

Nevermore Gazetteer

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**I ascended into a wondrous realm,
Through waters dark and deep.
I came ashore where dreams do dwell,
And die...but I was not asleep.**

– Poesi, The Poet Prince

Nevermore is an ever-changing world where reason fades into the mists of slumber, and imagination emerges into a land of fanciful dreams and dreadful nightmares. It is a world where exotic and unpredictable encounters are as common as eddies swirling along a rocky shore. It is a realm of surreal landscapes awash with dramatic deeds and teeming with creatures both beautiful and bizarre.

Nevermore offers a plethora of possible and even improbable adventures for those who traverse its strange domains. It pushes its inhabitants and visitors beyond the mundane and into a fantastic realm of near boundless potential for both good and evil. Nevermore amplifies and accentuates, twists and skews and is a place where nothing remains the same for long.

Nevermore Campaigns

Nevermore assumes Narrators are using it as a fantasy campaign setting. However, the setting can be used for any genre or time period with a few tweaks of the background material. In light of this, the rules have been designed in such a way as to fit whatever genre and time period a Narrator sets his campaign in, whether it is Horror, Modern Fantasy, Future Fantasy or something else entirely.

Once a decision on genre and time period have been made, it is important to make the world live and breathe by developing the adventure hooks, story lines and subplots presented in this material into a unique vision of the dreamlands. Make sure from the moment the campaign starts that the players understand that this is not just another dream. Their actions have consequences for the world around them as well as

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themselves. Nevermore should have real effects on those who adventure and invest themselves in it. Life and death should be just as genuine in the dreamlands as they are in the mortal world. Nevermore should have real effects on those who adventure and invest themselves in it. Life and death should be just as genuine in the dreamlands as they are in the mortal world.

If using Nevermore in tandem with another setting, make sure the events within the dreamlands

foreshadow those within the other world, grant hints to the main storyline or prove to be an integral part of foiling an adversary's plans. This is where the ingenuity of a Narrator is needed most; the occasional side-trek to Nevermore is all well and good, but it is of greater importance to find a way to incorporate these side-treks into the main plotline of a campaign and thereby create a tangible benefit to the players' successes within the world of Nevermore.

A Short History of Nevermore

Nevermore was created for the fey as a refuge from the mortal world. Over untold years, it provided a place of rest and reverie for the fey, producing a golden age among them. However, envy entered the world with the sin of Queen Mab, and the seeds of discord she sowed thereafter fractured the fey into two conflicting courts. Open strife between the courts intensified as more and more fey shed their mortal coils, seeking a new life in lands unsullied by human hands. Nevermore's ground tasted blood for the first time during this Age of Rebirth, and what had been a sanctuary for the fey, now became a battlefield.

Centuries passed with neither side gaining advantage over the other, until humans and beasts fleeing a great

flood in the mortal world entered Nevermore through the intercession of Poesi, Oberon's son. The advent of men created a clarion call among many of the fey for a war against the mortals. Seizing this opportunity, the Unseelie court convinced some of the Seelie court to join them and marched upon men. Angered by the infidelity of his children, Faehalig, the god of the fey, granted Poesi the power to summon forth the waters of forgetfulness. The waters released by the prince washed away the Unseelie army and lulled Nevermore into a long and wistful slumber.

No one knows how long this Forgotten Age lasted, but when the fogs of this era finally dissipated, the domain of the Wyrd surrounded the Heartlands of the fey, and within this new land, mortals held power. Unable to destroy the humans through force of arms, the Unseelie sowed the seeds of strife in the hearts of men. They prepared the ground for war with subtle schemes and cunning intrigues, until one by one the mortals began to battle each other.

The world ignited in war and woe, forging the legends of the Age of Strife. During these centuries of struggle, many dreamlords rose and fell as vast armies were summoned from the mortal world. The age culminated in a terrible crucible of forty years, which brought the world to the verge of tearing itself apart. The revenge and madness marred the very essence of Nevermore, giving birth to the Dreadlands and the nightmares that torment the world. This era would have destroyed the mortals, and perhaps Nevermore itself, but as the dirge was nearing its last note, the sacrifice of Faehalig's son and the sound of a single child weeping for mercy amidst the cries for bloody revenge returned the land of dreams to its senses.

The blood of Menhalig and the tears of Mergia swept away the nightmares of the Age of Strife, and in their wake, two new domains were formed, the Hedge and the Eye. These places have become sanctuaries for the inhabitants of Nevermore in the new Age of Serenity. Unfortunately, the pool of peace has dried to its dregs, and enemies, both old and new, are preparing for a darker and more tumultuous age.



Arrival

The dreaming is the most common way for mortals to enter Nevermore and can bring them just about anywhere in the world, from a quiet tavern in the Eye to the haunted mires of the Dreadlands. The dreaming can come as a daydream, a fainting spell or something else entirely. Consequently, there is a constant stream of mortals who flow into this wondrous world, and no two tales of their arrival are ever alike. Regardless of the pathway taken into this world, when the threshold is crossed, the awakened are filled with surreal energies and an innate knowledge that they are no longer in the mortal world.

Those who come to Nevermore via the summons have quite a different experience. Some summonses are peaceful affairs, while others are cold and cruel, but all reflect the nature of the dreamlord who makes them. Those who are summoned arrive at a place determined by the dreamlord and may be placed under the effects of a Suggestion to serve the summoner for up to seven cycles (Will save Difficulty 24 or power check Difficulty 36 to ignore for one cycle). Once these seven cycles have passed, the dreamlord decides whether to return the summoned back to the mortal world or allow them to remain in Nevermore. If the dreamlord chooses the former, the summoned immediately depart the dreamlands, but if the latter is chosen, the awakened mortals are free to remain in this world or leave it.

Nevermore may also be entered through dream doors. These are places where the veil between the mortal and dream worlds is the weakest. Dream doors can be anything from an old oak tree to a stone circle, but most are natural features. Some are unlocked under certain circumstances, while others are always open. Mortals may pass through these portals without noticing and some of these dream doors only permit one way travel.

Cycles

Due to the erratic nature of the heavenly bodies in this world, one cannot mark the passage of days with as much ease as can be done elsewhere. However, there is a stable unit of time within the ever-changing lands of Nevermore, and it is called the “cycle.” Each cycle lasts for eight hours and has the following properties.

The Hours: The first hour of the cycle is called Burst and it is the most potent of all the hours of the cycle. Fresh dream energy flows freely, flooding into the realm and drenching all of its inhabitants with power. The first two hours, Burst (1st) and Gleam (2nd), are the most wondrous hours of the cycle and when Nevermore is most easily influenced. The hours of Shimmer (3rd), Flicker (4th), Pallor (5th) and Dim (6th), see an increased resistance to manipulation. During the last two hours, Murk (7th) and Gloom (8th), accidents and nightmarish creatures plague the land.

The Turning: The last minute of each cycle is known as the turning, and during this moment, the entire world of Nevermore undergoes an amazing transformation. The sky, the ground, even some of the inhabitants change, some slightly, others completely. Each domain is affected by the turning in its own way. In the Eye, the turning is hardly noticeable, whereas in the Wyrd it is a common occurrence for the landscape to change in the blink of an eye. During this moment of turning, all creatures are frozen in place and unable to do anything but watch the metamorphosis of the world before their very eyes and perhaps under their very feet. After the turning, creatures regain their ability to act, though perhaps under entirely different circumstances. The turning of a cycle can have a number of effects, which are listed below:

- *Recovery:* Creatures automatically recover from all damage and fatigue conditions.
- *Dream Conviction:* Creatures regain all their Dream Conviction points. In addition, any non-permanent Dream Conviction effect has its duration end.
- *Dream Shifts:* Domain, progeny and atmospheric shifts occur (see **Dream Shifts** later in this chapter).
- *Will to Waken:* Awakened characters may choose to leave Nevermore, unless still under a dreamlord’s suggestion or dream bound by Nevermore (see **Staying** later in this chapter).

Cycles Are Days: Any reference in feats, powers, creature traits, etc. to the term “day” (or to 8 to 24 hour periods) should be changed to “cycle” while in Nevermore.

Dream Shifts

There are three typical types of dream shifts that Nevermore undergoes during each turning: domain, atmospheric and progeny shifts. These are the most common elements that are changed during a turning, but are not the only ones. One cannot always cover everything, and with this truth firmly in mind, the following shifts were chosen to illustrate what is meant by dream shifts. These should spark the Narrator’s imagination and help draw players into the unpredictable and surreal feel of the world.

Domain Shifts: These are perhaps the easiest to portray and describe to players, as they affect the world around them, from a mountain range to a single stream to a kitchen table. Some changes are so insignificant that one would hardly notice the difference between one cycle and the next, but others could be so obvious that they seem impossible. Domain shifts provide endless potential for bringing sudden excitement to an

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adventure or an additional complication to an ongoing conflict. Narrators should keep in mind that domain shifts were designed to enhance the setting and should not be used to throw characters into hopeless situations. It is important to note here that each domain is affected independently of the others, so what might change in one might not be what changes in another.

Important Note: Realms within a domain make independent dream shift checks.

Atmospheric Shifts: These are shifts in the climate of a domain. However, it should be noted that they not only affect the weather of a given domain, but also the heavenly bodies seen therein (which range from non-existent to the bizarre), and even the perception of colors and light. Shifts of weather and heavenly bodies are much easier to describe to characters than changes in coloration and light, but the latter are just as important to include in descriptions as they help to portray the unearthly environment of the setting and accentuate Nevermore's mood. As with domain shifts, some changes are insignificant in nature, while others can be quite striking and startling to behold.

Progeny Shifts: These involve changing the psychological, emotional and even physical forms of dreamspawn and nightmare creatures. Changes brought about by progeny shifts can be subtle; others are astounding and even disquieting. Though a conflict can spring from a progeny shift, Narrators should not use them to throw characters into hopeless situations. Like domain shifts, progeny shifts affect each domain independently of the others, so what might change in one might not be what changes in another.

Dreamshift Check: Roll a d20 for each type of shift to determine the magnitude of the change, and apply the following modifiers to the shift rolls: -10 in the Eye, -5 in the Hedge, +0 in the Heartlands, +5 in the Dreadlands, and +10 in the Wyrld.

Then, compare the results to the table and determine the magnitude and effects of the dream shift.

The **Example Shifts** table presents a rough guideline for determining the power of shifts and presents a few examples of appropriate results based on shift magnitude. It's important to note that the table barely scratches the surface of what is possible, and in the end, the turning can involve almost anything a Narrator can imagine.

The Reckoning of Time

Nevermore does not have weeks, months or years in the traditional sense of the words, since there are no stable moons or suns to base such things upon. In truth, beyond the cycles, there are few things that can be used to gauge the passage of time. Still, this did not stop the dreamlord Poesi from creating what the inhabitants of Nevermore have adopted as their method of reckoning time.

In Poesi's calendar, the cycles are grouped into threes called "triads," which parallel what is known as a day in the mortal world. The next measure of time, called a "phrase," mirrors a week and consists of seven triads. Four phrases make up a "movement" that can be compared to a month. Finally, Poesi's calendar groups thirteen movements into an "opus," which is the equivalent of a year.

Table 1.1: Example Shifts

Die Roll	Shift Magnitude	Examples
1	None	No change.
2–6	Insignificant	Random items rearrange (Domain), there's a slight change of weather (Atmospheric), or some progeny have their features slightly changed (Progeny).
7–10	Minor	Random items disappear (Domain), colors are slightly more vivid (Atmospheric), or some progeny disappear (Progeny).
11–14	Significant	New items or areas appear (Domain), the season changes by one step (Atmospheric), or some progeny change their appearance and/or attitudes (Progeny).
15–17	Major	Random buildings rearrange themselves (Domain), a windstorm begins (Atmospheric), or all progeny increase in size one category.
18–19	Massive	An entire city/dungeon rearranges itself (Domain), the season changes by two steps (Atmospheric), or all progeny change their creature type (Progeny).
20+	World Altering*	A mountain made of neverite rises from the earth (Domain), the sky is emptied of all heavenly bodies and all color is drained away (Atmospheric), or all progeny disappear or turn into nightmares (Progeny).

*World Altering shifts last until they are reversed or replaced by another World Altering shift.

The last triad of each opus is known as “Cadence” and is a time of renewal for Nevermore and its inhabitants. Cadence, like the turning, has a number of effects.

- *Dream Conviction:* At the turning of each cycle of Cadence, creatures gain twice their normal Dream Conviction points.

- *Cadence’s Boon:* During Cadence, creatures add a +2 cadence modifier to all attack rolls, skill checks and saving throws. In addition, Backlash checks have their Difficulty reduced by 5.

- *Dream Shifts:* No dream shifts occur during the turnings of Cadence.

- *Sifting:* During the last turning of Cadence, all creatures within Nevermore have their equipment sifted (see **Awakened** in **Inhabitants**).

Staying

Awakened can choose to return to the mortal world during the turning of a cycle, unless they are still under the effects of a dreamlord’s summons or bonded to the dreamland’s fate. Dream bonding is a rare occurrence, but has been known to happen, especially when a significant thread in Nevermore’s history is unfolding.

Of course, barring these exceptions, mortals may come and go from Nevermore as they like. Some will stay for only a cycle and never return, while others find themselves drawn back into the dreamlands with clockwork regularity. There are even a rare few who forsake their mortal ties and make new lives for themselves in this land of boundless possibilities.

Inhabitants

The inhabitants of Nevermore are made up of four distinct types: awakened, dreamborn, reborn fey and progeny. Awakened are humans brought into Nevermore from the mortal world via the dreaming or by summons, whereas dreamborn are offspring of those men who forsook their ties to the earth to escape the great flood. The reborn fey are creatures of folklore and myth who have made the dreamlands into their home. Finally, there are the progeny that manifest the divided essence of Nevermore as dreamspawn and nightmares. Given this diversity, it is distinctly possible to find any creature imaginable in the dreamlands. In light of this, Narrators are encouraged to use the rules presented in the rest of this chapter to create their own unique races to populate this world.

Awakened

Awakened mortals are the most common race within Nevermore, and can be ordinary people, valiant heroes or villainous knaves. Their appearances are equally as varied, ranging from short to tall, from thin to stout, and from ivory to ebony skinned. No matter who they are or how they arrived in Nevermore, all mortals experience a revelation known as the “awakening” upon first arriving in the dreamlands. This transformation grants them surreal and extraordinary abilities based on their psyches, which the awakened can then use while adventuring within this world.

Awakened Traits: The following is a general explanation of the effects that awakening has on a mortal.

Awakened Background: Awakened choose either two bonus feats from any category or one General bonus feat and one supernatural aspect or power. They gain these feats while in Nevermore and are in addition to any traits they have from their base background (typically their race).

Sifting: Awakened undergo the process of sifting when they enter Nevermore. Their equipment is sifted through with items kept, modified, replaced or simply taken from their inventory. Note that these items are not lost to the awakened, they are just set aside while they are inside Nevermore.

The sifting is meant to equip characters with what they need for their adventures in the dreamlands and should grant items appropriate to the current quest or that fit the character’s personality. If the Narrator is feeling especially creative, they could even come up with recurring items, such as an intelligent walking staff for a reserved adept, an animated thieves’ kit with an eccentric personality for an expert or a huge, but strangely light greatsword for a warrior. In fact, Narrators are encouraged to work these sorts of things into their campaigns, as they can add to the atmosphere of the game and help draw players into the spirit of the setting.

For example, a character that had a longsword, a cloak, leather armor and a week’s worth of iron rations when he began the awakening, might end the sifting with a *supernatural longsword*, a *cloak of flesh shaping*, leather armor, a *cure potion*, a temporary *lantern of light shaping* and a *talking animated shield*.

Dreamborn

Mortal men and beasts born within Nevermore are known as “dreamborn.” They are almost indistinguishable from their awakened counterparts from the time of their birth till adolescence. However, once a dreamborn reaches maturity, it undergoes a transformation called “metamorphosis.” This process typically produces a startling change in appearance and augments the dreamborn’s physical form to reflect its psyche. To gaze upon a dreamborn in full aspect is like peering into his soul, beautiful or terrible as it may be.

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Dreamborn Background: Dreamborn gain Dream Blood as a bonus and favored feat. They also choose two bonus feats, one bonus starting skill, and three favored feats (or one favored feat plus one supernatural power or aspect).

Reborn Fey

The fey were the first to dream of Nevermore and the foremost to walk its wondrous lands. For time without measure, they were the lone stewards of this realm and existed in peace and prosperity. However, the seeds of discord destroyed this Golden Age and split the fey into two opposing courts. Since then, the Seelie and Unseelie courts have consolidated their power over the Heartlands and influenced the weaving of Nevermore's history for both good and ill.

The Seelie fey wander many lands, but most make their residence in the southern Heartlands and swear loyalty to King Oberon. Their personalities range from playful prankster to solemn councilor, but most are noble in nature and enchanting to behold. They are renowned for their uncanny understanding of the threads which weave their way through the tapestry of Nevermore's past, present and future. Like their chief god Faehalig, they believe Nevermore is a garden to be tended and shared with mortals. The most common Seelie fey are the brownies, dwarves, elves, gnomes and sprites.

Like their brethren, Unseelie fey manifest in many forms, but in contrast, they are often misshapen and hideous in appearance. They are cunning creatures skilled in the arts of deception and infamous for their influence over the darker threads that run through the fabric of Nevermore. The fallen angel, Lilith, has corrupted Queen Mab and her court completely and convinced them that they are superior to their brethren and mortals and therefore have an inherent right of dominion over all of Nevermore. The most common Unseelie fey are the goblins, kobolds, ogres, orcs and trolls.

Reborn Background: Reborn fey gain Nightvision and Weapon Training as bonus feats and one aspect, which uses their total level to determine its ranks and effects and a key ability of their choosing. They also choose one bonus feat, one bonus starting skill, and two favored feats (or one favored supernatural power or aspect).

Progeny

Progeny exist only as extensions of Nevermore's essence. They are agents through which the world interacts with its inhabitants. They populate almost every corner of the dreamlands, and like its landscapes, they change with the turning of the cycle. There are two types of progeny in Nevermore: dreamspawn and nightmares.

Dreamspawn populate the world from the tiniest ant to the tallest trees. They can be anything from the merchants one meets in the market to the animals one meets within a forest. Due to their connection to the essence of Nevermore, dreamspawn change with the turning of the cycle, and the captain of the guards in one cycle may become a street urchin in the next. Such progeny shifts can be confusing or even amusing, but usually follow some inborn logic, which only Nevermore can fathom.

Nightmares were created by the terrible trials of the Age of Strife and are living wounds in Nevermore's essence. Like dreamspawn, they are tied to the turning of the cycles, but unlike them, they are malevolent in nature and often frightful in appearance. They range from the malicious monsters that populate the wilds to the cunning fiends which plot the destruction of fey and mortal alike.

Progeny Traits: Progeny have the following traits, which are added to the base creature.

- *Minion:* Progeny are considered minions and do not gain Dream Conviction.

- *Disrupting Attack:* Creatures wounded by a progeny's natural attack lose a Dream Conviction point. Dream Conviction points lost in this way count against the character's Dream Conviction allotment for a scene and can cause a backlash.

- *Progeny Skills:* Progeny may use the improbable deed and unbelievable challenge Dream Conviction abilities at will for skills they have ranks in.

The Geography of Nevermore

Nevermore is divided into five distinct domains. The Heartlands were created by Faehalig and are the oldest of the domains, while the Wyrld was formed out of the mists of the Forgotten Age. During the Age of Strife, the northern half of the Wyrld was warped by the death of Diabolus into the Dreadlands. Finally, at the beginning of the Age of Serenity, Menhalig's sacrifice created the Hedge, and Mergia's tears produced the Eye.

Over the years, a number of realms have been founded and lost within these domains, their landscapes and cultures rising and falling with the fortunes of the dreamlords who ruled them. However, the hopes and fears of the vast majority of mortals and fey rest upon thirteen greater dreamlords who are seen as the cornerstones of the coming age. The realms of these greater dreamlords are detailed throughout the rest of this chapter. Of course, Nevermore has never been predictable, so perhaps there is an unknown dreamlord out there who will fashion the future of this world in his own image. Only the turning of the cycles will tell the tale.

Domain and Realm Auras: Most domains and realms have permanent auras affecting their lands and those within them. These auras accentuate the atmosphere of a domain and reinforce a dreamlord's vision of his realm. Domain auras are always active and cannot be resisted. On the other hand, realm auras may be resisted, if they have a direct effect on a character. Resisting a realm's aura grows more difficult as one moves closer to the dreamlord's sanctuary.

- The outer half of the realm requires a Will save Difficulty 16 or power check Difficulty 22.
- The inner half of the realm requires a Will save Difficulty 20 or power check Difficulty 29.
- The sanctum of the realm requires a Will save Difficulty 24 or power check Difficulty 36.

A character is only allowed one Will save attempt per cycle to ignore a realm aura. If successful, a character ignores all the effects of a realm aura for one cycle, whether they are beneficial or not.

Power checks are made against particular realm aura effects. A successful power check allows a character to suppress effects for himself which would be affected by the power for as long as it is active.

For example, if a 4th-level expert with a good Will save and +2 Wisdom rolls a 9 or less, he fails to resist the realm aura. If he rolled a 10, he would ignore the aura in the outer half of the realm, but not the inner half or sanctum. If he rolled a 14, he would ignore the aura in the inner half of the realm, except the sanctum. If he rolled an 18, he would ignore the realm aura completely.

If a 4th-level adept with Psychic Shield and a +2 Intelligence rolls a 12 or less, he fails to suppress a particular effect of an aura (Heart Shaping, Suggestion, etc.). If he rolled a 13, he would suppress a particular effect for himself in the outer half of the realm, but not the inner half or sanctum. If he rolled a 20, he would suppress the effect for himself in the inner half of the realm, except the sanctum. The adept would need to spend Dream Conviction (or have some other means of improving his power check) to have a chance to suppress the effect within the sanctum.

The Dreadlands

The Dreadlands formed from the Northern Wyrld after the death of Diabolus corrupted it during the Age of Strife. Like the Wyrld, this domain warps with the passing of each cycle. The landscape, however, is often violent and vengeful in nature, ranging from menacing forests to deadly quagmires. Unlike the Wyrld, the realms of the Dreadlands remain set in place, making it possible to travel to them. However, the domain's nightmarish environments and beasts may make it nearly impossible to make such a trek safely.

Domain Aura: Apply a +5 domain modifier to Dream Shifts and a +10 domain modifier to Backlash checks. In addition, the escape certain death, remarkable recovery and second wind Dream Conviction abilities, along with their less powerful versions, cost four times the normal Dream Conviction. This increase in Dream Conviction also applies to other Dream Conviction abilities used to heal or prevent damage or fatigue.

Brimstone

Jagged peaks of obsidian mark the borders of Brimstone, and the smell of sulfur and death saturates the air with nauseating odors. Cruel creatures prowl the barren environment, while malicious monsters hide within crevices and caverns that mar the landscape. The Blackwall encircles Brimstone and is constantly patrolled by diaboli, while beneath it lays the heart of the realm, the city of Bal, where Diabolus rules over his nightmarish minions amid a frightening landscape of obsidian and magma.

Dreamlord: Diabolus, the Horned Lord, is a demented and vicious ruler, obsessed with revenge. Diabolus has slowly regained his strength since the Age of Strife, but his madness has left his wrath and minions without a focus. Over a generation ago, Lilith restored his mind and revealed to him the means by which to create diaboli. Since then, he has grown in power as a dreamlord, and his sinister servants have increased his influence over the inhabitants and events within Nevermore.



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Inhabitants: Brimstone is populated by the undead and creatures who take pleasure in the misfortune and death of others. They celebrate the destruction of life and feast upon the spirits of their enemies. They are cunning and cruel, powerful and vicious, deceptive and corrupting, desiring nothing more than to see Nevermore torn asunder by turmoil and terror.

Aura: All those within Brimstone gain a +3 bonus to Intimidate checks (+5 in the city of Bal) and come under the constant effects of Heart Shaping (despair) and severe heat (extreme heat in the city of Bal).

Isle of Discord

Hidden in the mists of the Sea of Lost Souls lies the Isle of Discord and its malevolent mistress, the dreamlord Sirena. It is a forlorn island, populated by Sirena's sinister servants and the Order of Discordant Voices. It is from this veiled isle that Sirena schemes her return to power and her retribution against Nyxis and the rest of Nevermore. Those who are lured to this lonely isle rarely return, and if they do, it is as a minion of the Marred Voice.

Dreamlord: Sirena, the Marred Voice, crafts her cunning schemes from the Spire of Discord, shoring up a new power base upon the Isle of Discord. She, too, has received the assistance of Lilith, who has shown her arcane secrets that will help turn the tide of her fortunes. Her plots are soon to be realized, and she hopes to have her revenge against Nyxis and then the rest of Nevermore.

Inhabitants: Decadence and scheming are the pillars of life upon the Isle of Discord. Sirena's servants are constantly involved in intrigues within the world beyond. It is with great lust and pleasure that they foment lies and deceit, and they revel in the chaos and confusion they sow. They are delighted by the corruption and suffering of others and celebrate each tainted or ruined innocent who is caught within their schemes.

Aura: All those on the Sea of Lost Souls come under the effects of a Suggestion to sail towards the Isle of Discord and gain a +2 bonus to Drive checks to sail toward the isle and a -2 penalty to sail away from it. Those who set foot on the Isle of Discord come under the Suggestion to present themselves to Sirena and suffer a -2 penalty to Will saves.

Nyxia

The frozen fields of Nyxia are barren and blizzard-swept, an unforgiving realm of snow and ice. Its inhabitants live under the rigid rule of Nyxis and are bound by a curse to protect their queen until their lives are utterly spent. It is a land of endless and desperate vigilance against the agents of Sirena and the nightmares of Diabolus.

Dreamlord: Nyxis, the Frozen Lady, is a forlorn and unfeeling ruler locked away in her Frozen Keep. She is haunted by her sins and the deaths of her sons and has spent the past century brooding upon her losses and contemplating the death curses she will make when

her realm finally falls to the children of Mahr. She has prepared her realm to become a tomb for her enemies and awaits the tide of war, her own death and the retribution her dying words will reap. She has no hope of survival, but she plans to make her realm into a death trap for her enemies.

Inhabitants: None of Nyxis's servants expect to survive the coming storms of war, but they cannot abandon their posts without being destroyed by the enchantments that guard the realm. Even so, there are a few who remain fanatically loyal to their Frozen Lady. Their only expectation is to cause the minions of Sirena and Diabolus the greatest possible harm before the fires of their lives are snuffed out.

Aura: Those within the realm of Nyxia come under the constant effects of severe cold (extreme cold in the Frozen Keep. Those in the outer half of the aura suffer blizzard conditions. Those who are sworn to Nyxis gain a +4 bonus to Fortitude saves versus cold effects, while those who are her sworn enemies suffer a -4 penalty (+/- 8 in the Frozen Keep).

Adventure Hooks for the Dreadlands

- A newly arisen dreamlord has created an idyllic realm within the Dreadlands in hopes of restoring some of its former glory. However, diabolus recently discovered its location and began to raid the realm, killing many of his followers. He has summoned and hired heroes to help defend his holdings, but can they hold out against a horde of nightmares?

- An emissary from Oberon is being sent to the Frozen Keep in an attempt to save Nyxis from her despair and perhaps form a new alliance. Among those being sent is one of her former husbands, Hypnos, who may still be able to reason with her. This expedition is dangerous for many reasons, with both Unseelie fey and diabolus seeking its destruction. Consequently, the Seelie are employing trustworthy adventurers to scout out Hypnos's route, protect him while he is traveling, and make sure nothing happens to him after he arrives.

- Long thought lost during the Age of Strife, the ruins of Maghreb have been found within the Dreadlands. The City of Brass's mighty towers are believed to be filled with unfathomable secrets and untold treasures. Unfortunately, it seems Mahr left more than a few guardians and trials within the ancient city to keep away unwanted visitors. Still there are a number of dreamlords and other organizations willing to hire intrepid adventurers to explore this realm, even, if rumors are to be believed, agents of the children of Mahr.

The Eye

The Eye is an island of calm and stability within the ever-shifting world of Nevermore. It is a modest domain where weary travelers can come for a respite from the

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volatile lands that surround it. Most of the Eye is a lush plateau of fertile fields sprinkled with peaceful manors and quaint villages. The stability of the Eye makes it the ideal place for commerce and culture to flourish in this ever-changing world. Owing to its predictable terrain, it is the most populated domain in Nevermore despite its relatively small size.

Domain Aura: Apply a -10 domain modifier to Dream Shifts and Backlash checks. In addition, double the number of Dream Conviction points needed to activate a Dream Conviction ability (see **Using Dream Conviction** in **Dream Conviction**).

Golden City

The spires of the Golden City overlook the peaceful plains of the Eye, while the city below abounds with activity. The beginning of each cycle brings the opening of the city's famous markets, where permanent items are sold in greater numbers than in any other realm within the world. Neverite, the world's currency, flows through the Golden City as blood through the veins of mortal men. Crime, however, is nearly nonexistent within the city due to its aura.

Dreamlord: Mergia, the Golden Eyed, rules over the Golden City as a benevolent matriarch. She seeks to heal the wounds caused by the Age of Strife, and to this end, she has pursued an alliance with other like-minded dreamlords, including Justina, Ordo, Aeden

and Oberon. She is an honorable and generous ruler and spends most of her time amongst her subjects, serving them in any way she can. This dedication to her people has engendered a deep devotion within her citizens.

Inhabitants: The Golden City is a prosperous and peaceful realm where commerce and leisure are pursued with good-natured persistence. The early hours of each cycle are dedicated to trade, while the later hours are often spent in recreation with family and friends. Hospitality is an important virtue to the citizens of the Golden City, and those who visit the realm will find more open doors than closed. The city's prominent leaders are approachable and more than willing to collaborate with those serving just causes and seeking good ends.

Aura: The Golden City is warded against nightmares. In addition, those within the city come under the effects of Heart Shaping (friendship) and a Suggestion to do no harm (or through inaction allow harm to come to others). Those who enter the Golden Palace gain a +2 bonus to all social interaction skills.

The Mount

A colossal city resides between the Mount's cloud-covered peaks and deep-delving caverns, spanning everything from the cliff face edifices of the High City to the great common halls of the Under City. The Mount is one of the only known sources for mined neverite, so it is heavily protected from those who might seek to steal from the realm. The craftsmen of the Mount are unmatched in their ability to forge dreamwrought weapons and armor, and its masons are adept at shaping stone.

Dreamlord: Aeden, the Stone Sovereign, presides over the Mount with a practical and principled wisdom. After the Age of Strife, he sought to create a mighty and impregnable fortress where mortals and fey might find respite from the torments of nightmares and the schemes of the Unseelie. This is why he founded the Mount and fortified it against the day those forces might strike at the Eye.

Inhabitants: Most of the denizens of the Mount are driven by a zealous work ethic and spend most of the cycle working in forges, workshops, studios, mints and mines. A number of citizens also provide a vast security network within the Mount. The residents of this realm typically interact with outsiders within the Tradesmen's Court, as access to the Mount itself is restricted to only the most trusted of visitors.

Aura: The Mount is warded against nightmares and Unseelie fey and grants a +3 bonus to Craft checks (+5 in the High City).

Veratis

The ever-watchful Tower of the Eye emanates an aura of calm and truth that washes over the marble streets and buildings of the city of Veratis. Unlike her sister Mergia's



Golden City, Justina's Veratis is simple and austere in design. All of the major streets radiate out from the Tower of the Eye, so that when one walks them, they are ever in the shadow of its gaze. Alleyways branch off of the main streets and out of the direct stare, but there is an ever-present sense that the tower still sees all that occurs behind the stone facades. Veratis is a place of discernment and wisdom, judgment and justice, and its magistrates and citizens are solemn and evenhanded in all their dealings with outsiders.

Dreamlord: Justina, the Even Hand, is a fair and prudent ruler, and unceasingly vigilant against the evils that prowl Nevermore. For the past century, she has fought against the foes of the Eye with every fiber of her being. She founded the city of Veratis and the Magi of the Eye to aid her in this pursuit, and since then, they have become beacons of justice in Nevermore and symbols of the common man's struggle against the corrupt.

Inhabitants: Many in the Eye say those seeking happiness go to the Golden City, but those seeking the truth journey to Veratis. The pursuit of justice and truth is a focal point of the authorities of Veratis, and the citizens have adapted their work toward this purpose. There are a number of private investigation firms that make their residence within the white walls of Veratis and sell their services to those who need a mystery solved or an individual watched. Still other citizens work as city guards and wardens for the Circles of Penance.

Aura: Those within Veratis gain a +3 bonus to Knowledge checks (+5 in the Tower of the Eye) and come under the Suggestion to tell the truth. In addition, those who commit or aid another in the commission of a crime or lie come under the effects of a Mind Probe. The information gathered from this probe is usually used to track down and arrest the criminal.

Adventure Hooks for the Eye

- A rash of unsolved crimes, from theft to murder, have been committed in the Golden City. The authorities are worried that a way around the enchantments which protect this realm has been discovered. They have hired a number of investigators to get to the bottom of this mystery, though none have exposed the perpetrators.

- A number of objects have been stolen from the workshop of a renowned gnome adept who lives at the foot of the Mount. He fears his inventions will be used for some nefarious purpose. He has spread the word of a reward around the Eye through various contacts.

- One of the curators of the Great Library of Veratis has discovered a mysterious manuscript within one of the history sections of the library. This book grants visions of the future through its written words. Unfortunately, it only works for him, and after narrowly escaping a kidnapping attempt thanks to a warning from the book, he has decided he needs protection, at least until the book stops warning him about impending trouble.

The Heartlands

The Heartlands are divided in two by the Hedge Mountains. Queen Mab and the Unseelie Court rule the northern Heartlands, while Oberon and the Seelie Court protect the southern Heartlands. Terrain in the Heartlands occasionally undergoes drastic changes, though it typically manifests as unspoiled wilderness ranging from old and blackened woods to rolling hills of emerald grass. Lakes and streams dot and cross the landscape, but their shape or course can alter with the turning of a cycle.

Domain Aura: None.

Lumendhel

The Valley of Light rests within the rolling emerald hills of the Southern Heartlands and is home to King Oberon and his Seelie Court. The residents of Lumendhel make their home here, from the city of Dhel on the valley floor to the city of Lumen in the boughs of the great lantern trees. The Seelie are renowned for their love of life and merriment, but have a serious side to them that stems from their calling as the guardians of Nevermore. As such, travelers to this realm will find a strange mixture of nobility and vivacity within the populace, which lends itself equally to moments of sobriety and good humor. At the center of Lumendhel stands the Heart Tree, the most ancient living thing within Nevermore, planted by Faehalig himself before even the fey were brought into the world. It is a holy place under which the Seelie Court holds its council.

Dreamlord: Oberon, the King of the Seelie, rules over the lands of Lumendhel with a light, but firm, touch. Oberon has spent hundreds of years as a dreamlord, and during that time, he has dedicated himself to the protection of Nevermore and its inhabitants. He has made mistakes, but has learned from each one and hopes he has become a better king as a result. He recognizes his enemies have also grown wiser from their own defeats, and he has spent the last hundred years preparing for them and trusting in the guidance and aid of Faehalig in the battles ahead.

Inhabitants: The Seelie are almost always in high spirits, and they maintain a taste for revelry and playful mischief that is unrivaled in Nevermore. They have an innate love of the courtly lifestyle of courtesy and dignity, but temper it with good-humor. In spite of their seemingly capricious nature, the citizens of Lumendhel recognize the need for sincerity of action, and once given, their word is their bond.

Aura: Lumendhel is illuminated by the bright light of the Heart Tree. In addition, during Cadence, the Heart Tree releases a supernatural sap which adolescent fey must drink in order to receive their powers. At the end of this ceremony, there is always a single drop of sap left over, which has the power to return one mortal or fey

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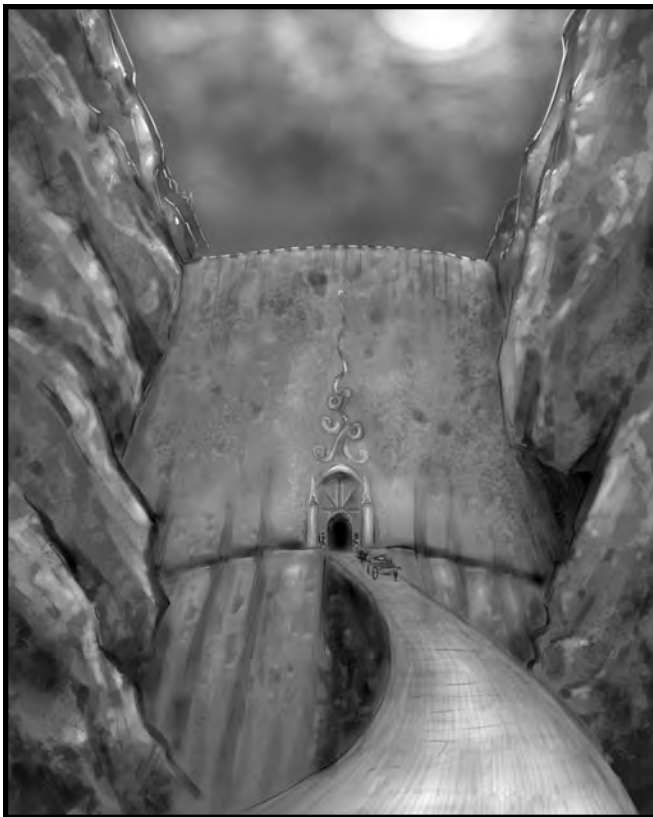
to life. This sap is reserved for only the most important figures and can only be used once upon any individual. Those within Lumendhel gain a +3 bonus to Medicine checks (+5 in the city of Lumen).

Nightwood

The Nightwood is a tangled and twisted forest constantly concealed within the gloom that emanates from the realm itself. The inhabitants of this realm are as cruel and misshapen as the woods and caverns they call home. A palpable hatred for outsiders lurks within the Nightwood, and those who enter without Mab's leave find themselves beset by her minions and ill luck.

Dreamlord: Mab, the Queen of the Unseelie, is the clever and vindictive matriarch of the Nightwood. She has spent the last hundred years marshaling her forces and rebuilding her strength from the safety of Nighthold, her underground fortress. She has an intricate network of spies working within other realms, some in positions of great influence, and has begun to set her latest gambit into motion. She awaits only Lilith's order to unleash her vipers and plunge the land into chaos and confusion.

Inhabitants: Denizens of the Nightwood are as spiteful and cruel as the queen they serve. They have a deep seated hatred for the humans and other races that have usurped the lands of Nevermore. They also despise the Seelie Court for its support and protection of these trespassers. There is nothing that would be more satisfying for the inhabitants of the Nightwood than to conquer the rest of Nevermore and cleanse it from those people who have tainted the world.



Aura: Nightwood is concealed by shadowy illumination. Unlike the Seelie, an Unseelie adolescent must eat a seed of discord from the Obsidian Tree during Cadence to obtain their powers. Fey gain a +2 bonus to Disguise and Stealth checks in the Nightwood, while mortals suffer a -1 penalty to all their saves (double these bonuses and penalties in Nighthold).

Adventure Hooks for the Heartlands

- The Heart Tree is dying! Its roots have been poisoned, its trunk is rotting and its glowing leaves are withering. It is neither known how it was poisoned, nor how to cleanse its taint. Oberon has called adventurers throughout the dreamlands to the aid of the Seelie in this time of need. Many believe Queen Mab poisoned the Heart Tree, others believe diaboli are responsible, others wonder if the end of time is drawing near. As to how to heal the Heart Tree there are as many wild rumors sprouting up as there are blades of grass covering Lumendhel's emerald hills.

- There are reports that Mab has discovered a cavern of neverite within the northern Heartlands; if this is true, she must not be allowed to hold onto it. Other stories say she is grooming a select force of Unseelie dreamlords to wreak revenge upon the world. There are even tales she has discovered a means of creating soulless servitors to do her will. However, with so little solid information available, many of the dreamlords are seeking out agents who are willing to risk their lives to uncover the awful truths of Mab's next scheme.

The Hedge

The Hedge weaves its way through the central portions of Nevermore. It is slightly less stable than the Eye, though it rarely changes in any drastic fashion, allowing for relatively predictable travel routes. The general terrain of the Hedge is mountainous and hilly, though portions of it range from desert to marshlands. The Hedge Mountains are the most prominent feature of this domain, encircling the Eye with a wall of white-capped peaks and splitting the Heartlands into two.

Domain Aura: Apply a -5 domain modifier to Dream Shift and Backlash checks. In addition, double the number of Dream Conviction points needed to activate Dream Conviction abilities (see **Using Dream Conviction in Dream Conviction**).

Ordan

Known as the Gateway to the Eye, the fortress city of Ordan stands in the middle of the only established pass through the Hedge Mountains. The entire city is organized in such a manner as to become a giant killing field for hostile forces. The buildings are constructed

like keeps, with arrow slits and battlements, rather than windows and doorways. In addition, they are placed in such a way as to funnel enemies into murderous wards where arrows and siege engines can take a vicious toll. The citizens of Ordan are martial and orderly by nature, with strict rules and regulations regarding almost every aspect of their lives. They believe that honor and duty are more important than their own personal freedoms, and most have sworn to defend the Eye from all who would do its inhabitants harm.

Dreamlord: Ordo, the Hedge Lord, is an accomplished and resolute defender of the Hedge and the Eye it protects. He founded Ordan and its Hedge Wardens to protect his sisters, Mergia and Justina, and has dedicated his life to ensuring nightmares and other corrupting influences do not gain a foothold in the Hedge or the Eye. He understands that no amount of patrolling and hunting can uncover all of the agents of evil, but believes without such vigilance, the world would fall into a nightmarish time of sorrow and destruction not seen since the Age of Strife.

Inhabitants: The inhabitants of Ordan are fiercely loyal to Ordo and dutiful towards the purpose he has set before them. During every cycle, the citizens spend at least one hour training in melee and bow, and at the beginning of each movement, there is a Grand Tournament held in the city. At this fair and friendly competition, men and women test their mettle against each other in mass melees, one-on-one duels, archery contests, jousting and other martial pursuits. At the end of the triad long tourney, Ordo crowns the champions and feasts them within the Hedge Hall.

Aura: Ordan is warded against nightmares. In addition, those who commit or aid another in the commission of a crime are teleported, as per the Apport power (though with no weight limit), into one of the holding cells within the Circle of Penance. These cells are organized according to the offense perpetrated by the prisoner, and it is next to impossible to escape from them, as they are warded against all powers. Those who are sworn to Ordo gain a +1 bonus to Toughness saves (+2 in the Hedge Tower).

Shadow's Keep

Hidden in the heart of the Hedge Marshes, Shadow's Keep is almost impossible to find without the help of the Silent Watchers or some other servant of Lokanan. It is surrounded by a confusing maze of half sunken ruins filled with dangerous traps and beasts. Only the citizens of Shadow's Keep know how to navigate Lokanan's Labyrinth without harm, and many make a lucrative business as a guide. Shadow's Keep is a realm shrouded in shadow, with inhabitants as secretive as their king, who often deal in alchemical wares that cannot be found anywhere else. One can also find a number of freelance spies and assassins for hire within Shadow's

Keep, though their reliability is dubious at best and only procured with substantial sums of neverite.

Dreamlord: Lokanan, the Shadow King, is a secretive and enigmatic figure that few understand, which is exactly how he prefers it. After the Age of Strife, he settled in the Hedge, where he cultivated an intricate web of informants and spies throughout Nevermore. His network keeps him informed of the plots and plans of the other dreamlords, and he often has a hand in the failure or success of them.

Inhabitants: Shadow's Keep fosters a great deal of cleverness and opportunism in its inhabitants. From idle gossip to full-blown spying, the citizens of Shadow's Keep are well versed in the arts of intrigue.

Aura: At the end of every Cadence, Lokanan may choose to move his realm to a different location within the Hedge Marshes and change the layout of the Labyrinth. The Labyrinth and Shadow Keep are warded against Scrying. Those within the Labyrinth suffer a -2 penalty to Search and Survival checks, while those in the Shadow's Keep gain a +5 bonus to Gather Information checks.

Adventure Hooks for the Hedge

- The preparations for the next Grand Tournament are underway and there are posters plastered all over the city of Ordan. However, some of the current champions have been murdered, and no one has appeared within the Circles of Penance to be condemned for the crimes. This is concerning not only to the authorities who want to get to the bottom of this mystery, but also to the organizers of the tournament who not only need new champions, but now it seems they need guardians for those who are left.

- An artifact collector needs an escort to protect him as he weaves his way through Lokanan's Labyrinth. He has a detailed map of the maze, but does not completely trust the person who sold it to him. He hopes to bring enough brains and brawn along with him to make sure even if there is a wrong turn here or there, he eventually will make it to Shadow's Keep and his contact.

The Wyrð

Nothing is constant in the ever-changing lands of the Wyrð, where terrain, atmosphere and even inhabitants can be radically altered in the course of a single turning. Almost every conceivable landscape, skyline and creature can be encountered within this domain. Realms within the Wyrð are rarely found in the same place twice and seem to roam its amorphous constraints without a hint as to where they will be from cycle to cycle.

Domain Aura: Apply a +10 domain modifier to Dream Shifts and a +5 domain modifier to Backlash checks. In addition, all creatures may use the improbable deed and unbelievable challenge Dream Conviction abilities without expending Dream Conviction.



Isle of Poesis

The Isle of Poesis hovers high above the lands of the Wyrd, suspended upon a cluster of incandescent clouds with changing hues. Those few who find the floating island home of Poesi are likely to be treated to a fantastic and entertaining realm where performers of all types ply their trade, and even the very buildings and objects within them participate in the merrymaking. The isle is alive with sights of wonder and amusement, 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 in vain for his wife, and until the Blood of Menhalig and tears of Mergia were shed, he remained but a shadow of his former self. However, the end of the Age of Strife opened his eyes, and since then, he has begun to live his life anew. 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).

Free Camp

The Free Camp is populated by fierce and loyal fey who cast aside their oaths to Mab after the Age of Strife. This realm is made up of two distinct areas. The Warrior's Ring is centered upon Gwynudd and is often led on raids into the Dreadlands where his warriors test their mettle against nightmares and other agents of evil. The Ward's Ring resides within the Wyrd and migrates around the Wyrd from cycle to cycle, which makes it nearly impossible for enemies to find.

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 Wyrd. His Free Riders are the most feared cavalry in the dreamlands, and their excursions into the Dreadlands are legendary.

Inhabitants: 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, 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 Warrior's Ring is treated as if it was in the Wyrd. 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.

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 Wyrd and its ever-changing landscapes and enjoy the fresh discoveries that each new cycle brings.

Dreamlord: Bhlendhl, the Blind Wanderer, wanders the Wyrld within his Wending Refuge and speaks with wisdom woven from ages of experience. He has sworn to protect the Wyrld from corruption and seeks the destruction of Diabolus and his minions, especially nightmares and diaboli. He uses the supernatural powers of the Seer's Spring to keep an eye on his enemies and guide his followers 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 Bhlendhl and believe him to be a prophet of Faehalig's will. Most of the populace of the realm was drawn here, as if by the hand of fate, after suffering a great loss at the hands of nightmares or diaboli. Many believe their arrival in the Wending Refuge is a calling from Nevermore to heal it of the poisonous presence of nightmares and diaboli, and they spend their every moment preparing for the struggles ahead.

Aura: During Cadence, Bhlendhl and Gwynnudd 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).

Adventure Hooks for the Wyrld

- 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 Wyrld 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.

- The lone survivor of a diaboli raid is seeking out the Wending Refuge, but fears the minions of Diabolus are following her. She believes the raid was meant to capture or kill her because she had recently manifested the ability to destroy nightmares, even diaboli, with her voice. Since her escape, she has been drawn to the Wyrld and keeps having visions of the Wending Refuge.

Nevermore Rules

The following rules help create a framework for heroes to realize their surreal potentials in Nevermore. It introduces the concept of Dream Conviction, the Dreamer role, Dreamer feats and Nevermore's unique item creation rules. With this section, players and Narrators will be able to get their Nevermore campaigns off the ground and into the airy heights of their imagination.

Nevermore Hero Creation

Normally, characters do not change their ability scores, backgrounds, roles, characteristics and the like when they enter Nevermore. However, with the Narrator's approval players may change one or more of these details when they enter the dreamlands. These changes should explore the secret aspirations or fears which the characters have and play some important role in their adventures within Nevermore.

Dream Conviction

Dream Conviction represents the subconscious energy a character possesses and his ability to enhance himself and influence his surroundings in Nevermore.

The spending of Dream Conviction is similar to that of Conviction, but represents bending the essence of Nevermore to the character's will to produce some extraordinary effect.

Dream Conviction Points

A character has a base number of Dream Conviction points equal to twice his normal Conviction, though this can be modified by certain Dreamer feats. Dream Conviction points replace normal Conviction points. Characters regain all their expended Dream Conviction points at the turning of each cycle.

Using Dream Conviction Points

Unless otherwise noted, spending a Dream Conviction point is a reaction, taking no time, and can be done at any time. You may spend up to half of your Dream Conviction points per scene without causing a Backlash check (see **Backlash** later in this section). Note that the following uses of Dream Conviction are slightly altered from those for normal Conviction. You can spend Dream Conviction for any of the following:

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Amazing Re-roll

As *re-roll*, except you gain a bonus equal to 2 plus 1 for every four character levels (+3 at 4th-level, +4 at 8th-level, etc.) to your re-roll.

Appeal for Assistance

You can call upon the assistance of Nevermore when in need, especially in desperate and dire situations. The following are three types of assistance Nevermore might offer to you.

- **Plausible Assistance:** An item, location or creature turns up that is both appropriate to the scene and needed by you, such as a cart spilling its contents behind you as you are pursued down a busy street, a narrow alleyway to duck down or a guard answering your call for help. You must spend one Dream Conviction point to obtain plausible assistance.

- **Implausible Assistance:** A item, location or creature appears, but is not appropriate to the scene, such as a bottle of holy water in a graveyard crawling with undead, a blessed sanctuary in the middle of the Dreadlands or a beast tamer appearing in the forest just in time to calm the wild beast that has cornered you. You must spend four Dream Conviction points to obtain implausible assistance.

- **Desperate Assistance:** A solution or opportunity to escape a desperate situation you are in is discovered, such as when you are hopelessly lost or stranded, stuck or trapped without a tangible exit or escape, or faced with an opponent or opponents who are vastly superior to you. You must spend eight Dream Conviction points to obtain desperate assistance.

- **Narrator Fiat:** The resulting assistance a character receives from Nevermore is always at the discretion of the Narrator and may not always be exactly what the character wants, though it should always be helpful in some way. Narrators are encouraged to offer assistance to players when an adventure is stuck or has run into a bit of back luck, even allowing the party to spend Dream Conviction as a group, instead of individually.

Dream Grafting

You can spend Dream Conviction points to create items out of pure thought (see **Dream Crafting** in **Nevermore Equipment**).

Dream Weaving

You may spend Dream Conviction to temporarily gain a power that can enhance your own abilities or change the progeny, atmosphere or landscape of Nevermore by sheer force of your will.

A power gained via Dream Weaving uses all of the normal rules for the power (including maintenance, fatigue, etc.), but the power can only be used for one effect before it is lost.

The following powers can be mimicked in regards to yourself: body control, cure, cure blindness/deafness, cure disease, cure poison, enhance self, enhance senses, flesh shaping, second sight and visions.

The following powers can be mimicked in regards to progeny (i.e. creatures created from the essence of Nevermore): beast link, bliss, calm, cure, cure blindness/deafness, cure disease, cure poison, dominate, flesh shaping, harm, heart reading, heart shaping, mind probe, mind reading, mind shaping, mind touch, plant shaping, sense minds, suggestion and truth-reading.

The following powers can be mimicked in regards to atmosphere: cold shaping, fire shaping, illusion, light shaping, ward, weather shaping and wind shaping.

The following powers can be mimicked in regards to landscape: earth shaping, manipulate object, move object, nature reading, object reading and water shaping.

- **Activating a Dream Weave:** You may spend one Dream Conviction point to be treated as having 1 effective level of adept in the power you are mimicking. You may increase your effective adept level by 2 for each additional Dream Conviction point you spend beyond the first, although you may only spend a number of Dream Conviction points in this way equal to 1 plus 1 for every odd level after 1st-level (2 at 3rd-level, 3 at 5th-level, etc.).

- **Ad Hoc Powers:** The Narrator may allow ad hoc powers to be created when you are looking for an effect that is not listed among those normally granted by a power. These ad hoc powers should work similarly to other powers and have appropriate Difficulties.

- **Adepts, Dreamers and Dream Weaving:** If you are an adept or dreamer and can already use a particular power, or gain it through an aspect, you do not have to spend Dream Conviction to gain access to the power, though you may temporarily increase your effective adept or dreamer level by 2 for each Dream Conviction point you spend. You are still limited to how much Dream Conviction you can spend to improve your adept or dreamer level with a particular power.

- **Quicken Dream Weave:** You can lower the time required to activate a power by increasing the fatigue Difficulty by +8 to lower it by one category or +16 if lowered by two. The time categories in descending order are: hours, minutes, rounds (includes 1 minute powers), full-round action, standard action, move action and free action. If you fail the fatigue Difficulty by 10 or more, you suffer a number of levels of fatigue equal to 1 plus the number of categories you lowered the activation time.

For example, if you want to use the move earth power as a full-round action, you would need to lower the time category by two (from minutes to rounds to full-round) and increase the fatigue Difficulty by +16. If you fail the check by 10 or more, you suffer three levels of fatigue.

- **Spirit Weaves:** Whenever a character with the Dream Blood feat dies or is revived from the dead, it causes a spirit weave. Typically, spirit weaves involving death have negative effects on the character's environment and, in particular, the character's killer. On the other hand, spirit weaves involving rebirth are usually beneficial in nature. Either way, the spirit weave should reflect the inner psyche of the character. Characters who die or are revived can attempt to create a spirit weave with their remaining Dream Conviction points with no expenditure restrictions and no chance of backlash. Narrators may wish to restrict spirit weaves to player characters and important Narrator characters, to increase their dramatic effect. Characters that come under the effects of a spirit weave can make saving throws versus the effects, depending upon the power being mimicked. Creatures with supernatural resistance can also use it, if applicable.

- **World-Altering Weaves:** These dream weaves are the stuff of legends and cataclysms and have lasting effects on the world of Nevermore. Narrators should set the criteria a character must meet in order to accomplish a world-altering weave. These conditions should be storyline based and involve a great deal of preparation and sacrifice on the part of the one performing the dream weave.

A world altering dream weave may only be attempted if you have an effective adept level of 21 or above. In

addition to the Dream Conviction spent to reach this effective adept level, you must spend twelve more Dream Conviction points to trigger the world-altering event. There is also an automatic Backlash check with the base Difficulty increased by 20.

Dream Weaving Examples: A 5th-level expert with +2 Charisma uses the Calm power against a progeny. He takes a full-round action and spends 1 Dream Conviction to gain the Calm power. At this point, he is considered to be a 1st-level adept with 4 ranks in the Calm power. The Calm power has a Difficulty 13 (10 plus half his adept level plus Charisma key ability) Will saving throw and lasts for 4 rounds (equal to his ranks) if it affects the progeny.

The expert chooses to spend 2 additional Dream Conviction points (he could have spent up to three) to increase his effective level in adept by 4, up to a 5th-level adept with 8 ranks in the Calm power. The Calm power has a Difficulty 15 Will saving throw and lasts for 8 rounds if it affects the progeny.

A 5th-level adept with the Calm power and +2 Charisma uses the Calm power against a progeny. Because he already has access to the Calm power, he does not need to spend a Dream Conviction point to activate this dream weave. Instead, the adept only spends Dream Conviction points to increase his effective adept level with the Calm power.



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The adept chooses to spend 3 additional Dream Conviction points to increase his effective level in adept by 6, up to an 11th-level adept with 14 ranks in the Calm power. The Calm power now has a Difficulty 17 Will saving throw and lasts for 14 rounds if it affects the progeny.

Escape Certain Death

As *escape death*, except you may spend a Dream Conviction point after a failed Constitution check to automatically stabilize.

Extraordinary Feat

As *heroic feat*, except you gain the benefits of the feat for one scene, instead of one round. For feats that can be acquired multiple times, you gain the benefit of one acquisition of the feat for each Dream Conviction point spent. During a scene, you may gain a number of extraordinary feats equal to 1 plus 1 for every four character levels (1 at 1st-level, 2 at 4th-level, etc.).

Heroic Surge

As *surge*, except you can spend two Dream Conviction points to take your standard or move action after another character's normal actions for a round, instead of before or after your own. If more than one character uses heroic surge at the same time, the actions are resolved in initiative order, with the highest acting first.

Incredible Gore Ability

As *activate core ability*, with the following changes.

- **Determination:** In addition to the normal benefits, you also immediately recover from a single dazed and wounded condition.
- **Expertise:** Instead of the normal benefits, you gain 8 temporary skill ranks in the chosen skill, for one scene.
- **The Talent:** When spending Dream Conviction to access a temporary power, you gain the power for one scene. When spending Dream Conviction to eliminate fatigue modifiers, you also recover from one level of fatigue.

Improbable Deed

You can spend a Dream Conviction point to reduce the Difficulty of a formidable or greater skill check by 10. If a skill does not list challenges of these Difficulties, then you and the Narrator can mimic powers, create ad hoc actions involving a skill or add challenges to the action. This use of Dream Conviction counts as an extra effort and causes a level of fatigue unless you spend an additional Dream Conviction point.

- **Powers and Skills:** A Narrator may allow certain skills to mimic powers, though in this case your ranks in the skill count as ranks in the power and the Difficulty of the power check should be increased by 5. For example,

Medicine could be used for the Cure Power, Handle Animal for Beast Link, Survival for Nature Reading and Sense Motive for Truth-Reading.

- **Ad Hoc Improbable Deeds:** The following are some examples of ad hoc improbable deeds for skills: balance on water (Balance: Near Impossible), walk on a perfectly flat ceiling (Climb: Near Impossible), use Jump to fly (Jump: Near Impossible), gain darkvision for a scene (Notice: Super Heroic), stand in the Saddle (Ride: Heroic) or swim up a waterfall (Near Impossible).

Remarkable Recovery

As *recovery*, except for each point of Dream Conviction you spend you to gain one of the following benefits:

- Shake off all dazed and stunned conditions.
- Shake off the fatigued condition or lessen the exhausted condition to winded.
- Gain an immediate recovery check with a bonus equal to 2 plus 1 for every four character levels. You may only gain this benefit once per round.
- Ignore being staggered or disabled for one round (you retain these conditions).
- If used during combat, you automatically recover one dazed, bruise, and hurt condition.
- If used outside of combat, you immediately erase all dazed, bruised, hurt, and wounded conditions.

Second Wind

As *cancel fatigue*, except you completely ignore a fatigued condition and lessen an exhausted condition to winded.

Surreal Reaction

As *dodge bonus*, except you can choose to retain either your dodge or parry bonus until your next action. You can also expend a Dream Conviction point before an opponent's attack to gain a bonus equal to 2 plus 1 for every four character levels (+3 at 4th-level, +4 at 8th-level, etc.) to your Defense versus that attack.

Unbelievable Challenge

You can spend a Conviction point when performing a challenge. If you do so, you ignore up to a -10 penalty or +10 increase in Difficulty from the challenge. In essence, you perform the challenge as if it were a normal check. If the challenge imposes a greater Difficulty increase or penalty, you only ignore the first +/-10.

Backlashes

When a character spends over half of their Dream Conviction points in a scene, he creates the possibility of a backlash. In effect he has pushed Nevermore beyond its normal limits, and it may have a reaction to him doing so. Depending upon the magnitude of the failure, the instability could cause anything from a minor inconvenience to a world-altering event.

The Backlash check is a Charisma check with a Difficulty equal to 10 plus 1 for every Dream Conviction point spent above the character's allotment. In addition, a character who fails his Concentration check while dream weaving adds +1 to the Backlash check Difficulty per point he failed his Concentration check by.

Once the Narrator determines the Difficulty of the Backlash check, the character makes a Backlash check modified by his Charisma. If the character succeeds at his Backlash check, then no backlash is suffered. A roll of a 20 indicates no Backlash (no matter the Difficulty), while a roll of 1 is treated as a roll of -10 modified by the character's Charisma modifier. If, however, the character fails his Backlash check, then consult the **Backlash** table to determine the severity of the backlash.

- **Backlash Modifiers:** Apply both the hour and domain modifiers to the Difficulty of Backlash rolls when determining the magnitude of a backlash.

The hour modifiers are: -5 during Burst and Gleam, +0 during the hours of Glitter, Flicker, Pallor, and Dim and +5 during Murk and Gloom.

The domain modifiers are: -10 in the Eye, -5 in the Hedge, +0 in the Heartlands, +5 in the Wyrd and +10 in the Dreadlands.

- **Purposeful Failure:** A character that sets out to purposefully fail her Backlash check by spending an amount of Dream Conviction points that will guarantee a major to world-altering backlash should experience backlashes that are exceptionally devastating to her character. She should still roll to see if a backlash occurs, after all she could roll a 20, but if she fails, Narrators should keep in mind why she failed when assigning the result of the backlash. Note that a character attempting a desperate action in order to save a life, or some other heroic deed, should not be considered to be purposefully attempting to fail a Backlash check, and Narrators are encouraged to come up with a suitable

backlash reflecting such self-sacrifice. Of course, this is a fine line and the Narrator should be wary of it and the players not abuse it.

- **Time:** This check is a reaction.

- **Re-rolls:** No, if unable to suppress a backlash on the first try, you lose the ability to stop it from occurring, even with the amazing re-roll ability.

- **Narrator Fiat:** Do not let these rules run your game! Backlashes are meant to be a balancing factor for the benefits gained via the introduction of Dream Conviction points, but if you believe these rules cause too much of a disruption to your campaign, only have characters make Backlash checks at critical and dramatically appropriate times. You also might increase the Dream Conviction allotment for particularly tough scenes or choose not to use Backlash checks at all and keep characters strictly to their Dream Conviction allotment.

Backlash Example: A 5th level awakened character with +3 Charisma has 10 Dream Conviction points and a Dream Conviction point allotment of 5 per scene before having to make a Backlash check. The character is in the Heartlands (+0 Backlash modifier). If this character spent 6 Dream Conviction points during a scene, he would need to make a Difficulty 11 Charisma check. If he rolls an 8 or better on his Backlash check, he succeeds and suffers no backlash. If he rolls a 2 to 7, then he suffers an insignificant backlash, but if he rolls a 1, he suffers a minor backlash since he is considered to have failed by 18.

If later in the same round the character spends 4 more Dream Conviction points, he must make another Backlash check at Difficulty 15. If he rolls a 12 or better on his Backlash check, he succeeds and suffers no backlash. If he rolls between 3 and 11, he only suffers an insignificant backlash; if he rolls a 2, he suffers a minor backlash, but if he rolls 1, he would suffer a significant backlash since he is considered to have failed by 22 (-10 for his roll + 3 Charisma vs. Difficulty of 15).

Table 1.2: Backlashes

Failure By	Magnitude	Min. Level*	Effect
9 or less	Insignificant	1	1st-level adept power (Character only).
10–19	Minor	1	2nd to 4th-level adept power (Character only).
20–24	Significant	4	5th to 9th-level adept power (Character or environment).
25–29	Major	8	10th to 14th-level adept power (Character and/or environment).
30–34	Massive	12	15th to 19th-level adept power (Character and/or environment).
35+	World-Altering	16	20th-level or higher adept power (Character and/or environment; these backlashes are the stuff of legends and cataclysms).

*Note that some backlashes can only be triggered by characters with a certain minimum effective character level; in the case of triggering backlashes that would normally be beyond those allowed to your effective character level, simply take the highest backlash allowable and apply it.

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Dreamer Role

Dreamers have the blood of dreams flowing through their veins. They are infused with bizarre abilities and capable of fantastic feats. Dreamers are renowned for their influence over Nevermore's surreal energies and are respected, and in some cases, feared because of this. A dreamer can control most any aspect of himself and his environment, which makes him both unpredictable and versatile, a potent combination.

Dreamer Role Outside of Nevermore

When a character is not in Nevermore, the Narrator should decide whether his dreamer levels are kept or replaced with levels from another role, usually Adept. If the dreamer levels are kept, it is recommended that the character gain two free uses of a his aspect per day (these stack with the Improve Aspect feat) and for each Dream Blood feat he has he should have one additional maximum Conviction point and regain an additional Conviction point per day.

Table 1.3: Dreamer

Level	Combat	Fort	Ref	Will	Reputation
1st	0	0	0	2	1
2nd	1	0	0	3	1
3rd	1	1	1	3	1
4th	2	1	1	4	2
5th	2	1	1	4	2
6th	3	2	2	5	2
7th	3	2	2	5	2
8th	4	2	2	6	3
9th	4	3	3	6	3
10th	5	3	3	7	3
11th	5	3	3	7	3
12th	6	4	4	8	4
13th	6	4	4	8	4
14th	7	4	4	9	4
15th	7	5	5	9	4
16th	8	5	5	10	5
17th	8	5	5	10	5
18th	9	6	6	11	5
19th	9	6	6	11	5
20th	10	6	6	12	6

Traits

Dreamers have the following traits:

- **Abilities:** Mental abilities are usually more important to dreamers than physical ones. Intelligent dreamers manipulate their environment through analysis and logic, while wise dreamers use their will to influence the world. Charismatic dreamers convince Nevermore to do what they want through personal magnetism and are less likely to suffer backlashes because of this. Dreamers may also find particular physical abilities useful, depending upon the aspects they choose to acquire.

- **The Flair (Core Ability):** The dreamer can spend a Dream Conviction point to make use of an aspect they do not possess for one scene. This works much like spending a Dream Conviction point to emulate a feat. A dreamer with the Flair can also spend a Dream Conviction point to eliminate any accumulated modifiers to fatigue saving throws for using aspects and recover from one level of fatigue. See **Aspects** for more information on aspect abilities.

- **Aspects:** Dreamers can develop and use certain aspects, described in detail in the **Aspects** section. A dreamer gains one aspect at 1st-level instead of a feat. In addition, a dreamer can choose to acquire an aspect in place of one of the dreamer's normal feats, either starting feats or those acquired by improving in level. So, a starting dreamer can have up to three aspects (at the cost of the two open starting feats), two aspects and one feat, or two feats and one aspect at 1st-level. Each time the dreamer gains a level, the player has a choice of taking a new feat or a new aspect.

- **Skills:** Choose 4 + Intelligence score starting skills (minimum of 1). Dreamers gain 4 + Int skill ranks per additional level (minimum 1). Important skills for dreamers include Concentration, Craft, Gather Information and Notice. In addition, dreamers often focus upon skill sets which mesh with their chosen aspects.

- **Feats:** Dream Blood and choose 2 others from General or Dreamer. A dreamer can also choose an aspect in place of a feat.

Dreamer Feats

The following are dreamer feats and are limited to dreamers.

Gifted Aspect

Choose one aspect. You gain a +1 bonus to aspect rank with that aspect. You can take this feat more than once. Each time, it either increases your current gifted aspect bonus by 1 (Maximum +5) or applies to to a different aspect.

Dream Blood

You gain two extra Dream Conviction points. Choose a mental ability score (Intelligence, Wisdom or Charisma) as the key ability for your backlash checks and aspects. Your total aspect bonus with any known aspect is your aspect rank + key ability score. Total save Difficulty is the base save Difficulty + key ability.

You can take this feat once every four dreamer levels (twice at 4th-level, thrice at 8th-level, etc.). Each time you do so, you gain two extra Dream Conviction points and may change you key ability score.

Improved Aspect

Choose one aspect. You may now use this aspect three times per cycle without spending Dream Conviction. You can take this feat more than once. Each time, you apply it to a new aspect.

Innate Aspect

Prerequisite: Improved Aspect

Choose one aspect. Your physical form is permanently altered to reflect your innate aspect and you may use its abilities without spending Dream Conviction. You can take this feat more than once. Each time, you apply it to a new aspect and modify your appearance accordingly. You are considered to have all the powers granted by an innate aspect for the purpose of prerequisites for feats.

Adept Feats

A dreamer can choose the following adept feats, but applies them to his aspects, instead of powers: Empower, Erase Signature, Quicken Power, Shield Penetration, Subtle Power and Widen Power.

Aspects

Aspects are supernatural powers that reflect an important facet of a dreamer's psyche. Aspects use the same rules as powers, except you must spend a Dream Conviction point to use them for one scene, though an aspect's effects can extend past the end of a scene. Aspects use all of the normal rules for the powers they mimic (including maintenance, fatigue, etc.).

Acquiring Aspects

Dreamers acquire aspects like other heroes acquire feats. In fact, a dreamer can choose to exchange a feat to learn an aspect instead. Also like feats, some aspects



have prerequisites that must be met in order to acquire them. A dreamer can meet an aspect's prerequisites and acquire it at the same level.

Aspect Rank

Your rank in an aspect is equal to your dreamer level + 3. If you took an aspect as part of your background, then its ranks are equal to your total level + 3.

Aspect Key Ability

Choose a mental ability score (Intelligence, Wisdom or Charisma) as the key ability for your character's aspects.

Aspect Descriptions

The aspects in this section follow the general format for power descriptions as presented in *True20*.

Ability Aspect

Fatiguing

Choose one of the following abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma.

Personal Bonus: Adds indicated bonus to your ability score.

Aura Bonus: Adds indicated bonus to the ability scores of all allies (including yourself) within a radius of up to twice your rank in feet.

Aura Penalty: All enemies within a radius of up to twice your rank in feet must make a Fortitude (for physical abilities) or Will (for mental abilities) saving throw or subtract the indicated amount from their ability score.

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Multiple Ability Aspects: If you have more than one Ability Aspect, you may make one check and split the bonus or penalty, as desired, between the ability scores you have aspects in or make checks for each ability score.

Table 1.4: Multiple Ability Aspects

Result	Personal Bonus	Aura Bonus	Aura Penalty
Up to 14	1	0	0
15–19	2	1	-1
20–24	3	1	-1
25–29	4	2	-2
30–34	5	2	-2
35+	6	3	-3

Time: Move action. The benefit lasts 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 Difficulty.

Elemental Aspect, Mental

Choose one of the following elements: cold, earth, fire, water or wind. You can use its Elemental Blast, Resistance and Shaping powers.

Elemental Aspect, Physical

Choose one of the following elements: cold, earth, fire, water or wind. You can use the Elemental Aura power (earth grants you a +2 bonus to Toughness).

Elemental Strike (Fatiguing, Maintenance): As a standard action, you can imbue your unarmed attacks with damaging elemental energy. 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).

Elemental Movement (Fatiguing, Maintenance): As a move action, you gain a movement speed appropriate to your chosen element. Air grants you a fly speed equal to 5 feet with perfect maneuverability. Cold grants ice-walking, which allows normal movement and skill use on icy surfaces and grants you a bonus to your base ground speed on icy surfaces equal to 10 feet. Earth grants you a burrow speed through dirt and stone equal to 5 feet. Fire increases your base ground speed by 10 feet. Water grants you a swim speed equal to 20 feet. Add an additional 5 (air or earth), 10 (for cold and fire), or 20 feet to the granted movement speeds for every four dreamer levels. Elemental movement is fatiguing, with a Fatigue save Difficulty of 14 (+2 per four dreamer levels).

Emotive Aspect

Fatiguing (see individual powers)

Choose one of the following emotions: despair, fear, friendship, hatred, hope or rage. You can use the Heart Reading, Heart Shaping and Suggestion powers (with Widen Power) to detect and engender your chosen emotion in yourself and others.

Heighten Emotion (Fatiguing): Make an opposed check against the Will save of a target who is currently experiencing your chosen emotion. Willing creatures require no check. If successful, you increase the effects the emotion has on the target. Despair, Hope and Rage double the bonuses and penalties associated with them. Friendship and hatred cause a two level shift in the attitude of the target (indifferent to friendly, friendly to unfriendly). Fear causes the panicked condition.

Life Aspect

Choose one of the following: life or unlife. If you are linked to life, you can use the Cure and Imbue Life powers (with Widen Power). If you are linked to unlife, you can use the Harm and Imbue Unlife power (with Widen Power).

Totem Aspect, Mental

Choose one of the following animals: bat, cat, dog, hawk, rat, snake (viper) or wolf. You can use the Beast Link, Calm, Dominate and Heart Shaping powers in regards to your totem animal.

Totem Senses: You gain senses according to your chosen totem. The bat totem grants you the indicated distance of blindsight. The cat and hawk totems grant you Night Vision and the indicated bonus to Notice and Search checks. The dog and wolf totems grant you Scent and Track (+4 bonus to Survival checks when tracking by scent) and the indicated bonus to Sense Motive checks. The rat totem grants you Night Vision and Scent and the indicated bonus to Notice checks. The snake totem grants you Scent and the indicated bonus to Notice and Search checks.

Table 1.5: Totem Senses

Result	Blindsight	Bonus
10	5 ft.	2
15	10 ft.	4
20	15 ft.	6
25	20 ft.	8
30	25 ft.	10
35+	30 ft.	12

Time: Totem Senses is a move action. The benefits of Totem 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.

Totem Aspect, Physical

Choose one of the following animals: bat, cat, dog, hawk, rat, snake (viper) or wolf. You gain the ability to use the Self-Shaping power to transform into that animal.

Totem Strike (Fatiguing, Maintenance): As a standard action, you gain natural attacks (and the training to use them). The cat and hawk totems grants you claw attacks (slashing) with a damage equal to 1 + 1 for every four levels of dreamer along with the Dual Strike feat. The bat, dog, rat, snake and wolf totems grant a bite attack (piercing) with damage equal to 2 + 1 for every four levels of dreamer. Totem Strike is fatiguing, with a Fatigue save Difficulty of 14 (+2 for every additional point of damage).

Totem Movement (Fatiguing, Maintenance): As a move action, you gain a movement speed appropriate to your chosen totem. Cat, dog and wolf improve your base ground speed by 10 feet. Bat and hawk grant a fly speed equal to 10 feet with good maneuverability. Rat and snake grant you a climb and swim speed equal to 10 feet. Add an additional 10 feet to the granted movement speeds for every four dreamer levels. Totem Movement is fatiguing, with a Fatigue save Difficulty of 14 (+2 per four dreamer levels).

Nevermore Equipment

Creating and acquiring items does not work the same way within Nevermore as it does in other worlds. Its market places are quite extraordinary to visit, as merchants and craftsman ply their trade with surreal skills. Both temporary and permanent items are available for sale, and if one does not see what one needs within a store's window, it is quite likely that they can make it in the blink of an eye.

In addition, Nevermore's currency is created out of *neverite*, which is the only stable element within the world. It is a rainbow-hued crystalline substance and has the ability to transfer its stability to other objects. As such, it is the sole reliable form of currency between the inhabitants of Nevermore and is a prized commodity among dreamlords.

Wealth

A hero's wealth is based entirely upon the amount of neverite they possess. A character's starting Wealth score in Nevermore is usually equal to 5 + twice their total level (not including 1st-level) + Charisma (+4 per Wealth feat). However, the Narrator should feel free to increase or decrease this starting score to reflect

the style of play he wants to portray in his campaign. Wealth checks work exactly the same when crafting or purchasing permanent items. However, when purchasing temporary items, lower the cost of the item by 5 (minimum 0; do not lower the cost of items which can only be used once, such as supernatural charms).

Dream Crafting

You can spend Dream Conviction to create items in an instant from pure thought, though you cannot create neverite in such a way. The Difficulty of the Craft and Wealth check and the amount of Dream Conviction that must be spent to create an item depends upon the complexity of the item being created. Temporary items last until the end of the cycle, whereas items created with the aid of neverite become permanent.

Making Items: The Difficulty, time and resources required to make an item depend on its complexity and permanency.

If making temporary items, spend the appropriate amount of Dream Conviction and make your Craft check. Example Difficulties are given in the **Crafting Items** table. If your Craft check succeeds, you make the item. If the Craft check fails, you do not produce a useable result, and the Dream Conviction is wasted.

If making permanent items, make a Wealth check against the Wealth Difficulty to acquire the necessary amount of neverite, and then make your Craft check.



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Table 1.6: Crafting Items

Complexity	Dream Conviction*	Craft Difficulty*	Wealth Difficulty*	Examples
Simple	1	15	5	garment, household item
Moderate	2	20	10	fine garment, lock, weapon
Complex	4	25	15	plate armor, mechanism
Advanced	8	30	20	building, vehicle
Fantastic	12	40	30	floating castle, airship

*When creating permanent items, double Dream Conviction point cost, make a Wealth check and increase the Difficulty of the Craft checks by 5.

You must spend twice the normal amount of Dream Conviction and increase the Craft check by 5. If your Craft check succeeds, you make the item. If the Craft check fails, you do not produce a useable result, and the Dream Conviction is wasted.

Masterwork Items: By increasing the Craft Difficulty by 5, you can make a masterwork item. If creating a permanent masterwork item, increase the Wealth Difficulty by another 5.

Supernatural Items: When dream crafting supernatural items, increase the Craft Difficulty by the same amount as the supernatural item's cost modifier. For example, a supernatural weapon would have its Craft Difficulty increased by 10 because the cost of a supernatural weapon is increased by 10.

Repairing Items: You can use Craft skills to repair damaged items. In general, simple repairs have a Difficulty of 10 to 15 and require no more than a standard action. More complex repair work has a Difficulty of 20 or higher and can require a full action. The repairs of a permanent item have a Wealth check Difficulty 5 lower than making the item (negligible for simple items).

Hastened Temporary Items: You may increase the Craft Difficulty to decrease an item's creation time. If you increase the Difficulty by 5, you can create a temporary item as a standard action or craft a permanent item in half the normal time. If you increase the Difficulty by 10, you can create a temporary item as a move action or craft a permanent item in one-quarter the normal time.

Try Again: Yes, though any Dream Conviction expended is wasted on a failed result.

Action: Full-round action for temporary items. For permanent items, it takes a number of minutes equal to the Craft Difficulty. Repairing certain items requires only a standard action, and hastened items require a standard action or move action.

Special: You do not need tools to use the Craft skill, although having the proper tools focuses your mind and grants a +2 bonus (+4 if masterwork) to Craft checks.

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