

Lands of Nevermore

TRUE
20
ADVENTURE
ROLEPLAYING

The Wyrð Land of Lore

By Joseph Miller



Expeditions Retreat Press

Requires True20 Adventure Roleplaying by Green Ronin Publishing for Use.

Credits

Author: Joseph Miller

Artists: David Esbri and Scott Purdy

Editor: Suzi Yee

Design and Layout: Suzi Yee

Produced under license from Green Ronin Publishing, LLC

True20 Adventure Roleplaying and its associated logo are Trademarks of Green Ronin Publishing, LLC

The illustration on pages 8 is copyright 2006 Green Ronin Publishing, LLC.

Open Game Content and Product Identity Statement

All game statistics derived from the SRD are deemed open content. All names, stories, and visual representations are Product Identity.

Table of Contents

History of Nevermore: Part II	4	Lucky Aspect (Dreamer)	15
The Two Wanderers	4	Prodigious Aspect (Dreamer)	15
The Field of Flowers.....	4	Wild Aspects (Dreamer)	15
Realms of Night and Day	4	Wild Aspect Surge (Dreamers).....	16
The Betrayal.....	5	Wyrd Aspect (Dreamer)	16
The Wyrd	5	New Paths	16
History	5	Weavers of the Wyrd	16
Inhabitants	6	Wordsmiths of Poesi.....	19
Geography	6	New Feats	19
The Free Camp	6	Adept Insight (General).....	19
Idavoll.....	7	Dreamer Insight (General).....	19
Isle of Poesis.....	7	Dream Resistance (General).....	19
Oz	8	Favored Audience (Expert)	19
Wending Refuge	9	Harmonized Voice (Expert).....	20
Wonderland.....	9	Resistance to Dreams (General).....	20
Organizations	10	Wild Powers (Adept)	20
Dread Hunters.....	10	Wild Skills (General)	20
Free Riders	10	Wild Weaver (Dreamer)	20
Weavers of the Wyrd	11	Words of Crafting (Dreamer)	20
Wordsmiths of Poesi.....	11	Flora and Fauna	20
Adventuring In the Wyrd	12	Airavata	21
Adventure Hooks	12	Cait Sith.....	21
New Rules.....	13	Dream Berry	22
New Aspects	13	Mana Trees	22
Aspect Duplication (Dreamer).....	13	Mesmerose.....	22
Aspect Memory (Dreamer).....	13	Prophet Poppies.....	22
Dowser Aspect (Dreamer)	14	Weave Root	22
Draconic Aspect, Mental (Dreamer)	14	Wise Hazels	22
Draconic Aspect, Physical (Dreamer)	14	Open Game License Version 1.0a	23
Improved Aspect Memory (Dreamer)	15		

The Wyrð

Land of Lore



O ever-changing lands,
Where the mortals face unknown,
The ever-shifting sands,
Of a visage not your own.
Who sees beyond your guise
When the cycles strike their toll?
I see your lovely eyes
And recall your wordroas soul.
But love, you fade away
Just as swift as you appeared,
Beneath the wild display
Of the ever-changing Wyrð.

-Prince Poesi

The Wyrð

Welcome to the **Wyrð**, an ever-changing land where anything and everything can appear or disappear with the turning of a cycle or an active imagination. It is a place filled with the stuff that dreams are made of and populated by a cast of characters both familiar and unknown. It is a domain where illusion and reality meld together in a surreal existence, where the fantastic and impossible are not only possible but prevalent. Every story ever told by mortals since the time of the flood has been born here and every invention has been designed within the visions of this place. It is a marvel to behold, but it is a dangerous place. The spirits of the Unseelie

fey that drowned at the beginning of the Forgotten Age still haunt the landscape seeking revenge upon all who are unfortunate enough to cross their path. In addition to these vengeful spirits, the domain of the Wyrð has the more subtle peril of seduction. This land tempts mortals to spend their lives fulfilling their every wish and many have lost themselves within the Wyrð for years, decades, and even centuries before returning to the Mortal World, while some are never seen again. Wonder and enchantment populate this surreal domain and fill it with unpredictable opportunities and dangers of fantastic adventure.

History of Nevermore: Part II

As the bewitching fogs of the Forgotten Age retreated the ever-changing Wyrð emerged. This newborn land split the Heartlands in two and was populated by mortals some of whom had become powerful dreamlords during the dreamland's long slumber. Soon after the murky mists of forgetfulness faded from the world the mortal dreamlords began to found realms within the wild and whimsical Wyrð. They shaped these spheres of influence in their own image and according to their deepest psyche, but they did not have complete control over their realms, which would alter to reflect their emotions and passions. For a short time, these nascent lands lived in peace, but as fate would have it two mortals were about to make a discovery that would reforge the dreamlands in a crucible of conflict.

The Two Wanderers

The catalyst of this change was discovered by two mortals named Nyxis and Mahr, who wandered the Wyrð in their youth as friends. Their experiences of the unfettered lands taught them how to become unparalleled dream weavers shaping the world around them as they traveled the dreamlands together. They were powerful enough to found their own realms as other dreamlords had done before them, but there was something in the unfettered lands they felt drawn to and like dowsing rods they drifted ever closer to it until one day they came across the field of rainbow-hued flowers that would change everything.

The Field of Flowers

Never in all their travels had they seen such a sight and their every attempt to dream weave in the area failed. It was as if this small field was completely untouched by the surreal lands surrounding it. They experimented with the flowers and the gems they produced, but nothing worked, until finally Nyxis took a gem out of the field and tried dream weaving it into a crown. The gem transformed into a crystal crown within the blink of

an eye and she showed it to Mahr. However, no matter how much they tried to change it back into a gem they could not do so, nor could they change it into anything else. Nyxis and Mahr studied and experimented with the substance for a year and watched the flowers produce their blooms during Cadence. They called the substance "neverite" because after it was changed it could never be altered again. They both made a pact to share the neverite field and return each Cadence to gather the neverite blooms into an equal share. After this they parted from one another to found their own realms, but unlike the realms of the other dreamlords their realms would stand forever, unchanged, a monument to their mastery over the dreamlands.

Realms of Night and Day

Nyxis created the realm of Nyxia, a realm of frozen beauty. She surrounded her realm with seven walls of ice each rising a little higher than the last until they reached the courtyard of the Frozen Keep. Nyxis shaped the sky as well creating a midnight sky with a full moon and stars as the only light. She had always seen the world in black and white, good and evil, truth and lies, and so her realm reflected this inner character. Never did the sun shine here, though the icy walls glowed in the soft moonlight contrasting with the dark skies above.

In contrast, Mahr created a sun-drenched desert realm filled with magic and wonders, called Maghreb. Within this realm he created the City of Brass surrounded by impregnable walls molded as if from cast iron. Two towers of brass, like twin fires, rose above the city brilliant and blinding. There were twenty five gates leading into the city, but none of them visible from without. It held within its mighty walls a series of mansions and palaces with rainbow-hued domes gleaming gloriously in the golden sky. Streams flowed throughout the city with glowing flowers and fruits lining their banks. It was a realm of solitary beauty where Mahr pondered the world in peace.

For many years the two dreamlords met within the field of flowers during each Cadence and shared the neverite equally between them. This may have continued for many years, but as their powers grew they attracted the attention of Lilith who crafted a plan with Queen Mab to bring ruin upon the two dreamlords, steal the neverite for the Unseelie fey, and cause a war between the race of mortals.

The Betrayal

The first part of Lilith's plan required each of the dreamlords to be delayed in arriving in the field during Cadence and Queen Mab dispatched a pack of monstrous creatures to delay them as long as possible. Meanwhile, Mab and her minions found the field, picked all of its neverite, except for a single patch of three neverite blossoms, and then fled back to the Northern Heartlands. Nyxis was the first to arrive in the field and was horrified by the sight. She searched the field until she found the lone blossoms and asked, "Who has done this?"

From a nearby tree the raven said, "A man came and picked all the flowers till there was only a few left."

Nyxis said, "And who was this man?"

"I do not know, but here he comes again, perhaps to pick the last of the flowers."

Mahr appeared in the field and was astonished by the sight. He came to Nyxis and said, "What has happened here?"

"We promised to split the neverite equally, but here I find you harvesting the field without me."

Mahr said, "I might accuse you of this misdeed since you were here before me."

"How dare you say such a thing! I trusted you, but now I see you are a viper and a thief! You have let the blaze of your towers blind you! Now give me what is rightfully mine and we shall depart, but not as friends."

"How can I give you something I do not have?"

"If you will not give it, then I will take it from you," said Nyxis as she lunged towards Mahr. They collapsed upon the ground and Nyxis grabbed one of the neverite blooms and plunged it into his heart. As the light of his life bled into the field, he cursed Nyxis, "My blood cries out for vengeance!"

Then the raven called out to Mahr and said, "Give your soul to me and I shall give you two children who will avenge you."

With his last breath Mahr answered, "So be it!"

Nyxis dropped the crimson gem to the ground and fled into the Wyrð, while tendrils of Mahr's blood mingled with the roots of the two unpicked blossoms. The two flowers burst open and unleashed the shadowy forms of his newborn children, Sirena and Diabolus. Nevermore shuddered as his curse produced its frightful fruits and in time Mahr's children grew in power and influence until they were ready for a terrible harvest of their own.

The Wyrð

The unpredictable and bizarre landscapes of the Wyrð reside in the southern regions of the dreamlands. Its northern borders touch upon the domains of the Heartlands and the Hedge, while its southern limits are unknown. Some believe if one travels far enough south, one will see the Waters of Forgetfulness that surround Nevermore and perhaps even find a way to the Mortal World. Be that as it may, exploring the ever-changing Wyrð is extremely difficult to do without becoming lost and confused. Those who wander these lands can spend a lifetime traveling in circles and never know the difference because every cycle brings a radical and fantastic shift in the heavens, landscape, and even the denizens of this domain. One of the few reliable means of traversing the Wyrð is to employ the use of a dowser, a mortal or fey with a knack for sensing people, places, or things within the dreamlands. Without a dowser it can be very dangerous to cross the unfettered lands of the Wyrð or find the realms of dreamlords therein.

History

When the mists of the Forgotten Age dissipated, they revealed the newborn domain of the Wyrð. Mortal dreamlords held sway over these fledgling lands and

shaped them to their will. During these short years of peace, four figures rose to power within the Wyrð: Doxus, Helena, Mahr, and Nyxis. Doxus and Helena were influential dreamlords in the southern Wyrð where most of the mortals lived, while Mahr and Nyxis wandered the more sparsely populated and dangerous north in search of the secrets of the dreamlands. The realms of Doxus and Helena became pools of relative calm in the stormy seas of the ever-changing Wyrð, but these bastions of peace were unprepared for the Age of Strife that followed Mahr's murder.

Within a generation after his death, the Wyrð was engulfed in war. The realms of Doxus and Helena fell during the terrible conflict. Doxus's celestial realm of Empyrean fell from the skies under the assault of Diabolus's minions, while the lights of Elysium were extinguished by a terrible tide of nightmares pouring out of the Dreadlands. So many dreamlords were wiped out by the war between Nyxis and the children of Mahr that much of the Wyrð reverted to unfettered lands. Only the ruins of these lands remain, but even these fade away with the turning of the cycles.

After Menhalig's sacrifice and Mergia's tears, the Age of Strife came to a close and a new Age of Serenity began for a much changed world. This new era brought

The Wyrð

with it the formation of the Eye and the Hedge, which cut the southern Wyrð off from its corrupted neighbor to the north, the Dreadlands. It has taken many years for the mortals to recover from the years of terror that beset them, but now there are new dreamlords rising through the ranks forging new realms in the Wyrð and elsewhere. Only time will tell if these nascent realms will survive and what stories will be told about them.

Inhabitants

The Wyrð was once a stronghold of the mortals. However, since the end of the Age of Strife more fey have immigrated here, while the mortals have sought the refuge of the more predictable domains of the Hedge and the Eye. For centuries without counting, the mortals shaped this domain and its history. Much of the sorrow and woe affecting Nevermore stems from the misdeeds of the mortals who ruled within the Wyrð and so many mortals and fey are wary of those who choose to live within this ever-changing land.

Still those mortals and fey who do live here are acknowledged as the most imaginative and adaptable of all the inhabitants of the dreamlands. It is believed their constant exposure to the wonders of the Wyrð grants them a unique insight into the inner workings of the dreamlands. As a result, they are perhaps the most aware of the promises and perils of dream weaving and altering themselves or their surroundings.



Dreamborn mortals can be found throughout the dreamlands of this domain. Though mortals used to have realms strewn throughout the Wyrð, most of these were destroyed during the Age of Strife and as such most mortals live in the newly founded and more vulnerable realms within the Wyrð or have left the Wyrð entirely in favor of safer lands.

The fey within the Wyrð are mostly of Seelie and Glaseelie origin, though some Unseelie make their home here. Though they are still apprehensive of mortals, most fey have learned to live along side them and even collaborate with them. In fact, the three most influential realms within the Wyrð are currently controlled by fey dreamlords with many mortals choosing to reside in these realms of refuge.

Geography

The landscapes of the Wyrð vary greatly from turning to turning with the only oases of relative calm being the realms, which mortals and fey have created here with the advent of the Age of Serenity. What is a range of mountains in one cycle could just as easily be a valley the next, and so it is difficult to provide much in the way of detail as to what one will experience at any given time or place. The unfettered lands are a bizarre admixture of the ordinary and the surreal. An emerald field of beautiful flowers can rest in the shadow of a topsy-turvy tower, which stretches, twists, and melds around itself until its very description as a tower comes into question. Not even the realms are immune to the ever-changing realities of the Wyrð, though at least the will of their dreamlords bring some stability.

The flora and fauna of the Wyrð comes in all shapes, forms, and sizes. If it has entered the imagination of a mortal, then it can reasonable be said to have roamed the Wyrð at one time or another. It is as if the Wyrð is somehow connected to the dreams of mortals, especially their wildest ones, and gives them flesh and bone. These dreamlands flourish with exotic plants from breathtaking dream fruit trees to the captivating colors of the mesmerose. They also teem with a throng of marvelous creatures from the elusive an enigmatic sphinx to the cunning and majestic race of dragons.

The Free Camp

This encampment of hide-covered tents surrounds the dreamlord Gwynudd and is populated by Glaseelie fey. Its inhabitants are spirited and fierce, with a love of battle and passion for revelry. The first hours of the cycle are spent raiding into the Dreadlands, while the final hours are spent feasting and drinking beside enormous bonfires. The Free Camp is made up of two distinct, though intricately linked, areas of the realm. The Warrior's Ring is centered upon Gwynudd and follows him wherever he rides. The Free Riders who

make up the dreamlord's war band frequently raid the Dreadlands to test their metal against nightmares and other agents of evil. It is upon these excursions that Gwynudd and his warriors gain glorious tales to recount before the bonfires of the Ward's Ring. This second segment of the realm resides within the Wyrð along with the wives and children of those who have become Free Riders. Upon Gwynudd's command both rings can reunite to form the Free Camp with warriors and their wards mingling together for a short time for rest and reverie. During Cadence, Bhlendhl and Gwynudd unite their realms into one. The following triad is known as the Festival of Unity and is a time of feasting for all of the inhabitants of both realms. The warriors recount their tall tales by the bonfires, while wives share their gossip and children their games. It is also a period of preparation from the next year and a great council is held to discuss strategies and share ideas. In the final moments of the last cycle of Cadence, Bhlendhl and Gwynudd clasp hands and speak the words of promise to reunite during the next Cadence.

Dreamlord: Gwynudd, the Untamed Chieftain, is the strong-willed and animated leader of the Free Camp. He spends most of his time within the Dreadlands, even though his realm is considered a part of the Wyrð. His Free Riders are the most feared cavalry in the dreamlands, and their excursions into the Dreadlands are legendary.

Inhabitants: The Free Camp is populated by fierce and loyal Glaseelie fey who cast aside their oaths to Mab after the Age of Strife. The Warrior's Ring fosters an ardent loyalty and fierce courage within the Free Camp's warriors and sharpens their martial skills through its constant struggles against the Dreadland's nightmares. On the other hand, the Ward's Ring encourages communal responsibility and the nurturing of the young. When the Free Camp is united, these two aspects fuse and form a people united in their fervor for the freedoms they enjoy.

Aura: During Cadence, Bhlendhl and Gwynudd can unite their realms into one. This combined realm comes under the effects of Heart Shaping (friendship and hope) for the duration of Cadence.

The Warrior's Ring is treated as if it was in the Wyrð. The Ward's Ring is warded against nightmares. As a full-round action, Gwynudd may return the Warrior's ring to the Ward's ring. When this is done, both rings unite into the Free Camp where both warriors and their wards (wives, children, etc.) mingle together for a time of rest and revelry. Those within the Warrior's Ring gain a +5 bonus to Ride checks, while those in the Ward's Ring gain a +3 bonus to Medicine checks.

Idavoll

This majestic plain is all that is left of the greater realm of Yggdrasil. Long ago, this realm was ruled by Odin and an alliance of mortal and fey dreamlords who used

their collective will to create a vast realm in which to live. Unfortunately, Yggdrasil fell into ruin during the Age of Strife when a number of the dreamlords, lead by Loki, attempted to overthrow Odin and claim the realm for their own. What exactly happened during this rebellion can only be guessed at, but in the end Odin, Loki, and many of their followers were destroyed and the greater realm of Yggdrasil was engulfed in flame. The only part of the realm to survive this holocaust was Idavoll, though the sons of Odin and Thor also survived and began to rebuild their fallen halls in hope that one day Yggdrasil will rise into the heavens again. The city of Gimli, which is said to be brighter than the sun and more beautiful, stands as a monument to their fallen friends and family. It is also a stark reminder of the price men and fey must pay when they let envy eat away at the roots of fellowship.

Dreamlord: Balder, the Reborn Lord, was murdered at the very beginning of Ragnarok but was reborn after the Tears of Mergia touched his ashes. Since then he has been a follower of Faehalig and Menhalig and has converted the sons of Odin and Thor (Vidar, Vili, Modi, and Magni) to the newborn faith. Though Balder is the chief dreamlord of the realm of Idavoll he prefers to let the sons of Odin and Thor set the agenda and only votes in order to break ties. Still his council is rarely rejected by the other dreamlords. The new dreamlords of Idavoll have spent much of the Age of Serenity within the Brimir Hall where they eat, drink, and discuss how best to restore their realm's former glory. Unfortunately, not all of Loki's rebels were destroyed during Ragnarok and though they currently have no foothold within Idavoll, Balder is convinced that they are regaining their strength, seeking new allies, and plotting their bloody return.

Inhabitants: Idavoll's inhabitants are valiant and righteous folk who live simple lives. Their ancestors were once fearful warriors, but since the end of the Age of Strife they have sought out the promise of the Age of Serenity. Still they keep their weapons sharp for those days when the Ragnarok will return.

Aura: The plain of Idavoll is warded against nightmares and Unseelie fey and anyone within the realm comes under the effects of the Suggestion (friendship) power. While within the Brimir Hall characters gain a +2 bonus to all social interaction skills.

Isle of Poesis

This fantastic isle floats above the land cloaked in an array of colorful clouds and populated by even more colorful inhabitants. Crowning the island is the sprawling City of Poesis with its bizarre, but beautiful buildings and labyrinthine alleyways filled to the brim with entertaining and enterprising people. The city itself seems designed to unleash its inhabitant's imaginations so they can more readily explore the extraordinary heights of their fancy. The island is awash in astounding

The Wyrð



sights from the rainbow colored domes and esoteric design of the Poet's Palace to the fabled Fountain of the Forgotten, which allows those who gaze into it to remember forgotten things. It is said that Poesi spends much of his time near the fountain remembering his wife and writing his many manuscripts, which he sends to the Library of Lore where they are placed upon spiraling shelves alongside ancient tomes and newly minted manuscripts. Finally, in the center of the Isle of Poesis rises the grandiose Theatre of the Wyrð, the setting for Poesi's annual Tournament of Words and the stage for Poesi's parade of plays. As perhaps can be gleaned from its architecture, life upon the Isle of Poesis is spontaneous and good-humored in nature and rarely does a cycle go by without something wondrous happening. Performers of all types ply their trade here, and even the very buildings and objects within them participate in the merrymaking. The isle is alive with sights both spectacular and outlandish, sounds of laughter and song, smells of flowers and honeyed cakes, tastes of sugar and spice, and the tender touches of love.

Dreamlord: Poesi, the Poet Prince, is a benevolent, if sometimes melancholy, ruler. Since the Forgotten Age, he has searched blindly for his long lost wife, Nialla, but to no avail. He retreated from the world during the Age of Strife seeking to restore the tattered memories of his former life. It was not until the Blood of Menhalig and tears of Mergia washed away the scales of despair from his eyes that he began to see the plight of the mortals he had brought to Nevermore so long ago. Since then,

he has found a new purpose in life, the protection of Nevermore's inhabitants from those who seek their ruin. To this end, he founded the Wordsmiths to be his eyes and ears within the world, while he worked to bring hope once again into the hearts of mortals and fey. Thus far, in this Age of Serenity, he has succeeded in doing so, but he senses the future holds dark tales for dark times.

Inhabitants: Life upon the Isle of Poesis is spontaneous and good-humored, and rarely does a cycle go by without something wondrous happening. As such, the inhabitants of the island have become extraordinarily imaginative and adaptable in all that they do. The citizens of the Isle of Poesis are also exceedingly witty in their usage of the spoken and written word for which they are renowned throughout Nevermore.

Aura: The Isle of Poesi is warded against nightmares. In addition, those on the isle of Poesi come under the effects of Heart Shaping (hope) and gain a +2 bonus to Acrobatics and Perform checks (+4 in the Poet's Palace).

Oz

The wonderful realm of Oz is surrounded by a nearly impassible desert. Its dunes disintegrate anyone who treads upon its shifting sands making Oz a very difficult place to get to and one of the more isolated areas of the Wyrð. Oz itself is rectangular in shape and broken into four countries: Gillikin Country in the North, Munchkin Country in the East, Quadling Country in the South, and Winkie Country in the West. Gillikin Country is the home of the Gayelette, the Good Witch of the North, and is renowned for the color purple, which seems to be worn by almost all of its inhabitants and tints everything here from the trees to the spiders in the trees. Munchkin Country is most famous for its yellow-brick road, but is more closely associated with the color blue, which all Munchkins, who are not short by the way, are required to wear when out of doors in order to better match the bluish hue of their surroundings. Quadling Country is protected by Glinda, the Good Witch of the South and as with the other countries it is distinguished by its affinity to the color red. Winkie Country is ruled by the Tin Woodsman and its inhabitants and landscape are accessorized by the color yellow. Last, but certainly not least, the legendary Emerald City rises in the center of Oz and is as one might guess, completely green from its green glass towers to its emerald-clothed citizens.

Dreamlord: Ozma, the Emerald Queen, is the beloved ruler of Oz. She is known to be just and fair to her citizens who trust her completely. She has not always been the ruler of this land, but she has proved herself time and again since taking the throne and has recruited a number of minor dreamlords to help her protect the realm from those within and without who would bring ruin to Oz and its inhabitants. These minor dreamlords include the wise and just Gayelette, the inventive and powerful sorceress Glinda, the kind and tireless Tin

Woodsman, the intelligent and sage Scarecrow, and the brave, if inaptly named Cowardly Lion.

Inhabitants: The shapes, sizes, and colors of the citizens of Oz span the rainbow of possibilities and oddities. There is not a race of beasts, plants, constructs, mortals or fey that cannot be found here in one country or another. Bands of fey wander this realm helping mortals and lifting the spirits of all whom they meet, while mortals go about their work and leisure with rarely a care in the world. Almost anything can be an inhabitant of Oz from anthropomorphic animals and plants (all of whom can talk if they wish) to enchanted paper dolls and patchwork quilts.

Aura: The outer half of Oz is a great sandy waste that automatically strikes anyone touching its dunes with a +8 supernatural damage attack each round. Once within the countries of Oz a creature can stop aging if they wish. They will remain this same age for as long as they will it or remain within the realm. Once they leave, they begin to age again as normal or may choose to become their actual age. In addition, the inhabitants and visitors of Oz cannot die by mundane means. In fact, each of them can only be killed if a very particular set of circumstances is met, such as in the case of the infamous Wicked Witch of the West who could only be killed by having a bucket of water tossed on her by a mortal girl who was protected by the mark of a good witch and wore a single silver shoe. It is rumored that only Glinda knows the method by which other Ozites might be killed and she keeps this within her Great Book of Records.

Wending Refuge

The Wending Refuge is a pristine and breathtaking sanctuary where exotic animals and plants reside around an enchanted oasis. The inhabitants of this realm range from elves to orcs and everything between, but no matter what race one belongs to, those who claim residence in the Wending Refuge are dedicated to removing the taint of nightmares from Nevermore. They live in harmony with the Wyrð and its ever-changing landscapes and enjoy the fresh discoveries that each new cycle brings. The Wending Refuge only has one constant landmark called the Seer's Spring. Those who look into the sapphire pool can scry whatever their hearts desire, while those who drink its waters during Cadence receive knowledge and visions within its mirror-like waters.

Dreamlord: Bhblendhl, the Blind Wanderer, is an elderly and blind elf who speaks with a wisdom woven from ages of experience within the Wyrð. His realm wanders wherever he goes and though he cannot see its beauty, he needs not see it, because the Wending Refuge is exactly as he imagines it to be. Since the Age of Strife, he has sworn to protect the Wyrð from corruption and has sought the destruction of Diabolus and his nightmarish and diabolic minions. He uses the supernatural powers

of the Seer's Spring to keep an eye on his enemies and guide his followers, especially the Dread Hunters, where they are most needed in the dreamlands.

Inhabitants: The inhabitants of the Wending Refuge are as dedicated to cleansing Nevermore of the taint of nightmares as their dreamlord. His followers are fanatically devoted to Bhblendhl and believe him to be a prophet of Faehalig's will. Most of the realm's populace were drawn here, as if by the hand of fate, after suffering a great loss at the hands of nightmares or diabolus. Many believe their arrival in the Wending Refuge is a calling from Nevermore to heal it of the poisonous presence of nightmares and diabolus, and they spend their every moment preparing for the struggles ahead.

Aura: During Cadence, Bhblendhl and Gwynudd can unite their realms into one. This combined realm comes under the effects of Heart Shaping (friendship and hope) for the duration of Cadence.

The Seer's Spring grants the Scrying power to those who look into it, and the Vision and Object Reading powers for one cycle to those who drink from it during Cadence. All of these powers are granted as an adept of the character's level. In addition, those within the Wending Refuge gain a +3 bonus to Medicine checks (+5 at the Seer's Spring).

Wonderland

This realm is perhaps one of the more nonsensical and absurd realms within the Wyrð. Its landscape and inhabitants change with every cycle in accord with the whim of its current dreamlord, whoever that might be. When the Queen of Hearts rules over the land, it becomes a terribly perplexing place with nary a drop of rhyme or reason to it. On the other hand, when the Red Queen rules it becomes a topsy-turvy chessboard-like land with rigid rules about one's ludicrous conduct in what she considers the "Imagination of Game." Last but not least, when Queen Alice rules over the realm it becomes a strange admixture of surreal scenes and creatures straight out of a child's imagination. Though this realm is completely unpredictable, one thing is for certain one will need every ounce of imagination to make head or tails of this land, before they lose one or the other.

Dreamlord: There are three dreamlords who hold sway over Wonderland, though never at the same time or place. There is the delusional and domineering Queen of Hearts who lives in a house of cards, the methodical Red Queen who sees the world in terms of red and white from her Looking Glass Tower, and the imaginative and kind-hearted Queen Alice who spends her time wandering through her Garden of Wonders. It is unknown as to how the dreamlord is determined for this realm, nor how long their rule will last. It seems as if each of these dreamlords is in a constant game of wits and resourcefulness with each other and one may lose to the other at any given time.

The Wyrð

Inhabitants: Wonderland can be populated by most anything imaginable from paradoxical grins without a cat to living playing cards. This is not to say that everything imaginable can be found here all the time, far from it. In fact the inhabitants of this realm change with clockwork regularity, although one cannot testify to said clock's condition, sometimes ticking backward, other times tocking forward, and at times does not tick-tock at all. No matter whom one might or might not find within this realm it is very likely they will talk in puns, riddles or rhymes, or riddling rhymes, rhyming puns, or puny riddles. This nonsense is to be considered normal and not rude in the least, or perhaps it is normal to be rude in the least.

Aura: The strange thing about Wonderland is that although its landscape, its inhabitants, and the events are surreal, the actions taken within this realm are usually quite mundane. Characters retain access to their Dream Conviction, but they act like normal Conviction while within Wonderland (unless the character can overcome the aura or Queen Alice is the current ruler).

While the Queen of Hearts rules over Wonderland everyone suffers a -3 penalty to Diplomacy and Gather Information checks (-5 in the House of Cards).

While the Red Queen is the dreamlord everyone comes under the Suggestion to follow her orders (-2 penalty to Will saves in the Looking Glass Tower). In addition, Dream Conviction can be used to make a "looking glass effect."

Whenever an action you take fails by 4 or less you may spend a point of Dream Conviction to automatically succeed. If an opponent's action against you succeeds by 4 or less, you may spend a point of Dream Conviction to make it automatically fail. Your opponent, if any, may oppose you. Both you and your opponent determine, in secret, the amount of Dream Conviction you will spend on the looking glass effect. If you spend more than your opponent, the looking glass effect succeeds. If you spend equal to or less than your opponent, then it fails. You must spend at least one Dream Conviction on each looking glass attempt.

While Queen Alice is the dreamlord Dream Conviction works as normal and the realm is warded against nightmares and Unseelie fey.

Organizations

The Wyrð is filled with an amazing assortment of organizations from the relentless dread hunters to the imaginative wordsmiths of Poesi. Many of these groups are associated with a particular realm, but usually their influence and activities stretch far beyond the borders of the Wyrð. The importance of the Wyrð is not lost upon those who live in other domains and it is not uncommon to find organizations from outside of the Wyrð involved in its intrigues and plots.

Dread Hunters

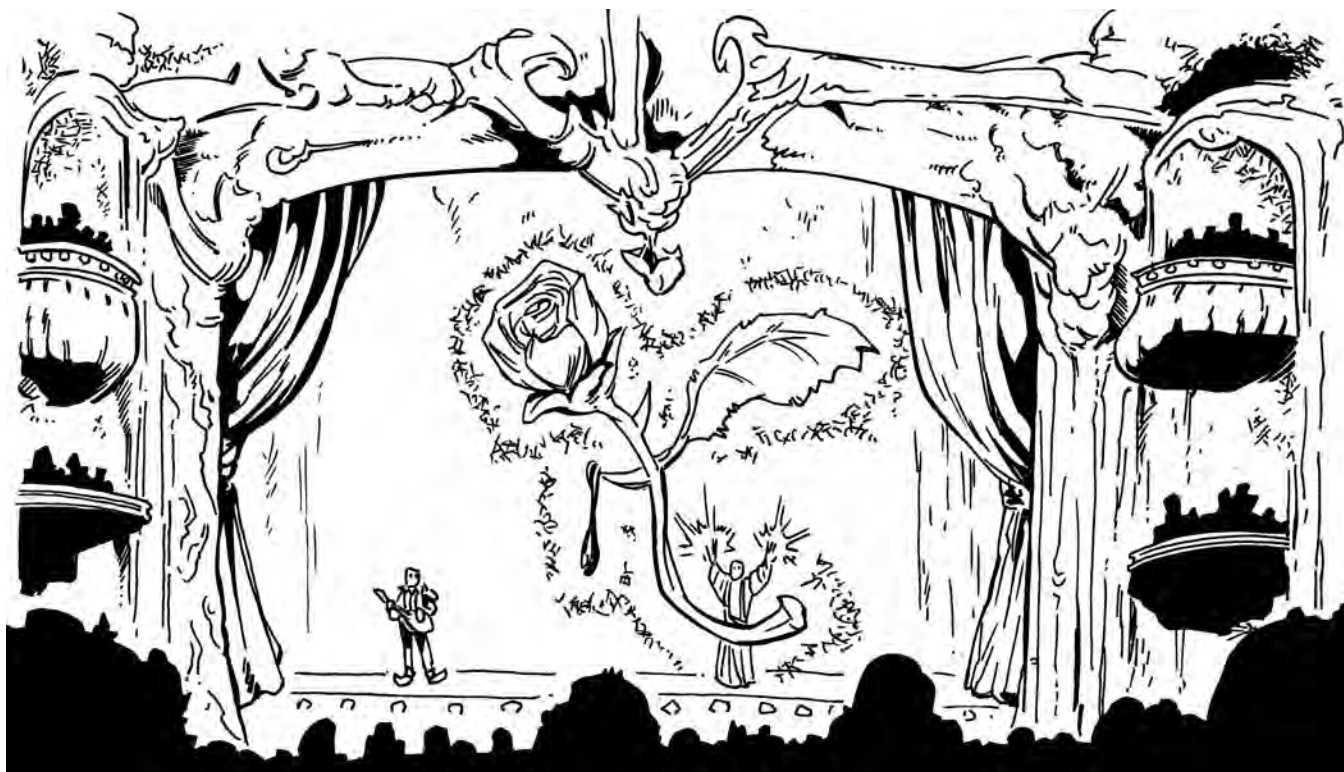
Dread hunters track down and slay nightmarish creatures throughout the dreamlands, though the Wending Refuge is considered to be their base of operations. Their members are sworn to remove the taint of nightmares from Nevermore. Dread hunters are a welcome sight in most every land and have a reputation for being quite capable of dispatching nightmares of all sorts and disrupting the plots and intrigues of the diaboli. A dread hunter typically wears a suit of supernatural studded leather armor with a blindfolded bow emblazoned upon it. Their bows are renowned for their deadly accuracy against nightmares and diaboli. The dread hunters are made up of a mixture of mortal and fey members, though all of them have experienced first hand the horrors and cruelty of nightmares and diaboli.

The dread hunters are lead by the dreamlord Bhlendhl, who oversees the Council of Huntsmen. This council takes place during Cadence and elects five captain huntsmen who are tasked with protecting one of Nevermore's domains, the most dangerous assignment being the Dreadlands. Once a captain huntsman is elected he stands before the assembly and calls for volunteers to join him. Once all the volunteers have taken their place, those that have not volunteered come forward. These dread hunters typically wish to be unbound from any captain for one year and present their case to Bhlendhl. If Bhlendhl determines that their reason and purpose is worthy, he will grant a special dispensation that allows the dread hunter to be unbound. Unbounded dread hunters fall under no one's command and are usually solitary in nature, though sometimes a small group of unbound dread hunters make common purpose and elect a lieutenant huntsman from their ranks who will lead them until they complete their mission. Once all dread hunters have become bound or unbound the Council of Huntsmen ends and its members head back into the dreamlands to fight against nightmares and other minions of evil.

Free Riders

The free riders are led by Gwynudd and his chosen captains and are sworn to protect the honor and realm of the Free Camp. They ride wild and ferocious beasts. These creatures are steadfast servants of their riders and fearsome foes to all those who oppose their masters. Much of the free riders' battle prowess comes from a mixture of their adept riding ability and formidable mounts. When faced with terrible odds, free riders can summon a fury upon themselves and their mounts the likes of which few can survive.

The free riders are usually found within Gwynudd's realm as it wanders the Wyrð or Dreadlands in search of nightmares and other dangerous creatures to hunt down. However, they can be found elsewhere in Nevermore when on some task for Gwynudd or seeking



out other Glaseelie fey. They wear a mixture of armor and wield an assortment of weapons. They are most readily recognized by the beasts they ride, which is reflected in the banners that adorn their lances. Most of the free riders are Glaseelie fey, though occasionally a Seelie fey or even a mortal will join their ranks after proving their metal to Gwynudd and his captains.

Weavers of the Wyrð

Weavers of the Wyrð are fearsome foes and eerie allies. They serve no particular dreamlord and are often found outside the Wyrð. They cause a great amount of disturbance to the dreamlands they wander through and only a few have been granted passage into the Hedge or the Eye and only after proving themselves trustworthy and sane. Weavers of the Wyrð are considered as everything from eccentric dream weavers to dangerous madmen depending upon whom one talks to within Nevermore.

This was not always the case, once upon a time they were welcome visitors to almost every realm, but the death of their matriarch, Helena, and the subsequent corruption of their gift caused many of them to become dangerously unstable. Before Helena's death their purpose was to build safe-havens within the wild lands of the Wyrð. However, during the Age of Strife their gift was tainted by Diabolus and now many of their number bring sorrow and woe to those whom they once protected. The hierarchy of the weavers of the Wyrð has long been broken, but some of them have regained their senses since the advent of the Age of Serenity. These men and women seek to reforge their once great order and cleanse it of its taint. Most members are mortal,

though there are a few who are of fey descent. The two most distinguishable features of their dress are the dream catchers braided into their hair and their wands, which are crowned with a neverite gem.

Wordsmiths of Poesi

Wordsmiths are recognized as some of the most enthralling entertainers and knowledgeable sages in the dreamlands and are admired by most of the world's inhabitants except the Unseelie fey and the children of Mahr. Wordsmiths are messengers and servants of the dreamlord Poesi, but only loosely so. In fact, Poesi prefers them to experience the wonders of the lands as they will and only requires them to return to him during Cadence to tell him their tales. It is a marvelous time to be within Poesi's realm when the wordsmiths are all gathered and the "Tournament of Words" is held.

Poesi is the leader of this association of performers and scholars, but gives the members of this guild a great deal of freedom. Only on rare occasions does Poesi ask a member to undertake a particular mission, and even then it is only a request. In general, wordsmiths are charged with seeking out and gathering the tales about the dreamlands and the Mortal World. They have the special charge to discover the fate of Nialla, but none have been successful in this regard since this organization's founding. Wordsmiths of Poesi are known within almost every race of fey and mortal. There are no set regalia for wordsmiths to wear, but each receives a pin in the shape of a winged scroll with the following words inscribed upon it, "By words the mind is winged."

Adventuring In the Wyrð

The Wyrð is a land of legends. It is a place where the imaginations of dreamers can run the gambit of fantasy. Sagas and adventurers of epic proportions find their home here as well as many mortals who were the seeds of the Mortal World's myths. The tales of the Arabian Nights and Gulliver's Travels may have found their roots here. Last but not least, children stories are great sources of inspiration for adventurers in this domain allowing you to draw upon everything from Barrie's enchanting Neverland to the marvelous adventures of Carlo Collodi's Pinocchio. Narrators could even draw upon the modern, pulp, and science fiction genres in order to use the Nevermore as part of a much more contemporary campaign setting.

Adventure Hooks

- The Tournament of Words is the most notable festival on the Isle of Poesis. Poesi presides over the tournament with a number of judges consisting of the previous year's winners and a panel of renowned wordsmiths. The first cycle of Cadence is the known as the Tragoidia, and is filled with the trials and tribulations of tragic plays, while the second cycle, called Komoidia, is spent enjoying the amusement and humor of comedic ones. The final cycle is spent upon poetry, song, and storytelling, among other events. Afterward, there is a magnificent feast in honor of the winners and each is granted one request by Poesi. Many of Poesi's trusted advisors and wordsmiths come from former winners, such as the passionate Sappho and the mysterious Pearl Poet. However, it is a worry, at least for some of Poesi's advisors, that an agent of evil might infiltrate the Poet's Palace or wordsmiths by winning events in the Tournament of Words. Thus far their fears have not been realized, but nevertheless they keep a close eye on the tournament and its entrants.

- The Dreadlands have become more dangerous during the last year, with more numerous and powerful nightmares stalking the land. Gwynudd and his warriors have lost a number of free riders to deadly ambushes by diaboli forces. These diaboli have proven to be more organized and effective in their recent attacks than in the past and their coordinated attacks have caused Gwynudd and his free riders to be much more cautious in their raids. To complicate matters a number of free riders have left the Free Camp in order to establish their own realm under a new chieftain. Though only a small minority of the Free Camp, this departure has weakened it at a time Gwynudd believes is critical, especially with the intensifying activity of the diaboli. He also worries about what will become of this new tribe and more importantly the ends of its new chieftain.

- Hel, one of the children of Loki escaped the great battle of Ragnarok and has created her own realm hidden somewhere deep beneath the land of Idavoll. She has spent much of the Age of Serenity gathering new allies and minions to do her dark will. The rest of her family was killed during the great battle and she seeks revenge on those she holds responsible. It is rumored that she has created a secret society of necromancers who have been tasked with raising her family from the dead and gathering an undead horde with which to assault the city of Gimli and overthrow its current leaders. Balder and the other dreamlords of Idavoll are worried that if they cannot stop Hel's necromancers, a new Ragnarok will ensue and all that is left of their once-great realm will be turned into a graveyard.

- The queens of Wonderland have decreed a Grand Snark hunt throughout Wonderland. The snarks, lead by the dangerous Boojums, have recently moved off of their island home and are overrunning the entire realm. They have almost no sense of humor and have made quite a few of this land's inhabitants disappear. To augment their invasion force, the snarks are using the fabled Jabberwocky, the frumious Bandersnatch and the passionate Jubjub birds to sow confusion in the ranks of Wonderlands defenders. Although the Queen of Hearts finds this invasion to be quite delightful for all its bloodshed and excitement, the Red Queen thinks it is an unacceptable wrench in the gears of her clockwork-like games. On the other hand, Queen Alice is far more distressed about what has gotten into the snarks and how they were able to get off of their island. As such she is searching for a group of adventurers to head to Snark Island and find out what or who has been instigating them.

- There is a small group of weavers of the Wyrð who are trying to discover a cure for the madness that their fellow weavers suffer from and have set up a guild house on the Isle of Poesis. Unfortunately during their experiments one of their members became tainted. He killed a couple of their acolytes and destroyed much of the guild house before escaping. The remaining weavers have been trying to find their former friend and undo the taint that has infected him. Unfortunately, he has disappeared into the Wyrð and seems to reappear at random only to cause a great deal of destruction during his rampages.

- There is a group of Unseelie fey led by Ruggedo, the Nome King, who live in a realm beneath the land of Oz. They resent the inhabitants who live above them and rarely miss a chance to cause trouble for Ozma and her allies. In fact, the Nome King's minions have created a vast network of hidden tunnels throughout the land and have been using them to kidnap important surface-dwellers and replace them with changelings. Though

some of these changelings have been discovered there are a number of them still at large and working on some nefarious plan crafted by their king.

- Dread hunters throughout the domains have reported a remarkable increase in nightmarish activity and have been hard pressed to keep up with the numerous sightings and rumors of these walking horrors. One such raid left most of an entire village slaughtered, though tales from the survivors indicate the diaboli responsible for the raid had inquired about a specific girl. This girl recently manifested the ability to destroy nightmares, even diaboli, with her touch. The survivors believe the girl left the village before the attack and fled into the Wyrð. No one knows if she was captured or escaped, but the dread hunters and others have made it a priority to find her, hopefully alive.

- A gnomish inventor named Akerue lived upon the Isle of Poesis and was creating useful, if strangely convoluted devices for his costumers for almost a decade. He was working on a new invention that he claimed would revolutionize the world of Nevermore. Many of his neighbors and customers tried to pry the secret out of him, but he had withstood their advances and told no one about his device's purpose of function. Unfortunately it seems he never will, as his house has disappeared and no one has seen hide or hair of him since. It is rumored by some that he discovered a way to pass the waters of forgetfulness, others say that he built a time travel device, and more than a few think he winked himself out of existence. However, there are rumors that the occasional passerby has seen a glowing doorway where Akerue's front porch used to be, though where it leads is anyone's guess.

- The Dowser's Guild has long been the only reliable means for traversing the dreamlands, especially the Wyrð, without becoming lost. They help caravans and adventuring parties for a fee to get just about anywhere in Nevermore. They can also help find individuals and

items for the right price. Their headquarters is located somewhere in the Wyrð, but only dowers and their trusted allies know how to find it. Recently, a few of their members have disappeared and the guild is worried that they have been captured and are being put to some nefarious use, perhaps even to find the Dowser's Guild. As such they are hiring adventurers for protection to their current members and find those who have disappeared.

- After the last Cadence, a strange mansion appeared upon the Isle of Poesis. Its front door and windows are magically sealed, and only awakened can enter it. Prince Poesi has set a prize for those who discover the secrets of this mysterious manor. Some believe Poesi put it there, while others suspect some sinister purpose behind the mansion, but whoever's hand shaped its halls has not come forward, nor have any returned to tell their tale.

- Gwynnudd's son is dying, and after consulting with his seers, he has sought the help of humans in securing the cure. It lies somewhere within the Wyrð and may only be touched by mortal hands. His seers have written down their visions and the signs by which the adventurers will know they are upon the right pathway through the dreamlands, but time is running out, and they must hurry if they are to succeed.

- Whether it is because dragons hold a special place in the mortal psyche or some other reason entirely, these fantastic creatures are found in the Wyrð with remarkable frequency. As they grow in power, they frequently create their own realms where they keep their homes and hoards. Sometimes these realms are welcoming regions where mortals, fey and dragons live side-by-side with each other. However, more likely than not these lands serve as either fortresses of solitude or way stations between rampages. The dreamlords of the Wyrð keep a close eye on the dragons and when one of them becomes a menace to their realm they often enlist adventures to deal with the situation.

New Rules

The following chapter provides a number of new rules for use with the True20 core rules and Nevermore campaign setting. It includes new aspects for players and Narrators to use, role progression paths for the weavers of the Wyrð and wordsmiths of Poesi, a number of new feats and a sampling of the flora and fauna found in the Wyrð.

New Aspects

The following are a few new aspects and aspect-affecting feats for use with the Nevermore campaign setting.

Aspect Duplication (Dreamer)

You have the ability to duplicate the aspects of others. You may only use this power to duplicate the aspects of

those within your line of sight. You still have to spend Dream Conviction to activate these aspects for one scene. If no one within line of sight has an aspect, then you cannot use this ability. You use your own dreamer level to determine the aspects effects.

Aspect Memory (Dreamer)

Prerequisite: Aspect Duplication

You retrain a memory of an aspect you have seen and can activate it at a moment's notice. You can memorize a single aspect you have come into contact with. This aspect does not need to be within line of sight to use. You may take this feat multiple times. Each time you take it you increase the number of aspects you can memorize by one.

The Wyrð

Dowser Aspect (Dreamer)

You have an uncanny knack for finding persons, places, and things within the dreamlands. If the person, place or thing is protected by a Ward or other appropriate power you must make an opposed check against the Ward to successfully use this power. For each of these powers you make a check (Difficulty 10) modified by the person, place or thing's familiarity. If you fail you must wait until the next cycle to try again for that particular subject. If successful, you locate the creature, object, or path you are looking for and find the shortest, most direct physical route to the subject of this power. The power indicates, at appropriate times, the exact path to follow. However, it does not provide you with any guidance in regard to hazards you must avoid, obstacles you must overcome, or creatures (including guardians) you might meet along the way.

Locate Creature (Fatiguing, Concentration):

You can use this power to locate a specific kind of creature (choose a particular species) or a specific individual known to you.

Locate Object (Fatiguing, Concentration):

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind. Alternatively, you can attempt to find a certain item.

Locate Path (Fatiguing, Concentration): This power enables you to sense the correct direction, be it the way into or out of a locale, which will eventually lead you to your destination.

Time: Dowser abilities require a full-round action.

Draconic Aspect, Mental (Dreamer)

Choose one of the following dragons: fire, forest, ice, moon, mountain, sky, sun, or swamp dragons. You have a supernatural bond with your chosen dragon type.

Draconic Power: You can use a particular power associated with your chosen dragon type: fire (Scrying), forest (Suggestion), ice (Cold Shaping), moon (Wind Shaping), mountain (Earth Shaping), sky (Wind Shaping), sun (Light Shaping) or swamp dragons (Shadow Shaping).

Draconic Senses: As a move action you can make a Draconic Aspect check. The result of the check indicates the range of your draconic senses of Darkvision and Blindsense. The benefits of Draconic Senses last for 10 minutes. If you take 20 when making this check, you spend 2 minutes and suffer a +20 increase in the Fatigue check. See Table 1: Draconic Senses.

Draconic Breath (Fatiguing): As a standard action, you can use the breath weapon (if more than one choose one) of your chosen dragon: fire (fire; 30 ft. cone), forest (acid; 30 ft. cone), ice (cold; 30 ft. cone), moon (cold or paralysis; 30 ft. cone), mountain (petrifying; 30 ft. cone), sky (electricity; 60 ft. line), sun

Table 1: Draconic Senses

Result	Senses
10	10 ft.
15	20 ft.
20	30 ft.
25	40 ft.
30	50 ft.
35+	60 ft.

(fire or weakening; 30 ft. cone), or swamp (acid; 60 ft. line). If a dragon has more than one breath weapon type you must choose which one you have access to when you first pick this aspect.

Once you use your breath weapon, you can't breathe again until 3 rounds later. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage. The damage of your draconic breath is equal to your dreamer level.

For non-damaging breath weapons use the following rules. Creatures within the area of affect must succeed on a Fortitude save or be paralyzed, (moon), petrified (mountain), or weakened (2 points of Strength damage; sun) for 4 rounds plus 1 round for every three dreamer levels.

Draconic Aspect, Physical (Dreamer)

Choose one of the following dragons: fire, forest, ice, moon, mountain, sky, sun, or swamp dragons. Your physical form reflects an innate relationship with this type of dragon.

Draconic Movement (Fatiguing, Maintenance): As a move action, you gain a fly speed equal to 20 feet with poor maneuverability. Add an additional 20 feet to the granted movement speed for every four dreamer levels. Draconic movement is fatiguing, with a Fatigue save Difficulty of 14 (+2 per four dreamer levels).

Draconic Skin (Fatiguing, Maintenance): As a move action you gain damage reduction +1/supernatural. Add an additional +1 damage reduction for every four dreamer levels. Draconic skin is fatiguing, with a Fatigue save Difficulty of 14 (+2 per four dreamer levels).

Draconic Strike (Fatiguing, Maintenance): As a standard action you gain a bite attack. The damage is equal to 1 + 1 for every four levels of dreamer. Elemental Strike is fatiguing, with a Fatigue saving throw of 14 (+2 for every additional point of damage).

Time: Draconic Strike takes a standard action. The benefits of Dragon Skin last for 10 rounds (1 minute). If you take 20 when making this check, you spend 2 minutes and suffer a +20 increase in the Fatigue check.

Improved Aspect Memory (Dreamer)

Prerequisite: Aspect Memory

You are even more adept at recalling your memorized aspects. You may use your memorized aspects up to three times per cycle without spending Dream Conviction.

Lucky Aspect (Dreamer)

Prerequisites: Lucky

You are lucky beyond all belief.

Aura of Luck (Fatiguing, Maintenance): You are surrounded by an aura of luck with a 60-foot radius. Whenever you would normally be surprised in combat by an attack, power, or effect originating from within the aura's range, you can make a Lucky Aspect check (Difficulty 15). If successful, you receive a split-second warning (could be something you notice or just a gut instinct); you are not surprised and can take an action in the surprise round. If you succeeded by 10 or more, you are treated as if you rolled a 20 on your initiative check for the surprise round. If you succeed by 20 or more, you can take a move or standard action before the surprise round. You can increase the radius of your aura by 30 feet for every four dreamer levels you possess. When another creature within the aura is the subject of an attack, power, or effect originating from within the aura's radius, you receive a warning about that creature, but the Difficulty of your Lucky Aspect check is increased by 5. Aura of luck is fatiguing, with a Fatigue save Difficulty of 14 (+2 per four dreamer levels).

Lucky Re-Roll (Fatiguing): As a reaction, you can make a Lucky Aspect check. The result of the check indicates the bonus you gain when you use the amazing re-roll ability. You cannot use this ability to affect a Lucky Aspect check.

Prodigious Aspect (Dreamer)

You have the ability to perform spectacular actions without hesitation. When you gain this aspect choose two related skills. You may take this aspect multiple times. Each time you do so, chose two different related

Table 3: Prodigious Aspect

Difficulty	Bonus
10	2
15	4
20	6
25	8
30	10
35+	12

skills. You gain the Prodigious Challenge, Power, and Skills abilities with these new skills.

Prodigious Challenge (Fatiguing): As a free action, you can make a Prodigious Aspect check (Difficulty 10). If successful, you gain a free challenge plus an extra free challenge during the scene for every five points you beat the Difficulty. These challenges can be taken all at once or one at a time. You can only use this ability once per scene.

Prodigious Power: You gain a single power associated with one of your chosen skills. This power should be determined by you and your Narrator at the time of choosing this aspect. For example, if you chose the Handle Animal and Medicine skills, then your Narrator might allow you to choose between the Beast Link and Cure power, whichever power you chose will be available to use when this aspect is activated.

Prodigious Skills: As a move action, you can make a Prodigious Aspect check. The result of the check indicates the bonus you add to your chosen skill checks. This bonus lasts for 10 minutes. If you take 20 when making this check, you spend 2 minutes and suffer a +20 increase to the fatigue Difficulty.

Wild Aspects (Dreamer)

Your aspects fluctuate in strength and potency. Reduce your effective dreamer level by 2 for all your aspects. At the beginning of each scene, roll a d20 and add the level modifier to your effective dreamer level.

Table 2: Lucky Re-Roll

Difficulty	Bonus
10	1
15	2
20	3
25	4
30	5
35+	6

Table 4: Wild Aspects

Result	Level Modifier
1–2	0
3–6	1
7–10	2
11–14	3
15–18	4
19–20	5



Wild Aspect Surge (Dreamers)

Prerequisite: Wild Aspects

Your wild aspects can be enhanced through sheer determination. For each point of Dream Conviction you spend you increase the level modifier of your wild aspects result by one. For example, if you roll a 17 and spend 2 points of Dream Conviction, then you would increase the modifier to +6 for the duration of the scene.

Wyrd Aspect (Dreamer)

You carry the indelible mark of the Wyrd wherever you go. You can use the Heart Shaping and Second Sight power.

Wyrd Aura (Fatiguing, Maintenance): As a standard action, you can surround yourself with an aura of the Wyrd with up to a 20-foot radius. You and anyone else within the radius may use the improbable deed and unbelievable challenge Dream Conviction abilities without expending Dream Conviction. In addition, anyone in the aura's radius suffers a +5 Difficulty to their backlash checks. You may increase the aura's radius by 10 feet for every four dreamer levels you possess. In addition, any area under the effects of your aura during the turning is treated as if it was in the Wyrd (+10 to Domain Shifts). Wyrd aura is fatiguing, with a Fatigue save Difficulty of 14 (+2 per four dreamer levels).

New Paths

The following are two new paths for use in the Nevermore campaign setting. The weavers of the Wyrd and the wordsmiths of Poesi are intended for use by players and Narrators. However, the weavers are an unpredictable organization due to their tragic history, which means they can serve as adversaries, heroes, or both within any given adventure.

Weavers of the Wyrd

Weavers of the Wyrd stir up excitement and emotion wherever they go and make the world around them more surreal and malleable. They have an astonishing reservoir of luck, which they can draw upon on a moment's notice and an unparalleled insight into the inner workings of Nevermore. As they attune themselves to the dreamlands, they can use the sheer force of their will to increase the power of their aspects.

Adversaries: As adversaries weavers are volatile and erratic enemies. Their minds distorted by dementia and their actions are arbitrary at best. They wander the dreamlands along unpredictable paths, though it is glaringly evident wherever they have been. They are surreal storms of immeasurable intensity leaving a swath of destruction and mayhem in their wake.

Heroes: Some weavers retained their sanity during the Age of Strife and passed their knowledge on over the years to new weavers. These weavers seek to restore the order's reputation and cleanse the tainted weavers, either by healing them or destroying them. They swear an oath to never use their powers to harm the innocent and spend their lives trying to make amends for the harm their former companions have done.

Position: Weavers are more likely to be support characters in an adventuring party. They use their Wyrd and Lucky auras to perform incredible actions with relative ease. They can also become very effective face men and leaders for a group of adventurers.

Abilities: A weaver's mental abilities are more important than their physical ones. Charisma is especially useful for a weaver due to its usefulness in regards to their typically skills and possible backlashes. Wisdom is important because it provides a boost to a weaver's mental vitality and allows him to use more

fatiguing aspects. Intelligence is useful because it grants more skills for a weaver to draw upon during adventures. Both Dexterity and Constitution are useful in keeping the weaver alive long enough to bring his full powers to bear on any given situation.

Background: Most weavers are dreamborn mortals, though recently there have been a few reborn

fey recruited into the organization to work within the Heartlands and elsewhere.

Skills: Pick a number of skills equal to 4 + the weaver's Intelligence modifier from the following list: Bluff, Concentration, Craft, Diplomacy, Gather Information, Intimidate, Knowledge (any), Language, Medicine, Notice, Sense Motive or Survival.

Table 5: Weaver Path

Character Level	Role Level	Feats/Powers/Aspects
1	Dreamer 1st	Dream Blood, Lucky Aspect, Wild Aspects, Wyrð Aspect
2	Dreamer 2nd	Wild Aspect Surge
3	Dreamer 3rd	Wild Weaver
4	Dreamer 4th	Dream Blood
5	Dreamer 5th	Improved Aspect (Wyrð)
6	Dreamer 6th	Choose a Feat or Aspect ¹
7	Dreamer 7th	Choose a Feat or Aspect ¹
8	Dreamer 8th	Dream Blood
9	Dreamer 9th	Innate Aspect (Wyrð)
10	Dreamer 10th	Choose a Feat or Aspect ¹
11	Dreamer 11th	Choose a Feat or Aspect ¹
12	Dreamer 12th	Dream Blood
13	Dreamer 13th	Choose a Feat or Aspect ¹
14	Dreamer 14th	Choose a Feat or Aspect ¹
15	Dreamer 15th	Choose a Feat or Aspect ¹
16	Dreamer 16th	Dream Blood
17	Dreamer 17th	Choose a Feat or Aspect ¹
18	Dreamer 18th	Choose a Feat or Aspect ¹
19	Dreamer 19th	Choose a Feat or Aspect ¹
20	Dreamer 20th	Dream Blood

¹ Choose one of the following: Aspect (any), Armor Training, Aspect Duplication, Aspect Mastery, Aspect Memory, Canny Dodge, Challenge, Eidetic Memory, Empower Aspect, Endurance, Erase Signature, Gifted Aspect, Improved Aspect, Improved Aspect Memory, Improved Initiative, Innate Aspect, Lucky, Quicken Aspect, Second Chance, Shield Penetration, Skill Focus, Skill Training, Subtle Aspect, Talented, Tireless, Uncanny Dodge, Weapon Training, Widen Aspect, or Wild Skills.

The Wyrð

Table 6: Wordsmith Path

Character Level	Role Level	Feats/Powers/Aspects
1	Dreamer 1st	Dream Blood, Eidetic Memory, Prodigious Aspect (Craft: writing or Perform: acting, comedy, oratory, or singing and one related skill), Words of Crafting
2	Expert 1st	Inspire
3	Dreamer 2nd	Choose a Feat or Aspect ¹
4	Expert 2nd	Favored Audience
5	Expert 3rd	Inspire
6	Dreamer 2nd	Choose a Feat or Aspect ¹
7	Expert 5th	Choose a Feat ²
8	Expert 1st	Inspire
9	Dreamer 2nd	Choose a Feat or Aspect ¹
10	Expert 7th	Favored Audience
11	Expert 1st	Inspire
12	Dreamer 2nd	Choose a Feat or Aspect ¹
13	Expert 9th	Choose a Feat ²
14	Expert 1st	Inspire
15	Dreamer 2nd	Choose a Feat or Aspect ¹
16	Expert 11th	Favored Audience
17	Expert 1st	Inspire
18	Dreamer 2nd	Choose a Feat or Aspect ¹
19	Expert 13th	Choose a Feat ²
20	Expert 1st	Choose a Feat ²

¹ Choose one of the following: Ability Aspect (Intelligence or Charisma), Aspect Duplication, Aspect Mastery, Aspect Memory, Dowser Aspect, Draconic Aspect (moon or sun), Dream Blood, Dreamer Insight, Emotive Aspect (Friendship or Hope), Empower Aspect, Gifted Aspect, Improved Aspect, Illumination Aspect (Brilliant), Improved Aspect Memory, , Innate Aspect, Lucky Aspect, Prodigious Aspect, Quicken Aspect, Shield Penetration, , Widen Aspect, Wild Skills, or Wyrð Aspect.

² Choose one of the following: Any Expert feat, Animal Empathy, Armor Training, Canny Dodge, Challenge, Connected, Contacts, Dreamer Insight, Fascinate, Favored Audience, Harmonized Voice, Leadership, Lucky, Mass Suggestion, Quick Draw, Second Chance, Set-up, Taunt, Skill Focus, Skill Training, Suggestion, Wealthy, or Weapon Training.

Wordsmiths of Poesi

Wordsmiths of Poesi derive their powers from their ability to craft from words. They can produce powerful effects through their poetry and prose. They can inspire awe, courage, fury, and other emotions with a few well-chosen words and can influence their audiences with their compelling voices. They have sharp memories and rarely forget a detail of their stories or their adventures. As they gain experience, wordsmiths become potent forces in shaping the hearts and minds of their listeners.

Heroes: Wordsmiths are natural leaders within a party of adventurers, but some prefer to be observers, taking in the details and offering their opinion when they see a need. They are powerful allies to any group and are useful for their ability to craft things with their words and support their companions with their powers.

Position: Wordsmiths usually wander the dreamlands as solitary figures or in troupes. However, sometimes a wordsmith will align himself with an influential individual as a counselor. In such a capacity, the wordsmith becomes an invaluable source of information and advice. Most any dreamlord would consider themselves lucky to have such an ally and as such they often spend much time and effort in order to become a wordsmith's patron.

Abilities: In a word, Charisma. This is the most important ability for any wordsmith. It is not only the key ability to their skills, but also improves their capacity as crafters of the word. Alternatively, some wordsmiths prefer writing as their medium of expression. In this case, then Intelligence becomes vastly more important. Whether the wordsmith's preference is for the spoken or written word it is important for him to have a decent Wisdom if he acquires a number of fatiguing aspects. Dexterity is probably the most useful physical ability because it is the key ability for some of the wordsmith's abilities and it improves his chances of surviving in combat.

Background: Wordsmiths come from a variety of backgrounds from mortal dreamer to reborn fey.

Skills: Pick a number of skills equal to 4 + the wordsmith's Intelligence modifier from the following list: Acrobatics, Bluff, Concentration, Craft (writing), Diplomacy, Disguise, Escape Artist, Gather Information, Knowledge (any), Language, Notice, Perform (any), Sense Motive, or Sleight of Hand.

New Feats

The following are new feats for use with the True20 system and Nevermore campaign setting. They have been created to help flesh out the ideas behind the weaver of the Wyrð and the wordsmiths of Poesi, but can find a home with many different character concepts.

Adept Insight (General)

Prerequisite: 1st level Adept, Knowledge (supernatural) rank 8

You have spent many hours studying the supernatural and can have flashes of insight into how to use your powers. For every point of Dream Conviction you spend you increase your effective adept level on a single use of a power by up to 4 (maximum equal to your total level.) For example, if you were a 1st level adept/3rd level expert with the Apport power, you would be able to use the power as if you were a 4th level adept if you expended a point of Dream Conviction.

Dreamer Insight (General)

Prerequisite: 1st level Dreamer, Knowledge (supernatural) rank 8

You have spent many hours studying the supernatural and can have flashes of insight into how to use your aspects. For every point of Dream Conviction you spend you increase your effective dreamer level on a single use of a power by up to 4 (maximum equal to your total level.) For example, if you were a 1st level dreamer/6th level warrior with Totem Aspect (wolf) you would be able to use the aspect as if you were a 7th level dreamer if you expended two points of Dream Conviction.

Dream Resistance (General)

Prerequisite: Resistance to Dreams (x2)

You have a natural resistance to surreal effects. You gain a Dream Resistance equal to 10 + half your non-dreamer levels. You can avoid effects originating from aspects, dream weaving, or the supernatural abilities of progeny. To determine if a supernatural effect or ability works against you, the user must make a dreamer level check (1d20 + dreamer level). If the result equals or exceeds your dream resistance, the power works normally, although you are still allowed a saving throw. You may not gain levels in the dreamer role if you take this feat.

Favored Audience (Expert)

You have a particular type of audience you've studied or are especially effective against. It may be a type of creature, like animals or the undead; a profession, like soldiers or thieves; or any other category the Narrator approves. Especially broad categories, like "all humanoids" or "all villains," are not permitted. You get a +2 bonus on Bluff, Diplomacy, Intimidate, Perform, and Sense Motive checks when dealing with your favored audience. In addition, your favored audience suffers a -2 penalty to their Will Saves when you use an appropriate feat or power. You may take this feat multiple times, either choosing a different favored audience or stacking with your existing bonus to a maximum of +6 on skills checks and -6 on Will saves.

The Wyrð

Table 7: Wild Powers

Result	Level Modifier
1–2	0
3–6	1
7–10	2
11–14	3
15–18	4
19–20	5

Harmonized Voice (Expert)

Prerequisite: Fascinate (acting, comedy, oratory, or singing) and Inspire

You have the ability to harmonize your voice in such a way as to weave together multiple audio effects (ex. Fascinate, Inspire, Suggestion, Words of Crafting, etc.). If you expend a point of Dream Conviction, you can have two audio effects active at the same time as a full-round action. For example, you could have the Fascinate feat active as you inspire competence in your allies or inspire awe as you use words of crafting to create an object.

Resistance to Dreams (General)

Prerequisite: No levels in the dreamer role

Surreal effects are less likely to affect you. You gain a bonus to Toughness and Will saving throws against surreal damage or effects originating from aspects, dream weaving, or the supernatural abilities of progeny.

You can take this feat multiple times and its benefits stack, up to a maximum +5 bonus to your Toughness saves.

Wild Powers (Adept)

Your powers fluctuate in strength and potency. Reduce your effective adept level by 2 for all your powers. At the beginning of each scene, roll a d20 and add the level modifier to your effective adept level.

Wild Skills (General)

Your skills fluctuate in effectiveness. Reduce your effective skill ranks by 2 for all skills. Whenever you attempt a skill check, roll a d20 and add the bonus to your effective skill ranks. The result indicates how many ranks you are considered have with regard to that particular skill check.

Wild Weaver (Dreamer)

Prerequisite: Dreamer 3rd level

Your dream weaves fluctuate in power and effectiveness. Reduce your effective dreamer level by 2 for all dream weaves. Whenever you attempt a

Table 8: Wild Skills

Result	Bonus
1–2	0
3–6	1
7–10	2
11–14	3
15–18	4
19–20	5

Table 9: Wild Weaver

Result	Level Modifier
1–2	0
3–6	1
7–10	2
11–14	3
15–18	4
19–20	5

dream weave, roll a d20 and add the level modifier to your effective dreamer level. The result indicates what dreamer level you are considered to be with regard to that particular dream weave. You may still spend Dream points to increase your effective level as normal.

Words of Crafting (Dreamer)

Prerequisites: Dream Blood, Prodigious Aspect in Craft (writing) or Perform (acting, comedy, oratory, or singing).

You are so adept at weaving words together you can knit objects out of thin air. Choose Perform (acting, comedy, oratory, or singing) or Craft (writing). As a full-round action, you can use your chosen skill to dream craft. The Craft Difficulty is increased by 5, though all other factors remain the same.

Flora and Fauna

The plants and creatures of the Wyrð run the gambit of possibilities from the exotic to the surrealistic and everything in between. This domain's bizarre landscapes are only matched by its extraordinary inhabitants, which sets the stage for a wide range of unusual adventures. The following are just a few examples of the types of flora and fauna found within the ever-changing Wyrð.

Airavata

Type: 12th Level Supernatural Beast

Size: Huge

Speed: 40 ft.

Abilities: Str +9, Dex +0, Con +5, Int +0, Wis +3, Cha +0

Skills: Notice 15 (+25), Sense Motive 4 (+11), Survival 15 (+22)

Feats: Attack Focus (gore), Dream Blood^B, Double Strike^B, Endurance, Iron Will, Night Vision^B, Skill Focus (Notice), Power (3)^B, Trunks^B

Traits: All-around attack, Power (rank 15, Wis +3, save Difficulty 19, Water Shaping +18, Wind Shaping +18, Weather Shaping), Scent, Trample

Combat: Attack +10 (–2 size, +12 base) (+11 with gore), Damage +15 (gore) or +13 (slam), Defense Dodge/Parry +10/+19 (–2 size, +12 base, +0 Dex, +9 Str), Initiative +0

Saving Throws: Toughness +13 (+4 size, +5 Con, +4 natural), Fortitude +12 (+7 base, +5 Con), Reflex +3 (+3 base), Will +8 (+3 base, +3 Wis, +2 Iron Will)

Dream Conviction: 2

Organization: Solitary or Herd (6–30)

All-Around Attack: As a full round action an airavata can make a number of slam attacks equal to its current number of trunks against opponents within its reach. Up to two attacks can be made against an individual opponent using the Double Strike.



Skills: Tripaka have a +4 racial bonus to Notice, Sense Motive, and Survival checks.

Trample: Damage +19; Difficulty 25 Reflex save for half damage. The save Difficulty is Strength-based.

Trunks: Severing an airavata's trunks follows the rules for sundering a tentacle (see **Tentacles** in the description of creature traits in **Chapter One** of the *True20 Bestiary*). An airavata's head counts as a Small held object for the sundering attempt.

Airavatas are ivory colored creatures with a close resemblance to elephants. However, unlike their Mortal World kin, these creatures have four golden tusks sprouting from their head along with seven massive trunks. They are imposing creatures and can be turned into fierce fighting mounts with the proper training. They are usually found in the Wyrð, but have been known to wander into the other domains from time to time.

Airavatas are peaceful creatures, but once provoked they become determined and formidable foes attacking and trampling any creatures that threaten them or their herd.

An airavata has a body length, including trunk and tusks, of between 20 and 25 feet, stands 10 to 15 feet tall, and weighs 5,500 to 8,000 pounds.

Cait Sith

Type: 3rd Level Supernatural Beast (Dreamborn)

Size: Small

Speed: 30 ft.

Abilities: Str –3, Dex +4, Con +0, Int +1, Wis +2, Cha +1

Skills: Acrobatics 0 (+12)*, Climb 0 (+8)*, Jump 0 (+12)*, Notice 6 (+8), Sense Motive 6 (+8), Stealth 4 (+16)*[+4 Dex, +4 racial, +4 size]

Feats: Dream Blood^B, Supernatural Talent (Light Shaping and Teleport), Night Vision^B, Power (2)^B, Supernatural Focus (Light Shaping)

Traits: Darkvision 60 ft., Power (rank 6, Wis +1, save Difficulty 13, Light Shaping +12, Teleport +9), Scent

Combat: Attack +8 (+3 base, +4 Dex, +1 size), Damage –2 (unarmed), Defense Dodge/Parry +8/+1 (+3 base, +4 Dex, +1 size), Initiative +4

Saving Throws: Toughness –1 (+0 base, +0 Con, –1 size), Fortitude +3 (+3 base, +0 Con), Reflex +7 (+3 base, +4 Dex), Will +3 (+1 base, +2 Wis)

Dream Conviction: 2

Organization: Solitary, colony (2–5), or cluster (6–15)

Skills: Cait Siths have a +4 bonus on Climb and Stealth checks, and a +8 racial bonus on Acrobatics and Jump checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. In areas of tall grass or heavy undergrowth, the Stealth bonus rises to +8.

Cait siths come in a variety of colors, though all of them have black stripes and broad grins. They are solitary creatures and can disappear with a flick of their

The Wyrð

tails making them quite difficult to catch. They live throughout the dreamlands, though are quite found of the Wyrð, especially Wonderland.

Cait siths use their invisibility to avoid combat, but if cornered they will make a stand.

A cait sith has a length of about 2 feet and weighs between 20 to 50 pounds.

Dream Berry

The dream berry tree produces one of the most sought after fruits in Nevermore. Its skin is lavender in color and its tastes like strong mint. Anyone who eats a dream berry must make a Fortitude save (Difficulty 15) or be dazed for one round. Those who succeed on their saving throw gain a bonus Dream Conviction point for one hour. You can only gain the benefits of one dream berry at a time. Dream berry trees are found throughout the dreamlands, though they are especially common in the Heartlands and Wyrð.

Weight: –

Cost: 14

Mana Trees

Mana trees produce golden fruits that resemble oranges. They have a blood red pulp and their juice has potent magical qualities. Anyone who eats a mana fruit as a full-round action or drinks a mana draught as a standard action gains the Second Chance feat for one minute. The particular hazard or skill this feat relates to is determined when the fruit or draught is consumed. Mana trees are common to most domains, except the Dreadlands where they are extremely rare.

Weight: 1/2 lb.

Cost: 14 (1 fruit or draught)

Mesmerose

The mesmerose is a tall and rainbow-hued flower, which fascinates those who look upon it. Anyone with line of sight to this flower must make a Will saving throw or become fascinated by the flower. The Difficulty of the saving throw is equal to 10 + half the mesmerose's level. A subject that succeeds on the saving throw is immune to the mesmerose for one cycle. Those who fail are fascinated for a number of rounds equal to 3 plus the mesmerose's level. At the end of the duration the victim has one round to get out of line of sight of the mesmerose before he must make another Will saving throw. Any potential threat, such as a creature sneaking up on a fascinated target, grants a new Will save. Any obvious threat, such as someone drawing a weapon, automatically breaks the fascination. The mesmerose is a wild flower found in the backcountry of the Heartlands, the unfettered lands of the Wyrð, and the foreboding wastes of the Dreadlands.

Weight: 1/2 lb.

Cost: 16 + 1 per level of the mesmerose

Prophet Poppies

Prophet poppies are a mysterious flower famed for its predictive qualities. As a move action, anyone who eats a handful of prophet poppy seeds or drinks a tea made from them gains the Visions power for one minute. The age of the flower determines its power rankings (ranging from 4 to 23) and the possible scope of the visions it grants. Unfortunately, prophet poppies also cause their users to enter into a trance-like state. While in this altered state the subject's surroundings appear blurred and he is considered to be dazzled (–1 on attack rolls, Notice checks, and Search checks). This effect wears off once the Vision power's duration ends. Prophet poppies dot the dreamlands from the Wyrð to the Dreadlands and everywhere between.

Weight: –

Cost: 10 + 1 per level of the prophet poppy

Weave Root

Weave root is an ivory colored tuberous root crowned with multi-colored leafs. The plant possesses a potent dream weaving agent and anyone who consumes a weave root may activate a single dream weave in the next hour without expending a point of Dream Conviction (though you must spend Dream Points to increase your effective dreamer level). Weave root can be found throughout Nevermore though it is most numerous in the Wyrð.

Weight: 1/2 lb.

Cost: 12

Wise Hazels

Wise hazel trees are noted for their properties of divination. Their forked branches can be turned into dowsing rods with the proper preparation and grant the user the Dowser Aspect (rank 5, save Difficulty 11, Dowser +5). In addition, anyone who eats its nuts of wisdom gains the Eidetic Memory feat. Last but not least, wise hazel trees are warded against nightmares. Nightmares that come within 30 feet of a wise hazel must make a Will saving throw (Difficulty 15) or be unable to cross the boundary so long as the tree stands, nor can nightmares directly affect or influence anything within the bounds of the ward. A small branch taken from the wise hazel tree retains a 20-foot radius ward. If the wise hazel tree branch is used in combat, treat it as a one-handed improvised supernatural weapon that deals bludgeoning damage like a club. When used against nightmares it deals an extra +2 damage special ability. Wise hazel trees populate most of the domains, though they are rare in the Dreadlands.

Weight: 1lb. (rod), 1 lb. (branch), – (nut)

Cost: 34 (rod), 15 (branch), 13 (nut)

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; © "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with

the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker. Advanced Player's Guide, Copyright 2004, White Wolf Publishing, Inc. Blue Rose, Copyright 2005, Green Ronin Publishing; Authors Jeremy Crawford, Dawn Elliot, Steve Kenson, Alejandro Melchior, and John Sneed. Monte Cook Presents: Iron Heroes, Copyright 2005, Monte J. Cook. All rights reserved. Mutants & Masterminds, Copyright 2002, Green Ronin Publishing; Author Steve Kenson. The Psychic's Handbook, Copyright 2004, Green Ronin Publishing; Author Steve Kenson. Unearthed Arcana, Copyright 2003, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman. True20 Adventure Roleplaying, Copyright 2005, Green Ronin Publishing; Author Steve Kenson. Caliphate Nights, Copyright 2006, Paradigm Concepts; Author Aaron Infante-Levy Lux Aeternum, Copyright 2006, BlackWyrn Games; Author Ryan Wolfe, with Dave Mattingly, Aaron Sullivan, and Derrick Thomas. Mecha vs. Kaiju, Copyright 2006, Big Finger Games; Author Johnathan Wright. Borrowed Time, Copyright 2006, Golden Elm Media; Authors Bruce Baugh and David Bolack

The Wyrd: Land of Lore, Copyright 2007, Expeditious Retreat Press, Author Joseph Miller.

All game statistics derived from the SRD are deemed open content. All names and stories are Product Identity.