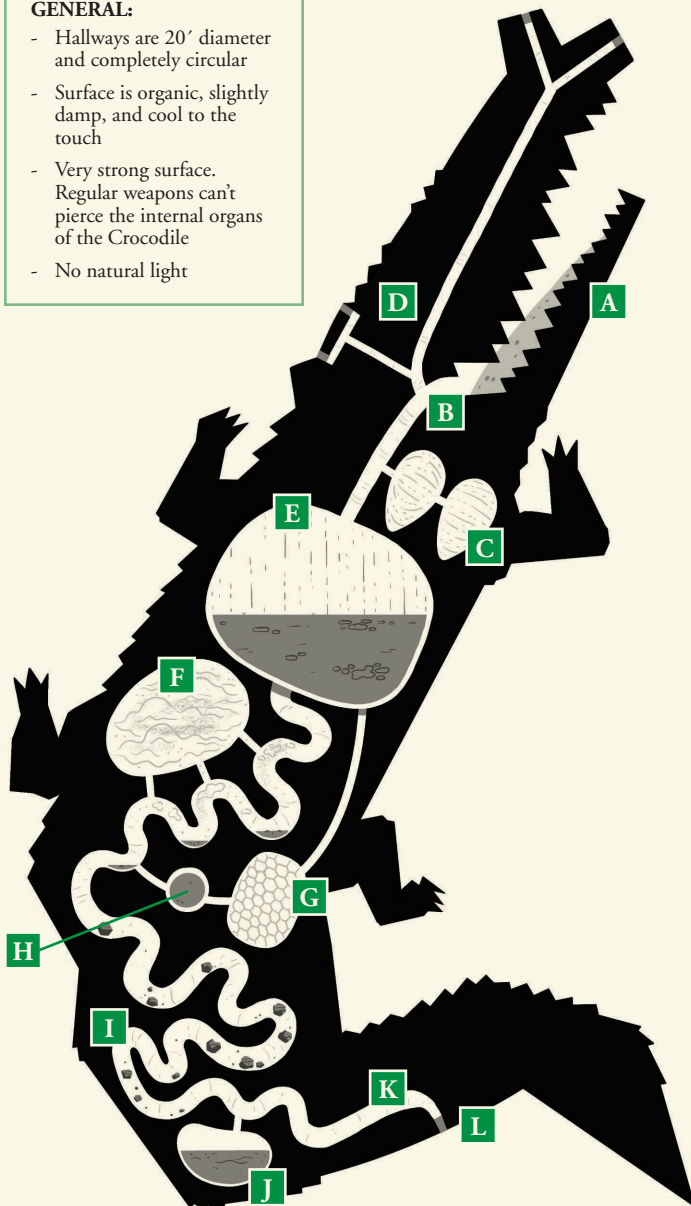
HEX 15

The Crocodile can be entered as it sits, mouth open, sunning on the Sundial. It will barely notice this intrusion and hardly complains about food wandering in on its own.

Entering the Crocodile offers plenty of risk, the least of which is that it leaves its sunning spot each night to patrol the island (12am–8am). Adventurers will not be able to leave through the mouth during this time and the temperature within the body will be significantly cooler.

GENERAL:

- Hallways are 20' diameter and completely circular
- Surface is organic, slightly damp, and cool to the touch
- Very strong surface. Regular weapons can't pierce the internal organs of the Crocodile
- No natural light



A. MOUTH

- Holds open unless agitated
- If it senses food, then it will tip its head back to swallow

B. THROAT

- Large flap blocks the exit back to the mouth (DC24 to push opening large enough for Medium creature to get through)
- Strong winds blow back and forth (alternating every 60 seconds)

C. LUNGS

- Empty rooms
- 1 minute cycle of inhaling and exhaling constantly strong winds
- While inhaling, oxygen levels rise and cause fire magic to work at their maximum volatility
- While exhaling, the two rooms push out CO₂ and thus no living creature can breath in here
- Smoke, water, large debris, etc. will cause the Crocodile to cough
- Air elementals often found here

D. NOSE & EARS

- Path to both nose and ears
- 3' of thick mucous at the nose creates a waterproof seal
- It will remember anyone's scent
- Anyone not successfully sneaking around the ears will trigger the Crocodile to think something is close by, swing around in that direction, and require save or fall down 60' into the throat

E. STOMACH

- 100' room
- Lake of acid of varying levels
- Raining stomach acid. Players roll 1D4 acid damage for every real-world minute they aren't protected in this room. Set a timer
- Junk and partially digested food everywhere
- Ticking clock echoes loudly throughout the room (deafness and hearing-based spells won't work at all)
- Crocodile loves eating Pirates: it digests them and the bones replenish with meat each night
- Jellies and slimes are common here, as well as creatures of corrosion

F. PANCREAS

- Constantly filled with a cloud of gas that pumps into the intestine
- Creatures of poison thrive here

G. LIVER

- No poisons or poison spells will work in this room as the liver filters it out
- With enough time, this room can remove most mundane illnesses and ailments

H. GALLBLADDER

- Filtered poison from the liver ends up here
- Intestinal acid is stored here
- Very, very corrosive: dissolve bones in minutes, flesh in an instant
- Gallstones are concentrated curses and float in the acid
- If harvested safely, the stones can be used to hex or curse others with a potency determined by the size of the stone

I. INTESTINE

- 300' long coiling room
- Pockets of gallbladder acid throughout
- Gas from pancreas occasionally pumps in
- Bits of partially digested food and treasure everywhere
- Stones for digestion everywhere, sometimes lodged in walls and ceiling, frequently come loose and fall
- Weapons forged from intestinal stones deal extra damage with the experience of years of crushing food

J. YOLK SAC

- Pond-sized sac full of nutrient-rich liquid
- Even in modest quantities, it will nourish a Medium-sized person for days
- Highly prized

K. COLON

- Straight 100' corridor
- Very dry
- Most water and liquid absorbed here (roll 1D6, immediately dehydrated on 1–5)
- Water and ice spells do minimum damage here
- Lots of mummified Pirates

L. CLOACA

- The end of the road
- Large flap blocks the exit back to the mouth (DC24 to push opening large enough for Medium creature to get through)
- Fill the area with enough stuff and the Crocodile will do the rest

CROCODILE NEST

HEX 18

The Crocodile makes its Nest behind the great Waterfall of Neverland. It spends the third week of every month resting and laying eggs, then the next three weeks it guards its clutch.

OCCUPANTS

WEEK 1

- 4D6 Crocodile Spawn

WEEK 2

- 1D12 Crocodile Spawn
- 1D4 injured/trapped Pirates

WEEK 3

- The Crocodile

WEEK 4

- 4D12 Eggs

A. ENTRANCE

- 200' wide
- Always wet
- Deafening sound of Waterfall around it (hearing-based spells won't work for first 30' of entrance)

B. PIRATE STASH

- False wall made of mud
- Hides a stash of weapons and valuables owned by the Pirates

C. NEST'S EDGE

- Perimeter dense with felled trees
- Easily climbable but uneven terrain
- Lots of stuff (intentional and not) lost amongst the debris

D. NEST WALL

- 50' drop at 45° angle
- Smoothed dirt surface

E. NEST PIT

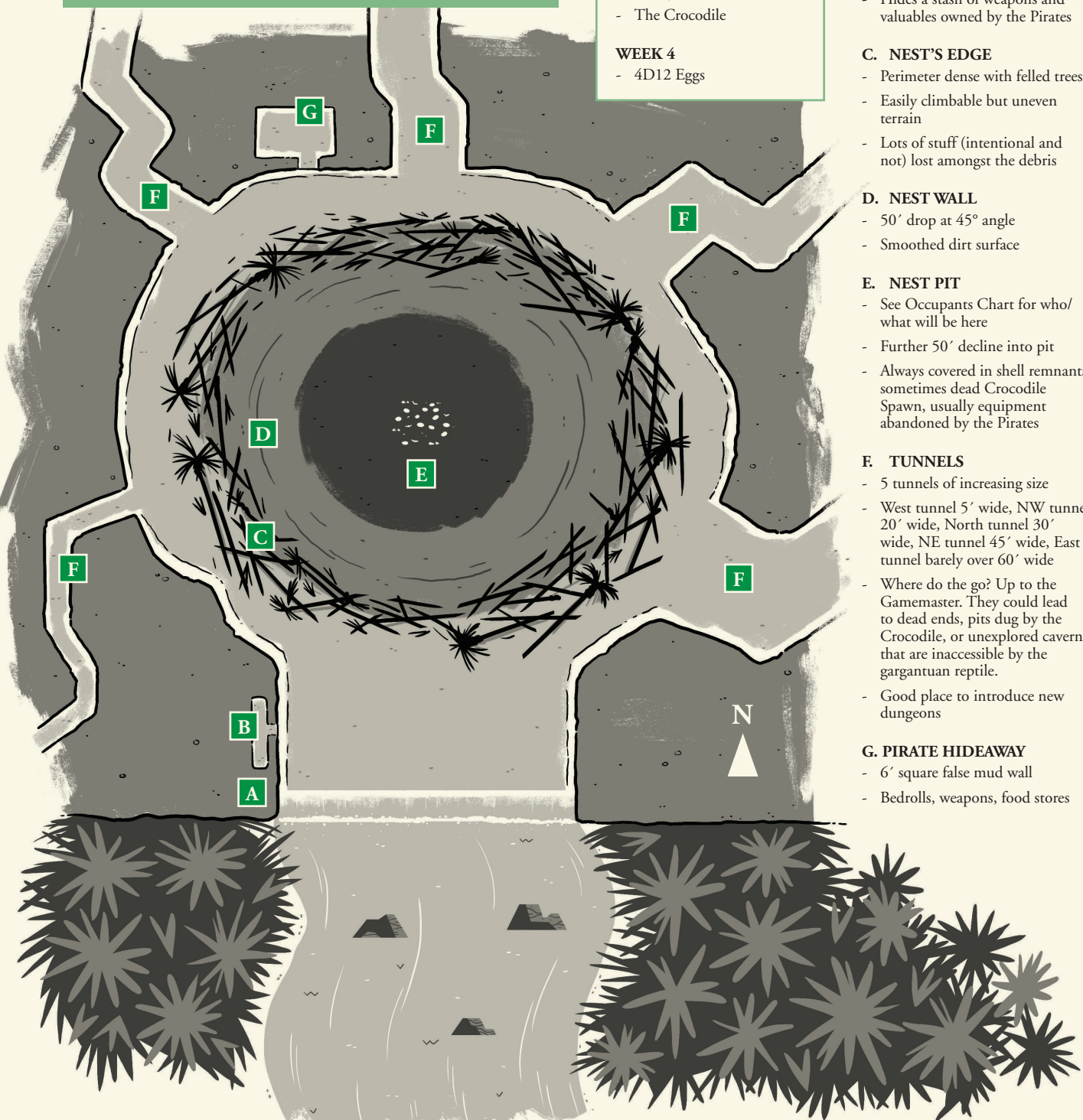
- See Occupants Chart for who/what will be here
- Further 50' decline into pit
- Always covered in shell remnants, sometimes dead Crocodile Spawn, usually equipment abandoned by the Pirates

F. TUNNELS

- 5 tunnels of increasing size
- West tunnel 5' wide, NW tunnel 20' wide, North tunnel 30' wide, NE tunnel 45' wide, East tunnel barely over 60' wide
- Where do the go? Up to the Gamemaster. They could lead to dead ends, pits dug by the Crocodile, or unexplored caverns that are inaccessible by the gargantuan reptile.
- Good place to introduce new dungeons

G. PIRATE HIDEAWAY

- 6' square false mud wall
- Bedrolls, weapons, food stores



CUNNING CAMP

HEX 21

The temporary home of the Cunning Folk located on a plateau nestled in the Neverland Peaks. They intend to leave as little impact on the island as possible and so their settlement follows suit.

The 50 or so in the community live simply and share what resources they brought with them.



A. PERIMETER

- Simple alarm spell around the edge of the camp
- Notifies those on watch and the closest sleeping quarters

B. WICKER MEN

- 30' tall sculptures
- Completely harmless

C. SLEEPING QUARTERS

- Portable canvas structure
- Travel sacks and personal effects stored here
- Houses 16 bedrolls

D. GUEST QUARTERS

- Portable canvas structure
- 12 bedrolls and spare equipment

E. KITCHEN

- Portable equipment and modest meals
- 1D4+3 Cunning Folk here at all times

F. STORAGE

- Equipment for both kitchen and medical tent stored here
- A few rare treasures kept here in secret

G. MEDICAL TENT

- Ample stores of medicinal supplies and equipment
- Always staffed by at least 2 Cunning Folk

H. CAMPFIRES

- Always burning
- Felled logs for seating
- Important to the Cunning Folk and used in the nightly sharing of stories

I. LOOKOUT

- 30' tall rock balancing on another 30' rock
- Natural feature
- 2D4 Cunning Folk keep watch at all times
- No one knows how they get up there

THE FORGE

HEX 17

Up in the mountains of Neverland rings the endless work of Michael Darling a.k.a. the Mountain Smith. His home and forge are an open secret but that doesn't mean he openly welcomes guests.

A. ENTRANCE

- Giant double iron doors
- Complex iron lock (DC26) that traps hands if not successfully unlocked
- 100' of cart tracks lead into the Forge
- Spare carts left outside

B. FORGE

- Track continues in and around the giant chimney of fire
- Anvils, water barrels, tools everywhere
- Half-finished projects and masterpieces line the walls
- Work benches with various tools hug the perimeter

C. TOOLS STORAGE

- Spare equipment and weapons kept here
- Single locked iron door on each room

D. FORGE SUPPLIES

- Material to burn and stoke the fires
- Tall ceiling that leads to a secret exit only Michael and the Long Legs know about

E. BEDROOM

- Dresser, nightstand, simple bed for Michael
- Tall ceilings and hammocks for the Long Legs
- Book of stories that Wendy once read to him kept under the bed

F. LOUNGE

- Books, cards, and other games
- Countless wooden sculptures
- Large couch and chairs for entertaining guests

G. KITCHEN

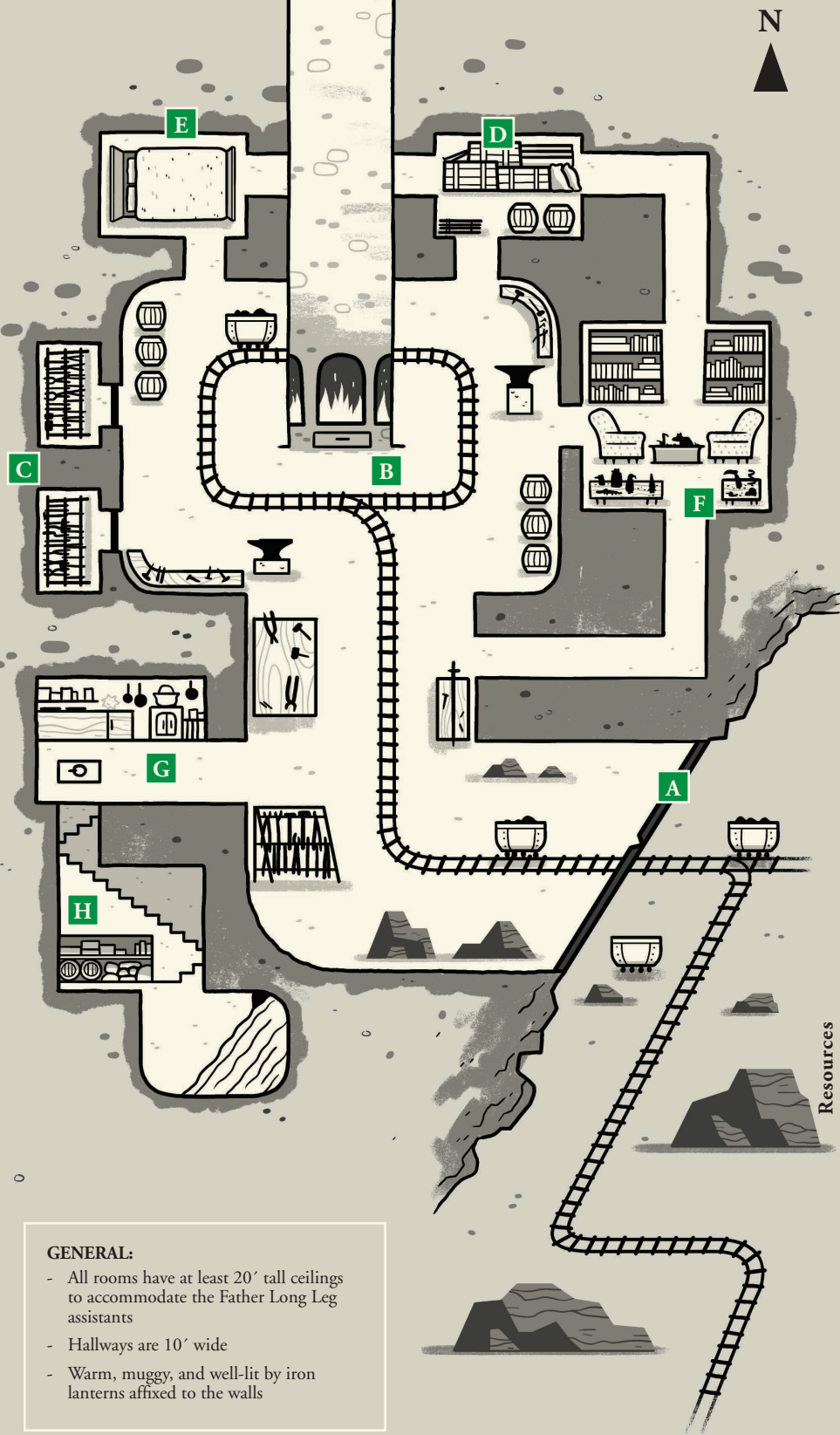
- Michael eats simply and prefers peanut butter sandwiches. No crust
- Fallen Star just laying there on the counter
- Hatch to cold cellar (H)

H. COLD CELLAR

- Stone stairs lead to simple store
- Underwater river of fresh water runs here

GENERAL:

- All rooms have at least 20' tall ceilings to accommodate the Father Long Leg assistants
- Hallways are 10' wide
- Warm, muggy, and well-lit by iron lanterns affixed to the walls



GIANT'S HILL

HEX 22

Standing the tallest amongst the Neverland mountains is the Giant's Hill. It's not easy to miss.

GENERAL:

- Corridors are tubular with 10' diameter
- Solid construction made of porous earth for walls, floors, ceilings, etc.
- Interior is always changing, though everything at and below ground level stays the same
- Countless dead ends and vacant rooms not yet used
- Number of guards depends on importance of the room. + beside a room represents one **pair of Soldier Giants** stationed at all times

A. AIR VENTS

- Ever-changing tunnel system
- Average shaft is 100' vertical drop before taking a steep angle
- Sparsely guarded and minimal traffic outside of construction and repairs
- Infrequent exits to the outside are lightly guarded

B. THE NEST

- Ever-changing rooms
- Labyrinthine in nature
- Simple rooms of strict utility including:

Hatchery (++)

- Eggs kept here until they hatch

Nursery (++)

- Larvae kept here until they mature

Husking Room (+)

- Felled trees cleaned here

Storage (+)

- Wood, syrup, and water membranes are kept in separate rooms

Trash Room (No Guards)

- Tree bark, egg waste, dead Giants, anything not deemed useful brought here to decompose

Rest Area (+)

- Barracks for Soldiers or simple lodging for Workers
- All sleep tightly in a row

C. FUNGAL GARDENS (++)

- Full of wood-eating fungi
- Fungi break down wood into syrup that the Giants eat
- Susceptible to spore outbreak that causes infection in insects and birds

D. COLD STORAGE (+)

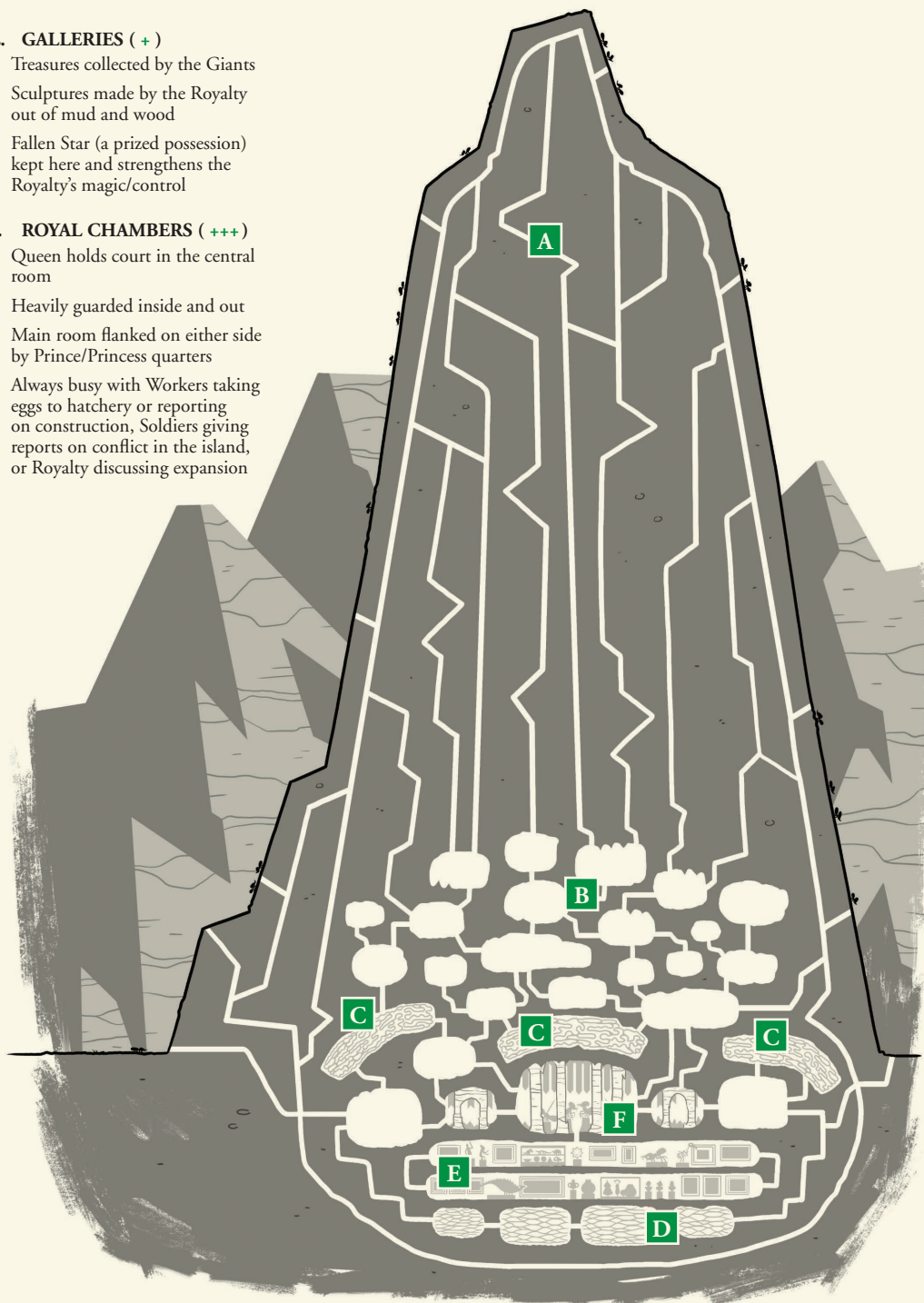
- Winter stores and makeshift prison (if necessary)

E. GALLERIES (+)

- Treasures collected by the Giants
- Sculptures made by the Royalty
- Fallen Star (a prized possession) kept here and strengthens the Royalty's magic/control

F. ROYAL CHAMBERS (+++)

- Queen holds court in the central room
- Heavily guarded inside and out
- Main room flanked on either side by Prince/Princess quarters
- Always busy with Workers taking eggs to hatchery or reporting on construction, Soldiers giving reports on conflict in the island, or Royalty discussing expansion



GNOME HAMLET

HEX 14

Deep in the jungle lies the most quaint Hamlet in Neverland. Home to 75 or so Gnomes. They will quickly welcome any outsiders and do their best to make any difference in size a non-issue.

GENERAL:

- Buildings are all located in Living Trees or log cabins
- Doors and windows all painted bright colors with simple decorations (flowers, bells, hearts, etc.)
- String lights, jars with candles or fireflies, and glowing mushrooms offer light at night
- No local government
- Many mundane animals found here

A. WELCOME CENTER

- Always the first building outsiders will see
- 2 Gnomes inside a red-capped mushroom
- They will have an itinerary and fresh drinks ready

B. CARDINAL OUTPOSTS

- Located at N, S, E, and W edges of the Hamlet
- House 1D4+1 Gnomes on lookout
- Most do this out of tradition and typically have little to worry about

C. INN & TAVERN

- The Funny Uncle
- Everything sized for Small creatures
- Complimentary resizing to fit inside
- Serves mead and honey wine, breads and berries, freshwater fish, and lots of dessert options
- Popular spot for squirrels

D. GNOME HOMES

- Clusters of trees facing each other
- Clotheslines extend between neighbors
- Simple gardens set out front

E. GARDENS

- Neat rows of vegetables, fruits, and flowers
- Beehives at the center of each crop
- Not a weed in sight

F. COMMUNITY CENTER

- Workspace during the week
- Converts to a market on the weekends

G. CARE CENTER

- For physical care or emotional support
- Always open

H. WISHING WELL

- Draped with flowers
- It's said that dropping items of personal importance down this well will grant your greatest wish. Never been proven

I. RIVER & BRIDGES

- Narrow river flows south from a spring in the north hill to the lake in the south
- 10' wide bridges cross the river at 3 points

J. FAIRGROUNDS & STAGE

- Open field
- Tall pole in the middle
- Modest stage to the north
- Most of the Gnome events take place here

K. LAKE

- Still waters but too deep to see the bottom
- Fish of various size
- At the bottom lies the remains of the Gnomes' past lives
- No one will talk about this

L. OPEN SHRINE

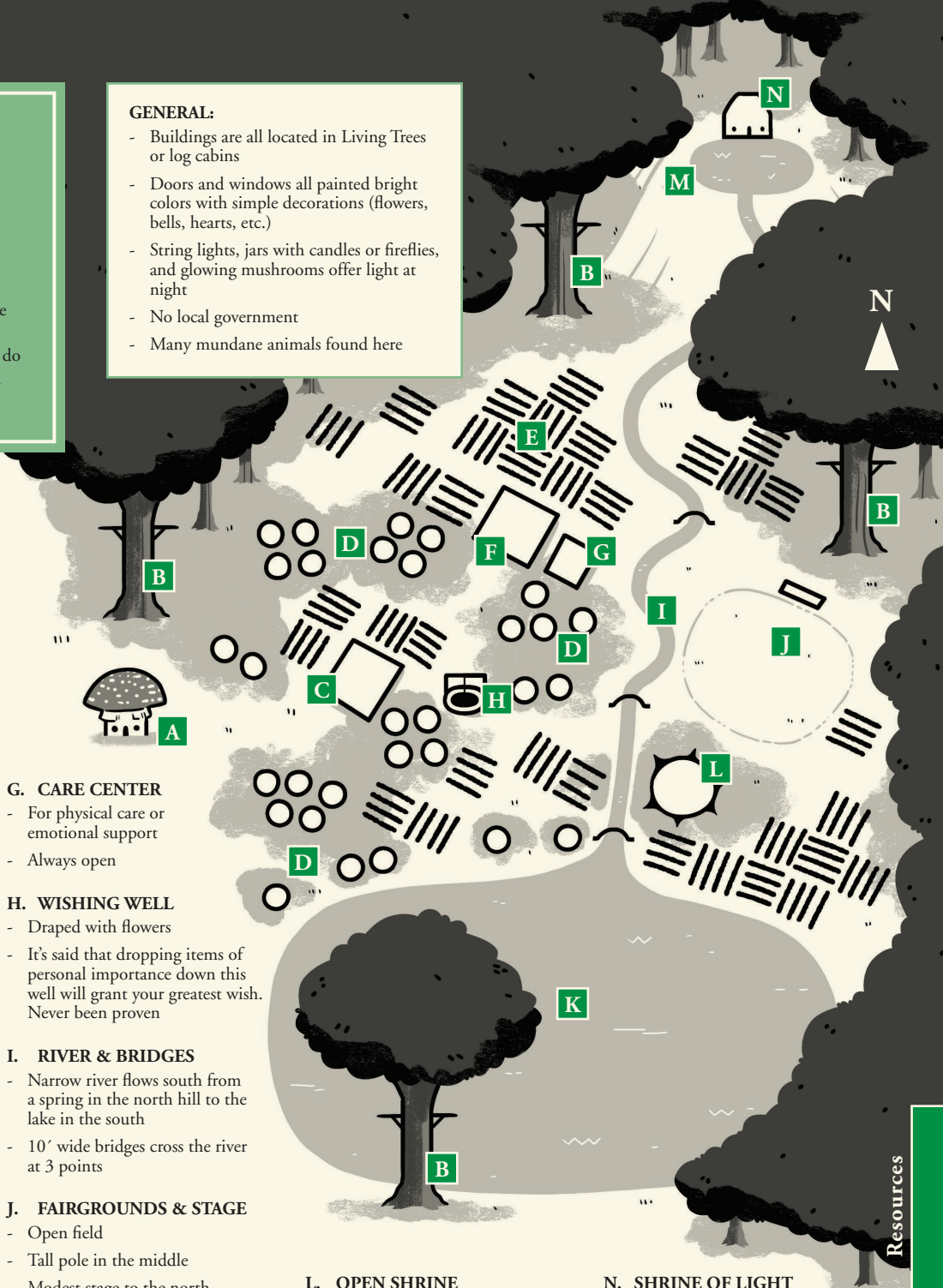
- Located inside the oldest tree in the area
- Open place of worship with no religious affiliation
- Used for private events not big enough to require the Community Center

M. SPRING

- Naturally occurring at the top of the hill and feeds down into the lake

N. SHRINE OF LIGHT

- North side of the spring
- 15' cylindrical building of stone
- Carvings of suns all around
- Constantly glows brilliant light
- Fallen Star smithed into a keystone on the inside arch of main entrance to the building



GREAT WHITE BIRD NEST

HEX 24

High in the sky and protected by clouds floats the nest of the Great White Bird. How it stays aloft is unknown and some say it will crash down toward the island if the Bird were to perish.

GENERAL:

- Nest is made of entire trees and parts of ships
- Surrounded by dense clouds that can support thousands of pounds
- Clouds obscure the nest from below

A. SMALLER NESTS

- Natural nests made by other birds
- Some at the ends of broken masts
- The Great White Bird protects these like they're its own

B. FOOD STORES

- Sacks of grain and branches full of fruit kept in natural pockets
- Shared amongst all birds

C. BIRD HOUSES

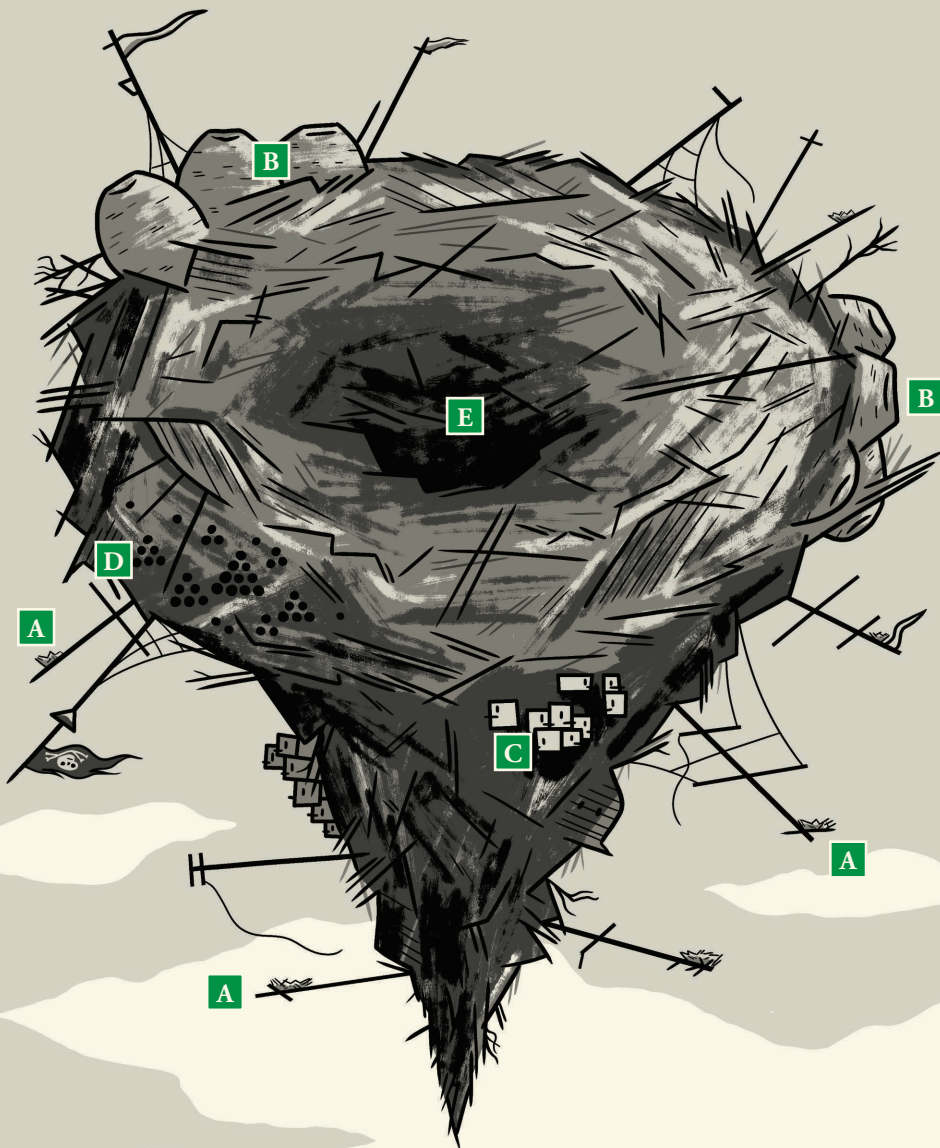
- Who made these?
- Well crafted from bits of ships and home to the smaller birds
- Some serve as hidey-holes for precious gems and shiny stuff

D. CANNONBALLS

- Neat piles
- Various sizes and materials
- The Great White Bird finds it amusing to steal them from ships or to catch them in midair

E. DEEP HOLE

- 100' drop but easy to climb out
- Great White Bird sits atop it and protects what's underneath
- The bottom houses the biggest and brightest valuables of the Great White Bird
- Parts from other sections of the Nest can be laid across the top to create a makeshift prison



THE HOME UNDERGROUND

HEX 19

Located under Hangman's Tree, and accessible via Hollow Trees around the island, lies the Home Underground. Peter Pan and the Lost Boys have made this their ideal hideout and will aggressively protect it.

GENERAL:

- Dense with stuff collected on adventures
- Messy to the point of chaotic
- Dimly lit by lanterns on the walls
- Smells like wood fire

A. STORY ROOM

- Pillows and storybooks everywhere
- Holes leading to the Hollow Trees and Hangman's Tree
- Ever-growing stump in the middle of the room that gets cut down each day to make a table
- Simple drawings on the wall of adventures and of "Mother" (either Queen Mab or Wendy)

B. HALLWAYS

- 5' wide and 10' tall
- Concealed 30' spiked pit traps dug randomly and Lost Boys just fly over (or pretend to walk over if leading someone under duress)

C. TREASURE ROOM

- It's all here
- Best stuff kept up high (60' or more)

D. JUNK ROOM

- Extra building/trap supplies
- Dirty dishes and cutlery

E. BEDROOM

- Pillows and hammocks everywhere
- Hammock traps: if someone sleeps in the wrong hammock (based on weight), it draws tight and pulls up to ceiling (like a net trap)

F. TINKER BELL'S ROOM

- Tiny alcove covered by a curtain
- Boudoir, four-poster bed, notes, gowns, etc.

G. QUIET ROOM

- Weapons on north wall
- Net trap waiting over corridor to the south
- South corridor leads to Elphame
- Bowls of offerings (flowers, milk, bread, coin) left to stave off the Fairies



THE IRON MINES

HEX 07

Abandoned for years, it's recently been active again as the Spiders and Pirates try to harvest more of the iron ore deposits. The trouble is that the Mine is haunted. Tunnels change or collapse on a whim and an unpredictable Mine is a dangerous Mine.

GENERAL:

- Lots of Spiders here
- Frequented by Pirates
- Walls are roughly excavated and give off a faint magic aura (if inspected)
- Floors are flat but dusty
- Lanterns have been placed in many rooms for light



HOW IT WORKS

Movement through the mine can be determined by the GM, but know that adventurers are never alone. The mines are haunted by incorporeal spirits called Knockers (named for the knocking sounds they make).

The Knockers can't be harmed and appear as spectral flames (if they want to make their presence known). They also can't communicate outside of changing the tunnels of the mine.

WHAT THIS MEANS:

- There's no guarantee that two trips into the Mine will be the same
- Only areas 1–5 are guaranteed to be accessible upon entry
- Tunnels and paths are sculpted by the Knockers and thus determined by the Gamemaster
- Tunnels may change while adventurers are in the Mine (with a loud knocking as a warning that a change is or will take place)
- The Gamemaster can and should add caverns or halls to the map on the following spread

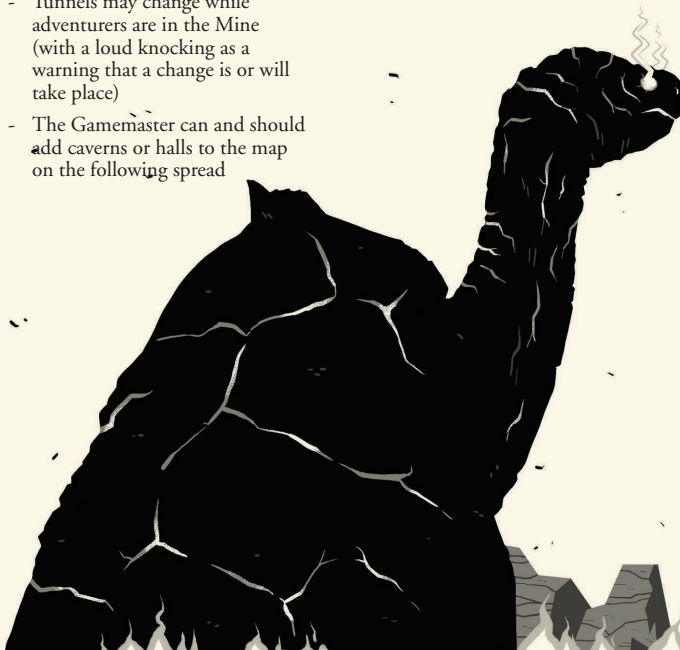
HOT & COLD

The other variable to the mine is the effects of the Fire and Ice Fundamentals (rooms 23 and 24). Their heat/cold is far-reaching and the change in temperature dramatically alters much of the Mine.

Luckily, they never leave their lairs for fear of being destroyed by the other (which is true; if they get within 100' of each other then they'd erupt in a cataclysmic combustion).

WHAT THIS MEANS:

- Some rooms will change if they are connected by tunnels to the Fundamentals (as their hot or cold influence is far-reaching)
- If a room is both heated and chilled, it remains neutral
- Heated state is noted as **H**, chilled state is noted as **C**, and neutral state is noted as **N**



1. ENTRANCE

- Well-kept with simple archway
- Stray tools and carts
- Tables with maps and notes

2. EQUIPMENT STORES

- Tools, carts, spare tracks, etc.

3. GENERAL STORAGE

- Food, bedding, lighting, etc.

4. SLEEPING QUARTERS

- Small bunk beds with simple bedrolls and pillows
- Lockers

5. STATUE

- 30' tall and made of iron
- Hooded figure facing north and holding a lantern
- "Light our way" is written on the base in an unknown language

6. PLACE OF WORSHIP

- Nondenominational
- 4 pews, rugs, candles, urns, etc.

7. CRYPT

- 100' tall
- Lower shelves are empty
- Upper shelves house mummified humans and Gnomes and Dwarves

H Stink and decay increases and the dead get agitated

N The dead rest easy

C Dead bodies preserved and kept in place

8. IRON DEPOSITS

- Not yet mined or currently being mined
- 1D4 carts' worth of ore in Small deposits or 3D4 in Large deposits

9. MINED IRON DEPOSITS

- Pebbles and dust are all that remain

10. GAS POCKET

- Natural pocket of highly flammable gas encased in a rubbery membrane
- 4D8 poison damage or save for half damage if exposed to gas

H Membrane is elastic and hard to break, add 2D4 fire damage if exposed

N No change to damage or membrane

C Membrane is brittle and breaks at the slightest touch, half poison damage

11. TAR PIT

- Pit of tar

H Hot and sticky, DC18 to escape plus fire damage while stuck

N Sticky, DC12 to escape

C Hard and only barely sticky, half speed to move across

12. SHAFT

- 60' drop with wood supports
- The Spiders have removed all mechanical components since it only gets in their way

13. SCAFFOLDING

- Large rooms filled with wood and metal support structures
- Often leads to other levels or new tunnels

H Metal is too hot to touch

N Scaffolding functions as normal

C Wood floors are icy and slick, metal is too cold to touch

14. VIBRATING WALLS

- Large room with membrane walls that vibrate
- Can sometimes pick up voices from elsewhere in the mine (if touched)

H Heavy vibrations and voices are sped up

N Voices sound normal

C Low vibrations and voices are slowed down

15. ECHO CHAMBER

- Carvings of ancients singing
- All verbal spells and actions are doubled

16. THERMOMETER

- Tall shaft with natural spool in the middle and three levels of exits
- Temperature raises or lowers the spool to act as a bridge to the other side
- Natural spikes at top of thermometer and on top of spool
- Crushed rock and dead bodies at bottom of thermometer

H Spool rises to the third level of the shaft

N Spool sits at the second level of the shaft

C Spool lowers to the first level of the shaft

17. MUSHROOM FIELD

- Natural cavern of mushrooms
 - Possible source of the spores that infect the birds and insects
- H** Abundant mushrooms that choke and spread

N Mushrooms grow but are kept in place

C Frost-covered mushrooms lie dormant

18. MAGMA FALLS & RIVER

- Flows throughout the mine

H Magma gives off heat too hot to withstand for more than a few moments

N Magma is still dangerous and the area is uncomfortably warm

C Magma flow is slow and area is warm

19. ICE FALLS & RIVER

- Flows throughout the mine

H Regular waterfall and river but very chilly water, despite warm air

N Dangerously cold waters with thin ice on top

C Falls and river are completely frozen and easily crossed/climbed but area is too cold to withstand for more than a few moments

20. THE FOGGY BRIDGE

- The ice and magma river run on either side of this natural divider
- The two briefly cross but remain separated as the magma flows over the ice via a rock overpass

H Muggy, only thin fog and ice river is melted

N Obscuring fog and both rivers flow as normal

C Chilly and the bridge is slick, dense fog, and magma river barely flows

21. WATER LAKE

- Great lake with lots of gemstone deposits at the bottom

H The lake is just about to boil

N Light rain drops from the ceiling and the water is nice

C Snows in the room and the lake is frozen over by 5' of ice

22. MAGMA LAKE

- Great lake of magma and fire swirls endlessly

H Too hot to be in the room and will melt metal or burn in 2D4 minutes

N Very hot room but only the magma is dangerous

C Warm room and the lake has a thin rocky crust

23. ICE FUNDAMENTAL

- The very embodiment of cold
- Can create creatures of ice on a whim
- Immune to practically all magic and weapons
- Hates the Fire Fundamental but equally fears it
- Aloof and disinterested in others
- Will not reveal why it is here, how it got here, or why it can't leave

24. FIRE FUNDAMENTAL

- The very embodiment of heat
- Can create creatures of fire on a whim
- Immune to practically all magic and weapons
- Hates the Ice Fundamental but equally fears it
- Grouchy and quick to anger
- Will not reveal why it is here, how it got here, or why it can't leave

25. PITTED ROOM

- Room full of natural fist-sized holes

H Warm air blows out of the holes at irregular intervals

N The room lies dormant

C Air is sucked in through the holes at irregular intervals, easy way to lose something

26. THE LONG HALL

- Ornate and gilded hallway with filigree and metalwork

H Hot air blows impossibly strong toward the west

N The hall lies dormant

C Cold air blows impossibly strong toward the east

27. SILENT CHAMBERS

- Ancient carvings of figures at peace, reading, eyes closed, etc.
- No sound carries in here and verbal spells don't work

28. FERN FOREST

- Ample field of ferns grows under the glow of natural deposits of rock in the ceiling

H The ferns are dried up and the area is at risk of being set ablaze

N Ferns grow abundantly and the air is clean

C A light frost covers the dormant field

29. GOLDEN STAIRCASE

- Stairs of gold lead up to a well-crafted archway
- Light music can be heard from a distance

30. TOWER RUINS

- Either a tower for defense and stocked with abandoned weapons, armor, and a barracks, or a research facility with scientific and magical equipment, remains of mysterious creatures, and books of forbidden knowledge
- The door is open and it's quiet

31. TOWN RUINS

- More of a ghost town than a danger zone
- Remnants of life and slow poisoning from iron ore deposits
- Everything a town would have: inn, tavern, town hall, sheriff's office and jail, etc.

32. GREAT HALL RUINS

- Once a place of celebration
- Ribbon-wrapped columns and wreaths of dried flowers fill the space
- Long tables and benches in neat rows
- Tapestries of harvest and merriment hang, mostly preserved

33. WAX CAVERN

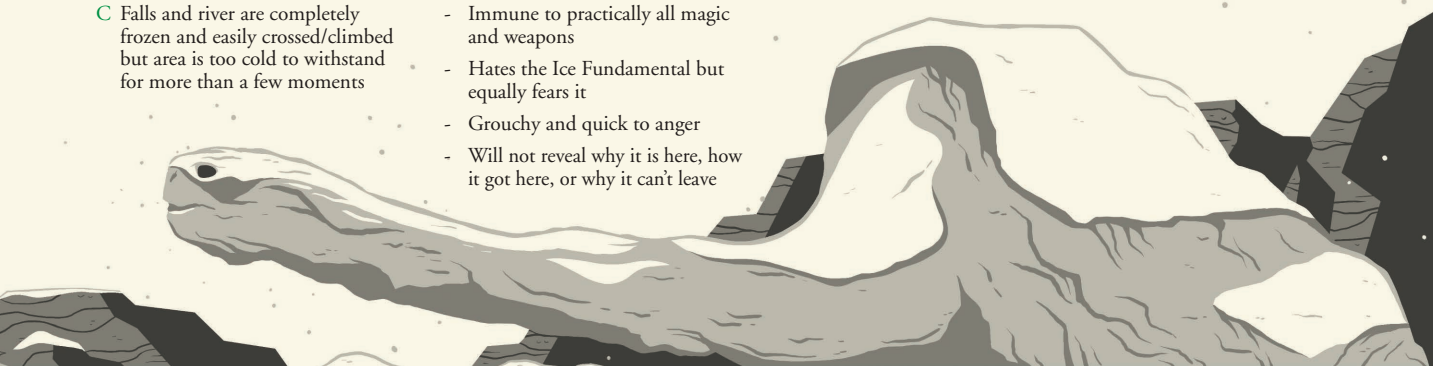
- Like the inside of a beehive
 - Filled with wax and pockets of air and alcoves of storage
 - People, creatures, and things can very easily get trapped here
- H** Wax melts, drips, and burns if not careful, very easy to sculpt or excavate
- N** Solid and only slightly malleable
- C** Brittle and easily breaks

34. LIBRARY RUINS

- A vast multi-floor library
- Abandoned and in disarray, books are everywhere and many shelves toppled over
- Lots of old information here

35. ENTRANCE TO ELPHAME

- Sealed with wax and iron
 - Light music can be heard throughout the area
- H** Wax is melting and the iron is shifting
- N** The wax and iron are holding strong
- C** Wax is brittle but the door seems to be holding





JOHN'S TOWER

HEX 02

John will never reveal the secret to how he made this inverted Tower in sand, but that doesn't mean he's not proud of it.

1. LOBBY

- Accessible via stairs underneath an overturned boat
- Thin layer of sand on the floor
- Sand visible through the walls
- Background music plays
- Waiting area seating and reading material
- Door warded with a Glyph of Death (DC30 lock or lock-picker immediately dies if fails)
- Potted cacti around
- Indestructible basin of flesh-eating sand with key to the door at the bottom (DC20 to find key, 2D12 for every attempt to search for key, sand can't be removed from the lobby)

2. GARDEN

- Thick layer of sand on the floor
- Sand visible through the walls
- Filled with potted cacti and artificial light
- Rare and poisonous breeds of plants
- John occasionally uses this room for torture

3. OFFICES

- Thick layer of sand on the floor
- Sand visible through the walls
- Secondary waiting room (comfier chairs, better reading material, etc.)
- Private office (desk, two chairs, knick knacks)
- Map room (detailed maps of various parts of the island, plans of John written in arcane languages)

4. DINING

- Clean floors
- Sand and clay visible through the walls
- Long table and 13 chairs, paintings and all decor stolen from the Pirates
- Modest kitchen with preserves and nonperishable foods

5. SLEEPING

- Clean floors
- Clay visible through the walls
- 5 rooms/cells, 6th room houses keys in basin of flesh-eating sand (same as in the Lobby)
- Hatch to 6 on west side is magically protected to prevent air from passing through

GENERAL:

- Floors, walls and ceilings are 10' of glass
- Clear walls, floors, and ceilings
- Iron braces provide support
- Iron spiral staircases connect each floor
- Cork stoppers located in walls
- Golems doing simple chores (watering cacti, organizing shelves, etc.)
- Undead (ghosts, specters, etc.) have been known to keep John company or offer aid

6. STUDY (CASUAL)

- Clean floors
- Clay visible through the walls
- Airless to preserve the books and scrolls
- Filled with storybooks, social studies, cookbooks, etc.

7. STUDY (SERIOUS)

- Clean floors
- Clay and bedrock visible through the walls
- Airless to preserve the books and scrolls
- Filled with arcane texts, books on maths and sciences, combat strategies, etc.

8. LOOKOUT

- Clean floors
- Bedrock visible through the walls
- Natural cave lake visible to the east
- Seating pointed toward the lake
- Crystals and other statues decorate the room

9. GALLERY

- Clean floors
- Bedrock visible through the walls
- Stolen Mermaid "statues," sand art, mummified animals desiccated in sand, etc.

10. UPPER LABORATORY

- Clean floors
- Bedrock visible through the walls
- Vats of liquid, casks of sand and clay
- Notes on construction of Golems
- Countless symbols and runes in the room
- A few Lich Wards
- Tables with iron shells, trays, pans, etc. used to bake Golems

11. LOWER LABORATORY

- Clean floors
- Bedrock visible through the walls
- Cooking oven with arcane flames
- Top of a giant deposit of glowing ore in the center of the room
- The glow of the ore slowly causes deterioration of eyesight



12. BOTTOM OF THE TOWER

- 12 5' squares of sand line the perimeter of the room
- Glyphs written in sand in the middle of the room
- Bottom half of the glowing ore deposit emerges from the top of the ceiling
- Gems and crystals hang from iron chains
- Combining sands from specific squares teleports the user to other secret entrances/exits

THE JOLLY ROGER

HEX 06

The pride of Captain Hook. The Jolly Roger is a three-masted galleon and a terror on the seas. Unfortunately, the cursed crew are vulnerable during the day so they rarely set sail.

GENERAL:

- Ship is well kept
- Roughly 120' long and 40' wide
- Grates lift to reveal stairs to the deck below
- Total crew is 100 but most are exploring the island
- Many Spiders live here but webs are kept to a minimum

A. MAIN DECK

- Kept clean at all times
- Plank kept on hand in case someone needs to walk it
- Long Tom, the giant cannon, can be fired from here

B. POOP DECK

- Ship steering
- Minimal supplies tied down

C. FORECASTLE

- Front of the ship
- Great view

D. CAPTAIN'S QUARTERS

- Lavishly decorated bedroom
- Spare hooks and many treasures hidden away

E. NAVIGATION ROOM

- Many maps, compasses, octants, sextants, and mathematical tools

F. DINING ROOM

- Seating room for 8
- Simple table bolted to floor, cupboards with utensils

G. ARMORY

- Rare and simple weapons, cannonballs, and Spider guards

H. GUN DECK

- A dozen cannons ready to fire
- Nets full of cannonballs
- Tables and crates set up for recreational use

I. LOWER DECK

- Crates and some storage left out in the open
- Narrow hallway leading to many rooms

J. SLEEPING QUARTERS

- All rooms on this floor (outside those specifically marked) are bedrooms
- Hammocks hang from ceiling
- Chests bolted to the floor
- Rooms double as storage so barrels and crates are common

K. BRIG

- Iron bars, a bench fixed to the wall, iron lock (+5 to the DC against magic used to pick the lock)

L. SICK BAY

- Run by a Spitting Spider
- Bandages, basic equipment for stitches, some tinctures and medicines

M. KITCHEN

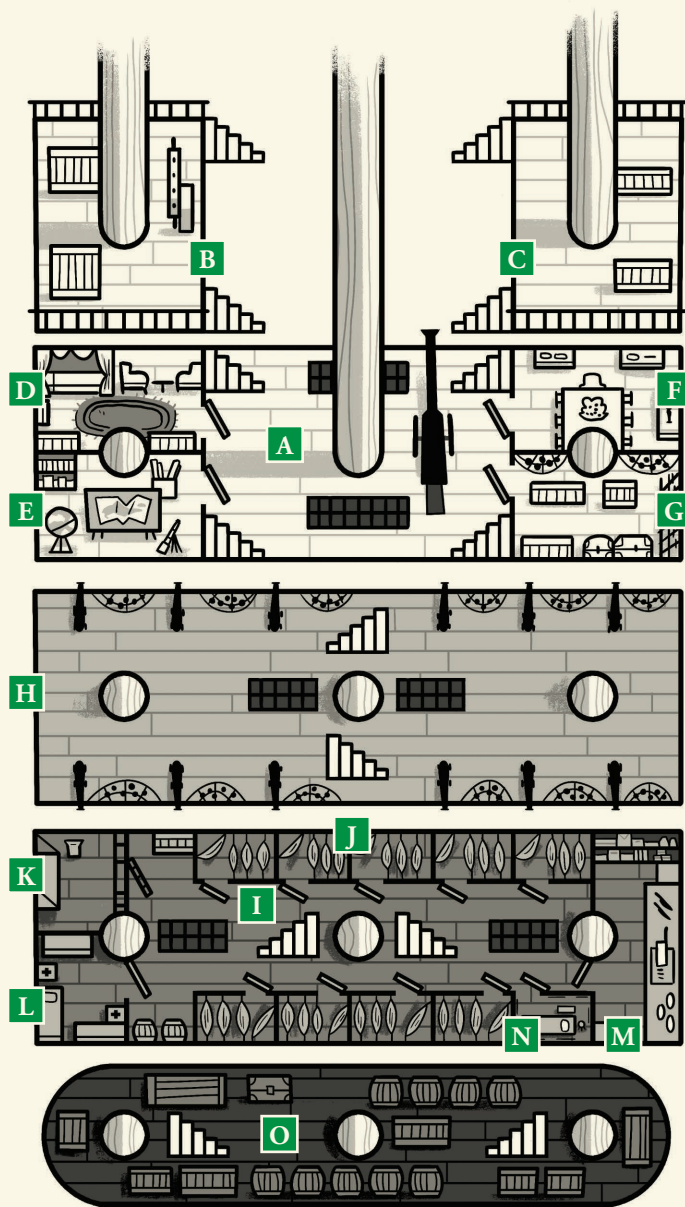
- Run by a Pirate, Belly the Butcher
- Simple foods and stores
- Mostly meat and seafood
- Possesses a magical knife that perfectly skins an animal every time

N. TATTOO PARLOR

- Workspace of the Pirate Stanley a.k.a. Steady-Hand Stan a.k.a. Steady
- Walls are covered with flash art
- Tattoos the Pirates to help keep track of limbs if they get separated during daylight
- Master artist

O. MAIN HOLD

- Mostly storage (water casks, food stores, munitions, old weapons, some treasure, etc.)
- Dormant Camel Spiders kept here



QUICK SHIP TERMS:

- BOW: front of the ship
- STERN: back of the ship
- FORWARD: anything near the bow
- AFT: anything near the stern
- PORT: left side of the ship (facing forward)
- STARBOARD: right side of the ship (facing forward)
- WINDWARD: direction of the wind
- LEEWARD: opposite to the direction of the wind
- MAIN MAST: center mast
- FOREMAST: the mast forward of the main mast
- MIZZENMAST: the mast aft of the main mast
- MAINSAIL: sail on the main mast
- FORESAIL: sail on the foremast
- LANTEEN SAIL: sail on the mizzenmast

MERMAID COVE

HEX 03

The concert venue of the Mermaids. This amphitheater can seat hundreds. The performances range from elaborate to intimate and always pull a crowd. This is the great con of the Mermaids.

GENERAL:

- Performances start at sunset after the 6pm Chimes
- Shows run varying lengths (until the Mermaids have found what they're looking for or if they know they missed their chance)
- The Mermaids will try to time any lights display with Falling Stars

A. STAGES

- Main stage sits back
- Smaller stage can raise and lower for solo or acoustic songs
- Rocks can change color and are covered with bioluminescent coral
- Imagery projected onto mist above and behind the stage

B. SEATING

- Three tiers on a first come, first serve basis
- VIP seats at the front are reserved and given out as the Mermaids see fit (usually to their biggest threats and rivals)
- Mermaid ushers will help anyone in need to their seats
- Seats and aisles magically repel water

C. INNER WATERFALLS

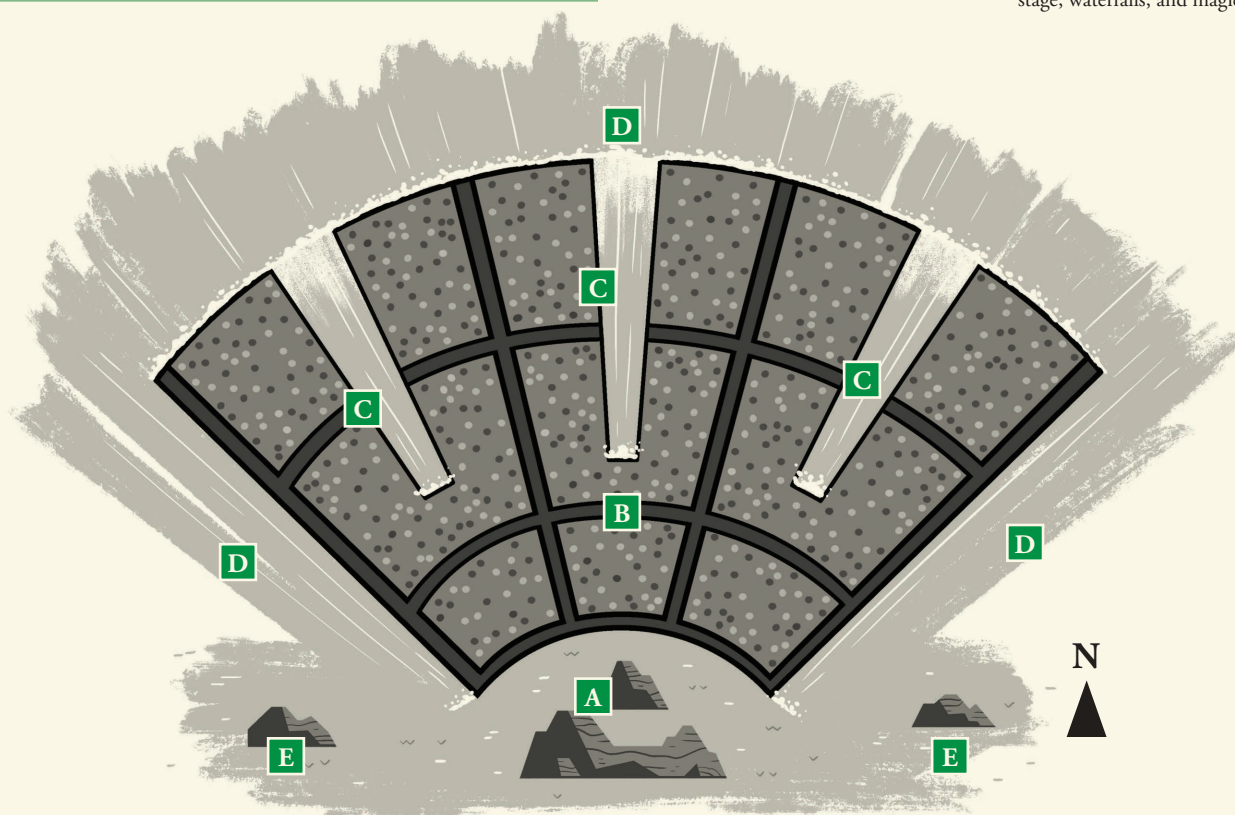
- Waterfalls magically amplify the performance
- Music and vocals projected and amplified out of the waterfalls
- Spots beside the waterfalls are first to go (after the front row)

D. OUTER WATERFALLS

- After most of the seats have been filled, waterfalls close up and block the entrances and exits
- Waterfalls project and amplify the performance
- Mermaids use this to keep track of everyone entering and exiting

E. CONTROL ROCKS

- Mermaids in charge of the lights and acoustics work here
- Foam full of bubbles controls the stage, waterfalls, and magic



SAMPLE PERFORMANCE (A NIGHT WITH VOLTA):

- The venue goes dark and splashing can be heard, a spotlight shines toward the back seats as Volta dives down one of the waterfalls
- She reappears as the smaller stage lifts up and sings a few songs, banter with the crowd, sings a few more, then dives back into the water
- Moments later, her face projects onto the mist singing a simple rhythm, then a second face sings over top, the song builds as 2 more versions add to this a capella performance, and finally she swims around the stage while starfish change colors underwater
- The night ends with a 2-song encore where she floats 60' in a bubble

SAMPLE PERFORMANCE (THE WHOLE FAMILY'S HERE):

- Bellicoso opens with a bombastic solo, changing the lights in the falls and on stage, along with blasts of water shooting out of the cove
- She's then joined by 3 others and the quartet performs a string of songs, first acoustic and then introducing another instrument as each new song begins
- They all dive into the water and an instrumental plays while the 4, then 6, then 8 perform an aquatic acrobatics piece
- The 8 end with a rousing song that most of the audience seems to already know, there are lights and the faces of individuals singing along are projected onto the mist behind the stage

NATHAIR LAIR

HEX 21

The odds of wandering into the lair of an Adult Nathair are low, but so are the odds of getting out.

GENERAL:

- Tunnels are 20' at narrowest
- Caverns are 60' tall at lowest
- Rock walls, dusty floors, natural ceilings
- Rubble and debris everywhere
- Entire area clearly dug or chewed
- No natural light

A. ENTRANCE

- Wide opening
- No protection or wards or traps

B. HUB

- Tunnels lead in all directions
- 50' wide pit in the middle
- 50' hole in the ceiling

C. SLEEPING CHAMBER

- 150' room
- Loose rocks and gemstones cover the floor

D. NURSERY SHAFT

- 50' wide shaft with a dozen holes on all sides
- Each hole leads to a pocket with 1D4 Nathair eggs or newly hatched infants

E. FOOD STORES

- 50' wide hole in the ceiling
- 20' hole located on east wall
- East hole is 30' off the ground and leads back to B after making two 90° turns
- Pit dug on the west wall connects to a natural spring

F. RECREATION ROOM

- Largest cavern in the lair
- Loose soil, gravel, and rock all around the floor
- Play area for the infants and where the Adult Nathair teaches its young to hunt
- Fresh corpses all around
- Good place to find treasure

G. FALSE TUNNELS

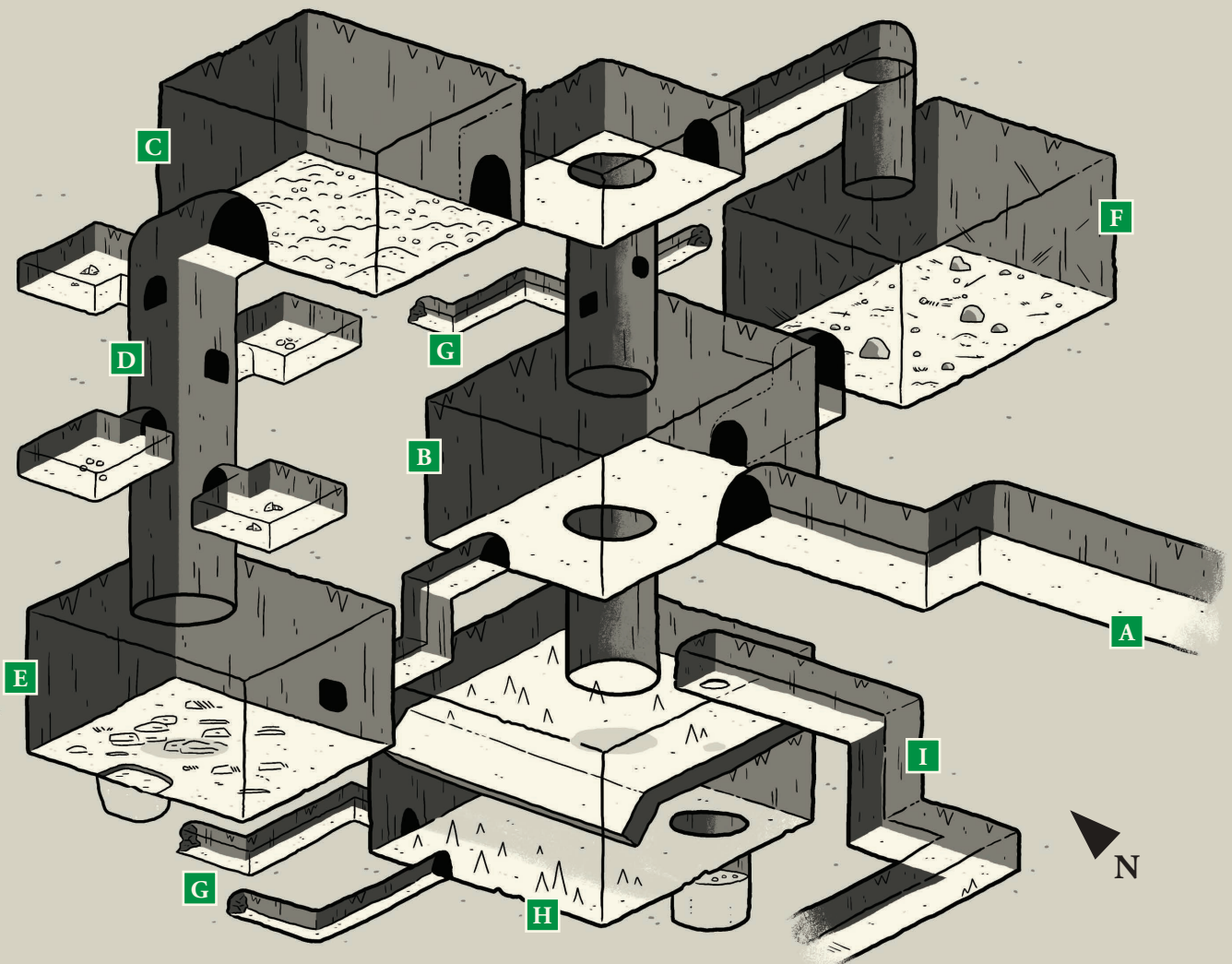
- Tunnels that lead to dead ends or simple pit traps dug by an Adult Nathair

H. LOWER PIT

- Open area drops down, slopes at a 45° angle on the west edge, and drops down another 60'
- Lower level has a 20' hole filled with regurgitated stomach acid from the Nathair
- Refuse dumped here

I. SECRET EXIT

- Hole in ceiling leads to a hard-to-reach part of the mountains
- Escape route of the Adult Nathair and will collapse the tunnel behind it as it flees



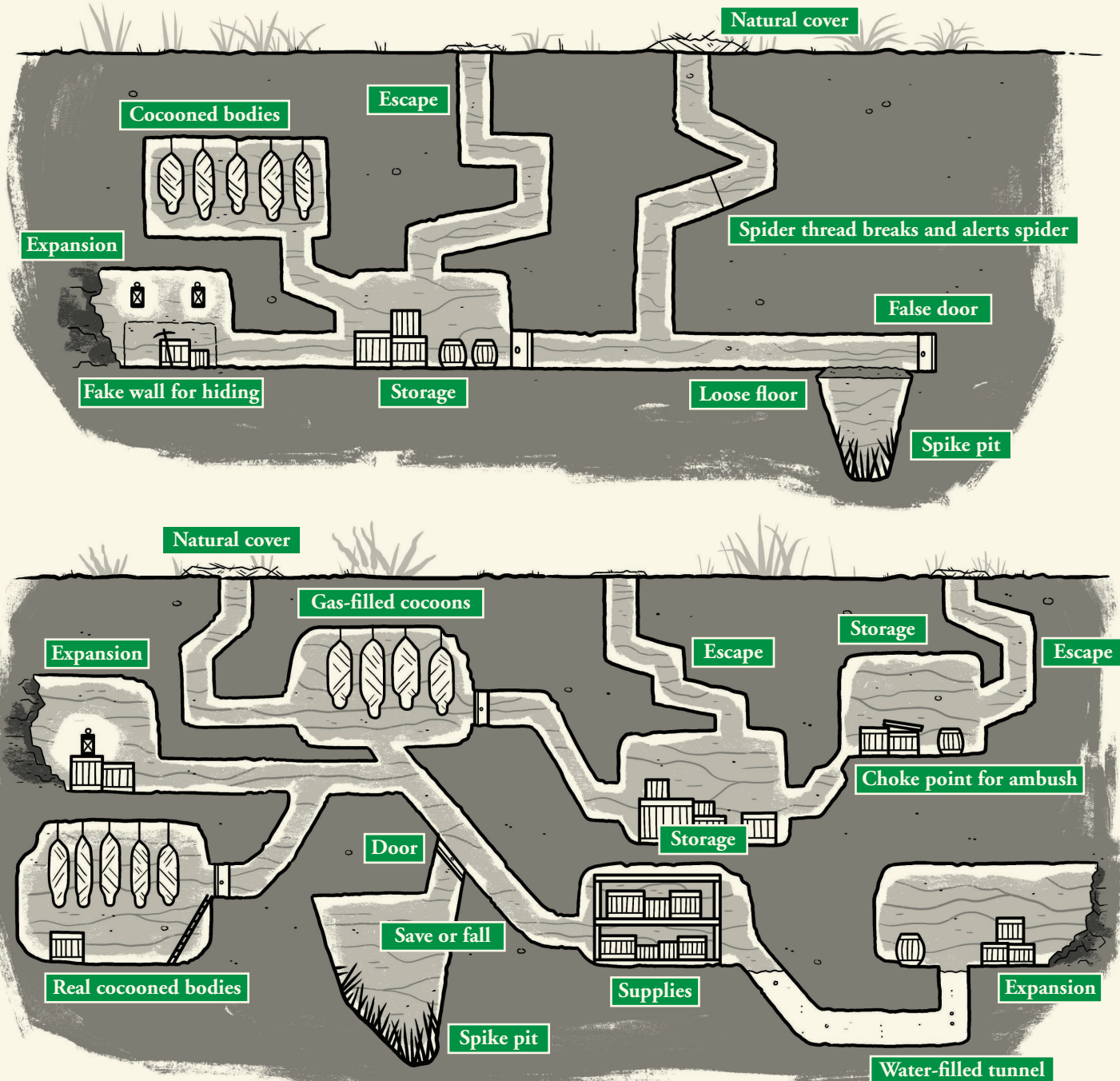
PIRATE STORES

HEX 06, 07, 08, 09, 13, 15, 16, 19

The daytime hideouts of the Pirates, these underground tunnels vary in size and stage of completion. A complete Pirate Store may be an expansive web of tunnels, or it could just be that it has lots of traps. What differentiates each Store is up to the Gamemaster.

GENERAL:

- Natural cover hides main entrance (but not so camouflaged that a Pirate can't locate it multiple times)
- Construction is stable but can't withstand major magic or conflict
- Dirt walls, grass floors, well-maintained
- Simple decorations and furniture used to spruce up the place
- Commonly occupied by Spiders or other insects
- Frequently fills with water during severe storms
- Baby animals occasionally go missing inside the stores



THE SKULL

HEX 23

A short distance from shore lies the Skull, a rock formation given its name for what it resembles. It sits, mouth open, waiting for the foolish to enter.

HOW IT WORKS

The Skull works a little differently than most locations in Neverland. It may appear to be a rock shaped like an old skull, but adventurers are literally entering the head and mind of an ancient and incomprehensible being.

No two trips into the Skull are the same. Each experience is unique, as the being's mind warps and twists based on the adventurers inside.

The author suggests the Gamemaster prepare a map of the dungeon ahead of time. To do this, roll on the D100 Skull Rooms Table as many times as desired. Duplicate rolls are okay, as the blanks will be uniquely completed each time. Next, connect the rooms. Endlessly rotating hallways or simple gray jelly canals can be thematically appropriate, but creativity is encouraged.

With the layout established, start filling in the blanks. Use the random Animals/Materials/Objects Tables from later in this chapter or fill them in independently. Alternatively, have the party answer a few simple questions (e.g. What is your character's favorite food? What did they most fear as a child? etc.). This creates a more personal experience and can lead to bizarre results.

After the dungeon is mapped, begin populating the dungeon the same way: roll on the appropriate D20 Skull Creatures Table and fill in the blanks. Creatures have been designed to be more dangerous as they increase in size, but filling in the blanks may change this (a paper dragon might be less threatening than hundreds of tiny lions.)

It's bound to get weird. The tone of this area can be jarring when compared to the rest of the island. If the provided Skull Rooms and Skull Creatures don't fit the Gamemaster's vision, consider using this as an opportunity to slot in another adventure module. The Skull could dream up a haunted house, the lair of a great dragon, or any number of challenges for the players to explore as a detour from what Neverland typically has to offer.



D100 SKULL ROOMS

- 1 **ECHO**
80' cave circle, stalactites and stalagmites, everything said is perfectly repeated (spell effects doubled), holes on ground filled with _____
- 2 **RING**
100' ring made of perfectly circular 10' tall tunnel, a giant _____ slowly paces around the ring and fills the tunnel, walls are _____
- 3 **THREE CHOICES**
Forested thicket with three entrances going in three different directions, the first has a waiting _____, the second smells of _____, and the third sounds like a _____
- 4 **ICE**
30' x 200' room, ice floors/walls/ceiling (1/3 movement or faster means roll DEX to avoid falling), sculptures of _____ on walls and in the middle of the room (with a glowing _____ on top)
- 5 **DANGLING**
40 x 60' stonework room with wooden floors, countless _____ hang from the ceiling by nearly invisible threads, 3 are actually floating
- 6 **DESCENDING STEPS**
100' circular room of marble steps descend into the center of unnatural darkness, giant _____ awaits to grab at and eat prey, loot hidden underneath it, walls covered in paintings of _____ and a chandelier of _____ hangs above
- 7 **BEACH**
60' round island of red sand, 2 trees with _____ fruit, between the trees is a trapdoor in center of island, giant _____ is on top of it. Endless saltwater surrounds
- 8 **STAIRS**
Escher-esque as a knot of stairs fill the room, jumping from staircase to staircase requires DEX, save or take falling damage from impact, one staircase is made of _____ while two are blocked by _____
- 9 **STATUE/FOUNTAINS**
60' square room with 4 marble statues of _____ shooting water into a central fountain. The water, when drank in this room, allows the recharge of one daily action
- 10 **PSYCHEDELIC LIGHTS**
30' x 80' tube/tunnel made of _____ that light up in a colorful and mesmerizing pattern that blinds those with the ability to see in the dark (while in the room + 1D8 minutes after exiting)

- 11 **FISH TANK**
50' x 70' room with glass walls that show only light and shadows on the other side, dozens of _____ float through the air and a steady stream of gas pours out from a treasure chest (inside is a _____ and 400 gp)
- 12 **SOUNDPROOF**
60' square room, walls and ceiling covered with faintly glowing conical rocks, sound doesn't travel more than 5' and there's a door shaped like a _____ in the floor
- 13 **SPINNING**
40' circular room, the floor constantly rotates at walking speed around a large _____ at the center of the room, a small _____ hovers above it, floor is grooved stone and walls are wood
- 14 **TAVERN**
Familiar tavern with 1D12+2 patrons, none make eye contact and they turn away too quickly to look at anyone's face, there's a mounted _____ above the fireplace and the barkeeper serves flagons with _____ in them
- 15 **PUDDLES**
Cavernous room with branching halls that lead to nowhere, dozens and dozens of puddles filled with _____ line the floor, water occasionally drops from the ceiling into these puddles and _____ frequently hop from one puddle to the next before disappearing
- 16 **U**
30' U-shaped room, party enters to an immediate 120' drop, bottom of room is curved with _____ all along the bottom, 120' climb up the other side
- 17 **GRAVEYARD**
Enter through wrought-iron gate to hilltop graveyard, mist surrounds and obscures, each grave reads a familiar name but all are open and there are _____ inside, some have coffins and one has the remains of a long-dead _____
- 18 **BELL**
A tiny _____ strikes a giant bell in the center of this 200' hexagonal room, floor cracks branching out from the bell are spreading with each gong and all sound is drowned out within 30' of the source
- 19 **NOSE KNOWS**
Maze-like room of unknown size with walls made of _____, only way to get through the maze is to close your eyes and follow the smell of the _____ or suffer confusion

- 20 **PIANO**
Room is endless shadow and of unknown size, in the distance you see a _____ playing a piano with a vase on top, it's raining
- 21 **BLOSSOM**
Room shaped like a star with 10 points, 100' around, there are two 10' blossoms that open/hold/close every minute, inside one is a _____ and the other holds a crystal _____, floor and walls are covered with vine, flora, and bone
- 22 **FLOATING ORBS**
Enter into empty space dotted with orbs of various sizes (some only 10' radius, some up to 60'), gravity pulls normally toward each orb and most are made of _____ except a handful made of _____, doors on some and a walking _____ on another
- 23 **GLOWING PODS**
Dense forest of unknown size, tree-like structures grow up into darkness and pods branch off every 5-10' or so, glow and some have _____ inside, all smell of _____, glowing eyes peer from the darkness
- 24 **MOUNTAIN PEAK**
Out of the concrete floor erupts a 200'/20-story mountain made of _____, tiny humanoid figures are mining the exterior and carrying it into the interior via small arm-sized holes
- 25 **CHESSBOARD**
40' room made of 5' tiles (8x8), standing on red tiles makes you immune to physical harm and standing on black tiles makes you immune to magic, larger creatures must be strategic with feet or no immunity, row of _____ line the far side of the room
- 26 **COUNTDOWN SWAP**
Staggered 10' pillars made of _____ dot the 200' round room, 5 pillars glow, then 4, then 3, etc. until 0 when all characters randomly swap locations with an audible pop
- 27 **GIANT WEAPONS**
Dirt arena with high walls and bleachers full of crowd (mostly _____, but you can see a few _____ waving flags), physical weapons double in size dealing double damage (weight doesn't change, usability might)

- 28 **SANDWICH**
70' x 40' room with walls of flesh, ceiling and floor are spongy and immediately start to move toward each other until only 5' apart, the floor is covered with _____, can survive the squish of floor and ceiling but a 10' cube of the room will be momentarily crushed, then disappear, this will continue until the whole room is eaten and gone
- 29 **STATUE GARDEN**
Open garden at dusk, manicured lawn and small streams, full of stone statues of _____ with clockwork replacing key features, any water exposed to air in this room freezes in place and cannot be moved unless drank or magically dispelled
- 30 **CAT EARS**
Quiet 30' room made of _____ with a dais in the middle, stone saucer with _____ inside, all characters have cat ears (already have them? Replaced with human ears)
- 31 **QUICK MOVEMENT**
Long room (30' x 150') with giant golden statue of a _____ at the far end, ruby eye in the middle that shoots laser at fast movement (DEX save to avoid 3D6 damage, unless moving very slow), six scorched _____ stand throughout the room
- 32 **TINY LEGS**
S-shaped 30' tunnel made of stone, moss, and _____, legs of any living creature are half the size and can support regular weight but speed is halved
- 33 **TRIANGLE**
Triangular room with 100' walls, mosaic depicts the birth, life, and death of dozens of _____, only three are allowed in this room (three words/sentence, three people talking, level 3 spells, etc.) or take 1 psychic damage
- 34 **CLONE VAT**
100' cylindrical room with 10' vat of blue _____ in the middle, touching goo creates duplicate in under a minute (10HP, Armor 5) and the clone copies everything (can't do magic)
- 35 **MOUTHS**
80' circular room, 5 stairs descend into the center of the room, walls are lined with 6 giant _____ heads, mouths open, each with a door inside, some doors only allow passage through them if food is thrown through it first

D100 SKULL ROOMS

36 GREEN

Green _____ grow out of the grass in this open field of green with green sky and green sun shining, using something green is helpful and blue objects are magnetically pulled (with great force) to yellow objects when exposed to the sun (and vice versa)

37 WATER WALK

Perfect circle of a 60' room filled halfway with water, _____ swim below the surface and _____ fly above, holding hands allows you to walk on water

38 KALEIDOSCOPE

150' square room with mirrored walls, 3 duplicates appear at the other corners, perfectly mimicking all actions, a _____ hops around and appears to be immune to this

39 RIBBONS

Ribbons made of _____ stretch across the 20' x 50' room just 2' off the ground, jumping up and down between them is a school of _____

40 BLUE DOOR

Endless room except for the occasional door and obstacle (like the giant _____ just standing there), a door-shaped hole casting cerulean blue light perpetually stays 5' away from the closest moving creature/object (it only detects motion), anything going into the hole reappears 50' above, luckily the floor is made of _____

41 UMBRELLA

Swirling air creates ground in this endless space, doors and exits appear when needed, but are usually blocked by _____ and locks made of _____, the middle of the "room" has a big hole that is protected by a thin membrane of _____, something is down there

42 ROTATING COLUMN

Circular 50' room with a 20' column of _____ in the middle, it's rotating and chained to it are dozens of _____ (some crawling and some flying)

43 HELLO

Cavernous room with holes in walls, "hello" is heard with every character "hello," another giant rodent with the head of a _____ crawls out, repeating the greeting, mostly harmless unless provoked, room smells of _____

44 SCALES

Wood and metal floor, 100' square room, giant scales in center with a pile of _____ on one side and the engraving "Justice is _____" at the base of the scales. A second floor lines the perimeter of the room and there's a door up there

45 ANGLES

The floor of this 45' square room tilts back and forth (30 seconds side A up, 30 seconds side B up, etc.), affixed to the floor are 4 _____ and 5 _____

46 TRAVEL SOLO

Movement is reduced by 5' (minimum of 5') for each creature entering this 30' x 60' room with _____ floors and floating _____

47 HOURGLASS

Room is 50' x 100' and hourglass-shaped, white stone walls and floor are covered with _____, in the middle of the 5' space connecting both halves of the room is a giant _____

48 CRAWL

Ceiling of this 50' room is only 4' off the ground, there are dozens of _____ that hang down to act as handles and two of them are glowing pink

49 DANCING PANTS

60' x 100' ballroom with chandelier, seating along the edge, and curtains, various trousers and slacks dance around the room, it's rude for your pants not to accept an invitation, orchestral music provided by a band of _____

50 ECHO LOCATION

Complete darkness except for a noisy _____ in the distance, only creatures or objects making sound can be seen in this room (throwing something loud against a surface illuminates the object and a foot around the point of contact)

51 LIFT THE FLAP

80' x 40' room is entirely wood and the floor is dotted with trapdoors, hinges sound like a _____ when opened and inside are a mix of loot, _____, and pockets of poisonous gas

52 LIVING FLOOR

30' x 30' room with floor covered in living (and very small) _____, don't seem to be in pain when walking on it but scream terribly if removed, gentle music fills the air

53 UNDERWATER

Endless ocean floor with 5' hooks hanging down from above, baited with giant worms and hunks of meat and _____, appropriately sized _____ scuttle along the floor

54 WISHING POND

Night sky over an open grass field, doors set into sun-bleached walls, stone pond with four _____ statues around the edge, they don't take too kindly to anyone trying to take the coins out of the pond; however, good things happen if you contribute

55 PRISON

Six 10' x 10' cells line either side of the 10' hallway, stone floor and lanterns hang with the smell of _____, 3 cells have _____ prisoners in them and half the cells have bars made of _____

56 BEAR TRAPS

40' square room with dirt walls and floors and roots hanging from the ceiling, 6 silver _____ lay open (mouths, arms, whatever is appropriate) with shimmering treasure in the middle, setting off the traps for XD6+X damage (where X is party's highest level, DEX save for half damage)

57 BRIDGE WEB

Room is darkness except for 80' long x 5' wide bridges connecting in the center of the room over a 20' drop to a pit of trash and treasure, a giant _____ descends from the ceiling but only observes unless something falls into the pit (then tries to help place them back on the bridge, flees if injured), tiny _____ buzz around below the bridges

58 GEYSERS

80' circular room, forest canopy over 100' ceilings and mountainous floors/walls, six 5' geysers shoot up a steady 60' stream of _____ with glowing _____ bouncing on top, ticking clock heard in the distance

59 FROZEN POND

Organic room roughly 80' x 40' covered in ice, a giant _____ is visibly swimming below the surface, cracks appear if 2 characters are beside each other, and if 3 figures stand together, then they fall into the frigid water, 4 barrels full of _____ around the room

60 ROUND FLOATS

120' domed circular room with gold/navy paintings all around depicting the phases of the moon, bowling balls hang 5' in the air while _____ lay on the floor, circular objects (shields, discs, things with circles painted on them) float in this room no matter how heavy they are

61 GLASS JARS

Shelves line this 30' x 50' workroom, full of jars and many filled with materials like _____ and _____, one jar painted black is filled with a _____ that asks to be released

62 PAINTED CAVES

Cave figure eight, roughly 40' x 80', painted unnaturally bright colors with abstract patterns, licking walls provides full nourishment and water while in this room, any part of the walls taken out of this room turn into _____ immediately

63 SLIVER OF LIGHT

Only a sliver of light from an unknown source lights a path to all doors, additional light sources reveal _____ that quickly fade back into darkness, they only exist when light hits them and it's only for a moment

64 UPSIDE DOWN

Simple 80' x 40' parlor room, richly furnished, the _____ walking on the ceiling don't seem to notice you but the one _____ who just entered through the window does

64 PORCELAIN COPY

Exact duplicate of the previous room except everything is white porcelain, sculptures of the adventurers dot the room in familiar moments, patterns of _____ and _____ painted in blue

66 HOT COAL FLOOR

150' round room with molten walls and stalactite ceiling, floor is perpetually full of hot coals that do 1D4 damage per 5' of movement or 1 minute of standing still, there are 5 _____ just coasting along the ground

67 CATHEDRAL

70' x 150' church, rows of pews, stained glass windows depicting _____, organ playing itself at the front, candles float in the air, two are burning green

68 TREE TRUNK

Giant tree 150' diameter fallen and half sunken in spongy ground, hollowed inside acts as the room and _____ grow amongst the glowing mushrooms along the walls, the occasional _____ pops up from the peat moss floor

D100 SKULL ROOMS

69 FLOOD
6 inches of ____ cover the floor of this organic cave system of unknown size, something swims below the surface and it calls out for ____

70 ISLANDS AND BOWLS
Endless ocean with 30' islands rising out of the water, some close and some a great distance apart from each other, on top of each one is either a door or a stone bowl shaped to look like a ____, some have water inside and others have a single ____, removing the contents causes the island to sink into the ocean, birds sing and fly overhead

71 SCALE MODEL
50' tiled square room with pink and green walls, a giant stuffed ____ sits on either side of a scale model of the room you're in, looking in you see smaller versions of yourself, looking up reveals a larger version of yourself, can interact with both versions

72 BAGS
40' x 50' basement storeroom of a tavern, locked inside, giant burlap bags filled with ____ line each side of the room, 3 kegs full of ____ stand upright, a small cask of wine and one barrel has a dozen jade marbles worth 750GP each

73 WATER TUNNEL
30' x 100' room with stone floor and domed ceiling, walls are iron grid of 2.5 squares of glass keeping out an ocean, ____ swim casually on the other side, each pane of glass can withstand 10 points of damage before cracking and another 10 before breaking altogether

74 CACTUS FIELD
Open sunny field of blue and green cacti in a desert with ____ blossoms on top, the green cacti ooze ____ when opened, while the blue ones release a cloud of poisonous gas, save for 2D6 damage, wolves howl behind you but it's nothing

75 SALT DESERT
Endless desert of black salt covers the ground, edible, smells like ____, consuming more than a sprinkle of salt causes 1D6+4 HP loss (for 1 hour) and resistance to fire and force damage (for that same hour)

76 MOVING MOUNTAIN
Hundreds of tiny ____ push a 20' rock (looks like the tip of an iceberg) around a 100' room (lush flora except for a clear path made by the boulder), if the boulder stops moving then a single, giant ____ erupts from it like a baby bird

77 FLOATING DISK
Darkness above and below, rope bridges connect to a floating disk of grassy earth suspended in the air in the middle of the room, bridges are each 60' long, disk is 60' diameter, and walls are a perpetual waterfall made of ____ (doorways are protected by a rock protrusion)

78 OVERSIZED GARDEN
Dirt floors and blue skies, vines and plants creep up tree-sized stakes bearing ____ fruit, butterflies the size of eagles flap around and worms occasionally crest the soil, doors are in the stalks of the plants

79 WINDING VALLEY
Impossible-to-climb mountains flank this hand-shaped valley, the ground is wet and smells of ____, ____ appear from behind trees on the inclines and roll down the hill, causing damage proportionate to what it is

80 RUINS
Caves covered in vines with three levels (stairs on either side leading to 20' walkways), stone statues of eroded ____ hold gemstones on the third floor, they're not what they seem

81 DRAWERS
Floor-to-ceiling drawers line this 20' x 60' room, various types of wood and hanging lantern lighting is soothing, some drawers have ____ but most are full of the clothing the adventurers are already wearing (pristine condition, don't have any of the magic or special powers, though)

82 WALKWAY AT NIGHT
Cobblestone road twists around a park at night, the pale orange moon offers plenty of light, bench with two ____ on top and there's space for one more

83 2-INCH GAP
All living creatures split down the middle, revealing a two-inch gap between halves, not harmful and act as normal, stabbing and projectiles attack at disadvantage or enter the gap, most of the ____ walking around this empty 60' plus-shaped room are affected, except one

84 CEREAL
Cow-sized ____ float in the milk that fills this 120' round room, if anything sweet is thrown into the liquid then it turns pink and aggressive (first turbulent, then waves, then whirlpool in the middle)

85 HELL?
Stone floors and plateaus with rivers of lava and geysers of hot air, 3D6+4 red ____ with horns hop up and down with glee at your entrance and try to stop you if you leave (1HP, AC 5), skeletons dotted around the room will try to warn you of danger but are quickly hushed

86 GALLERY
200' x 100' gallery space, giant paintings and sculptures throughout the room, a crowd is circled around what appears to be a 4' tall sculpture of a ____, security is lax

87 GLASS COPIES
Thin ropes of ____ hold up this 180' square room over darkness, a glass duplicate instantaneously fills any space after a living being leaves it, fairly delicate and they make quite a mess if broken

88 SLOPES
Snow covers a 30' wide slope shaped like the Z, each leg goes up 40' and it's very common for ____ to pop up from out of the snow, screams echo in the distance

89 BOILING FLOOR
Hot rock floor isn't dangerous to quick movement and pink bubbles shaped like ____ float up out of it, popping one releases hot air doing 3D6 damage, the room is shaped like a 100' wide leaf

90 STILTS
____ walk on 6' high stilts, probably to avoid the fog that covers the ground (it's harmless), room is a dense forest of ____ and daisies bloom but are hidden by the fog

91 SEWERS
Stone H-shaped tunnel system of sewers, ledges on either side of the 4' river of ____ flowing in the middle, bars block 2 doors and the third one is wide open, music plays above you

92 TINY VILLAGE
Tiny countryside with tiny trees and rivers and mountains, there's a small village of little ____ that live in cottages and cabins, they fear one of the adventuring party as the tiny statue at the center of their town is a perfect likeness

93 VORTEX
Spinning 50' x 120' cylindrical room with dining room, bedroom, and kitchen on walls, gravity pulls toward the walls, rotates fairly quickly but the ____ having dinner don't seem bothered by it

94 PUMPKIN PATCH
Open field of ripe pumpkins with various faces and ____ carved into them (still on the vine), a giant ____ walks between the rows, lit by the dozens of candles glowing on its back, each candle can perform a spell when it's blown out (candles don't burn down on their own, give off heat, or lose the flame unless submerged, oxygen is lost, or blown out)

95 CHAINS
60' x 140' torture room (or pleasure room, if that's your thing) with chains hanging from the ceiling and wooden tables and so on, there are two ____ hanging from the chains and carved into most wood surfaces are the words "I miss you, ____"

96 HOOPS
Silver hoops quickly roll down this inclined 50' x 20' clover-covered room, jumping through one (DC12) regains full health and provides benefits of a brief rest, but fail and a foot is cleaved off, no pain but speed is halved, a kindly old ____ will explain all of this

97 BATTLEFIELD
Aftermath of an endless battle, arrows in the ground, shields with ____ and ____ blazoned on them, skeletons of all manner, there's a single hut flying a ____ banner in the distance

98 LAZY RIVER
A 20' wide river of black coils around the poorly lit cave system, ____ bob up and down in the water and a shimmering ____ wanders around, sad, on an island, no magic can be cast on the island and the sound of hissing comes from underwater

99 HAPPINESS?
Soft room with happy music playing, DC10 save or never want to leave, pain or spicy food snaps you out of it, a gentle ____ bounces around and agrees with everything everyone says all the time and thanks you if it is killed/destroyed

00 EMPTY
Entrance disappears the moment the last person crosses the threshold. Blinding light or just an absence of anything? All that exists (outside of you) is a sleeping ____

D20 SKULL CREATURES (TINY / SMALL)

- 1** **PIE**
Pie with _____ inside, or is it a _____-shaped pie? You decide. Delicious
HD 1 HP 1 AC 1
SPEED 20' (Hop)
SAVE +2, 0, -2
ATTACK
- **Pop & Self Destruct** 1D6+1
SPECIAL
- If another creature dies within 5', it must use its reaction to attack/self-destruct again
- 2** **ONE NOTE**
Small _____
HD 3 HP 10 AC 12
SPEED 30'
SAVE +1, -1, -2
ATTACK
- **Cast Spell** Any level 1 spell
SPECIAL
- It can only speak one word, but if that word is spoken by another creature and it hears it, then it can use its reaction to cast the spell again
- 3** **DANGEROUS**
Tiny _____
HD 4 HP 12 AC 18
SPEED 10' (Crawl), 60' (Fly)
SAVE +4, 0, -3
ATTACK
- **Melee** or **Ranged** 1D4
SPECIAL
- When an attack misses it begins to glow and builds until its next turn, releasing _____ breath for XD6 where X is number of misses (targeted attack roll or DEX save for 15' cone)
- 4** **TURKEY**
Small turkey, covered in _____
HD 3 HP 9 AC 8
SPEED 20'
SAVE +2, 0, -1
Immunity Mind-altering magic
ATTACK
- **Peck** 1D4+2 & **Scratch** 1D4
- **Waddle Snoods** Confusion spell
SPECIAL
- DC15 to harvest snood to be used for one casting of confusion
- 5** **GOBLIN**
Typical goblin except it has a helmet made of _____ and brandishes a _____
HD 2 HP 7 AC 15
SPEED 30' (hop)
SAVE +2, 0, -1
ATTACK
- **Throw/Swing Weapon** 1D4
- **Head-Butt** 1D8
SPECIAL
- The _____ proclaims "dead" when the creature holding it dies

- 6** **HORNED**
Small _____ with literal brass horns (where is up to the GM)
HD 4 HP 14 AC 12
SPEED 30'
SAVE +3, -1, -2
Immunity Hearing-based magic
ATTACK
- **Ram** 1D8-1
- **Trumpet Blast** 10' radius 1D6+3 mental damage, anyone beside it must save or fall prone and continue to lose balance for a minute
SPECIAL
- Horns always play in tune if removed and used

- 7** **BAT**
Cat-sized bat with a _____ for a stomach
HD 2 HP 10 AC 12
SPEED 50' (Fly)
SAVE +2, +1, 0
Immunity Blindness
ATTACK
- **Scratch** 1D4+1
- **Air Gust** 1D4 + save or pushed back 5'
SPECIAL
- The dead bodies hover 1' off the ground

- 8** **ELECTRIC**
Small _____ giving off sparks of electricity
HD 4 HP 16 AC 16
SPEED 40'
SAVE +3, +2, 0
Immunity Electricity
ATTACK
- **Zap** 2D4+2
- **Paralyze** Save DC12, on a fail the difference between roll + bonuses and DC is number of rounds paralyzed (if roll + bonus = 8 then frozen for 4 rounds)
SPECIAL
- Can share the same space as other creatures and each of its own kind sharing its space increases attack by 1D4 or save DC by 1

- 9** **DEMON**
Tiny horns and bat-winged _____ with pitchfork, laughs and bounces constantly
HD 1 HP 5 AC 12
SPEED 30' (Walk, Fly)
SAVE +2, 0, -2
Immunity Necrotic damage, Fire
Weakness Water, Ice, Happiness
ATTACK
- **Pitchfork** 1D4+2
- **Death Blast** 1D8, ranged, green blast of flaming _____
SPECIAL
Pitchfork can be thrown (by anyone, like a dart) and explodes on impact, doing 1D6+2 fire damage

- 10** **TOY**
Small windup _____
HD 2 HP 5 AC 10
SPEED 40'
SAVE +1, 0, -1
ATTACK
- **Melee** 1D4+1
- **Ranged** 1D4 (logic based on what it is, or shooting sparks)
SPECIAL
- The windup keys have a 75% chance of opening a single non-magical lock, fail and it breaks off inside the lock
- If standing still, it's indistinguishable from a regular windup toy

- 11** **KITE**
_____ -shaped kites with 10' strings hanging down
HD 3 HP 9 AC 10
SPEED 50' (Fly)
SAVE +2, +1, 0
Weakness Fire
ATTACK
- **String Wrap** Around limb, no save
- **Lift & Drop** Save DC13 + number of kites attached to target or 3D6 damage
SPECIAL
- If killed without destroying the kite (hammer, electricity, etc.), it can lift anything under 500lbs 10' off the ground

- 12** **2 HITS/MISSES**
Small aggressive _____ buzz around
HD 5 HP 20 AC 12
SPEED 20' (Fly)
SAVE +3, -1, -2
Resistance Poison
ATTACK
- **Melee** 1D4+3
- **Ranged** 1D6-1
SPECIAL
- After 2 hits or 2 misses it will get so frustrated (or so happy) that it drops dead, if killed it cracks open revealing 2D10 gold but dying on its own means no money

- 13** **ALBINO**
Tiny pure white _____ with pink eyes (if relevant) and an imperceptible dusty coating
HD 2 HP 7 AC 12
SPEED 30'
SAVE +1, 0, -1
ATTACK
- **Melee** or **Ranged** 1D8-1
SPECIAL
- When hit it loosens all that weird powder on it, filling the space 5' around it for 1D6 poison damage, only does this once
- Can communicate with others of its own species (if relevant) and translate to the common language

D20 SKULL CREATURES (TINY / SMALL)

14 EGG

Football-sized egg with small ____ spots on the shell

HD 1 HP 5 AC 10

SPEED 25' (Roll)

SAVE +3, +1, -2

ATTACK

- **Roll & Slam** 1D4+1

SPECIAL

- Once dead it cracks open to reveal a ____ that immediately attacks (same stats as egg)

15 REACTIONS

A small, jittery ____ holding a knife

HD 2 HP 7 AC 12

SPEED 30'

SAVE +2, 0, -1

ATTACK

- Nil

SPECIAL

- When attacked (hit or miss), it stabs out toward anything within 5' of it (enemy or ally) for 1D4+2

16 CLOUD

Light little clouds shaped like ____

HD 4 HP 12 AC 12

SPEED 30'

SAVE +3, 0, -1

Weakness Wind

ATTACK

- **Lightning Bolt** 1D8
- **Sheet Lightning** 5' range, save or blinded 1D4 rounds

SPECIAL

- If two or more clouds are within 5' of each other, then roll an extra 1D6 before Lightning Bolt for thunder damage (and save or deaf for 1D4 rounds)

17 CAMOUFLAGE

Small ____ that have swirling patterns of whatever surface they're standing on, wide-eyed and always awake

HD 2 HP +1 AC 10

SPEED 40' (Any surface)

SAVE +2, +1, -3

Immunity Sleep

Weakness Light-based magic

ATTACK

- **Slam** 1D4+2
- **Ranged** 1D4+1

SPECIAL

- Nearly invisible until it attacks (hits or misses) and reacts to an attack (hit or miss) by going invisible again, attacks while camouflaged roll at disadvantage
- Its skin can be removed and can be made into cover that grants the wearer advantage on hiding amongst the same terrain

18 BIG HAMMER

A tiny ____ carrying a big hammer, it's a mix of adorable and threatening

HD 3 HP 9 AC 12

SPEED 20'

SAVE +4, 0, -1

ATTACK

- **Swing Hammer** Disadvantage, 4D6+4
- **Throw Hammer** 100', 1D6+4 and thrower travels with the hammer

SPECIAL

- The hammer grows/shrinks to be oversized, no matter who wields it, and can be used the same way by players (rolling at disadvantage for each attack and doing the same damage)
- The hammer wants to hit things so if the wielder is throwing it around to simply travel, then the hammer will begin to behave . . . erratically

19 KNIGHT

Small, armored ____ with visor and sword and shield and very formal/chivalrous

HD 3 HP 12 AC 17

SPEED 20'

SAVE +4, +2, -3

Resistance Force magic

Weakness Lightning

ATTACK

- **Sword** 1D6+4
- **Shield Bash** 1D4+4 and save or be pushed back 10'
- **Punch/Kick** (2 attacks) each 1D4+4

SPECIAL

- They won't attack anyone holding one of their shields (emblazoned with a ____)
- When standing at attention they are indistinguishable from a regular suit of armor

20 SHARING

Small ____ that always appear in pairs, side by side, possibly holding hands (if they have hands)

HD 4 HP 14 AC 14

SPEED 30'

SAVE +2, 0, -2

Resistance Mind-altering magic

ATTACK

- **Melee** (2 attacks) 1D4 each
- **Blast** Ranged, 4D6 (requires two ____ to be living and within 10' of each other, uses the attack of both creatures)

SPECIAL

- If one of a pair dies then the living one can halve its HP to revive the other for the same amount (living half must have at least 2HP)
- If separated, the halves can rejoin like magnets pulled together and don't provoke attacks while doing so



D20 SKULL CREATURES (MEDIUM / LARGE)

1 SWARM

Hundreds of tiny _____

HD 6 **HP** 20 **AC** 10

SPEED 40' (Any surface)

SAVE +2, +1, -1

Immunity Mind-altering magic that affect a single target

ATTACK

- **Melee** or **Ranged** 6D4+2 (over half HP) or 3D4+2 (half or less HP)

- **Coat** (Over half HP), cover Medium or smaller creature and go rigid, prohibiting actions (movement, breathing, sight, etc.), DEX save to shake half away

SPECIAL

- Once dead, they always land on their backs
- Can communicate by arranging themselves into shapes (but not letters)

2 EYE OF A TIGER

Black and white tiger with single yellow eye, stripes depict _____

HD 7 **HP** 35 **AC** 12

SPEED 40'

SAVE +4, +2, 0

Immunity Metal weapons

Weakness Cold

ATTACK

- **Claws** (2 attacks) each 1D8+4

- **Bite** 1D12+3

- **Stare** Ranged, acid shoots from eye

SPECIAL

- Silent movement
- Standing on the black pawprints it leaves behind mutes all sound
- Blood/saliva has same silencing properties
- Eye directs toward hidden or invisible objects for 48 hours after tiger's death

3 MUSCULAR

Very strong and large humanoid with head of a _____

HD 6 **HP** 28 **AC** 15

SPEED 35'

SAVE +5, +1, -2

Immunity Charm

Weakness Head determines weakness (if any)

ATTACK

- **Punch** (2 attacks) each 1D6+5

- **Pose** 15' radius DC13 save or drop everything and rush to target, admiring their physique

SPECIAL

- Separating the body from the head turns both parts into regular-sized _____
- Always smells like wildflowers
- Beautiful singing voice (even if it doesn't have a mouth)

4 AX ATTACKS

_____ with axes lodged into its form

HD 6 **HP** Nil **AC** Nil

SPEED 30'

SAVE +6, -1, -2

Immunity All weapons and magic

ATTACK

- **Chop** 1D12+6

SPECIAL

- Removing the last ax (DC12) renders the creature inert and the ax immediately turns into a firework that shoots up 30' and explodes (1D6 damage if you happen to be in its way)

5 GARGOYLE

Stone _____ that prefers the corners, edges, and high places of any room

HD 7 **HP** 30 **AC** 15

SPEED 30' (Walk, Fly)

SAVE +4, +1, 0

ATTACK

- **Slam** 1D8+4

- **Toss** 1D4+4, part of stone body, environmental debris, etc.

SPECIAL

- Can merge with any stone surface (can't be attacked or attack at this time and can take up to 10lbs worth of stuff with it) leaving behind a carving of its appearance

6 SMILING

Regular _____ but with the most unsettling grin, can't be shaken, even smiles through sadness and pain

HD 6 **HP** 40 **AC** 12

SPEED 30' (Any surface)

SAVE +4, +2, -3

Immunity Slipping, Falling

ATTACK

- **Melee** (2 attacks) 2D6+2

- **Creepy Laugh** 30' area 1D8+1 or DC15 save for half damage

SPECIAL

- Seeing others happy makes it stronger (enemy healing adds 1D6 to next round of attacks, reviving adds 2D6)

7 HEAD

_____ holding or carrying a sleeping humanoid head

HD 15 (Holder), 3 (Head) **HP** 90, 10 **AC** 15, 18

SPEED 30', 5' (Roll)

SAVE +4, +3, +1

Immunity Fear, Sleep

Resistance Mind-altering magic

Weakness Psychic damage

ATTACK

- **Melee** (2 attacks, holder) each 2D10+2

SPECIAL

- If the head is separated, then it will awaken and constantly yell "no!"
- Telling the head to stop, saying "yes," or silencing it in any way will cause it to explode like a fireball, head HP dropping to 0 has the same effect

8 FLOATING

A _____ floats 5' off the ground, fire erupts underneath it

HD 6 **HP** 30 **AC** 12

SPEED 30'

SAVE +2, +1, 0

Immunity Fire

Weakness Water

ATTACK

- Nil

SPECIAL

- A burning trail will continue to burn until it dies, the fire does 1D6 damage to anyone standing in or crossing through it, no matter what (can be extinguished using logical methods)

9 MASKED

Cloaked humanoids with blue, scaly forearms and hoods that cover all but their masks

HD 12 **HP** 70 **AC** 12

SPEED 30' (Any surface)

SAVE +3, +2, 0

Resistance Undead magic

Weakness Holy magic

ATTACK

- **Arm Attack** (2 attacks) each 1D10+3

- **Ice Blast** Ranged, 2D8+2, lift mask and shoot from face

SPECIAL

- Movement isn't encumbered by anything (cloak just drifts over it)
- When it dies it leaves a puddle, two fake arms, and the mask (worth 1000 gp)
- Mask can't be removed once worn unless curse removed or wearer dies

10 FIRE

A rather large _____ on fire, it doesn't look like it's happy about it

HD 10 **HP** 55 **AC** 12

SPEED 20'

SAVE +2, +1, 0

Weakness More fire

ATTACK

- **Ram** 1D10+1 plus 1D8 fire

SPECIAL

- Fire doesn't extinguish when the creature dies

11 BOAR

A large boar made of _____

HD 8 **HP** 65 **AC** 12

SPEED 40'

SAVE +3, +2, +1

Immunity Logic based on material (if any)

Resistance Logic based on material

Weakness Logic based on material

ATTACK

- **Ram** 1D8 x every 5' it moves that round prior to attack (up to 4D8)

SPECIAL

- Tusks are normal bone and, if ground into dust, create a sleep powder with DC12 save or unconscious for number of minutes equal to 12 - roll (e.g. rolling 10 means 2 minutes asleep)

D20 SKULL CREATURES (MEDIUM / LARGE)

- 12 TECHNICOLOR**
Amazingly and unnaturally colorful _____, almost humming with brightness and rather large
HD 11 HP 70 AC 15
SPEED 45'
SAVE +4, +2, 0
Immunity Hearing-based magic
Resistance Non-magic damage, Poison
ATTACK
- **Melee** (2 attacks) each 1D6+4
- **Projectile Vomit** 3D10, vibrant
SPECIAL
- Drawn to bright colors and has advantage on attacking anything colorful
- Hearing-based spells won't work within 5' of it as it hums with brilliance
- 13 DEFLATED**
Looks like a deflated balloon of a _____ but it's not a balloon and is the size of an elephant
HD 15 HP 100 AC 18
SPEED 40' (Slither, Any surface)
SAVE +4, +3, +1
Immunity Bludgeoning damage, Wind-based magic
Weakness Piercing and slashing damage
ATTACK
- **Melee** (2 attacks) each 2D8+3
- **Grab & Pull** DC15 to escape
- **Constrict** (after grabbed) 4D6+4
SPECIAL
- Unable to blow out any air put into it
- If it is somehow inflated with air, it will continue expanding until it explodes in a shower of coins (2D10 x 100 gp)
- 14 ZOMBIE**
A human-sized zombie _____ shambling around but is rather chatty and civil and only really want a small nibble of a brain
HD 6 HP 30 AC 8
SPEED 20'
SAVE +3, 0, -3
Resistance Poison, Dark magic
Weakness Holy/Light magic
ATTACK
- **Melee** (2 attacks) each 1D8
SPECIAL
- Separation of any part splits HP between parts and both act independently
- On death of zombie, roll 1D6 and a 1 or 2 revives with 1D6+roll HP
- After eating a brain (even just a part of it), the zombie will know 1D4 secrets or truths the creature/person kept while they were alive

- 15 CENTAUR**
Either part human/part _____ or part _____/part horse
HD 6 HP 50 AC 14
SPEED 60'
SAVE +4, +2, 0
Resistance Falling
Weakness Mind-altering magic
ATTACK
- **Trample** 2D6+4 (if target is in front)
- **Kick** 2D6+4 and save or be pushed 10' (if target is behind)
- **Cast Spell** Ranged, 4D8 or half damage if save
SPECIAL
- A willing kiss between centaur and another species takes health of both creatures to ¾ HP (whether it's a gain or loss)
- It will not offer to give a ride and will immediately attack out of offense if this is suggested
- 16 SLOW**
A slow moving _____, like really slow, nearly slow motion, is this slow motion?
HD 10 HP 60 AC 16
SPEED 30'
SAVE +4, +3, -1
Immunity Speed-based magic, Anything that affects its reaction
ATTACK
- **Melee** Each 3D6+4 (takes 2 rounds to attack but automatically hits if target is still in the same spot as previous round)
SPECIAL
- When it dies, it takes 3 rounds to fall and anyone within 30' when that happens save or take 8D6 slow-motion explosion damage
- 17 COCKATRICE**
Part rooster, part snake, part _____, GM decides on the mixture
HD 10 HP 65 AC 15
SPEED 30' (Walk, Slither, Fly, etc.)
SAVE +3, +2, +1
Immunity Petrification
Resistance Logic based on third part (if any)
ATTACK
- **Melee** 2D6+3 plus save against numb limb for 1D4 rounds
- **Petrifying Stare** 4 stages: slow, frozen, half stone, full stone, roll to save against DC14 and each round save to proceed or revert to previous stage, DC+2 if Cockatrice is still staring
SPECIAL
- Saliva can be harvested to aid in recovery (can revert a 1' area of stone or lower the DC to 8 on saves by slow, frozen, or half stone)
- Will crow like a rooster once at half health and 4 on a 1D4 roll will summon another cockatrice

- 18 CYCLOPS**
A statue of a _____ made of _____ with a single eye that glows with magic
HD 9 HP 80 (Body), 15 (Eye)
AC 15, 19
SPEED 15' (Hop)
SAVE +5, +1, -3
Resistance Non-magic attacks to anywhere but the eye
ATTACK
- **Line Gaze** Save for everyone in 60' line of sight for 2D6 elemental damage (random each round)
- **Focused Gaze** 100' range, 3D6
SPECIAL
- Killing eye stops statue but killing statue allows eye to be harvested as a weapon for 1D4+2 rounds before shriveling up like a magic raisin
- 19 FOLLOW TRAIL**
A strangely automated _____ moving in a repetitive fashion along a path
HD 7 HP 45 AC 13
SPEED 30'
SAVE +3, +2, 0
Immunity Mind-altering magic
ATTACK
- **Melee** (2 attacks) 2D4+3 then 1D10+2
- **Ranged** 3D6
SPECIAL
- It only follows the trail set out for it (marked in chalk, blood, magic, etc.)
- The path can be altered but an open path without a circle on the end will grant it freedom until it moves over another path
- 20 ELEMENTAL**
A large elemental of pure _____, it is _____ incarnate
HD 16 HP 100 AC 15
SPEED 60' (Fly, Crawl, Hover, etc.)
SAVE +4, +3, +2
Immunity Same or similar as element
Resistance Non-magic damage
Weakness Logical to element
ATTACK
- **Melee** (2 attacks) each 1D10+4
- **Ranged** 3D8
- **Wall** Create a wall of element 50'L x 5'W x 15'H, save or be injured by creation for 2D6 damage
SPECIAL
- Can react up to 3 times per round with a 1D6 burst of _____ to any creature within 5' of it
- **REJUVENATION**
If made of a readily available material, it can take a reaction to absorb it and regain HP comparable to the size of the resource (cheese wheel regains 1D8, a metal suit of armor regains 2D8, river of blood regains 8D8, etc.)

D20 SKULL CREATURES (HUGE / GARGANTUAN)

- 1 NESTING DOLL**
Huge ____
HD 15 HP 100 AC 14
SPEED 10'
SAVE +8, +4, -2
Resistance Magic, Bludgeoning damage
ATTACK
- **Slam** 2D12+8
- **Grab** +8 to grapple
- **Crush** (if grabbed) 4D10+8
SPECIAL
- Upon death it splits open to reveal a Medium version with HP/Attacks halved and speed doubled
- Killing the Medium-sized version reveals a Small version made of gold worth 5,000 gp
- 2 SNAKE**
Huge snake made of ____
HD 18 HP 120 AC 12
SPEED 60' (Any surface)
SAVE +10, +4, -4
Immunity Logic based on material (if any)
Resistance Logic based on material
Weakness Logic based on material
ATTACK
- **Bite & Tail** 1D12+10 plus 1D12 ____ damage plus Tail attack
- **Tail** (2 attacks) each 1D12+4
- **Breath** 50' cone of ____, 6D6 or save for half damage
SPECIAL
- No surface hinders its movement unless logic overrides (e.g.: butter snake avoids surface on fire)
- **REJUVENATION**
If made of a readily available material, it can take a reaction to absorb it and regain HP comparable to the size of the resource (bag of coins regains 1D8, a cask of wine regains 2D8, hill of dirt regains 8D8, etc.)
- 3 SUBMERGED**
Huge ____ half submerged in the ground
HD 20 HP 200
AC 20 (Top), 10 (Bottom)
SPEED 40' (Crawl)
SAVE +8, +6, -2
Resistance Magic (Top), Physical damage (Top)
Weakness Fire (Bottom)
ATTACK
- **Melee** (2 attacks) each 3D8+6
- **Ranged** 4D10-2
SPECIAL
- Can crawl across any surface, but only wants ____, will express this and will leave its safety in the floor to get it
- The hole left in the floor will be half full of gold coins (worth 8D10 gp)

- 4 SHELL**
Huge ____ in a shell adorned with glimmering ____ that change color as the shell moves
HD 15 HP 150
AC 20 (In shell), 15 (Exposed)
SPEED 20'
SAVE +6, +5, +1
Immunity All non-psyhic damage to shell
Weakness Cold (Exposed)
ATTACK
- **Long Reach** (3 attacks) each 2D10+4
- **Spit** 10' radius, 6D6 or save for half damage
- **Open/Close Shell** Anyone inside the shell take 3D10 or save for half damage
SPECIAL
- The ____ can only attack when shell is open
- Any spells or physical attacks to the shell are rebounded outward after the ____ hums and whirs. **Roll 1D6 for rebounded target.** 1-2: player seated to left of attacker, 3-4: original player, 5-6: player seated to right of attacker
- The ____ on the shell can be removed and be used by players in the same way (but only once before they break)
- 5 PUPPET**
Towering wooden puppet of a ____ with holes bored into each appendage (where appropriate), a single gecko the size of a cat lives in each hole and controls that part of the puppet, hive mind works the puppet with precision
HD 20 (Puppet), 5 (Lizard) **HP 200, 20 AC 18, 10**
SPEED 50', 20'
SAVE +9, +3, +2 and +6, +1, -1
Immunity Electricity (Both)
Resistance Mind-altering magic (Lizard)
Weakness Fire (Puppet), Mind-altering magic (Puppet)
ATTACK
- **Melee** (Puppet, 2 attacks) each 6D6+9
- **Hurl** (Puppet) something big, 4D12+3
- **Cast Spell** (Lizard)
- **Charm** 1 target for 1 hour (can save)
- **Command** 1 target for 1 minute (can save every other round)
- **Mental Mockery** For 1D8 (can save for half damage)
SPECIAL
- If part of the puppet is repurposed (carved or changed into something else) and a hole exists in that wood, the gecko will instinctively know what to do and how to use the new carving, living lizards might be worth a lot of money on the black market

- 6 HOLLOW MOUNTAIN**
A sentient walking mountain Golem with a hole in the middle, it has tiny ____ living on it and inside the 10' hole that goes straight through the other side is a mineral deposit
HD 17 HP 150 AC 17
SPEED 10' (Lumbering)
SAVE +8, +6, -1
Immunity All non-magic damage (Outside)
Resistance Magic (Outside)
ATTACK
- **Boulder Toss** (2 attacks, ranged) each 2D10+6
- **Collapse** Slam down in 10' radius, 3D12+5 and save or be pushed 30'
SPECIAL
- Tiny creatures will defend the mountain, all have HP 1, Armor 5, and a 1D6 ranged or melee attack, but there are hundreds of them, they won't enter the hole
- Mineral deposit worth 8,000 gp if it can be effectively mined
- 7 GOAT**
Very large goat that appears to be part ____, possibly made of ____, but that could just be its horns
HD 12 HP 100 AC 18
SPEED 40'
SAVE +5, +1, -3
Immunity Mind-altering magic (but not psychic damage)
Resistance Non-magic attacks
ATTACK
- **Ram** 2D10+6 plus additional 1D10 for every 5' it moves this round before it attacks
- **Breath** 30' cone of ____ for 3D12 or save for half damage
SPECIAL
- Eyes can be removed to be used as grenades that do the same as the breath with 30' circle area of effect
- 8 CONJOINED TWIN**
A merging of two gigantic ____, one more aggressive and one more sporadic
HD 15 HP 100 each AC 17
SPEED 30'
SAVE +6, 0, -3
Immunity Physical (Left), Magic (Right)
ATTACK
- **Call & Answer** 60' radius, DC17 save or 2D10 damage (alternates between a physical and magical type of damage)
SPECIAL
- **RUBBER & GLUE**
Any attack that does no harm to twin is rebounded back at the attacker (DC12 save to avoid)
- Non-violent changes to one side will affect the other side (drawing on body, tickling, etc.)

D20 SKULL CREATURES (HUGE / GARGANTUAN)

9 WATER

A giant _____ made of water, lots of little or regular-sized _____ floating inside

HD 15 HP 120 AC 17

SPEED 40' (Any surface), 80' (In water)

SAVE +8, +6, 0

Resistance Fire

Weakness Electricity, Plant magic

ATTACK

- **Slam** (2 attacks) each 4D6+6
- **Blast** Ranged, 2D10
- **Steam** 20' radius, 5D8 plus disadvantage for 1D4 rounds or until mist is cleared
- **Absorb** DC18 to evade and then DC15 if trying to escape

SPECIAL

- **REJUVENATION**
Once per round, it can use a reaction to absorb nearby liquid and regain HP comparable to the size of the resource (a barrel of ale regains 1D8, a fountain regains 3D8, a lake will fully restore, etc.)
- It loses its shape when it dies and the _____ floating inside will awaken when this happens

10 BOWL

A huge porcelain bowl full of _____ with paintings of violent _____ on the side

HD 12 HP 140 AC 17

SPEED 40' (Bounce)

SAVE +6, +3, -1

Immunity Falling, Confusion

Resistance Mind-altering magic

Weakness Bludgeoning damage

ATTACK

- **Slam** 4D12+6
- **Spin** 10' range, save or be confused and fall down for 1 round

SPECIAL

- If the bowl is broken, then the _____ inside will die and all in a 30' radius save or take 3D6 damage from spilled contents
- Drinking any liquid from the bowl allows understanding (but not speaking) of any language for 1 hour, can be bottled but only lasts 2D4 days before spoiling and becoming a poison that does 4D8 damage

11 TATTOO

Gray and green-skinned giant with countless tattoos on it (black ink), most prominent are the _____ on its chest and two _____ on each of its forearms

HD 20 HP 220 AC 12

SPEED 50'

SAVE +9, +4, +2

Immunity Logic based on chest tattoo (if any)

Resistance Non-magic damage

ATTACK

- **Punch** (2 attacks) each 3D8+9
- **Jump & Slam** 9D6+9 plus save or push everyone back 10' as frog tattoo glows
- **Magic Blast** (2 attacks) each 4D10 as forearm tattoos glow

SPECIAL

- Gets 3 points per round to spend at the end of an enemy's turn (1 action/turn):
 - **Single Punch** (cost 1)
 - **Teleport** (cost 1, uses blinking eye tattoo) 60'
 - **Tattoo Magic** (cost 2, causes 4D4)
 - **Save Any Fail** (cost 3) Take 10 damage
- Artists might be able to replicate some of the tattoo's effects if the corrosive ink that oozes out upon death is harvested

12 CHIMERA

Part lion, part goat, part _____, plus snake tail

HD 15 HP 200 AC 19

SPEED 30' (Any surface)

SAVE +7, +6, +3

Immunity Mind-altering magic unless all heads are targeted at once

ATTACK

- **Melee** (3 attacks, any combo of Bite, Ram, single Claw)
- **Bite** 3D8+6
- **Ram** 3D6+6 (plus 1D4 for each 5' it moves this round up to 4D4)
- **Claws** (2 attacks) each 8D4
- **Breath** 30' cone from _____, 8D10

SPECIAL

- The snake head can speak any language and answer 3 questions honestly (even after body dies or severed) but will try to obscure the truth as much as possible, briefly smokes and hisses before it dies (after answering third question)

13 PINCUSHION

A large, mute _____ walking around with a mix of 1D10+4 weapons sticking out of it

HD 18 HP 200 - (# of weapons x10)

AC 17

SPEED 50' (Half if under half HP)

SAVE +6, 0, -2

Immunity Magic

ATTACK

- **Weapon** (2 attacks) each 2D8+6 or half damage if under half health
- **Remove Weapon** DC based on how hard it is to reach, or tries to shake it loose

SPECIAL

- Leaving a weapon in it does 10 damage, wakes up 1D4+2 minutes after any weapons are removed (unless there are more than 20 sticking in it)
- Weapons from _____ deal regular damage if used by someone else

14 WITCH/WIZARD

Mounted on a giant _____, this spellcaster is clearly insane

HD 14 (Rider), 18 (Mount) HP 90, 150

AC 16, 18

SPEED 30' (Both), 60' (Fly, Mounted)

SAVE +6, +4, +1 (Rider),

+8, 0, -1 (Mount)

Resistance Poison (Both), Mind-altering magic (Rider), Logic based on mount

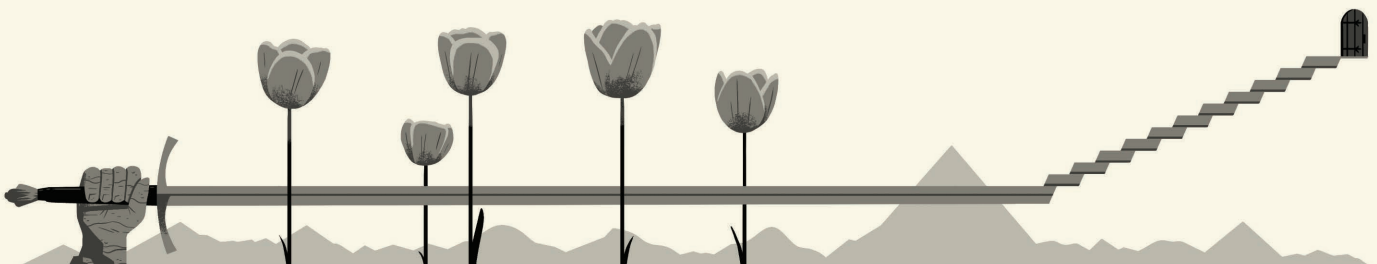
Weakness Wind-based magic (Rider)

ATTACK

- **Slam** (Mount, if separated) 8D10+8
- **Spit** (Mount, ranged, if separated) 4D6
- **Exploding** _____ (Rider, ranged) 8D8 or save for half damage
- **Cast Spell** (Rider)
 - **Circle Wall** Made of _____ 15' diameter x 20' high around a point
 - **Elemental Breath** 15' cone, 10D6 or save against DC18 for half damage
 - **Elemental Hands** (2 attacks) 10' reach, each 3D8

SPECIAL

- Mount will continue to attack even after the witch/wizard is dead
- Rider has a bag full of 1D4+2 exploding and 1D4+2 fakes, you can tell they're different but can't tell which is which



D20 SKULL CREATURES (HUGE / GARGANTUAN)

15 OOZE

A monstrous ooze made of _____ with clearly visible _____ trapped (or living?) inside

HD 16 HP 200 AC 15

SPEED 30'

SAVE +6, +3, -1

Resistance Bludgeoning damage

Weakness Slashing damage

ATTACK

- **Slam** (2 attacks) 2D6+2
- **Spit** Ranged, 5D6+3 plus 1D6 material damage
- **Engulf** 10' area, roll 1D20 plus bonuses to escape (1-5: absorbed, 6-10: half stuck, 10-15: escape but lose 1 part of gear, 16+: escape)
- **Dissolve** (Only affects absorbed or partially stuck) 3D8, no save

SPECIAL

- When sliced or shaken or something removed from ooze, a Small version of the ooze is formed, baby's HP is 1D10+2 and removed from original's total), baby can **Slam** for 1D10+2 and grab onto anything with STR +4, _____ will be freed when ooze dies and melts away
- The ooze can fit through a space as small as a keyhole, but the _____ inside it will not get through

16 HOVER

A giant _____ hovers 5' off the ground, shocked and scared by its current fate, 3 boulders chained to its form float nearby

HD 18 HP 150 AC 18

SPEED 30' (Hover)

SAVE +7, +5, 0

Immunity Gravity or Movement-altering magic

Resistance Fire

ATTACK

- **Swing Boulders** (3 attacks) 20' range, each 1D12+4
- **Spit** 100' range, 3D6 corrosive damage

SPECIAL

- Boulders can't be damaged
- Attacking chains (HP20, Armor 5) sometimes results in boulders or _____ flying higher, sometimes crashing to the ground
- Roll a 1D6 every other round to see if the gravity on the _____ or boulders momentarily normalizes (on a 5 or 6), if it does, crushing damage is 3D10 and immediately starts to float after hitting surface
- Boulders and _____ fall to the ground after the _____ is killed
- Chains, if removed from the boulders, can lift a Medium creature (or smaller) 5' off the ground for 2D4 hours

17 BLIND

A _____ sits patiently with a golden blindfold glowing black from the middle and smelling of _____

HD 16 HP 130 AC 16

SPEED 30' (Hop)

SAVE +5, +4, -2

Immunity Blindness, Psychic-based magic,

Sight-based trickery

Weakness Auditory attacks

ATTACK

- **Melee** (2 attacks) each 1D6+4 plus 3D10 dark magic
- **Lift Blindfold** Ranged, 4D10 dark magic
- **Teleport Self** Up to 30'
- **Teleport Another** Save or up to 60'

SPECIAL

- Removing blindfold causes a blast of necrotic energy with a 30' radius causing 6D10 damage
- Blindfold is worth 2000 gp and can be used to replace most divination or mind-based magic components

18 SWORD TOOTH

A giant human head bounces around with swords for teeth and a _____ trapped inside the mouth

HD 18 HP 180 AC 18

SPEED 40' (Bounce, Hover)

SAVE +7, +5, +3

Resistance Cold magic, Non-magic weapons

Weakness Bludgeoning damage (and will loosen 1D4 teeth)

ATTACK

- **Roll** 40' line, save or 4D6+5 damage and no reaction against it
- **Slam** (3 attacks) each 2D6+5
- **Spit Loose Tooth** 60' range, 3D10

SPECIAL

- Swords from its mouth are +2 magic (while head is alive) and deals 3D10 damage back to head, the _____ might know this and knows a little magic (2D8 healing)

19 GROWING

A 1' tall _____ sits, complaining of hunger, it's starved for pain

HD Nil HP Nil AC 18-growth stage

SPEED 60' - 5' for every growth stage

SAVE +4, 0, -4

ATTACK

- **Melee** (2 attacks) each XD10 where X = growth stage

SPECIAL

- After every successful attack against the _____ it will increase in size (up to 6 times: 2', 4', 8', 16', 32', 64') before finally exploding for 7D12 damage, if room is smaller than its next size then it causes 1D12 x growth stage

20 DRAGON

Simple enough, a dragon made of, or birthed in, _____

HD 19 HP 250 AC 18

SPEED 50' (Walk, Climb), 100' (Fly)

SAVE +10, +8, +6

Immunity Logic based on material (if any)

Resistance Logic based on material

Weakness Logic based on material

ATTACK

- **Claws & Tail** (2 attacks) each 2D12+8 plus 2D10+8
- **Tail Sweep** 360° spin, save or take 4D10 damage and be pushed back 30'
- **Breath** 50' cone for 12D10 (ready again in 3 rounds)

SPECIAL

- Gets 3 points per round to spend at the end of an enemy's turn (1 action/turn):
 - **Single Attack** (cost 1)
 - **Rejuvenate** (cost 1)
 - **Move** (cost 2) 30'
 - **Breath Burst** (cost 2, causes 2D10)
 - **Save Any Fail** (cost 3) Take 10 damage
- **REJUVENATION**
If made of a readily available material, it can take a reaction to absorb it and regain HP comparable to the size of the resource (a single diamond regains 1D8, a cart of apples regains 3D8, mountain of gold regains 8D8, etc.)
- Harvesting anything from this dragon results in material worthy of crafting a _____-themed magic item or weapon



TYLWYTH TEG VILLAGE

HEX 16

At the edge of the northwestern cliffs of Neverland lies the village of the Tylwyth Teg. The forest canopy provides natural cover from above. Their magic hides the 60–80 villagers and the community will be aware of any outsiders who appear.

GENERAL:

- Buildings are remnants from a very old town
- Cobblestone and simple masonry of indeterminate origin
- Pieces of structures scattered throughout the village (a pair of isolated archways, a single column, a lone wall with a window, etc.)
- Flora creeps across all surfaces and grows bountifully on rooftops
- Plants grow or recede to act as doors and window closures
- Firefly lanterns offer light on moonless and low-light nights
- Animals and birds live freely here, more likely to approach strangers
- Buildings not marked are either residential or to be determined by the Gamemaster

A. PERIMETER & BARRICADE

- Invisibility and evade detection
- Redirects outsiders away from the village (most will simply think they got turned around and lost for a moment)

B. OUTPOSTS

- Greensticks watch the perimeter from high in the trees
- Vines act as bridges between outposts inside and outside the magical perimeter

C. STUDY

- Elders study, muse, and meditate in silence
- Comfortable seating, private rooms, modest decor
- Full of rare tomes and scrolls

D. GOVERNMENT

- Hall of Voices
- The Slow Council meets here once every moon cycle to discuss the island, the actions of others, and their own reactions
- Rings of innumerable seats face a stage
- Elders take turns debating points and ruminating on what's already been said
- Most are allowed to watch but it's terribly boring due to the slow pace and back-and-forth

E. TRAINING GROUNDS

- Elders teach Greensticks magic, combat, and holistic care of their environment
- A track has been worn around the edge as Greensticks practice their speed

F. WOODCARVERS HALL

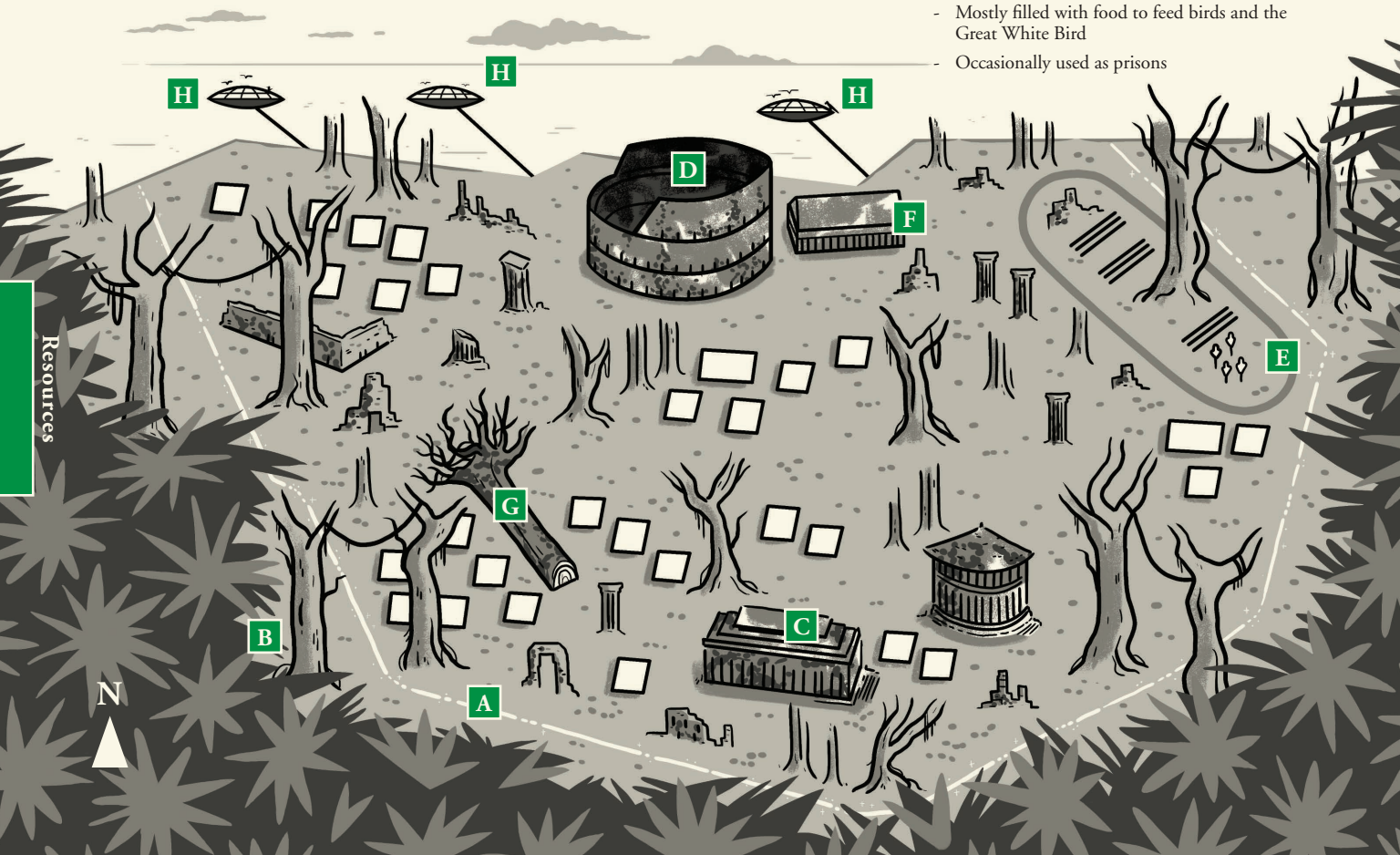
- Elders rework and repair weapons and tools, or craft fine handles and components for the Mountain Smith's metalwork

G. TAVERN & INN

- The Fallen Log
- Located inside a great tree hollowed out and preserved with magic
- 2 floors with differently-sized rooms
- Decorated with ever-blooming flowers
- 3 sister Elders can accommodate any sleeping or dietary needs of the animals or adventurers

H. THE BRANCHES

- Iron baskets with caged tops extend over the cliff's edge
- Mostly filled with food to feed birds and the Great White Bird
- Occasionally used as prisons



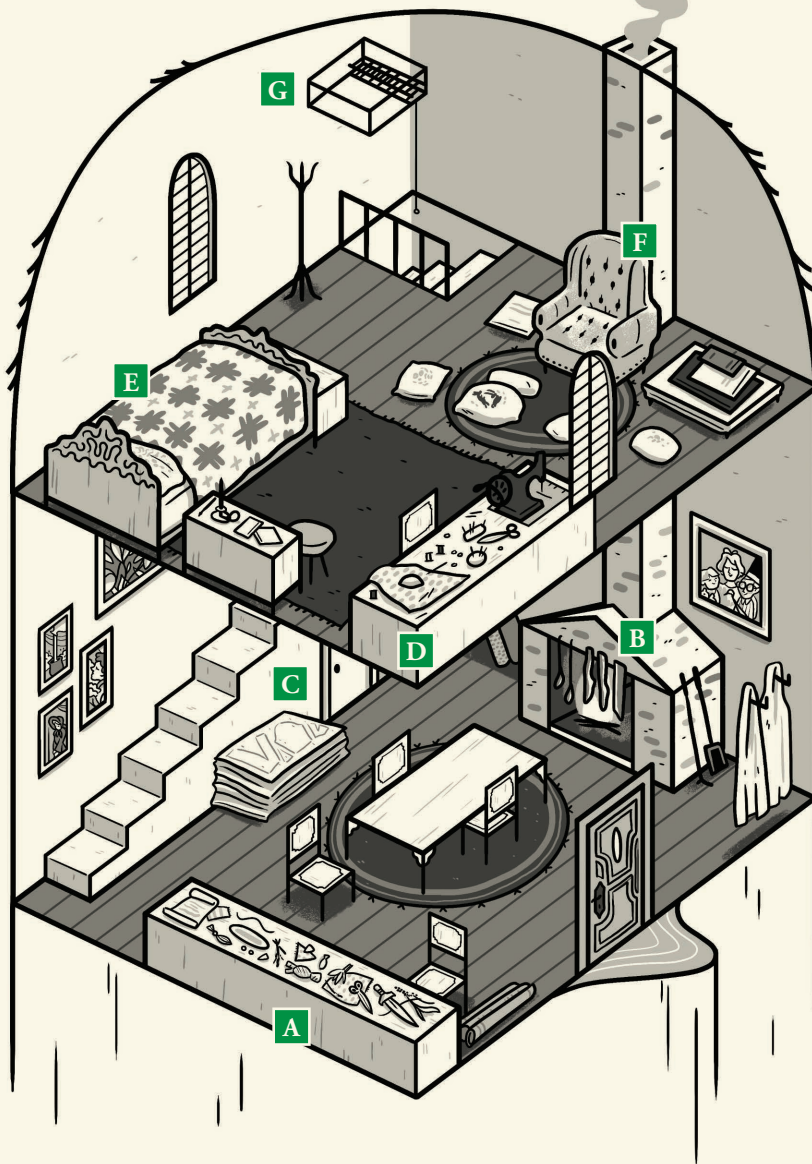
WENDY'S HUT

HEX 10

Peter Pan once had the Lost Boys make Wendy a house. He used wood from the ever-growing stump in the Home Underground, so that small house slowly grew. Now the hut sits atop an ever-growing tree trunk with moving roots that carry it around the Swamp.

GENERAL:

- Slow moving
- Trunk is 30' and always growing
- Trunk is slick with lichen and moisture from the Swamp
- Roots walk, lift others up to the hut, and wrap up intruders (if needed)
- Thatched roof, painted shutters, timber frame, flower boxes hang from windows
- House is clean but messy with hoarded treasures and things to repair
- Smells of fresh baking, clean laundry, or roasted vegetables, depending on the day



A. LOWER WORKBENCH

- In-progress Corn Dollies, scraps of fabric, and snippets of things taken from others
- Dried herbs and animals used for potions
- Sometimes the area is used for meal prep

B. FIREPLACE

- Fire is enchanted not to burn beyond the hearth
- Will send up warning smoke signals if entered by intruders
- Socks and clothes hung to dry

C. CLOSET UNDER THE STAIRS

- Simple storage of clothes, old tools, etc.

D. UPPER WORKBENCH

- Built-in sewing machine, sewing equipment, scraps of Shadows, bobbins, thread, etc.
- Full set of needles that can reattach Shadows kept here, cursed (thread never goes through the eye, aligning the thread shadow with the needle shadow is the only way for it to work)

E. BED

- Double bed
- Beautiful embroidery on the pillows
- Quilt can warm even the coldest soul
- Lots of junk stored under the bed

F. READING CHAIR

- Comfy
- Books and rugs all around
- Reading a story from here causes all others in the room to sleep for 1 hour (no save)

G. ATTIC

- Simple access to a 2' square attic
- Stairs unfold down and are rather noisy
- Box of things from the Darlings' childhood kept up here (bow ties, toy weapons, treasure maps, etc.)
- Spare needles and thread kept here, sometimes a Fallen Star (or she sometimes hides it in the chimney)

ADVENTURES (RANDOM)

If you find yourself stuck with what to do next, this is a good place to start. Combine the below generator with the other random tables and you should have a completely unique adventure for your players to engage with. Based on what tables you use, you could keep it within Elphame or Neverland. Or, if you want to add a layer of complexity, mix up Elphame and Neverland tables. Why escort a character from the island to Elphame? How does one stop a cross-world murder?

D20 RANDOM ADVENTURES

1	Find (Roll Object or Trinket) at (Location) and return to (NPC)
2	Observe (Roll NPC) at (Location)
3	Talk to (Roll NPC) about (Object, Trinket, or Location)
4	Sell (Roll Object or Trinket) to (NPC)
5	Buy (Roll Object or Trinket) from (NPC)
6	Steal (Roll Object or Trinket) from (NPC or Creature)
7	Find (Roll NPC, Object, Trinket, or Creature) at (Location)
8	Escort (Roll NPC) to (Location)
9	Protect (Roll NPC) as they explore (Location)
10	Deliver (Roll Object, Trinket, or Creature) to (NPC)
11	Capture (Roll NPC or Creature) at (Location)
12	Stop (Roll NPC) from killing (NPC or Creature)
13	Destroy (Roll Object or Trinket) at (Location)
14	Defend (Roll Location) against (NPC or Creature)
15	Rescue (Roll NPC) from (Location)
16	Save (Roll NPC or Creature) from (NPC or Location)
17	Help (Roll NPC) kill (NPC)
18	Kill (Roll NPC or Creature) and reclaim (Object or Trinket)
19	Slay (Roll Creature) at (Location)
20	Reroll and make it look like (Roll NPC) did it or helped

ADVENTURES (SPECIFIC)

It's fun to roll random and generic adventures, but sometimes you need something specific and you need it fast. These detailed adventures should act as a starting point to bigger plans. How does this current non-player character have this information? Do they know the full extent of the consequences of these implied actions? Everyone will find out together!

D20 SPECIFIC ADVENTURES

1	Find the survivors that rowed out to the Skull. They haven't reported back in days and the waters have been calm this entire time
2	Something about the farmer is off. Note his routine for the next 48 hours and share what you find with the Gatehouse Keeper
3	Learn what you can from The Crocodile about what lies beneath the Sundial
4	A man on the stairs awaits anyone willing to sell a child's tooth or a Garefowl's beak. Meet him and make note of what he offers
5	The youngest Mermaid has secrets to sell to the highest bidder. Take out the competition and win her favor
6	Steal an apple from the oldest tree in the Orchard and get it to the fisherman
7	Find the Golden Catfish that swallowed John's glasses at Shipwreck Shore
8	Escort the village Elder as she makes her pilgrimage to the Sacrificial Site and performs her offering to the Nuckelavee
9	Serve as protection for the Pixies as they try to save their sister from the Iron Mines
10	Take the ancient sapphire scrolls from the Mountain Cloister to the Queen without the friars finding out

11	The Tylwyth Teg need help capturing an infected Giant Mantis prowling around the mountains
12	Far Darrig plan to stage "an accident" at the Goblin Market to kill a member of the Queen's Guard. They must be stopped
13	The Lost Boys have found a map detailing the treasures of the Iron Mines and it must be destroyed
14	Defend the abandoned Brownie Huts from Shellycoats being controlled by a Peg Powler
15	Save an Infant Nathair from the Moss Mother before she sacrifices it to the Great White Bird at Deadman's Drop
16	Help the Clurichaun defend his tavern from the Sluagh for three nights until the Gabriel Hound arrives
17	Aid the Mermaids in killing the Pirate's navigator without Hook finding out so that they can sell him false maps
18	Reclaim the Watchtower from the Gurt Vurm before the Stoorworm arrives
19	Trilobite swarms are ravaging the Gnome crops. Find their Nest and kill them all
20	Reroll and convince Peter Pan that he was responsible



ANIMALS

What's carved into that sword? What rare taxidermy is everyone after? Below offers alternatives to the common creatures of Neverland. Also useful for the creatures and locations in the Skull.

D100 ANIMALS	
1	Blobfish
2	Flatfish
3	Guppy
4	Tuna / Salmon
5	Porcupine Fish
6	Angler Fish
7	Siamese Fighting Fish
8	Sailfish
9	Sawfish
10	Piranha
11	Barracuda
12	Goblin Shark
13	Eel
14	Stringray
15	Seahorse
16	Hummingbird
17	Lovebird
18	Duck
19	Goose
20	Toucan
21	Macaw
22	Pelican
23	Kingfisher
24	Hornbill
25	Crane
26	Raven
27	Ostrich
28	Flamingo
29	Philippine Eagle
30	King Vulture
31	Tortoise
32	Snapping Turtle
33	Sea Turtle

34	Chameleon
35	Iguana
36	Frilled-Neck Lizard
37	Gecko
38	Gila Monster
39	Cobra
40	Python
41	Viper
42	Garter Snake
43	Salamander
44	Newt
45	Tree Frog
46	Bullfrog
47	Poison Dart Frog
48	Axolotl
49	Hedgehog
50	Red Squirrel
51	Weasel
52	Rabbit / Hare
53	Fox
54	Mole
55	Fruit Bat
56	Lemur
57	Baboon
58	Otter
59	Bison
60	Bull
61	Pig
62	Warthog
63	Camel
64	Giraffe
64	Ram
66	Zebra
67	Armadillo
68	Anteater

69	Possum
70	Sloth
71	Rhinoceros
72	Leopard
73	Hyena
74	Seal
75	Beluga
76	Walrus
77	Mammoth
78	Octopus / Squid
79	Nautilus
80	Clam
81	Lobster
82	Horseshoe Crab
83	Snail
84	Praying Mantis
85	Dragonfly
86	Earwig
87	Cricket
88	Grasshopper
89	Beetle
90	Millipede
91	Caterpillar / Worm
92	Bumblebee / Wasp
93	Butterfly / Moth
94	Tardigrade
95	Single-Cell Organism
96	Velociraptor
97	Stegosaurus
98	Triceratops
99	Tyrannosaurus Rex
00	Albino (reroll)



CREATURES (ELPHAME)

Elphame's biodiversity is a little smaller than the lush ecosystem of Neverland. To offset this, details for duplicate creatures have been included. Note that this is only the start. Consider introducing new and dangerous creatures to the list. Replace some of these with creatures from other books or fairy tales. Perhaps a cowardly lion?

D20 CREATURES (ELHAME)	
1	Slaugh (Injured)
2	Slaugh (Hunting)
3	Slaugh (Resting)
4	Slaugh (Eating)
5	Slaugh (Chasing)
6	Dandy Dog (Injured)
7	Dandy Dog (Hunting)
8	Dandy Dog (Protecting)
9	Dandy Dog (Playing)
10	Water Leaper (Injured)
11	Water Leaper (Hunting)
12	Water Leaper (Destroying)
13	Water Leaper (Fighting)
14	Gabriel Hound (Injured)
15	Gabriel Hound (Protecting)
16	Gabriel Hound (Killing)
17	Marool
18	Stoorworm
19	Gurt Vurm
20	Nuckelavee

CREATURES (NEVERLAND)

If the Gamemaster needs to randomly determine what tracks or dead creature is here, this covers the entire island (as opposed to the regionally-specific tables of Chapter 3). Most results have been doubled up in case a result doesn't make sense. Flip a coin to determine which result to use if both are appropriate or embrace the weird.

D20 CREATURES (NEVERLAND)	
1	Fachan / Golden Catfish
2	Monstera Tree Frog or Tadpole / Spotted Slug
3	Duck Regent / Turnstone
4	Grey Coney / Flying Fennec
5	Dun Swine
6	Honeywort
7	Stink Bug / Trilobite
8	Red Devil / Blue-Billed Pelican
9	Cassowar
10	Fire-Bellied Newt / Diplocaulus
11	Dagger-Toothed Tiger / Salt Lion
12	Woolly Rhino
13	Bath Bear
14	River Kelpie / Crocodile Spawn
15	Greenteeth / Blue Men
16	Bog Body / Moss Gallant
17	Menhir / Golem
18	Nathair / Nathair Infant
19	The Shadow / Severed Shadows
20	Crocodile / Great White Bird



FAIRY TRADES

Fairies can be generous, but they can also be shrewd negotiators. If they suspect the other party is trying to instigate an uneven deal, the Fairy will raise the stakes. While there's an element of randomness to what a Fairy wants, it is likely to involve something an adventurer treasures most. Fairies will rarely be forthright with the details of the agreement and the Gamemaster should make the most of this.

D20 FAIRY TRADES

- 1 **YOUR PATIENCE**
Must be the first to take action. First down the corridor, first to drink the offered wine, etc. Failure to do so causes bad things to happen. Rolls caused by a reaction must be at disadvantage.
- 2 **YOUR MAGIC**
At the start of each day, roll a die closest to your highest spell level (for example, 1D4 if highest spell level known is under 5). Lose a spell slot for the roll's outcome for the day. Pricier bargains may have the player roll twice and take the higher result or roll twice and lose.
- 3 **YOUR GIFT OF _____**
Player loses all bonuses for a particular (noncombative) skill. Straight roll.
- 4 **YOUR VOICE**
Communication is limited to one telepathic thought at a time or to those in physical contact. The function of verbal spells is up to the Gamemaster.
- 5 **YOUR SPEED**
Always the last to act and always the rear of the party. No matter how slow someone travels, you are always a little bit slower.
- 6 **YOUR FEAR**
Cannot be intimidated or made to be afraid but unable to flee from a conflict.
- 7 **YOUR FEET**
New feet are completely silent, but once a day the Gamemaster can choose to have the feet act of their own accord.
- 8 **YOUR LEGS**
Speed increases but legs can't resist dancing (and won't stop dancing) while music is played. No exceptions. If the ears can hear it then the legs continue to dance, and they dance well.
- 9 **YOUR HAND**
New hand is an excellent pickpocket but will always steal when given the chance and will misbehave if prohibited from doing so.
- 10 **YOUR SUCCESS**
Any monster you slay, lock you pick, or treasure you steal is undone after 30 seconds. Helping others gets around this.

- 11 **YOUR SPECTRUM**
No longer see in color.
- 12 **YOUR BAD LUCK**
You may choose to reroll any roll up to the number of allies per day. With each reroll, the old roll must be used by one ally or suffer dire consequences.
- 13 **YOUR INDECISION**
Always make the right choice. If given an option between left and right, must always follow the right path or drink from the right hand (yours, not theirs) or fall unconscious for 2D4 minutes.
- 14 **YOUR ANGER**
1 hour/day can't attack, provoke an attack, or be violent in any way. The Gamemaster may decide if it's the same time every day or at the most inconvenient time.
- 15 **YOUR HONESTY**
Cannot tell the truth or else take 2D8 mental damage. Grants advantage on deceiving someone with words.
- 16 **YOUR CHARM**
Resistant to the effects of others charming you but others will actively do the opposite of what you intend or request (even if reverse psychology is attempted).
- 17 **YOUR BOREDOM**
Can never repeat the same action twice in a row. Can't ask two questions in a row, can't cast the same spell twice in a row, etc.
- 18 **YOUR UNCERTAINTY**
If ever asked a question or made to make a decision, you must act immediately and never question that choice.
- 19 **YOUR SHADOW**
Immune to attacks from the Shadow and Severed Shadows, but will lose all sense of direction, have trouble flying, and unsettle most intelligent creatures (even if they don't know why).
- 20 **YOUR NAME**
Only the Fairy in the trade retains the adventurer's name. Fairy can command the character to do whatever they ask when they speak the name (and not necessarily in the presence of the character). If another character accidentally speaks the traded name, they summon (as the Gamemaster deems appropriate) the Fairy who will immediately demand something of the party. These additional asks cannot be negotiated under punishment of death.

FAIRY TRICKS

Fairies can be petty creatures. Insulting or double-crossing one may lead to an inconvenient trick being played. While most are temporary, more powerful Fairies can make these nuisances permanent or more potent until a price has been paid. The Fairy will proudly take credit for what has happened.

D20 FAIRY TRICKS

- 1 Blunt your weapon (downgrade damage dice: D8 becomes D6, D6 becomes D4, etc.)
- 2 Leave you with no _____
- 3 Turn your _____ into _____
- 4 Swap metal object with wooden replica
- 5 Replace your map with a crude drawing
- 6 All stored food is spoiled and drinks are soured
- 7 All food tastes like onions for the day
- 8 Put a _____ in your hat/shoes
- 9 Dreams wake you up throughout the night. Only half the usual benefits
- 10 No memory of the last conversation with the Fairy
- 11 Loosen the strap on your _____
- 12 Put a noisy cricket in your gear
- 13 Grow an extra _____ for 1D4 hours
- 14 Swap players' voices for 1D4 hours
- 15 Swap players' faces for 1D4 hours
- 16 Steal your voice for 1D4 hours
- 17 Your _____ sings whenever it's visible
- 18 Vision lacks color for the day
- 19 Footsteps are twice as loud for the day
- 20 All water consumed turns to alcohol for the day



LICH WARDS

John is a paranoid Lich and so he doesn't mess around with his Wards. If one has been triggered, a Golem is quickly notified and sent to guard the area until he can reset it.

D12 LICH WARDS

1	IRON SHACKLE Metal ingot embedded in large, natural feature lightly glows. Source of light is a rune under the iron ingot glamored to look like gold. If disturbed, the rune warps the iron and becomes a 2' ball that encases the hand. Not overly heavy but very cumbersome. Cracks open after 24 hours.
2	FEAR Small rune carved in large feature. High whining at all times. Getting within 5' requires save or suffer effects of fear (very high DC).
3	FOWL Large feather floating 4' off the ground. Not disturbed by wind or magic. Physical touch triggers a change for all those who can see it. DC18 save or be turned into rooster or chicken (based on character's identified gender) for 4D4 minutes.
4	ANTIMAGIC Carved rune slowly spins in a circle and gives off light music. Touching the rune negates all magic within 30' for 3 minutes. Rune stops spinning for remainder of the hour and starts up again at top of the next hour.
5	HANDPRINT Glowing hand carved onto permanent fixture. Touching the hand causes wave of fire to extend for 60'. Take 6D6 damage or half if save. Double damage if there's blood on the hand. Hand donor isn't affected.
6	FOOTPRINTS Two glowing footprints embedded into the ground. Standing on them requires save (DC18) or be teleported 60' directly above.
7	COLD Natural feature carved with a glowing red rune. The feature is unnaturally cold but heat emanates from the rune. Disturbing it causes the temperature to drop below freezing in a 100' radius for 2D4 hours.
8	SANDPILE 1' pile of glowing sand. If a living creature disturbs the sand, then save (DC18) or get pulled down to neckline. Target can't move and sand becomes hard but can be dug out.
9	EARTHQUAKE Rocks and pebbles in a rune vibrate despite nothing to cause it. Upsetting one of the pebbles triggers a regional earthquake. Save or fall prone. 6 cracks in the earth stretch out from the source. Each crack runs 12' long, 5' wide, and 10' deep.
10	HIDDEN A glyph carved into a 15' stone disc can be barely seen underneath a pile of sand. Clearing the sand and completely exposing the rune triggers a 10' by 60' column of fire (daylight) or necrotic (moonlight) damage. Save for half of 10D10 damage.
11	ALARM Apple-sized cube of iron floats 4' off the ground. Runes lightly glow on it. Anything touching it causes a loud, rhythmic sound (like a grandfather clock). Twelve chimes and then goes silent. It can twist open (very hard to detect) to reveal an additional rune of scrying. John can hear everything spoken near this cube.
12	RELOCATION Large rune written in sand and slightly glows (visible in low light or at night). Close proximity triggers the rune. Hums and gets progressively louder for 1 minute. Anything hearing the rune gets teleported away. Large groups are teleported 1 Hex away. Smaller groups or individuals are teleported farther.



LOCATIONS (ELPHAME)

Locations for the Random Adventures Table when adventuring in Elphame. Or if the GM needs to randomly decide where the next attack will happen. Or birth of the creature. Or the funeral. This table is good for answering the WHERE.

D20 LOCATIONS (ELPHAME)

1	Garden Gates / Graveyard
2	Island River / River of Red
3	Highland Campsite / Sacrificial Site
4	Dotted Ponds / Watery Graves
5	The Narrow Bridge
6	Clover Field / Scorched Earth
7	Lake and Island / Stairs & Pit
8	Farm / Farmlands
9	The Clurichaun's Tavern & Inn
10	Orchard
11	Watermill
12	Brownie Huts
13	Mountain Cloister
14	Fairy Hamlet
15	Fairy or Goblin Market
16	Watchtower / Rainbow Gatehouse
17	Golden Mountains
18	Training Grounds / Palace Gardens
19	The Queen's Court / Throne Room
20	Palace Undercroft

LOCATIONS (NEVERLAND)

Locations for the Random Adventures Table. Or if the Gamemaster needs to randomly decide where the murder happened. Or the robbery. Or the wedding. This table is good for answering the WHERE.

D20 LOCATIONS (NEVERLAND)

1	Peninsula / Beach Caves
2	John's Tower / Michael's Forge
3	Mermaid Cove (1D4 – 1: Before Event, 2-3: During Event, 4: After Event)
4	Coral Caves / Whirlpool
5	Wetlands
6	The Jolly Roger
7	Iron Mines
8	Rope Bridges / Gnome Outpost
9	Great Hill / Monolith
10	Swamp / Wendy's Hut / Great Weeping Willow
11	Mermaid Graveyard
12	Shipwreck Shore / Whirlpool
13	Petrifying Well
14	Gnome Village (1D4 – 1: Before Event, 2: During Feast, 3: During Festival, 4: After Event)
15	The Compass / The Crocodile
16	Tylwyth Teg Village
17	Cunning Camp
18	Hangman's Tree / Neverland Field / The Home Underground
19	Creature Nest (1D4 – 1: Giants, 2: Nathair, 3: Crocodile, 4: The Great White Bird)
20	The Skull

LOOT

Rewards are important. Be it searching a body, opening a chest, or rummaging through the debris in a lair, it's good to have a bit of variety. Roll multiple times for larger rewards and there's no reason the gold amounts can't be kept in intricate or unique containers. Also, feel free to replace found objects with cooler or cursed items, just to spice things up.



D100 LOOT	
1	Jagged glass that cuts you for 1D4 DMG
2	5 gold pieces (gp)
3	5 gp
4	5 gp
5	5 gp
6	10 gp
7	10 gp
8	10 gp
9	10 gp
10	10 gp plus a fake diamond
11	Small ceramic jar full of nail clippings
12	Small ceramic jar full of hair
13	Small ceramic jar full of teeth
14	Small ceramic jar full of raisins
15	Small ceramic jar full of cheese curds
16	20 gp
17	20 gp
18	20 gp
19	20 gp
20	20 gp plus 2 darts
21	A paper doll wrapped in hair
22	A paper doll wrapped in vines
23	30 gp
24	30 gp
25	30 gp
26	Small red gemstone worth 30 gp
27	Small black gemstone worth 30 gp
28	Small blue gemstone worth 30 gp
29	Small green gemstone worth 30 gp
30	Small yellow gemstone worth 30 gp
31	Porcelain knife
32	Wooden bowl
33	Slingshot
34	Ball of yarn (blood red, 100')
35	Roll of hempen rope (100')

36	40 gp
37	40 gp
38	40 gp
39	40 gp
40	40 gp plus a brass cufflink
41	Pair of brass earrings
42	Silver tuning fork worth 25 gp
43	Silver pitch whistle worth 50 gp
44	Gold tuning fork worth 50 gp
45	Gold pitch whistle worth 100 gp
46	Glass eyeball (green iris)
47	Gold ring with pearl inlay worth 75 gp
48	Small jar filled with ointment (if put on your eyelids or under the eyes, then it sees through invisibility or glamors for 1 hour, 3 uses)
49	Magic dagger with a bone handle
50	2D4 magic arrowheads
51	50 gp
52	50 gp
53	50 gp
54	50 gp
55	50 gp and pouch of black sand
56	Small pouch filled with salt
57	Small pouch filled with marbles
58	Small pouch filled with sand
59	Small pouch filled with tacks
60	Iron fishing hook
61	Bottle and cork with Rune of Binding inked into it
62	Bottle with ever-bubbling water in it (can cause obscuring foam if dumped into another water source)
63	Bottle of disappearing ink (everything about what is written disappears: etching on paper, stain on the quill, it's as if the act with the ink never happened)
64	Coin purse with one gold piece in it. If coins put in the purse are removed by anyone other than the person who put them there, they return to the purse in 1 hour

64	Sea foam-colored hag stone with hole in the middle grants advantage when discerning a glamor or illusion, the stone floats in water
66	Black adder stone with hole in the middle grants extra defense against reptile bites and poisons, it floats in water
67	Red pebble that, when thrown, becomes a 10' large boulder doing fireball-level damage to a single target
68	75 gp
69	75 gp
70	75 gp
71	Small jar full of clover honey (protects against the effects of Fairy food for 1 during all courses of a single meal)
72	Clover brooch of gold and green glass worth 100 gp and helps resist Fairy charm
73	Silver earrings shaped like bells worth 50 gp and helps resist Fairy lies (both must be worn by a single person to be effective)
74	Ornate stein of apple wood and bone. Rim and lid made of iron and depict the crown of an apple tree
75	Drinking horn with braided strap and iron cap
76	Gold coin with a caged nightingale on one side and an empty cage on the other. The nightingale will always appear in the cage on the side facing up
77	Tiny iron horseshoe on a silver chain
78	Finger/bones in a slim container of glass that's been sealed on all sides
79	Oakwood leg that makes no sound when it's walked on
80	Ashwood walking stick with an iron handle
81	80 gp
82	80 gp
83	80 gp
84	80 gp plus silver crocodile statue

85	80 gp plus a loose shark tooth
86	5 small walnut shells sealed with wax. Each contains poisonous gas that fills a 5' cube when opened
87	Monocles fastened together. Left lens can see what the right lens sees for 4 hours per day
88	A feather that falls but a gust of wind always blows it up again before it touches the ground
89	A small whistle that mimics the last animal call the blower heard
90	5 seeds that, when placed in soil, grow into a 20' apple tree in 4 hours. Each tree withers and dies in 8 hours and a single rotten apple bears another seed
91	100 gp plus bottle of ink only visible under moonlight
92	200 gp plus severed thumb
93	300 gp plus fillet knife
94	400 gp plus unopened oyster
95	500 gp plus two ruby rings (also worth 500 gp each)
96	Magic corkscrew that bores a 5' by 20' hole through any non-magic material)
97	Bag of dust that clings to the invisible (2 handfuls)
98	Bag of powder that fills an entire 100' area with darkness (creeps around corners and lasts for 1 hour or until it's blown away)
99	A large, warm egg, likely a baby _____
00	Small hand drum, when played while speaking the words written around the side (Ní neart go cur le chéile) summons 2D6 ghostly knights that attack whomever you desire for 6 rounds (magic attacks, +12 to hit on 2D12+6), single use

LOST BOY TRAPS

The Lost Boys love to hunt the varied wildlife of Neverland and are rather good at it. They've even been known to trap some of the more intelligent inhabitants of the island.



MATERIALS

Need to know what something smells, tastes, or looks like? Here's a good start. Also, good for filling in the blanks of the creatures and locations inside the Skull.

D12 LOST BOY TRAPS

- 1

QUICKSAND

20' cube filled with quicksand, covered with location-appropriate camouflage. The ground is squishy nearby.
- 2

DECOY PIT

Poorly concealed 20' pit (decoy) with well-hidden 10' spiked pits on all four sides.
- 3

FALLING NET

Twine trip wire blends in with most scenery. Triggering the wire drops a 15' radius net with weights onto victims. Birds often perch on the net and their droppings are a quick tell.
- 4

DECOY NET

Twine trip wire poorly blends in with scenery and significant bird droppings litter the path. Weighted net is visible above. On either side of the path/wire are two well-concealed 10' pits each with rotten logs and fungi growing (save to avoid and if you fall in, spores emit and victim sleeps for 2D4 minutes. Anyone around save or do the same).
- 5

LEG SNARE

Hanging vine or rope surrounding pressure plate (or bait) that wraps around leg and dangles 1 humanoid 20' up in the air, save is possible.
- 6

GASEOUS PIT

Hidden pit filled with rotting fruit to feed 1D6+1 Stink Bugs. The insects make sounds but the camouflage is really good.
- 7

NET SNARE

10' square with 2D4 ropes/vines visibly stretching up out of the ground. Disturbing ground between the ropes triggers a net to rise up 25'. Can save.
- 8

FAKE SNARE

Obvious snare tied to branch. Pulling or disturbing the rope causes branch to fall and cause damage.

- 9

INVERTED SPIKE PIT

20' circle pit with location-appropriate camouflage. Poison-tipped spikes around the rim and walls pointing downward (2D6 and save or retch for 1 minute).
- 10

DECOY CRUSHING

Large boulder or severed tree trunk leans against a stick tied to bait (GM decides). Stick and bait are actually on top of a camouflaged pit and any more weight causes prey and trunk to fall in pit and boulder to fall on top (creating a lid).
- 11

POISON DARTS

Large obstacle blocks path (rock, fallen branch, etc.) and moving it triggers concealed twine trip wire and releases darts covering a 20' area. Save or take 2D4 damage and save or 1D4 limbs are paralyzed.
- 12

FAKE DARTS

Large obstacle blocks path and sits on trip wire. Following the wire leads to dart tubes at ground level but they're empty. Around the obstacle are pressure plates that audibly click when you stand on them. Leaving the plate triggers darts firing from above into a 20' area. Save or take 2D4 damage and save or 1D4 limbs are paralyzed.

Alternative TRAPS

- 1

CLAM TRAP (Beach/Ocean)

Elephant Clam shell hollowed out, tied to a stake. Edges buffed and concealed by thin layer of sand (or seaweed underwater). Bait in the middle and clamps shut (but doesn't sever limb).
- 2

ADD ROCKS (Caves/Mountains)

Similar to most traps but concealment is often rock dust over fabric/dried leaves and damage likely to include extra rocks for crushing damage (as GM sees fit).



D100 MATERIALS

- 1

Butter
- 2

Jam / Jelly
- 3

Bacon
- 4

Lettuce
- 5

Strawberry
- 6

Pear
- 7

Lemon
- 8

Mushroom / Fungus
- 9

Roasted Meat
- 10

Jerky / Dried Meat
- 11

Grains / Barley / Oats / Seeds
- 12

Gravy
- 13

Salt
- 14

Sugar
- 15

Onion
- 16

Cheese
- 17

Soup
- 18

Broth
- 19

Cake
- 20

Pie
- 21

Honey / Syrup
- 22

Honeycomb
- 23

Lard
- 24

Oil
- 25

Milk
- 26

Beer / Ale
- 27

Wine
- 28

Tea
- 29

Water
- 30

Acid
- 31

Slime / Ooze
- 32

Crystal
- 33

Ruby
- 34

Sapphire
- 35

Emerald
- 36

Mirror
- 37

Paper
- 38

Ink
- 39

Chalk
- 40

Paint
- 41

Sequins
- 42

Glitter
- 43

Thread / Yarn
- 44

Twine
- 45

Button
- 46

Charcoal
- 47

Ash
- 48

Wool

- 49

Lace
- 50

Leather
- 51

Feather
- 52

Cotton
- 53

Glue
- 54

Wax / Candles
- 55

Linen
- 56

Felt
- 57

Glass
- 58

Fire
- 59

Brimstone
- 60

Fresh Water
- 61

Saltwater
- 62

Bubble
- 63

Steam
- 64

Ice
- 64

Snow
- 66

Earth
- 67

Grass
- 68

Cactus
- 69

Stone
- 70

Rubble
- 71

Gravel
- 72

Sand
- 73

Flint
- 74

Quartz
- 75

Gas
- 76

Cloud
- 77

Coral
- 78

Shell
- 79

Clay
- 80

Oak
- 81

Birch
- 82

Stained Glass
- 83

Mosaic
- 84

Rose Petals
- 85

Vine / Thorn
- 86

Pollen
- 87

Iron
- 88

Bronze
- 89

Copper
- 90

Silver
- 91

Gold
- 92

Bone
- 93

Blood
- 94

Flesh
- 95

Hair
- 96

Hard Light
- 97

Shadow
- 98

Knowledge
- 99

Memory
- 00

Time

MERMAID GAMES

The Mermaids play games similar to themselves: secretly dangerous while outwardly oblivious. A Mermaid will play dumb if confronted and likely exclaim, “We were only trying to have a bit of fun!” In reality, their intentions are far more methodical. The games may act as a distraction, or as a passive warning to change course. Either way, there’s always more going on beneath the surface.

D12 MERMAID GAMES

- 1 SUCTION BUBBLE**
5’ bubble hovers inches above the ground. Filled with water. Sometimes there’s “bait” inside. Touching the bubble causes save or get pulled inside. Bubble can’t be pierced but will pop if more than 2 regular-sized adults get sucked in or when the victim drowns.
- 2 HEAT BUBBLE**
5’ bubble containing brilliant light hovers inches above the ground. Gives off heat like midday. Animals naturally drawn to its warmth like a heat lamp. Touching it causes fireball-like blast (save as necessary).
- 3 ICE BUBBLE**
5’ bubble containing frigid air hovers inches above the ground. Many use it to cool down from the hot sun. Touching it requires save or be frozen for 1 minute and the bubble decreases in size by 1’ (can repeat until it disappears).
- 4 RAINBOW BUBBLES**
Five 1’ bubbles of shifting color bounce up and down in close proximity. Filled with various liquids (ale, apple juice, acid, etc.). Immediately sticks to anything trying to touch it and can’t be removed until all the interior liquid is consumed (lips/mouths do not stick to the bubble).
- 5 BREATHING PUDDLE**
10’ puddle that totally looks like a puddle. Crossing it or standing in it while failing to hold your breath causes you to fall in as if it were a deep well. Sometimes the Mermaids place good things in the middle.
- 6 BLINKING PUDDLE**
10’ puddle that totally looks like a puddle. Crossing it or standing in it with your eyes open causes you to fall in as if it were a deep well. Sometimes the Mermaids place good things in the middle.
- 7 FREEZING PUDDLE**
Bait sits in the middle of a 20’ puddle. Disturbing the bait causes the puddle to become a 10’ deep pool and the water freezes, trapping bait and victim. Ice can be melted as normal and eventually will in the daytime.
- 8 RAINBOW PUDDLE**
Shimmering rainbow puddle 10’ around and looks like a totally normal puddle. Walking across it heals as if you’ve had a full night’s rest. After 2 uses, it shrinks to 5 feet and disappears after another 2 uses.
- 9 DANCING RAIN**
Isolated showers in a 60’ radius from an unseen source. If touched by the water, then save or uncontrollable dancing for 2D4 minutes. Rain dissipates in 5 minutes and starts again on the hour.
- 10 MEMORY RAIN**
Isolated showers in a 60’ radius from an unseen source. If touched by the water, then save or lose memory of the last hour. Rain dissipates in 5 minutes and starts again on the hour.
- 11 SLEEP RAIN**
Isolated showers in a 60’ radius from an unseen source. If touched by the water, then save or sleep for 2D4 minutes. Only damage will wake the victim up. Rain dissipates in 5 minutes and starts again on the hour.
- 12 PARALYSIS RAIN**
Isolated showers in a 60’ radius from an unseen source. If touched by the water, then save or be paralyzed for 2D4 minutes. No remedy. Rain dissipates in 5 minutes and starts again on the hour.

MOUNTAIN TRAPS

Michael has become a private person in his adulthood. Because he regularly deals with the Pirates and Mermaids, he can never be too careful. The traps play to his strengths with forging and metalwork and are as much a business card as they are a warning. The Father Long Legs are more likely to check on the traps than Michael himself.

D12 MOUNTAIN TRAPS

- 1 SINGLE IRON SPIKE**
5’ plate with large hole in the middle. Standing on plate causes spike to jut up 3’ from the hole. Plate is usually hidden by dust and debris but hole is kept clear.
- 2 IRON SPIKE FIELD**
Dozens of 5’ plates with large holes in the middle dot the area. Standing on a plate causes spike to jut up 3’ from the hole.
- 3 AGGRESSION PLATE**
5’ iron pressure plate hidden under dust and tarp. Hard to see but audible click when triggered. Mist full of Giant danger pheromone released in 20’ area when weight is removed.
- 4 MULTI AGGRESSION PLATE**
Six 5’ iron pressure plates hidden under dust and tarp. Hard to see but audible click when triggered. Mist full of Giant danger pheromone releases in 20’ area when weight is removed.
- 5 AGGRESSION PIT**
Tarp weighted by rocks conceals a 20’ pit. Bottom of pit is filled with aggression sacs from Giant Workers and burst open on impact.
- 6 TAR PIT**
Dust and debris cover an artificial tar pit. Bubbles or black marks frequently give away the trap.
- 7 TAR PAPER**
Tar smeared on thick tarp or vertically fastened with iron spikes. Bait stuck to the tar.
- 8 FALSE PIT**
Tarp with rocks made to look like it covers a pit, but a 5’ by 30’ trench encircles the decoy.
- 9 HOLE & DOOR**
Bait left in 5’ cube hole dug into mountainside or ground. Clearly visible iron door closes when bait or trip plate is triggered.
- 10 IRON PYRAMID**
Iron square pyramid lays open and hidden under dust and tarp. Iron chains can sometimes be seen staking the trap in place. Triggering the center plate causes the four triangular sides to spring up and close, forming the pyramid. The imperfect seal allows airflow.
- 11 ROTATING DOME**
10’ iron dome rests under the surface. If baited plate is triggered in middle of dome, the half sphere rotates 180 degrees, trapping prey inside. Faint groove can be noticed around the trap.
- 12 DIVIDING GRATE**
Narrow pathway divided by long iron grate. Fence is actually two smaller sections of grate set to run parallel with the pathway. Trip line halfway down the length can be triggered to swing the grates 90 degrees, trapping the victim in the middle. If the natural walls are large enough, then an iron lid will fall on the newly formed cage.

NPCs (ELPHAME)

Non-player characters for the Random Adventures Table. Or if the GM needs to randomly decide who wants to buy something. Or sell something. Or who has gone missing. This table is good for answering the WHO. Note that there aren't as many unique NPCs in Elphame as in Neverland so some specific details have been provided. Perhaps a smuggler needs to murder a farmer. Why is that?

D20 NPCs (ELPHAME)	
1	Psammead
2	Ghillie
3	Cait Sith
4	Garefowl
5	Pixie
6	Human Child
7	Glaistig (Farmer)
8	Glaistig (Baker)
9	Glaistig (Merchant)
10	Far Darrig (Pickpocket)
11	Far Darrig (Smuggler)
12	Far Darrig (Assassin)
13	Peg Powler
14	Shellycoat
15	The Clurichaun
16	Abhartach
17	The Huntsman
18	Royal Servant
19	Royal Soldier / Guard
20	Queen Mab

NPCs (NEVERLAND)

Non-player characters for the Random Adventures Table or to just see who is wandering around the island. Maybe the Gamemaster needs to randomly decide who did (or didn't) do something. Or who started that nasty rumor. Or who was murdered. This table is good for answering the WHO.

D20 NPCs (NEVERLAND)	
1	Pixie
2	Lost Boy
3	Gnome
4	Pirate
5	Spider
6	Father Long Legs
7	Giant Soldier / Giant Worker
8	Giant Royalty
9	Tylwyth Teg Greenstick
10	Tylwyth Teg Elder
11	Cunning Folk
12	Mermaid
13	Tinker Bell
14	Smee
15	Michael / The Mountain Smith
16	John / The Boy Lich
17	Wendy / The Swamp Hag
18	Captain Hook
19	Peter Pan
20	Queen Mab

OBJECTS

What's that character looking for? What is the object that will save the region or summon untold evil? Roll and find out. Also, good for treasure chests or nests that lack treasure but should still have something in them.

D100 OBJECTS	
1	Baby Rattle
2	Pacifier
3	Teddy Bear
4	Yo-Yo
5	Spinning Top
6	Chewing Gum
7	Shoe
8	Boot
9	Clothespin
10	Length of Ribbon
11	Button
12	Thimble
13	Embroidery Hoop
14	Hand Bell
15	Hat
16	Glove
17	Scarf / Shawl
18	Paper Fan
19	Umbrella
20	Bar of Soap
21	Scissors
22	Ball of Twine
23	Cork
24	Thread
25	Seam Ripper
26	Mirror
27	Magnifying Glass
28	Monocle
29	Spectacles
30	Compass
31	Fork / Spoon
32	Knife

33	Ladle
34	Rolling Pin
35	Cup
36	Bowl
37	Basket
38	Saucer
39	Spice Shaker
40	Rope
41	Leather Cord
42	Pipe
43	Candelabra
44	Birthday Candle
45	Match
46	Envelope / Letter
47	Letter Opener
48	Chalk Stick
49	Quill
50	Feather
51	Bottle of Ink
52	Empty Book
53	Vase
54	Pillow
55	Chair
56	Globe
57	Handheld Telescope
58	Map Scrap
59	Star Chart
60	Bottle
61	Flask
62	Game Piece
63	Pair of Dice
64	Deck of Cards
64	False Teeth
66	Glass Eye

67	Eye Patch
68	Wooden Leg
69	Tuning Fork
70	Whistle
71	Straight Razor
72	Seashell
73	Metal Tongs
74	Horseshoe
75	Anvil
76	Hammer
77	Shovel
78	Rake
79	Pliers
80	Metal Wrench
81	Lock / Key
82	Ladder
83	Pocket Watch
84	Pocket Knife
85	Paddle / Oar
86	Anchor
87	Cannon / Cannonball
88	Manacle
89	Arrowhead
90	Horn
91	Perfume Bottle
92	Fishing Net
93	5 Links of Chain
94	Acorn
95	Rabbit's Foot
96	Four-Leaf Clover
97	Gold Coin
98	Gold Tooth
99	Ring
00	Skull



PIRATE / SPIDER TRAPS

The Pirates, having allied themselves with natural predators, have followed the lead of the Lost Boys and placed traps around the island. Where there's a trap, there is usually a Spider nearby. Pirates too.

D12 PIRATE / SPIDER TRAPS

- 1 **HUGE WEB**
Very large web. Hard to see. Sometimes blocking paths and sometimes just above the ground. First, notice moving goes slowly (as web gives or as you walk closer to the center), then save or get stuck.
- 2 **HANGING BOTTLE**
Opaque green bottle hangs from a filament, stopped by a cork. Opening bottle releases an entangling explosion of webbing. Save or be stuck to ground, bottle, and hanging web.
- 3 **LEG SNARE**
Hanging web surrounding pressure (or bait) plate that wraps around leg and dangles 1 humanoid 20' up in the air, save is possible.
- 4 **TRIP WEBBING**
Very fine strands stretched low to the ground. Tripping one triggers a hanging webbing sac to explode. Save or be entangled (severe failure falls prone over the original strands).
- 5 **COCONUT DROP**
Countless strands of webbing block the path. Cutting the webbing risks loosening the boulders precariously hanging above.
- 6 **BAIT PIT**
Roll on creature or NPC for the area. Alive, trapped, and hanging from web. False floor below it and save or fall into 30' pit (webbed bottom).
- 7 **BAIT NET**
Roll on creature or NPC for the area. Alive, trapped, and webbed to the ground. Four clear strands tie it up. Cutting all four strands drops a 30' wide web.
- 8 **FALSE ENTRANCE**
Looks like a poorly concealed Pirate Store entrance. Lifting the flap/door triggers sleep darts from in front and behind. Save or sleep for 2D4 minutes.
- 9 **FALSE STORE**
Looks like a poorly concealed Pirate Store entrance. Lifting the flap/door is no trouble. Trip wire halfway down the false tunnel trips small webbing sac that adheres the door closed.
- 10 **WEB PIT**
10' wide and 20' deep pit loosely covered with an empty treasure chest on top. Save or fall in the pit lined with webbing.
- 11 **FAKE BODIES**
Three "bodies" hang upside down. Actually containers for Stink Bug gas, and cutting the webbing releases it.
- 12 **TREASURE CHEST**
"Hidden" treasure chest. Not locked but hard to open. When opening, save against web bomb that covers 10' cone from source. Chest is full of rocks.

PLOT HOOKS

Do the adventurers need a specific reason to explore Neverland? Here are twenty. Can also be used as a catalyst for why others have come to the island. Maybe there's more than one adventuring party out there.

D20 PLOT HOOKS

- 1 Found a treasure map with coordinates to an island and directions to finding the treasure "again."
- 2 Received message in a bottle seeking rescue with promise of reward (from John, bottle included rare gems).
- 3 Patron received bottles containing spell-infused Slugs and have been hired to harvest more.
- 4 Discovered a glass figure of each party member wrapped in a map of the island.
- 5 Young relative disappeared and paid a wizard to locate them, their divination led you to this island.
- 6 A local breeder wants Neverland-specific animals for breeding and will pay handsomely for each pair and infant returned.
- 7 Taxidermist wants an intact specimen of a Neverland-specific animal. Kill without harming the body.
- 8 Local boats and ports have been attacked by blue-skinned men and the Duchess wishes them all slain.
- 9 A giant bird attacked the ship you were on and stole (something valuable) off of your persons, you followed it to the island.
- 10 Ship hit a bad storm and the wreckage washed you up on the west side of the island with no way off.
- 11 Ship was overrun by thieves (without a ship) and pillaged everything, but your captain had a trace on his prized belonging.
- 12 Wizard patron knows of the powerful properties of Fallen Stars and has asked you to return from the island with as many as possible.
- 13 The ports are full of rumors of a mermaid serenading sailors and the restorative power of her performance.
- 14 You've heard tales of Gnomes with the power of Giants and have been hired to recruit them for a building initiative on the mainland.
- 15 Buy/sell a black market item from the Honorable South Shore Merchant Company.
- 16 An iron baron has learned of a rich deposit on an unmarked island. Scout it and report back (with samples).
- 17 A sailor survived a shipwreck and returned claiming he'd found a new island. Map it.
- 18 Clerics believe there to be a Lich on the island. Investigate and report back (they're very busy and only want hard proof).
- 19 Sink the Jolly Roger (previously hired parties of larger groups have been foiled).
- 20 You had a premonition that terrible darkness is emerging from this island and have been having visions causing debilitating pain. Stop the darkness or die.



RUMORS

Everyone knows something about somebody else on the island. The trick is determining how accurate the information is. Discovering the source and how they got the information could be just as compelling as the information itself.

The following rumors may or may not be true, depending on how the Gamemaster thinks it should all fit together. Many of the rumors are only fragments and will lead to follow-up questions. What is the answer? IS there an answer? And what would the players do to find out more?

D100 RUMORS	
1	There is a creature on the island of singular purpose, skill, and motive
2	Peter Pan's mood affects the weather
3	Peter Pan is the son of Queen Mab
4	Peter Pan is the rightful heir to Elphame
5	Peter Pan was ousted from Elphame by his sister, Queen Mab
6	Peter Pan was the first boy brought to the island
7	Peter Pan steals children from their prams
8	The Lost Boys are actually Fairies who are fleeing the rule of Queen Mab
9	The Lost Boys are the souls of all children who die at sea
10	The Lost Boys are imaginary and made up by Peter Pan
11	Tinker Bell is the only one who knows Peter Pan's true name/identity
12	Tinker Bell traded the voices of the Pixies in exchange for their freedom
13	Tinker Bell is the first-born daughter of Queen Mab
14	Tinker Bell believes herself to be the true Queen of Elphame
15	The Pixies are the Lost Girls of Neverland
16	The Pixies believe Tinker Bell should be Queen
17	The Pixies are the secret guard of Queen Elphame
18	The Pixies imagine the Lost Boys to keep them company
19	Captain Hook signed his soul away in exchange for power
20	Captain Hook stole from a Fairy and is now cursed
21	Captain Hook lost his son to Peter Pan and the Lost Boys
22	Captain Hook was the first Lost Boy to be found
23	Captain Hook is a distant relative of Peter Pan

24	Captain Hook was once a captain of the royal guard
25	Captain Hook is the only Pirate not to be cursed by the sun
26	Only Captain Hook's death would drive Smee to murder
27	Smee knows of Captain Hook's secret
28	Smee was the first to sign up for Hook's crew
29	Smee knows the truth of the Pirates' curse
30	Smee knows where the next Star will fall
31	Smee hides the location of Peter Pan's hideout from Hook and his crew
32	Smee knows how to reach the Great White Bird
33	The Pirates intend to mutiny after the curse is lifted
34	The Pirates are plotting with the Spiders against Hook
35	The Pirates have hidden a cache of Fallen Stars from Hook
36	The Pirates plan to kill the Spiders after the curse is lifted
37	The Pirates are Lost Boys who forgot how to fly
38	The Spiders know Hook's secret to evading the curse
39	The Spiders are intentionally slowing the mining and construction
40	The Spiders plan to kill the Pirates and Hook when the curse is lifted
41	The Spiders intend to steal Hook's ship at the next full moon
42	The Spiders were the ones behind the Pirate curse
43	The Spiders intend to destroy the Giant's Hill and all its inhabitants
44	The Spiders are controlling Hook and the Pirates
45	The Tylwyth Teg Elders and Greensticks had a falling-out
46	The Tylwyth Teg have a plan to oust the Pirates from the island
47	The Tylwyth Teg intend to sink Hook's ship

48	The Tylwyth Teg have captured half of the Pirate crew and are keeping them in their village
49	Wendy was forgotten by Peter and she died
50	Wendy's ghost still haunts the island after dying of a broken heart
51	Wendy turned to Hook to help her flee the island after she grew up
52	Wendy fled with Michael and John off the island and lived out their days thinking no more of Peter
53	Wendy never escaped the island and is still alive somewhere
54	The old Witch of the Swamp stole Wendy's youth
55	The old Swamp Hag is the Darlings' mother
56	John turned to the Pirates and is now a member of their crew
57	John sent out messages in bottles to try to escape the island
58	John built a boat from the shipwrecks and fled the island
59	John turned to magic and was consumed by his anger
60	John found dark magic and cursed the Pirates
61	John's ghost still walks the beaches at night
62	John's spirit takes the shape of a great sand sculpture and protects his old home
63	John had a secret home hidden somewhere along the southern beach
64	John is both dead and alive
64	Michael was the only of the Darlings to grow up
66	Michael turned to the Pirates and fled the island
67	Michael was imprisoned by the Spiders and was taken into the mountains
68	Michael's spirit walks the island as a giant stone bear
69	Michael flew to the mountains and never came down
70	Michael was raised by the smith in the mountains
71	Michael learned how to work with ore from the Gnomes
72	The Giants intend to overtake the island and expand their colony
73	The Giant Queen has gone mad and intends to kill half her colony

74	The Giant Queen's daughters all plan to usurp her for control of the colony
75	The Giants are unwell and have abandoned their maintenance of the island
76	The Giants are trying to kill all the birds on the island
77	The Mermaids no longer need to be in water to survive
78	The Mermaids have half the Pirate crew held imprisoned in their caves
79	The Mermaids are torturing any strangers that come to the island
80	The Mermaids are running an underground trading company with off-island merchants
81	The Mermaids pillage sunken ships for treasure
82	The Mermaids sink small sailing vessels and drown their crew
83	The Crocodile feeds off of the Pirate's curse
84	The Crocodile is a demon sent to hunt the cursed Hook
85	The Crocodile births a spawn for every life that a Pirate takes
86	The Crocodile can no longer see Hook or the Pirates
87	The Crocodile cannot be killed until it consumes Hook
88	The Gnomes were once the miners of the island
89	The Gnomes were cursed by the spirits of the mine
90	The Gnomes left the mines and fled its curse
91	The Gnomes were born in the iron mine
92	The Gnomes know the secret of the spirits in the mine
93	The Shadows on the island all come from a single creature
94	The Shadows can be rejoined
95	Only the Witch in the Swamp knows how to bind Shadows
96	The Shadow was a part of Peter Pan's Shadow that got missed when sewn back on
97	There are Elders hiding in the mountains
98	The humans in the mountain are looking to recruit the Swamp Hag to their cause
99	The mountain Elders are afraid of the Pixies
00	Queen Mab intends to overtake the island

STAR SURGE

Any spells cast within 500' of the Fallen Star, during the first 4 hours, flare up with wild and uncontrollable magic and add effects to the spell. After the first four hours, the Star loses a little potency and only causes magical flare-ups if spells are cast in close proximity to the Star. If a Star is not properly harvested and treated within the first 24 hours, then it is likely to turn into a lump of iron.

D100 STAR SURGE

1	Spell doesn't work, no magic works for next minute, smells of baked cookies	26	Spell doesn't work, next footstep calls down lightning for 3D12 damage	48	Target turns to wood for 1D12 minutes	71	Spell repeats again in same spot, harmless sparks appear in the area
2	Next spell cast causes 2D12 damage to target	27	All creatures can't bend joints for 1 minute, movement and damage and skills are halved, smells of baked bread	49	Random target gets thrown 30' in opposite direction of caster	72	Target goes blind for 1 minute
3	Target goes invisible for 10 minutes	28	Target is healed for 1D12 (deals damage if intent of spell was healing)	50	Spell gets delayed by 1 round, 1 minute, or 1 hour (Gamemaster chooses)	73	8D6 fire damage to oldest living creature in the area
4	Spell doesn't work for 1D6+1 rounds (or minutes) and bells chime to count down	29	Caster and target both fall over	51	Spell decreases in potency by 50%	74	Spell doesn't work but caster is encased in 20' egg including everything around them that can fit, very easy to break
5	Caster teleports 10' to the left, if there's something there then it swaps places	30	Anyone in area trying to sneak or be sneaky causes faint music to follow them (plucky string instrumental)	52	A face of smoke and fire appears within 30' of the target and proclaims the most recent crime while looking at the guilty party (murderer, thief, liar, etc.)	75	Random target turns into a bull for 1 minute
6	Target can only physically fight for 1 minute	31	Spell inverts and does opposite of intent (heal instead of damage, share lies instead of compel truth, etc.)	53	Spell doesn't work but 4D4 tulips blossom	76	Spell doubles in potency
7	All creatures in area go blind for 1 minute	32	Fog fills area as far as caster can see and obscures vision beyond 10'	54	2D6 harmless skeletal hands emerge in circle around target while snapping in time	77	Vision abilities reverse (those who can see in the dark can't, vice versa), area smells of apples
8	A tiny water sprite (5HP, attack for 1D12) appears and obeys the caster	33	Everyone drops what they're holding, smells like autumn leaves	55	Target's damage/healing is maximized for next 3 actions	78	All weapons glow for 1 hour
9	Circle of 10 disinterested frogs appear around the caster	34	Target and caster switch places, sounds like a duck quacking	56	1D4 imps appear around the target and follow their command (10HP, 1D4 x 2 attacks)	79	Caster and target both healed for 10HP each
10	Target vomits up ally rat one size smaller than itself	35	Player sitting to left of caster (as well as caster) receive 2D8 lightning damage, smells like pine	57	Random target's arms and/or legs double in length for 1 hour, reach and speed appropriate doubled	80	Caster's mouth fills with 1D6 gems worth 100gp each
11	Caster's shoes turn to wooden clogs, if not wearing shoes, clogs appear	36	Non-magic dagger appears at the feet of random target	58	5' by 20' pillar of light shines down on each living creature in the area for 1 minute	81	All weapon attacks on target hit for 30 seconds
12	Target teleports 30' in the air	37	Spell doesn't work but caster's footprints glow for 1 hour	59	Magic silence fills the area for 1D4 minutes	82	Caster gets second action immediately
13	Caster glows for 30 minutes	38	Random target forgets how to do the last action they did for 10 minutes	60	Spell doesn't work but circle of fire rings around target for 1 minute, moves with target and is harmless	83	Spell doesn't work but random target falls asleep, can be woken up
14	20' glass ball appears around a figure. Roll 1D4: 1/2 around caster, 3/4 around target	39	2D6 violent fungi sprout and attack nearest target (5HP, 1D4 attack)	61	Random target halves in size for 4 hours	84	Any doors unlock within the area, a voice sings "You're welcome"
15	36 butterflies appear in the area, smells of lavender	40	Snow begins to fall for 1 minute and temperature drops	62	All living creatures drop whatever they're holding (if anything) as an ostrich egg appears in their hands	85	Harmless flowers bloom on the skin of a random target and can be plucked without injury
16	60' area of ground begins to tremble and shake, save or fall	41	Caster forgets how to speak for 1 minute	63	Next living being to ask a question becomes a toad for 1D4 minutes	86	Spell is cast without using any consumables, smells like cinnamon
17	Spell doesn't work and caster can only yell for 1 minute	42	Everyone increases in size until they sit or lay down	64	Random target paralyzed for 30 seconds, smells like lemon	87	All living creatures teleport in a line in order of age
18	Everyone starts to grow hair everywhere on skin. Existing hair doubles in length and new hair falls out in 10 minutes	43	Random target grows wings (or extra pair) for 1D4 hours, useless	64	Hands of caster separate from their arms and can be controlled up to 30' away, lasts 1 hour	88	Caster's damage/healing is maximized for next 3 actions, smells of smoke
19	Everyone sees in black and white for 30 minutes	44	4D4 tulips blossom and the sounds of buzzing bees fills the area	66	Random target's neck disappears for 1 day, everything works as normal but hanging or decapitation are impossible	89	Random target grows rabbit ears for 1 day and gets +2 bonus to hearing-based checks
20	Trumpets blare for 10 seconds	45	All written text within 10' of target burns up (not the material it's written on, just the letters/words themselves)	67	Spell doesn't work but an angry dwarf comes up from underground, punches the target for 1D6 damage, says "Serves you right!" and poofs out of existence	90	Everyone floats 10' up before gravity returns to normal
21	Everyone affected by the spell with a voice yells what the spell was	46	All living plants within 30' of caster awaken, run away for 5 minutes, then return to the soil	68	All living creatures laugh for 1 minute	91	Caster can see anything invisible or hidden for 1 hour
22	Everyone grows 1D12 inches, permanently	47	Caster's voice comes out of random object within 30' of them for 1 hour (object changes if destroyed, out of range, etc.)	69	Everyone goes invisible until they speak	92	All creatures are compelled to say "thank you" when injured until they sleep or go unconscious
23	Everyone shrinks 1D6 inches, permanently			70	Caster's movement speed is doubled and casting time is halved for 1 minute	93	Youngest living creature in area is healed for 3D6
24	All movable objects and creatures within 20' of caster get pushed away 20', sounds like thunder					94	Next two-legged being to talk starts jumping up and down for 1 minute
25	Pocket of target fills with 10gp, compelled to yell "I HAVE GOLD"					95	Everyone awakens a minute later, flat on their back
						96	Target's HP goes to half (whether up or down)
						97	All physical attacks hit for 30 seconds
						98	Random target gets fully healed
						99	All consumables / slots of caster and target are restored
						00	Random target knows exactly what they need to do or where they need to go next

TRINKETS & TROPHIES

Not all treasure has value and not all junk is worthless. These trinkets or trophies may have sentimental value to whomever it belongs. It could also be a reminder of some debt paid or owed. In short, these are worth more than gold.

D20 TRINKETS & TROPHIES	
1	PAINTED STONE Smooth rock perfect for skipping on the water, but has an X (or maybe a cross?) painted on it in red.
2	CARVED BEETLE Rhinoceros beetle carved out of soft wood. The horn is broken off but there's so much detail that the type of beetle is still obvious.
3	ROOT & ROCK The roots of a small plant have been dried and tied around a small and dull orange rock.
4	TACK IN WAX Small ball of wax encasing an iron tack.
5	FABRIC BUTTON Rather large. The fabric wrapped around the button is vibrant and the pattern is abstract.
6	CORAL RING Likely a rare and natural occurrence but very much resembles a ring. Also, far too small for most fingers. A pinky finger might fit.
7	WOODEN COIN Thick and well-crafted. The coin depicts a knight's helmet on one side and a skull on the other.
8	FOLDED LEAF Leaf folded to resemble a simple boat. Likely has something written on it if it's unfolded.
9	KNOT ON CORD Leather loop big enough to fit around a wrist. Ends in an intricate and very hard knot.
10	GLASS TOOTH Wrapped in cloth. Intricately crafted and very clearly a tooth from a carnivore (maybe an alligator or a shark).
11	SPIRAL BRANCH 2" length of branch stripped of bark and a spiral carved around it.
12	BRAIDED REEDS 3 reeds braided together into a 4" length. Tied on either end.
13	THREAD & THORN Blue thread tied around a large thorn. Not poisonous but sharp.
14	BONE FLOWER Tulip head not yet in bloom. Simple carving with flecks of paint on it.
15	STUBBY PAINTBRUSH Paintbrush head is a little larger than an adult thumb. The handle was much longer at some point but has been cut off to be more travel-friendly.
16	LETTER BLOCK Small wood cube with metal O affixed to one side. Traces of ink on it.
17	STRING OF BEADS 4D4 beads on a double thread. Mix of wood, glass, and metal beads.
18	STONE CONE Hollow cone large enough to cover thumb tip. Inside lined with felt.
19	FRAGRANT POUCH The pouch is burlap dyed purple with a simple string tying it closed. Inside is a mix of dried berries, flowers, and grasses.
20	WALNUT COFFIN Walnut with a hinged opening. Inside is a dead bumblebee on grass clippings and leaves.

TYLWYTH TEG WARDS

While the Tylwyth Teg Elders are the ones who set up the Wards, it's the Greensticks that check on them when triggered. The youth have even been known to try to set up their own Wards, with disastrous results.

D12 TYLWYTH TEG WARDS	
1	SAP PIT Natural flora covers 30' pit half full of sticky sap. Lots of bugs in the area and the sap halves movement and actions if not cleaned off in an hour. Hardens into a taffy after an hour, but is still water soluble.
2	THORN PIT A 6' tall stem supports an oversized, yellow rose. Touching the rose in any way causes a 30' radius of earth to collapse around the rose. Fall 50' into a thorny pit.
3	HONEYWORT PIT 20' pit with a Honeywort trapped at the bottom. Sometimes camouflaged and sometimes open to allow better coverage of the Honeywort's spores.
4	SNEEZING FIT Pollinating flowers grow on all surfaces. The seeds don't release unless there's a loud noise within 5' of them, and then they explode in a celebration of pollen and spores. Save or sneeze for 1 hour.
5	CREEPING IVY Walking within 10' of the strangely manicured plant triggers the Ward. Ivy reaches out for 60' in all directions and ensnares anything moving. Save or be bound by the constricting plants.
6	HYDRA-TING VINE Bulbous plant with glowing run and single vine growing out. The vine will endlessly follow the first figure to walk within 5' of it. Giving it water (or perhaps something else) ends the pursuit. Cutting the vine causes two vines to sprout and continue to follow. Fire will cause the body to uproot, follow, and leave a trail of stinking sap after it.
7	POINTING POLLEN Pale wildflowers grow in a natural garden. Disturbing them in any way releases microscopic pollen that clings and attracts all plant life. Plants and leaves will start to bend or point towards the pollen. Washes off with water.
8	MAGNET Rune hums and clatters like a flow of metal beads. Bringing metal within 5' of the rune triggers its powerful magnet. Save is 20 minus number of feet away from the rune to hold onto your goods. The magnetized mass stays together for 2D4 hours or until magic is dispelled.
9	LIFTED 5' wide flowers like giant daisies bloom on the ground. Touching the center requires a save (DC18) or be stuck to the pistils while the entire flower lifts 60' above the ground. Hovers for 10 minutes.
10	GROWTH A sense of eagerness and energy emanates from this rune carved into a natural feature. Disturbing it causes all plant-based material to grow at an unnatural rate. Berries sprout roots and grow into shrubs. Walking staffs sprout branches and leaves. The result is likely a very dense and varied garden.
11	FREEZE METAL Tree bare of all foliage like it's the middle of winter. It chills the air and offers reprieve from the jungle heat. Touching the tree causes all metal objects under the branches of the tree to drop below freezing for 1 hour. Using a chilled weapon adds 1D6 cold damage to attacks but has a 1 in 10 chance of shattering, assuming you can still hold it.
12	MIRROR LEAVES Pile of fallen leaves turn into a loose copy of the first figure to move within 5' of it. Leaf copy has 1 HD and no attacks. Leads the party to another trap (reroll).

WANDERING STRANGERS

The following are not included in the main cast, but introducing a guest appearance can be fun. Note that these strangers don't have combat statistics but could easily use tweaked numbers from similar characters.

D12 WANDERING STRANGERS

- 1 **THE DOCTOR**
Reluctant to give his name, he hunts a terrible creature and has tracked it to this island. He also won't admit to the fact that he himself created the monster.
- 2 **THE MONSTER**
Too terrible to describe, it hides and trembles and does not understand this world. Responds to kindness with kindness, violence with violence. It cannot speak but expresses a lot.
- 3 **ESCAPED GOBLINS**
They were knocked out, shoved in a box, then taken somewhere far from home. Now they're here and they're not sure what to do next. Probably start a fight? There are 4D4 of them.
- 4 **STRANDED DWARVES**
Survivors of a shipwreck from a few nights ago. Most of the crew died but 3D4 survived. They hate this place and want to get off the island.
- 5 **SURVEYING ELVES**
2D4 elves have recently learned of the island and think it would be a great holiday destination. They're simply trying to sort out where the best view is and whether or not they could start a cottage industry here.
- 6 **LADY REDD + CREW**
Pirate Queen of these seas and was told of a ship raising black sails. In her waters?! She thinks not. She's here to parley with their captain and negotiate an inevitable surrender.
- 7 **THE SALT LORD**
Merchant Baron of Salt. His ships are consistently ransacked when sailing through these waters and he's seeing to the investigation personally. Heavily guarded but only seeks information (and for the guilty party to pay him what he's owed).
- 8 **BROTHER TUCK**
Brother in title and relation. Tuck received divine intervention to learn that his younger sibling was taken to this island. Saving them is his top priority.
- 9 **WOUNDED SPHINX**
Shot out of the sky by a great black ball. It only speaks in questions until it has its one query answered: who is responsible?
- 10 **BIRDS OF PRAY**
Religious bird people on a pilgrimage to the nest of the great being. They mean no harm but won't turn a blind eye to any blasphemy.
- 11 **SAXTON AND CHERRY MERRITT**
Husband and wife big game hunters. They've heard stories of massive insects, metallic cats, and wish-fulfilling fish and they want it all. Not a particular threat to the civilized but also not very considerate of their own impact on the local flora and fauna.
- 12 **WALLEFRED THE WONDROUS**
A highly talented but slightly unhinged wizard. He is looking for a quiet locale (ideally a tall place) to continue his research. He only wants to make his spells more powerful and efficient.

WHAT ARE THEY DOING?

The NPCs aren't standing around waiting for the adventurers to talk to them. First answer this question and a whole story might unfold. Anything non-verbal may have trouble expressing their motivations.

D20 WHAT ARE THEY DOING?

- 1 **UNSURE**
They seem to be panicked, confused, or a combination of the two. They don't even notice you.
- 2 **TRYING TO SURVIVE**
They've been injured and are clinging to life the only way they know how.
- 3 **DYING**
Whatever did this, it was nasty and the carnage is unsettling. They don't have long and they know it, but they're trying to communicate.
- 4 **RESTING**
It's been a long stretch of time and the body can only take so much.
- 5 **MAKING LOTS OF NOISE**
They're upset about something/someone being taken.
- 6 **HELPING**
It looks like they have this under control but this is a pretty bad scene.
- 7 **PROTECTING**
To them, this is the most important thing in the world and they'll do anything to make sure no one else takes that away.
- 8 **DEFENDING THEMSELVES**
They seem to be outnumbered but are holding their own.
- 9 **FIGHTING**
Is it over food? Territory? Or just ego? Either way, a clear winner hasn't emerged.
- 10 **KILLING**
Was it necessary? Punishment? Revenge? Mercy? Sacrifice? Obligation?
- 11 **LOOKING FOR SOMETHING**
Are they foraging or hunting? Are they following tracks of a person or creature? Was something left here and now it's gone?
- 12 **HEADING HOME**
After failing to do what needed to be done, they'll try again when the time is right.
- 13 **FLEEING**
It's definitely safer where they're going than where they've just been.
- 14 **CHASING**
Distracted from your presence, they take off in the opposite direction.
- 15 **PLAYING**
Is this a game? Are all involved aware this is a game? What are the stakes and who is winning?
- 16 **CELEBRATING**
They just found what they needed and don't care (or aren't aware) that there are others nearby.
- 17 **WATCHING AND WAITING**
They're watching what shouldn't be seen and are so transfixed that they don't know they too are being watched.
- 18 **BUILDING**
It's only natural for this to get made and this is the perfect place for it.
- 19 **DESTROYING**
It's better if this weren't here and the only way to make sure that happens is to leave nothing behind.
- 20 **FLYING**
Maybe this is new or maybe this is familiar, but it's certainly something worth noting.

WHY DID THEY DO THIS?

Motivation is a great start to developing character. Sure a villain may seek power, but why do they want to end the world? Or what secret is driving the hero on their quest? Roll and find out.

D20 WHY DID THEY DO THIS?	
1	BOREDOM They wanted the thrill of something new. Or to see if it was possible.
2	DISTRACTION They really should be doing something else, but this seemed easier or smarter or maybe a little more fun.
3	EXPERIENCE They'd never done this before but thought they'd be really good at it.
4	KNOWLEDGE Understanding something gives you power over it. The only way they could proceed to the next step was to learn about whatever they just did.
5	POWER It's the ability to change the tides. The ability to end injustice or make things right. It's the chance to start anew or end an era.
6	PRIDE They wanted to do something they could be proud of. They wanted to leave a legacy. Something to be remembered by, be it good or bad.
7	DUTY They had a moral obligation to make this happen. They couldn't let this injustice go unpunished or problem go unresolved.
8	GUILT It weighs heavy. They'd done such wrong and they only wanted to make it right. If this happens, then maybe the scales would be balanced once more.
9	PRESSURE Look. They didn't want to do this, but if they didn't then bad things will happen. Just ask ____.
10	DEBT Someone did something beneficial and now they're repaying the favor.
11	GREED Someone else has what they want. Or they want to make sure no one else can have it.
12	FEAR Fear of loss. Fear of change. Fear of being forgotten. None of it is good.
13	SURVIVAL If they didn't do this then they, or someone else, or a group, would die.
14	PROOF This will either confirm or deny everything they believed to be true.
15	ACCEPTANCE They wanted to be let into the group. Or seen as an equal.
16	DENIAL They don't believe what they've seen or what others have told them. If they could just do this, then they'd know that everyone else is wrong.
17	JEALOUSY It's not fair. Why should they get to be or do or have something when there are others who can't? Not anymore.
18	REVENGE It was the only way to get back at them for what they did.
19	HATRED Sometimes two parties just don't get along.
20	LOVE It was all for someone else. Not to win their heart, but to celebrate it.

YEAR OF THE ...

While the island works on a 12 month per year schedule, it's tricky to pin down exact dates. Only the most intelligent and sophisticated creatures will refer to the year by the below title. This only allows for 144 different names so feel free to add numbers (the Fourth Diving Goose, the First Noble Gull, etc.). Most inhabitants will drop the numerical component in casual conversation but will quickly clarify if anyone looks confused.

2D12 YEAR OF THE...			
1	Hatching	1	Gull
2	Fledgling	2	Finch
3	Morning	3	Sparrow
4	Evening	4	Goose
5	Rising	5	Crane
6	Soaring	6	Heron
7	Diving	7	Fowl
8	Nesting	8	Swift
9	Feasting	9	Plover
10	Gentle	10	Owl
11	Noble	11	Hawk
12	Golden	12	Dove





Chapter 6

Tales from Neverland



his chapter begins with a number of short stories set in Neverland. They have been formatted to resemble classic children's books to keep with the spirit of the source material.

These stories can simply act as inspiration or be photocopied and used as handouts to share with the party. Perhaps there are clues hidden within the text. Or portions of a map scrawled across the back in invisible ink. Maybe the page chapter headers are altered in a way that hint at something bigger going on. Are books themselves being rewritten or affected by the party's actions?

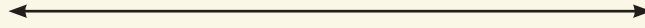
Beyond that lies six prepared characters to be used in the setting. All are high enough level not to immediately die when they arrive on shore, but low enough that the majority of the island's inhabitants will still be a threat. Be aware of this and modify as needed.

Using and leveling these characters will depend on the system used. While they follow the template of the world's oldest role-playing game, there's no reason the fundamentals can't be altered. Give them different spells. Give them rare and exciting items. Give them plot hooks that better suit the player. This is the only time to make a first impression so make it count.

And above all else, have fun.

Note that the world's themes (pg. 3) are present in the backstories of the characters. When the players use characters that lean into the themes of the world, it will be far more narratively satisfying. This isn't to say a little creative departure isn't welcome. Rather, strong themes create a clear path for those to wander away and return to with relative comfort.

CHAPTER XVIII



TOODLES

The boy woke up but he couldn't see a thing. Wait. Is it nighttime? Why is it so dark? Oh. Of course! He opened his eyes.

It was nighttime. Stars hung in the sky and gently twinkled while he laid there. The boy had no desire to move from this spot until he got some answers, the first of which was how he got here.

Or perhaps he was getting ahead of himself. He couldn't even remember who he was! He decided he'd start with that. The boy pondered as he lay in the tall grass. Oh excellent! He now knew he was laying in grass, at night. Such progress! Now he had a sense of his location and maybe he could recall where he had been before? Perhaps that would help sort out who he was.

This was the first flash of memory. He had been in a tree! Not a very tall tree, but he distinctly remembered sitting in a tree. Still no luck on a name. What else could he remember?

Oh! He remembered falling! Falling out of the tree! Yes that most certainly happened. The boy sat up and looked around. Odd. There were no trees nearby. Perhaps he hadn't fallen out of a tree? No he definitely remembered branches and falling from them and the strange boy.

Oh! Another piece to the puzzle. There was another boy beside him in the tree. But he didn't remember climbing the tree with this other boy. He remembered the other boy wasn't there one moment but was there the next. Odd.

The boy lay in the grass a little longer. He remembered climbing a tree, another boy appearing in the tree, falling out of the tree, and then waking up nowhere near a tree. What was he missing?

TOODLES

The boy in the tall grass was pulled from his thoughts as he heard something rustling nearby. A lot of somethings. All around him.

He kept very still. The boy wanted to sort out this mystery but had a far more pressing matter at hand. There were lots of somethings in the grass! He pushed the questions of the tree and the other boy to the back of his mind.

Oh. There was a push! He thought some more. He remembered the other boy pushing him out of the tree! Why would he do that? What's more, he remembered the other boy saying something as it all happened.

The somethings in the grass were getting closer. The boy had to act. He decided lying in the grass was no way to get out of this and immediately leapt up.

What he saw was a group of boys. They varied in age but each one was looking at him. One stood out as he was dressed in a suit made of leaves. Beside him floated a small girl who glowed and had wings like an insect. Odd.

The boy in the leaves reached out his hand, "Hello, I'm Peter Pan! You look lost. Are you lost? Who are you?"

The others leaned in, waiting for a response. Peter Pan clearly wanted to shake hands and waved his hand to make sure the boy understood his intent.

The boy thought. He had to introduce himself; it was the polite thing to do. They all seemed rather nice.

The boy thought again. What was it he heard when he was pushed out of the tree?

That's when he realized, like a star blinking for the first time. The boy in the tree must have been saying his name!

Peter Pan waited only a moment longer when the boy in the grass shook his hand and introduced himself.

"Toodles," he said, "My name is Toodles."

CHAPTER XIX



A DAY AT THE BEACH

John couldn't believe it. He was stuck on the beach, covered in sand, searching for a ghost with his siblings. He could have been reading right now.

"I could be reading right now!" John said, shaking sand from his nightgown, "What makes you think we'll find a ghost out in the middle of the day at the edge of the island?"

"Well, Peter did tell us he saw one," Wendy replied, "and he would never lie to us about something like this. He's forgetful, yes, but he's not a liar."

Michael, meanwhile, was ignoring his siblings and instead collected seashells at the edge of the water. They had been arguing more and more lately and he didn't like it. Michael now put his ear to a shell and compared the ocean sounds inside the conch to the ocean outside the conch. He wandered back to the pair.

"I prefer how this ocean sounds," Michael said, handing the shell to his brother.

"Michael, don't be silly. The sound you're hearing is simply all the noises around us coming together inside that shell. It is rather fascinating you—" but John then realized Michael was already walking away.

"You've upset him," said Wendy, "and this was supposed to be a lovely afternoon together in the sun. Why can't we enjoy a little time together looking for a ghost?"

"Because ghosts don't exist! Think of the science, Wendy. Do you expect me to believe that a specter haunts the peninsula? Where is the science to back up such a claim?" John was getting more and more agitated as he spoke.

A DAY AT THE BEACH

“John, now you’re the one being silly. You mean to tell me after all you’ve seen here that you think everything can be explained? How did we get to this island? What science can explain the three of us flying about like the birds in the clouds?” Wendy trailed off for a moment, “Speaking of which, where is our brother?”

Michael didn’t even realize he was crying. He had been walking and walking until he couldn’t hear his sister and brother arguing any further. They promised him they would all go on an adventure together and now he was all by himself. He picked up another shell and sat down, still sobbing.

The ocean in this shell was just as lovely as the other one, but that wasn’t the only sound that was doubled. Someone else was crying too.

Michael lowered the shell and looked around. A short distance away sat a woman. Her back was to him, but he could tell she was very sad. He walked over to the woman and quickly introduced himself, wiping away his tears as he did so.

“Hello. I’m Michael. I’m sorry to bother you,” Michael whispered, “but why are you crying?”

Startled, the woman quickly stopped, stood up and wiped away her own tears. She was taller than any woman Michael had ever seen and was so pale he could swear he was seeing right through her.

“Oh, I hope I didn’t startle you,” the woman said, “it’s just that I feel so alone.”

“Me too,” replied Michael. “I haven’t spent any time with my brother and sister lately.”

“Really? If you have a brother and a sister then it doesn’t sound like you’re alone.”

“Well, it’s just that John is always reading or making maps. Wendy spends all her time with the Mermaids. They never have time for me anymore,” Michael was aimlessly wandering around while the woman patiently listened.

A DAY AT THE BEACH

“And I don’t ask for very much. I just want it to be like the way it was. We would fly around the island, scare a Pirate, and then go back to the home underground for dinner. It was so much fun!”

“That does sound like fun. I would like it very much if we could fly around and scare Pirates together some time,” the woman had stopped crying altogether.

“That’s a great idea!” Michael replied, “Would you like to come back with me and meet my brother and sister?”

“I would very much like that, Michael,” and the woman started following Michael back the way he came.

“Excellent,” Michael thought. He finally had someone around who wanted to spend time with him and go on adventures together. Maybe she could convince John and Wendy to join them as well.

Meanwhile, John and Wendy were worried. They raced around the beach looking for their brother.

“You don’t suppose he flew back to the Lost Boys, do you?” Wendy asked.

“Not with the Pirates so close by,” John said, “he knows better than to risk becoming cannon practice.”

Both were clearly upset but that didn’t mean John would cease his arguing. “I’m still of a mind that something like ghosts can’t be proven until seen,” he said, looking behind fallen palm trees in the hopes of discovering his brother. “Fairies and Gnomes are fantastical, that we can agree, but we’ve also seen them. I simply cannot believe what no one has seen.”

John had felt he’d won the argument and Wendy was about to retort, but they spotted a pair of figures in the distance. Easily recognizing one of figures to be their brother, John and Wendy ran to them as quickly as they could.

Michael was excitedly waving to his brother and sister. He was so happy to introduce this new friend to them that he was hardly paying them any attention. Wendy looked concerned, but Michael didn’t notice it hidden under

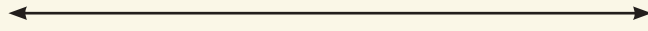
A DAY AT THE BEACH

a gentle smile. She beckoned Michael back in a manner that suggested he should leave his new friend behind. It was a trick she'd learned from her mother years ago.

John, on the other hand, had stopped outright. What he was seeing walking beside Michael could not be believed. Or rather, now that he was seeing it, he had to admit belief. John couldn't deny it and said it out loud to make it more real.

"I suppose I do believe in ghosts."

CHAPTER XX



TINKER BELL & THE SPIDER

Tinker Bell was so pleased with what had just happened, so she flew straight home to tell Peter Pan. She zipped around trees with excitement, she skimmed over puddles with glee, and she sang to every bird she passed. Tinker Bell was thrilled, but Fairies only have room for one thought and feeling at a time. Right now she wasn't thinking about how dangerous the forest can be.

The fairy was having so much fun flying home that she didn't notice the web until it was too late.

All the joy left Tinker Bell and now she only felt anger. What a bother it was to get stopped by a web on her way home. And when she had such good news to share with Peter! She began to shake her Pixie dust to coat the web. This wasn't the first trap to catch Tinker Bell unaware and she always escaped. She shook and waited for the dust to cover the strands of the sticky web, but it wasn't working. She shook harder. Still nothing. Tinker Bell wasn't angry anymore. Now she was scared.

Tinker Bell tried a bit of magic but it didn't work either. Something on the web was making her sleepy. The Fairy didn't know when her feelings changed from scared to sleepy, but it was happening quickly. So quickly that she barely saw the large shadow lower over her before she drifted off.

...

Tinker Bell was groggy for a moment but fear took over again. She was free from the web but could barely lift a wing. At least the soft orange glow of her concern was enough to show Tinker Bell where she had been sleeping. She could see dirt walls and roots hanging from the ceiling, so she was underground. She could hear

TINKER BELL & THE SPIDER

running water, so she must be near the falls or the river. She couldn't smell the ocean, so Tinker Bell decided she must be somewhere in the middle of the island. Maybe even close to home!

This moment of cleverness filled Tinker Bell with hope but it was quickly dashed when a part of the wall moved and a Spider entered the burrow.

She knew enough about the Spiders to know that it wanted something. She was still alive, therefore it didn't want a meal. At least not yet.

Then the Spider spoke and broke through her thoughts, "Oh I'm glad you're awake. I was so worried for you, kind Pixie. I knew I had to save you when I saw you caught there in another Spider's web."

Tinker Bell didn't believe the Spider, but she saw no way out. She chimed in response.

"Oh you're very welcome," the Spider replied, "and of course I'll let you go. I'm certainly not keeping you here as a prisoner."

It bowed slightly to reassure her, "But before you leave, I wonder what kindness you could afford me?"

Tinker Bell looked at the Spider and didn't know what to think. What did it mean? Was this a game?

She chimed again.

"Forgive me, miss. I only thought that since I saved you from certain death in that web, you would repay the gesture. I'm sure you have something to offer?"

Just like a Spider, Tinker Bell thought, always wanting what others have. She checked her pockets but they came up empty. She checked for her needle but the Spider stopped her.

"Are you looking for this?" and it presented her weapon. "I didn't want you hurting yourself while you slept so I've been keeping it safe."

"Now, what do you have to offer for my good deed of saving your life?"

Tinker Bell started to glow red with anger. This was almost as bad as the web! She felt just as trapped as before, but at least now she had her wits about her.

TINKER BELL & THE SPIDER

That's it! Tinker Bell was clever and her head was full of ideas. She chimed to the Spider with an offering.

"A secret, you say?" the Spider responded, "An interesting proposal. Whom would the secret be about?"

Tinker Bell thought on this. She replied.

"No no. We already know all of Captain Hook's secrets. His crew as well. What about the Ever Child? What secrets do you have about Peter Pan?"

Oh what a terrible trap! She couldn't very well give up any secrets on Peter Pan nor the Lost Boys. Tinker Bell loved them too much and would rather become Spider food than betray them. No. She needed to find something else.

The Spider paced and began looking frustrated while the Fairy thought of something else. Time was running out.

The Spider had grown tired of this game and was considering how hungry it was when Tinker Bell made her new offer. It wasn't a secret and there were no tricks, but she knew it would work. The Spider was satisfied and threw the needle towards her.

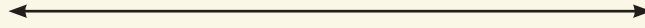
She caught it in midair and chimed another thanks.

The Spider opened the exit and repeated the terms, "Your safety for a debt. Should I have need or a request of you then you are bound to oblige. It is to not directly harm you, the Lost Boys, nor Peter Pan. On this we are agreed. I'm so glad to have met you, little Fairy, and safe travels."

Tinker Bell zipped out of the Spider's tunnel and could see she wasn't far from where she was first caught.

She was so maddened by what just happened that she flew straight home to tell Peter Pan.

CHAPTER XXI



THE MAN ON THE HILL

Foggerty should have been working. The Captain didn't like when the crew spent time away from the ship, especially if he found out it was time spent ignoring their duties. And that's exactly what Foggerty was doing.

He hated construction work, he hated the wetlands, and he hated construction work in the wetlands. But he wasn't about to get assigned a different task and going back with the job unfinished wasn't an option.

The Pirate had just about reached his destination when he spotted a silhouette on a distant hill. Foggerty hadn't spent much time in this part of the island but he was fairly sure the wetlands were uninhabited. He wasn't expecting to see someone else here.

The silhouette looked like a seated man and Foggerty didn't think they noticed him. The Pirate kept low and got closer, never taking his eyes off of the stranger on the hill. The man's back was facing Foggerty but he could tell they were a person of wealth. The cut of his coat and the glint of gold trim was enough to confirm this. Why was he just sitting there? Foggerty got even closer.

For a Pirate, Foggerty was amazingly stealthy on shore. He glided across the water, ignoring the bugs and the slugs. He got to the base of the hill and still this man didn't move. What could have someone so transfixed?

The ground on the hill was thoroughly soaked but Foggerty was nimble. He climbed the gentle incline like a cat in the grass and made sure he never revealed his presence to the stranger.

Though what was the Pirate's concern? This man on the hill was a fool to sit, all alone, at night, in a deserted place. Especially wearing such fine clothes when Pirates are known to haunt these waters.

THE MAN ON THE HILL

It was only as Foggerty got closer, still mulling over this man's inaction, that he saw what the stranger was sitting on.

The slab was clearly made of rock, but it looked foreign to the area. How it hadn't sunken into the wet soil was a mystery, especially with a person resting on top.

All of this continued to perplex Foggerty. Here was a well-dressed man, alone at night, sitting on top of a rock slab that didn't belong here. What could it mean? What was he to do?

Foggerty didn't realize he was gripping his carpentry hammer until he was nearly behind the stranger. This man on the hill was such a dolt that he had no awareness of the Pirate standing inches away from him!

As Foggerty stared down at the back of the well-manicured man, he couldn't help but feel enraged. It was the kind of anger that coursed through every vein in the body. The sort of fury that can consume you entirely. Foggerty was a kettle about to whistle and he couldn't stop the boiling. The Pirate needed to do this. There was never any question in his mind. The man had no right to hide this secret from Foggerty and there was no other course of action.

Foggerty was swift with his hammer and the man on the hill crumpled in an instant. It was done. Foggerty felt such relief, but why?

He quickly pushed the body aside and it suddenly looked much smaller than he remembered. Why was he so angry and why did he suddenly want to see what was under the slab? How did he know something was under the slab?

No matter. Foggerty calmed his mind and found footing on the hill to better shift the rock. It moved with surprising ease.

Foggerty looked down.

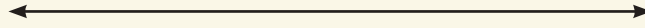
The hole was far deeper than he expected, but he wasn't surprised that the walls were lined with the same rock as the slab. This wasn't a seat for the strange man; it was a lid. A lid Foggerty had opened, and what he saw inside was beyond description. Beyond anything he could have imagined.

THE MAN ON THE HILL

Speechless and with little thought, Foggerty sent the limp body down the hole and pushed the slab back in its place. He sat down on top and looked to the horizon, totally at peace.

This was where he was meant to be.

CHAPTER XXII



SMEE'S SECRET

It was a bright night in Neverland. The moon was nearly full and as Smee ran along the river's edge, the light was reflected back at his grinning face. Smee had a secret to tell and he couldn't wait to share it with Captain Hook.

He was practically brimming with excitement and it must have been Smee's wide smile that caught the eye of a Mermaid as he was running along.

"Oh mister Piiiiirate! Hello! What's the rush?" she asked, waving from the edge of the water. Even in the moonlight you could see her hair was a wave of pink and red.

Smee, not wanting to stop for even a moment, simply yelled back, "I have the most important news that I need to share with the Cap'n and I mustn't delay. Good evening and good night!"

The Mermaid easily kept up as she swam alongside in the water. "Important news? What fun! You must be very smart to be able keep it all to yourself."

"Oh, I wouldn't say that," Smee replied, still running, "but it will make Cap'n very happy when he finds out."

The Mermaid laughed, "How wonderful for you! Is there any way I can help?"

By now Smee was a little out of breath. He stopped, resting for a moment, and thought.

"No ma'am," he panted, "if I tell you the secret then it won't be a secret no more. I'll just have to remember everything myself."

"Oh is that all?" asked the mermaid, "Perhaps I CAN help! And it won't even ruin your secret."

Smee seemed unsure. "How?" he asked.

"Not 'how', mister Pirate, but 'who'. Tell me just one part of the secret and that way you can come back to me if you forget later on."

SMEE'S SECRET

Smee thought about this but the Mermaid continued, "and if you only tell me one part, there's no way I can ruin the secret. It's a foolproof plan."

This had Smee convinced. He caught his breath, walked over to the riverbank, and whispered a name into the Mermaid's ear.

"That's a lovely name and I certainly won't forget it!"

"And it's a good thing you don't know what they did!" added Smee. He felt confident in his decision and bid the Mermaid goodnight. She waved from the water and Smee continued down the river.

It wasn't long before Smee's gleaming grin caught the eye of another Mermaid farther down the river. She was sitting on a rock and had large clamshell earrings. The Mermaid said something to Smee but he couldn't hear what she was saying.

Stopping and getting closer, Smee approached and she repeated herself, "How are you, mister Pirate?"

Smee was taught to always be courteous and polite so he diligently replied, "I'm very well, miss, but I must be on my way. I have important news to share with Cap'n Hook back at the Jolly Roger."

"Oh that's so far away! Do you need to rest for a moment? Is there anything I can do to help?" she asked.

Smee explained how he believed he could remember everything by the time he got back to the ship, but he had his doubts. Seeing this, the Mermaid asked again and this time Smee conceded, "Actually, there is! If I tell you part of the secret, would you help me remember it?"

The Mermaid beamed, "Of course! Anything I can do to help. What if you told me who the secret is about?"

"No, that won't do," Smee said, "I've already told someone that part and I don't want the secret getting out."

The Mermaid complimented Smee on his quick thinking and then suggested he tell her what this person did. He gave it a moment's thought before nodding in

SMEE'S SECRET

agreement and speaking the information across the water. The Mermaid with the clamshell earrings nodded, said, "I will not forget and it's a good thing I don't know anything else," and then bid Smee goodnight. She dove into the water and Smee was back to running along the river.

Continuing through the jungle, Smee kept repeating the secret over and over in his head so he wouldn't forget. Knowing he had help to remember everything was reassuring. Smee's spirit could not get any higher!

So when he heard singing underneath the rope bridge he was crossing, he couldn't help but stop and call out

"Hello, Mermaids! How are you both tonight?"

The taller of the two was the first to reply, "We're well, kind Pirate, and what brings you to this part of the jungle?"

Smee explained that he had an exciting secret and had an excellent plan for remembering. He asked if they would be so kind as to help him out. Would they mind if he told each of them one part of the secret?

"Oh no," replied the shorter of the two Mermaids, "if you yell down from the bridge then we might hear what you say to the other! That would be no good."

"However," interrupted the first Mermaid, "if you must tell us, we could swim to opposite ends of the bridge and there's no way we could hear what you tell the other. Would that work?"

Smee thought on this and then agreed to the suggestion. He ran back the way he came and met the taller Mermaid. Smee told her when the exciting secret took place. Everything was coming together so nicely!

The tall Mermaid replied, "You can trust me with this," and then said goodnight.

Smee ran back across the bridge to the shorter Mermaid and told her where it happened. She told him he was a very clever Pirate, since she had no idea what that information meant, and wished him luck. Smee thanked her for being so helpful and continued towards the Jolly Roger.

SMEE'S SECRET

The sky was starting to lighten when Smee emerged from the jungle to the familiar view of Captain Hook's ship. It was anchored just off of shore and all he need to do was row back out and share what he'd learned.

But the thought of rowing all that way hit Smee like a wave. He had been running all night and, save for a few moments of rest with those helpful Mermaids, hadn't taken any time for himself. He was so lost in thought that he wasn't sure how long the Mermaid was calling and waving to him.

Seeing Smee notice her and her brilliant golden bracelet, the Mermaid tried again, "Hello! What seems to be the matter? You look awfully concerned."

"I am! I have to row all the way back to the ship and I'm not sure my arms will take me."

The Mermaid thought on this and said she could help at least part of the way. She wasn't very strong but she might be able to pull the Pirate in his rowboat for a little while.

Smee found this very kind and gladly accepted. She waited while he launched the rowboat, threw her a rope, and she began pulling him along.

The trip was slow and they naturally started talking. He told the Mermaid about a secret he had and she asked how he made it back without forgetting what he needed to share?

"It hasn't been easy," said Smee, "but with the kind help of Mermaids like you, my journey has been smooth sailing." The Mermaid gave a gentle smile and continued to tow the Pirate towards the ship.

It was almost dawn when the Mermaid said she could go no further. Smee thanked her for help and asked if there was any way to repay the kindness?

"Will you tell me part of your exciting news?" asked the Mermaid.

"Of course! But I can only share one part, even though I'm so close to the end."

"I understand," replied the Mermaid, "and of course I wouldn't dare tell a living soul."

SMEE'S SECRET

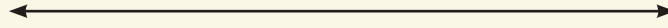
So Smee leaned over the edge of the rowboat, told the mermaid why something happened, and thanked her again. He picked up the oars and began rowing while the Mermaid splashed away.

She dove and she swam at full speed, barely fatigued by that silly Pirate and his little boat. She appeared on the other side of the Jolly Roger in a moment and was quickly greeted by her sisters. The four of them were already in conversation with Captain Hook while his crew looked on. The fifth Mermaid quickly joined in the negotiations.

“And for another 200, we’ll tell you why they did it.”

Hook looked skeptical, but couldn’t argue with the terms. These Mermaids had a secret to sell, and good quality came with a steep fee.

CHAPTER XXV



HOOK ROLLS UP A PLAN

Captain Hook was sitting, shrouded in shadow, alone with his thoughts. After what had happened with Peter Pan on the bridge, the Pirate knew he needed to make a change. The question was how?

His thoughts were interrupted by a rising argument on the ship's deck. The Captain stood from his chair, strolled over to his cabin's door, and threw it open.

"What, my good men, is the meaning of this?" His tone was calm but Hook's crew knew that the Captain was his most ruthless when being polite.

"It's nothing, Cap'n," mumbled Whibbles, "we was just disagreein' about the last round of dice and it got a little heated."

"Ah," replied the Captain, "completely understandable." But just when the crew was about to breath a collective sigh of relief, he added, "May I join?"

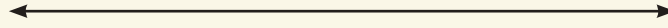
The proceeding game continued for many rounds and the Captain was doing well. He had just called Chay Turley on a bid of six 4s and it proved to be the right call. Hook was beginning to enjoy this.

A new round began, Hook made another wager, and the others had to stifle their frustration as it became clear they were on the low end of a sinking ship. Shines lost his last die and begrudgingly thanked the Captain for such a rousing game. Hook barely heard him.

The Captain was again lost in thought. The Pirate captain sat there, looking at the other players' diminished dice, and it all became clear. As clear as the pair of 1s staring back at him, Hook now knew what he needed to do.

The game he played with Peter Pan had gone on long enough. It was time to change the rules.

CHAPTER XXIII



THE PAINTING

Peter was in a very good mood. Not only had he and Tiger Lily tricked the Pirates, he came home with treasure! Peter knew the boys would be excited.

And they were! When Peter arrived, not only did they greet him, they immediately noticed the object draped in sailcloth hiding behind his back.

“What do you have, Peter Pan?” asked Nibs.

Curly replied before Peter had even landed on the ground, “I think it’s a door! What do you think, First Twin?”

“I think it’s a book! What do you think, Second Twin?”

“I think it’s a shield! What do you think, Toodles?”

But before Toodles could answer, Peter silenced them all. “Enough! I have returned with a great treasure and I won’t have you ruining the surprise!”

He sat down and placed the wrapped object on the slowly growing table. The Lost boys settled in and sat around it.

“I took this from Hook’s chambers all by myself,” said Peter, “By my rules, it now belongs to me!”

With that, he threw back the cloth and revealed an ornately framed painting. The woman in the painting was seated proudly in a beautifully decorated room and was dressed as lavishly as royalty.

“Who is that?” asked Nibs.

Peter went to answer but Curly offered a guess, “I think she’s Hook’s own mother! What do you think, First Twin?”

“I think she’s a queen! What do you think, Second Twin?”

“I think she’s an artist and this is her self portrait! What do you think, Toodles?”

But before Toodles could answer, Peter picked up the painting. “You’re all wrong!

THE PAINTING

The answer, of course, is all three. This is Hook's mother, who was a queen, and she painted her own portrait! It's very obvious."

The Lost Boys all nodded in approval. That did make sense.

Later, after Peter told the boys all about his adventure on the Jolly Roger, he decided it was time to hang the painting.

"Where should we hang it?" asked Nibs.

Peter tried to be quick but Curly was quicker, "I think it should go in one of the hallways! What do you think, First Twin?"

"I think it should go in the quiet room! What do you think, Second Twin?"

"I think it should go in the bedroom! What do you think, Toodles?"

But before Toodles could answer, Peter snatched up the painting and threw it in the junk room.

"That is where it belongs" shouted Peter, "and I won't hear any more of it!"

But he did hear a little more, as Tinker Bell flew out of the junk room and chimed in his ear.

"Really, Tink?" asked Peter. He looked excited and the Lost Boys leaned in to listen.

"Interesting," he continued, and the boys leaned in a little more. Peter Pan had adventure in his eyes.

"Show me," he ended, and everyone followed Tinker Bell into the junk room.

In his anger, Peter Pan had cracked the beautiful frame and ripped the backing on the painting, showing what was underneath.

Nibs didn't need to ask Peter what it was. Curly didn't need to guess, nor did the twins and Toodles. It was absolutely clear and everyone was excited.

On the back of the painting was a map.

CHAPTER XXIV



WENDY'S HOUSE

Wendy was quite relieved to have some time to herself. John was busy with a pile of books, Michael was playing with the Gnomes, and Peter was off on some adventure with Tiger Lily. It was time to check back on her house.

She had completely neglected the house built by the Lost Boys and with a bit of time she knew she could have it cleaned up again. Wendy landed at the edge of the clearing and could already see something was wrong.

First of all, the house was much larger than she remembered! It was barely a room with a bed when it was built. Now she could see it had a second story and was that...a chimney? This wouldn't do at all.

Wendy walked into the house and it was even larger than she'd imagined. There was, in fact, a chimney, along with stairs to a second floor. The whole house was easily ten times the size that it was before. There was no way she could take care of a house of this size.

Wendy saw a bench in the corner and a rather large dining table with a carved chair on each side. She had to admit, the furniture was rather lovely.

But it was just so much more house than she remembered. What if it kept growing?

Wendy ventured upstairs and noticed that not one of the steps made a sound under her feet.

When she got to the second floor, she found her bed in the corner and was relieved that nothing had changed.

Wait...it was larger as well! Wendy had never had such a large bed before. She admitted to liking the idea of having more room when she slept. The hammocks that the Lost Boys loved so much were always so smothering.

WENDY'S HOUSE

Beside the bed stood a lovely nightstand and in the corner was another wooden bench just as big as the one downstairs. Wendy thought it might be nice to set up a small sewing area. Perhaps the Gnomes could lend her one of their larger machines? Maybe this larger space wasn't so bad after all!

A great creaking and moaning interrupted Wendy's thoughts. It sounded like a tree just before it fell in the jungle and it was all around her. Wendy rushed down the stairs and out the front door.

She barely made it outside when the house let out another groan. What was happening?

Wendy didn't need to wait long for an answer because the cause of the sounds became clear. The house was expanding. New slats on the roof appeared. More planks on the walls popped into place as they widened. Even new details etched themselves into the door as it became wider. She couldn't deny that the whole metamorphosis was rather impressive!

But this wouldn't do. If it kept up at this rate, Wendy's home would eventually grow as large as the island. The last thing she wanted was tigers and bears for housemates. No, she would need to sort this out quickly.

But how does one stop a house from getting bigger? Wendy walked back inside and sat down in a carved chair at the dining table. It really was remarkably comfortable.

Wendy sat and she thought. Then she laid on the floor and listened to the hardwood. It was a young house and needed a clear direction. It all came to her so quickly she almost suspected the house told her what it needed.

Wendy marched outside, attempted the best impression of her father, and told the house to grow up.

And that's exactly what it did.

EXTERNAL & COMPLEMENTARY RESOURCES

Hopefully the previous pages offer a complete and robust experience, but it was not created in a bubble. There are so many other excellent creative works out there that both inspired this project and could further expand what's already been presented.

The following resources are ones that the author has used, researched, enjoyed, or all three. There is no formal affiliation between creators of these works at the time of writing this. It's all in the spirit of supporting each other.

ART

Mary Blair & David Hall

Both are strong influences on the author's artwork and were concept artists for the 1953 animated film. Their work is light in nature while conveying so much rich atmosphere. Great for setting an upbeat and jovial tone.

John Bauer, Edmund Dulac, Warwick Goble, Kay Nielsen & Arthur Rackham

All illustrators during the turn from the nineteenth to the twentieth century, their collective work is incredible. Most worked in fantasy and their imagery captures a lovely balance of innocent and dangerous. All are excellent at conveying a mood that would fit with both Elphame and Neverland.

Gertrude Abercrombie, Leonora Carrington, Kay Sage & Remedios Varo

These surrealists create and paint fantastic landscapes that are wonderfully dream-like. They're all an excellent resource for depicting the Skull's strange and confusing inner workings.

MUSIC

Brian Davis

Excellent variety of public playlists curated for fantasy role-playing games and organized by location, monster, and tone. A Spotify account is required but everything is accessible whether it's a free or a paid account.

open.spotify.com/user/bezoing

Tabletop Audio

All original music organized and themed to different locations. The composer has made it all free and without ads. It works best with a web connection but the About page has a link to an offline option.

tabletopaudio.com

RANDOM TABLES

Chartopia

Chartopia is an excellent resource for random tables. Great for more loot, alternative Star Surges (search "wild magic" or "random magic effect"), and for quickly rolling on the Encounter Tables for each hex of Neverland. The author has prepared a collection of tables to quickly determine an encounter in each part of the island, found here:

chartopia.d12dev.com/collection/688

ROLE-PLAYING MODULES

Carapace by Goblin's Henchman

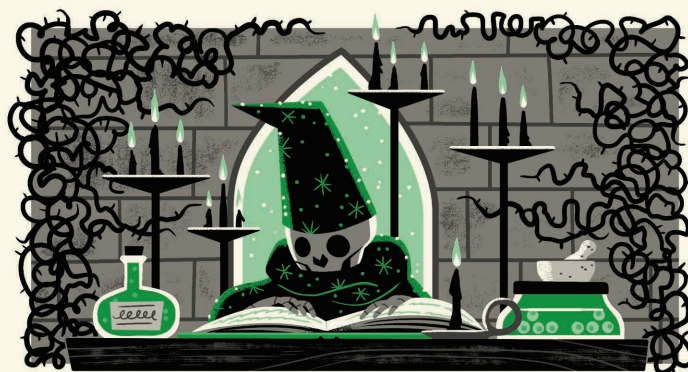
A fantastic approach to generating maze-like settings. It's already set up for insects so it could further define the Giant's Hill, or it could be used for exploration in Elphame.

Gardens of Ynn by Dying Stylishly Games

This is a whimsical and surreal setting that would work well in Elphame. There are lots of creatures and the method of travel is wonderfully creative.

Hot Springs Island by Swordfish Islands

A robust and mature hexcrawl island. Could be a neighboring island to Neverland, or one traveled to after commandeering the Jolly Roger. It has endless politics and intrigue.



ABOUT THE AUTHOR

The author has done his best to keep this all in third person, but now seems like a good chance to take a break from that. Hi. I'm Andrew Kolb, the author and illustrator of the book you're reading.

First, I admit I haven't been playing tabletop role-playing games for all that long. I tried it out with a good friend when his cousin wanted to run the fifth edition starter set. That first night, with the dead horse and the goblins, changed me. It was collaborative and open-ended and a form of gaming that completely lived up to what I'd imagined while we were walking up to his house.

How we got from there to here is a whirlwind and a lot of time spent behind the Gamemaster's screen. My hope with this interpretation of Neverland is to capture the spirit of adventure that was all over J. M. Barrie's work. That world lends itself so well to a fully realized setting and I wanted to spend time poking around every stump and looking behind every waterfall. I love an environment with secrets and I love running fun and silly games that can turn deadly in an instance. Creating a Neverland to blend all of this together was such a thrill that I'm genuinely excited to share the results with you.

Anyway, I'm going to use this last paragraph to say that I hope you enjoy reading this book and are interested in using at least some of the ideas I've committed to print. I spend most of my time as an illustrator but this project has been some of the most fun I've had. Feel free to find me online and say hi!

THANKS

As a kid I would get so annoyed during award ceremonies when actors would thank random people like their manager or director or people who weren't their immediate family (or rather, anyone who didn't spend time thanking the people I would acknowledge if I got the award for outstanding supporting actor in a drama series). Now I get it.

I get it because there are so many people who contributed to this and made it possible.

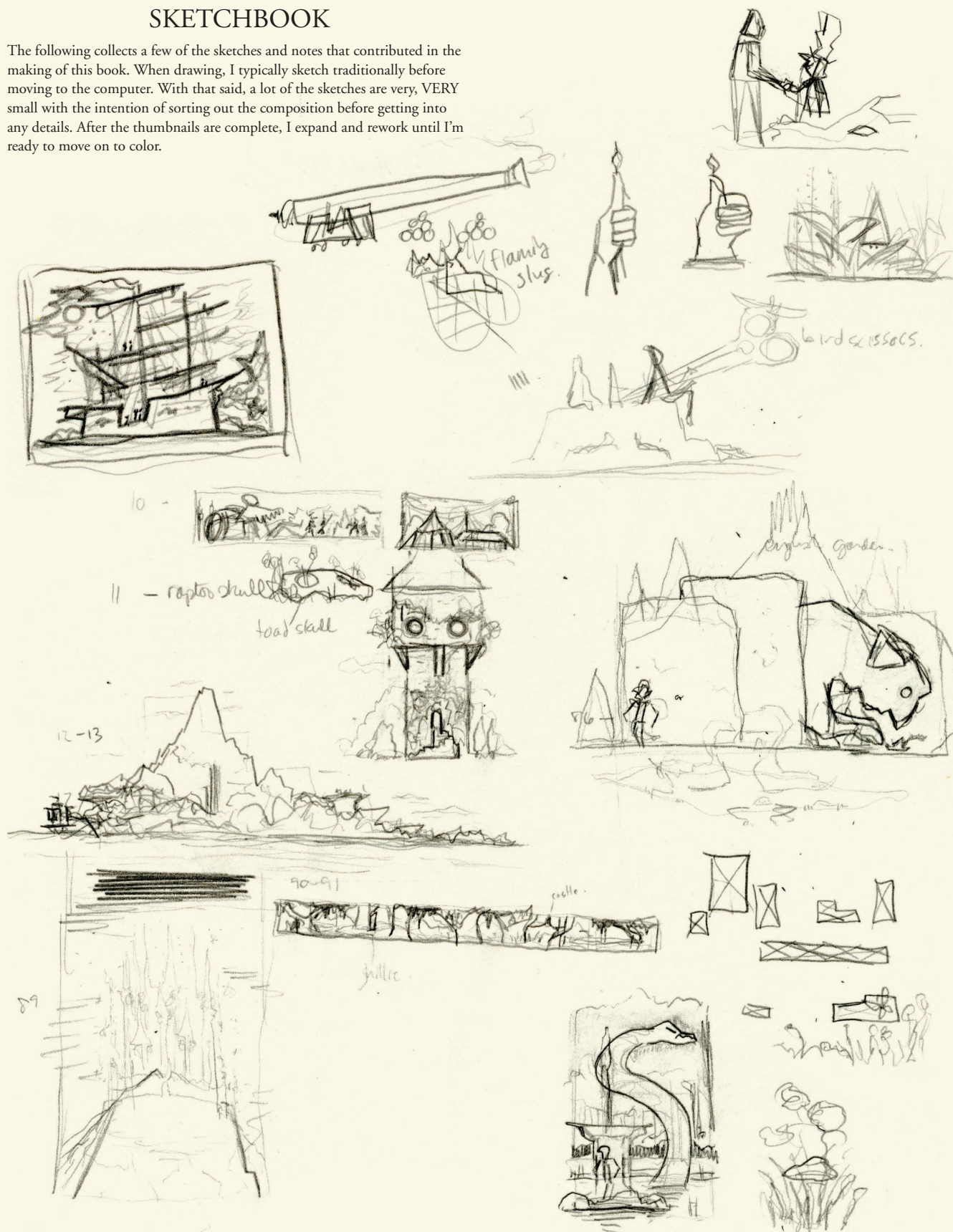
Thank you to Daniel D. Fox and Katie Gould for seeing something in this idea, and to Laurie Abkemeier for connecting us.

Also, a world of thanks to all the players who helped me hone my GM skills. To Freydis Torhild, Jeffery the Wise, and Miss Lovely Hooves. To Buskard, Delilah Magnolia, Lorka, Moll Cutpurse, and Rygar. To Calvin Moss, Linden Greenspire, Misty Thistle, Petulia Thistle, and Sir Rollin Dancelot. To Anaestana Do'urden, Cordelia, Donny Blastawitz, Gladys, Lanwyn Eisner Neswip a.k.a. Len, and Ocoria. To Artemis, Carna Sterling, Caelo Oculi, Prosper Zongo, and Tolfrik "Toothpick" Jorgensson. And thank you to everyone who I met at events and took a chance on this to see what it was all about.

Finally, thank you to my partner, who is at least 10% of the characters listed above.

SKETCHBOOK

The following collects a few of the sketches and notes that contributed in the making of this book. When drawing, I typically sketch traditionally before moving to the computer. With that said, a lot of the sketches are very, VERY small with the intention of sorting out the composition before getting into any details. After the thumbnails are complete, I expand and rework until I'm ready to move on to color.

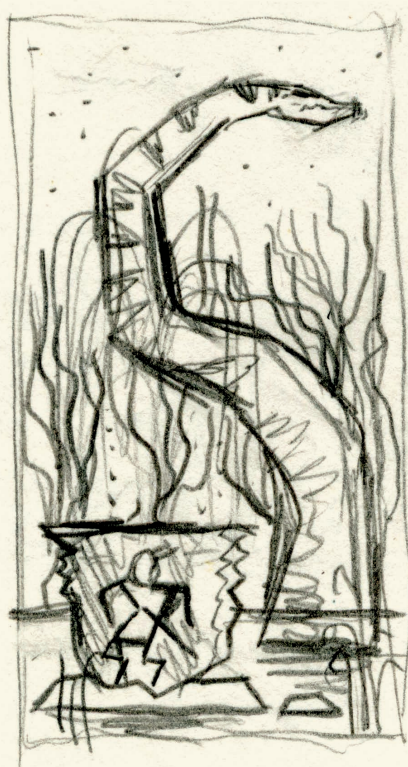
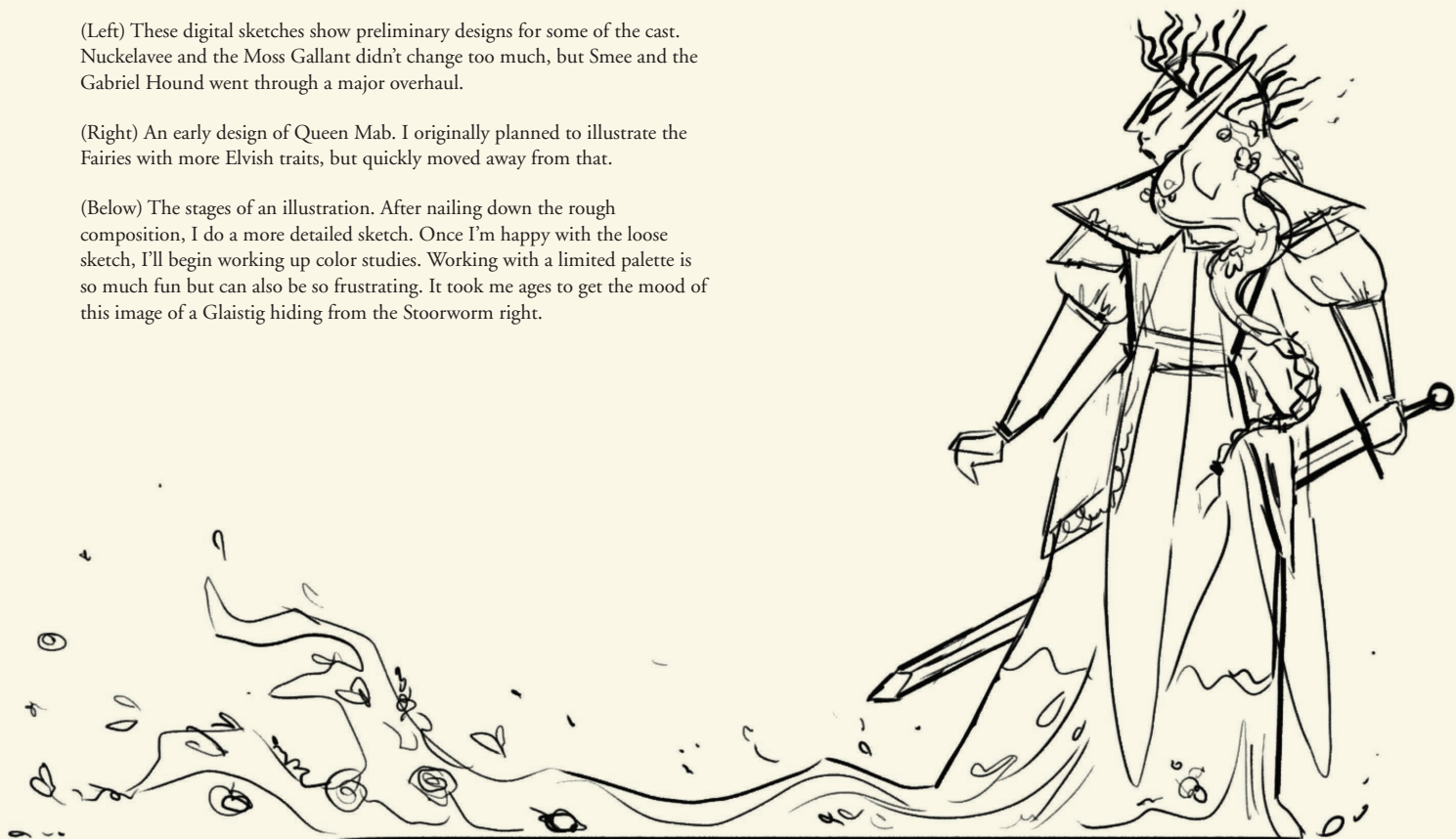


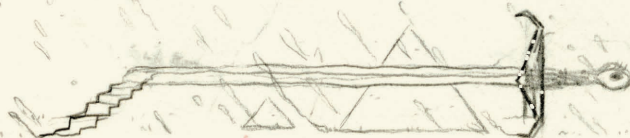
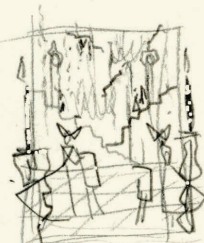
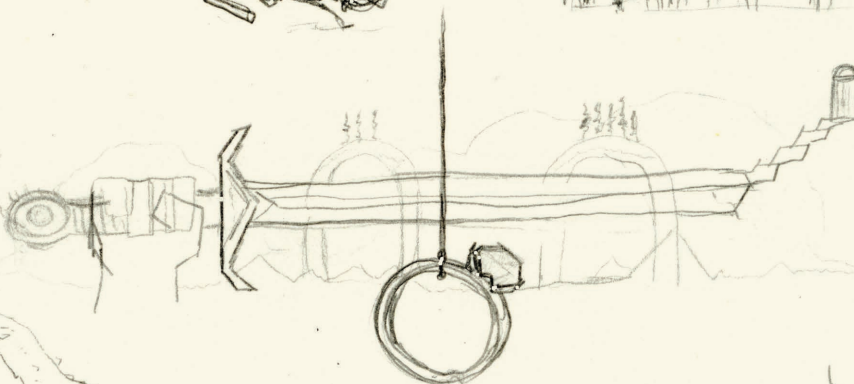
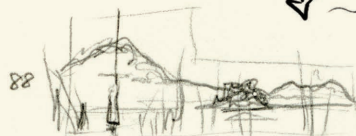


(Left) These digital sketches show preliminary designs for some of the cast. Nuckelavee and the Moss Gallant didn't change too much, but Smee and the Gabriel Hound went through a major overhaul.

(Right) An early design of Queen Mab. I originally planned to illustrate the Fairies with more Elvish traits, but quickly moved away from that.

(Below) The stages of an illustration. After nailing down the rough composition, I do a more detailed sketch. Once I'm happy with the loose sketch, I'll begin working up color studies. Working with a limited palette is so much fun but can also be so frustrating. It took me ages to get the mood of this image of a Glaistig hiding from the Stoorworm right.







(Left) More digital and traditional sketches.

(Above/Right) These scenes were early designs to show adventurers interacting with some of the creatures and traps of Neverland.

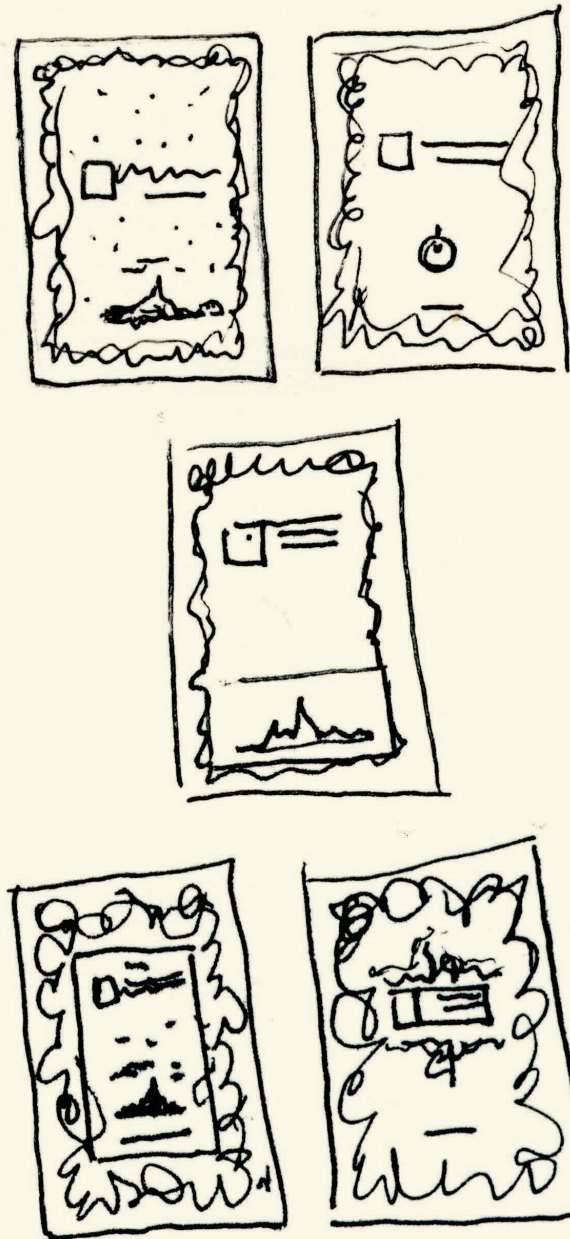
(Below) This illustration was one of the first I completed when working on the look and feel of the book. While I still love the storytelling at work here, I just couldn't find the right place for it.





Title explorations. The vines from one of the initial concepts eventually carried over into the borders that appear in the final book because I just couldn't let them go.

For the drop cap **N**, I wanted to allude to as many of the island's inhabitants as possible. The bird head for the fauna and Tylwyth Teg, the wing for the Fairies (or insects, if you're so inclined), the quirky fish for the Mermaids, and the skull for the Pirates. I now realize the Gnomes and Lost Boys were left out. I hope they'll forgive me.



The cover's design went through a few stages. (Above) These sketches were an attempt at finding an iconic image that would represent the whole book. The very last one became the constellation image that ends Chapter 2.

(Right) More thumbnails, and each of these are about half an inch wide. Once I landed on using the vines for a border, I couldn't stop. It felt warm and enveloping and set the perfect tone. After that, it was just a case of sorting out what they would wrap around.





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