

# Table of Contents

<b>Chapter 1: Nevermore Gazetteer</b> .....	5	Geography .....	28
Nevermore Campaigns.....	5	The Free Camp .....	29
A Short History of Nevermore .....	6	Idavoll.....	29
Arrival .....	7	Isle of Poesis .....	30
Cycles .....	7	Oz.....	31
Dream Shifts .....	7	Wending Refuge.....	31
The Reckoning of Time.....	8	Wonderland.....	32
Staying .....	9	Organizations.....	33
Inhabitants .....	9	Dread Hunters.....	33
Awakened.....	9	Free Riders .....	33
Dreamborn.....	10	Weavers of the Wyrd.....	33
Reborn Fey.....	10	Wordsmiths of Poesi .....	34
Half Fey.....	10	Adventuring In the Wyrd.....	34
Progeny .....	10	Adventure Hooks .....	34
Geography of Nevermore.....	11	<b>Chapter 4: The Dreadlands, Land of Nightmares</b> 37	
The Heartlands .....	11	History of Nevermore: Part III .....	38
The Wyrd .....	13	Twins of Vengeance .....	38
The Dreadlands.....	13	The Fall of Empyrean .....	38
The Hedge .....	13	The Death of Diabolus .....	38
The Eye .....	13	The Year of the Red Death .....	39
<b>Chapter 2: The Heartlands, Land of Reverie</b> .....	14	The Dreadlands.....	39
The History of Nevermore: Part I.....	15	History .....	40
The Beginning .....	15	Inhabitants.....	40
The Fall .....	15	Geography.....	40
The Ascension.....	15	Brimstone .....	41
Age of Awakening .....	15	Isle of Discord.....	42
The Fey War.....	16	Isles of the Devourers.....	42
The Forgotten Age .....	16	Nyxia.....	43
Northern Heartlands.....	16	The Thrice-Ten Kingdom.....	44
History .....	17	Organizations.....	44
Inhabitants.....	17	Diaboli .....	44
Geography.....	17	Dreadbringers .....	45
Fomorian Foothills.....	17	Nemeses.....	45
Nightwood .....	18	Order of Discordant Voices.....	46
Grenweald .....	18	Adventuring In the Dreadlands .....	46
Organizations.....	19	Adventure Hooks .....	46
Nightwatchers .....	19	<b>Chapter 5: The Hedge, The Land</b>	
Nightspinners.....	19	<b>that Lies Between.....</b>	<b>48</b>
Unseelie Court.....	19	History of Nevermore: Part IV.....	49
The Wild Hunt.....	20	The Annunciation .....	49
Southern Heartlands.....	20	The Fall of Elysium .....	49
History .....	20	The Oneiroi .....	49
Inhabitants.....	20	The Thirty Years' Siege .....	50
Geography.....	21	The Prophet's Promise.....	50
Avalon.....	21	The Death of the Three Sons .....	50
Lumendhel .....	22	The Arrival of Menhalig.....	50
Mag Mell.....	22	Menhalig's Mountain.....	50
Organizations.....	23	Menhalig's Death.....	51
Exarches of the Heart.....	23	The Hedge .....	51
Glaseelie .....	23	History .....	51
Seelie Court .....	23	Inhabitants.....	51
Adventuring In the Heartlands.....	23	Geography .....	52
Adventure Hooks .....	24	Ordan.....	52
<b>Chapter 3: The Wyrd, Land of Lore</b> .....	25	Shadow's Keep.....	53
History of Nevermore: Part II.....	26	Shangri-La .....	54
The Two Wanderers.....	26	Tir Tairngire .....	55
The Field of Flowers .....	26	Organizations.....	55
The Realms of Night and Day.....	26	Church of the Hallowed .....	56
The Betrayal.....	27	Hedge Wardens .....	56
The Wyrd.....	27	The Order of the Even Hand.....	56
History .....	27	The Unseen.....	57
Inhabitants.....	28	Adventuring In the Hedge .....	58
		Adventure Hooks .....	58

<b>Chapter 6: The Eye, Land of Hope</b> .....60	Progeny Aspect .....	96
History of Nevermore: Part V .....	Totem Aspect .....	96
The Tears of Mergia .....	Wyrd Aspect (Dreamer) .....	97
The Resurrection .....	<b>Chapter 9: Feats of Nevermore</b> .....	<b>98</b>
Menhalig's Last Words .....	Adept Feats (Dreamer) .....	98
Age of Serenity .....	Adept Insight (General) .....	98
Growing Concerns .....	Alias (Expert) .....	98
Postscript .....	Aspect Duplication (Dreamer).....	99
The Eye .....	Aspect Mastery (Dreamer).....	99
History .....	Aspect Memory (Dreamer) .....	99
Inhabitants.....	Auxiliary Role (Dreamer).....	99
Geography.....	Celestial/Fiendish Familiar (Adept or Dreamer).....	99
Golden City .....	Dream Blood (Dreamer) .....	99
The Mount .....	Dream Resistance (General).....	99
Elfhome .....	Dreamborn Familiar (Adept or Dreamer).....	99
Veratis.....	Dreamer Insight (General) .....	99
Organizations.....	Familiar's Sacrifice (Adept or Dreamer).....	100
Hopebearers .....	Favored Audience (Expert).....	100
Magi of the Eye.....	Free Rider's Mount (Dreamer) .....	100
Order of the Mount .....	Gifted Aspect (Dreamer).....	101
Adventuring In the Eye.....	Gifted Powers (Adept or Dreamer).....	101
Adventure Hooks .....	Guardian of Faehalig (Dreamer) .....	101
<b>Chapter 7: Playing in Nevermore</b> .....	Half-Celestial Familiar (Adept or Dreamer) .....	101
Nevermore Hero Creation .....	Harmonized Voice (Expert).....	101
Dream Conviction .....	Improved Aspect (Dreamer).....	101
Dream Conviction Points .....	Improved Aspect Memory (Dreamer) .....	101
Using Dream Conviction Points .....	Improved Dream Weaving (Dreamer) .....	101
Backlashes .....	Improved Familiar (Adept or Dreamer).....	102
Dreamer Role .....	Improved Minions (General).....	102
Dreamer Role Outside of Nevermore.....	Improved Mounted Shot (General) .....	102
Traits .....	Improved Shared Aspects/Powers (Dreamer) .....	102
Nevermore Equipment .....	Improved Spirited Charge (Warrior).....	102
Wealth .....	Innate Aspect Traits (Dreamer).....	102
Dream Crafting .....	Innate Dream Weaver Powers (Dreamer).....	103
<b>Chapter 8: Aspects of Nevermore</b> .....	Irresistible Charge (Warrior).....	103
Acquiring Aspects .....	Mark of the Pillars (General) .....	103
Aspect Rank .....	Minions (General).....	103
Aspect Key Ability.....	Minion Swarm.....	103
Aspect Descriptions .....	Mounted Shot (General) .....	105
Aberrant Aspect.....	Natural Dream Weaver (Dreamer) .....	105
Ability Aspect.....	Power Mastery (Adept) .....	105
Aspect of the Eye.....	Reckless Weaver (Dreamer) .....	105
Deathly Aspect .....	Resistance to Dreams (General) .....	105
Dowser Aspect (Dreamer) .....	Ride-by Attack (General) .....	105
Draconic Aspect .....	Rogue Rider (General) .....	105
Dread Hunter Aspect.....	Servants of Lilith (Dreamer).....	105
Dreamlord Aspect.....	Wild Aspects (Dreamer) .....	105
Elemental Aspect .....	Wild Aspect Surge (Dreamers) .....	106
Emotive Aspect .....	Wild Powers (Adept) .....	106
Fiendish Aspect.....	Wild Skills (General) .....	106
Glamoured Aspect .....	Wild Weaver (Dreamer) .....	106
Hallowed Celestial Aspect .....	Words of Crafting (Dreamer).....	106
Hallowed Elder Aspect .....	<b>Chapter 10: Paths of Nevermore</b> .....	<b>107</b>
Hallowed Preacher Aspect.....	Dread Hunters.....	107
Hallowed Servant Aspect.....	Dreamlord .....	110
Hedge Warden Aspect .....	Exarch of the Heart .....	110
Horse Aspect .....	Free Riders .....	113
Illumination Aspect .....	The Hallowed Orders .....	115
Life Aspect .....	Hedge Wardens.....	115
Lucky Aspect (Dreamer).....	Magus of the Eye .....	117
Magus of the Eye Aspect.....	NightspINNers.....	120
Plant Aspect .....	Weavers of the Wyrd.....	120
Prodigious Aspect (Dreamer).....	Wordsmiths of Poesi .....	122

<b>Chapter 11: Flora, Fauna and Foes .....</b>	<b>124</b>
Bladegrass .....	124
Diabolus' Weed .....	124
Dread Brush .....	125
Dream Berry .....	125
Hope Hollies .....	125
Hornblower Vine .....	125
Ironwood .....	125
Lantern Trees .....	126
Mab Poppies .....	126
Mana Trees .....	126
Mergia's Eye .....	126
Mesmerose .....	126
Neverite Bloom .....	126
Neverwood Trees .....	127
Night Elm .....	127
Phoenix Shrubs .....	127
Prophet Poppies .....	128
Shadow Alder .....	128
Silent Creeper .....	128
Smoking Cedars .....	128
Tanglefoot Thistles .....	128
Warden Pines .....	128
Weave Root .....	129
Wise Hazels .....	129
Wisewood .....	129
Airavata .....	130
Cait Sit .....	130
Cu Sith .....	131
Hedge Lion .....	131
Hleapan .....	132
Neverant .....	132
Redcap .....	133
Weaver Flies .....	134
Wicked Willows .....	134
Diaboli .....	135
Diabolus' Phylactery .....	135
Diaboli (General) .....	135
Diaboli Traits .....	135
Acedia .....	135
Avaritia .....	136
Gula .....	138
Invidia .....	139
Ira .....	140
Luxuria .....	141
Superbia .....	142
Viceling (Template) .....	143
<b>Chapter 12: Items of Nevermore .....</b>	<b>144</b>
Supernatural Item Descriptions .....	144
Armor and Shields .....	145
Armor of the Mount .....	145
Hedge Lion Armor .....	145
Winter's Shield .....	146
Artifacts .....	146
Andvarinaut .....	147
Draupnir .....	147
The Grail .....	147
Cursed .....	148
Amulet of the Night Witch .....	148
Arms of Diabolus .....	148
Dread Lion Armor .....	149

Devices .....	149
Seele Healing Kit .....	149
Instrument of the Wordsmith .....	150
Magic Beans .....	151
Enhancers .....	151
Mask of Discord .....	151
Pouch of Fairy Dust .....	151
Ring of Shadows .....	152
Foci .....	152
Banner of Hope .....	152
Book of Faehalig .....	153
Wand of the Wyrd .....	153
Staff of the Eye .....	154
Intelligent Items .....	154
Dream Founts .....	154
Weyland's Elementals .....	155
Puck's Pouch of Tricks .....	156
Weapons .....	157
Dread Hunter's Bow .....	157
Free Rider's Weapon .....	158
<b>Chapter 13: Big Trouble in Little Oaktown .....</b>	<b>159</b>
Background .....	159
Synopsis .....	160
Scaling this Adventure .....	160
Adventure Hooks .....	160
Act I: Little Oaktown .....	161
Scene 1: Through the Windowpane .....	161
Childhood's Dreams Are Twined .....	162
Advice from a Caterpillar .....	163
Finding Supplies .....	164
Constable's Cellar .....	165
The General Store .....	165
The Smithy .....	165
Scene 2: Down The Water Well .....	167
The Pool of Dreams .....	167
The Mad Prater .....	168
Questioning Madden .....	171
Act II: Big Trouble .....	172
Scene 1: The Staircase of Live Riddles .....	172
Step 2: Buckle My Shoe .....	174
Step 4: Shut the Door .....	174
Step 6: Pick Up Sticks .....	174
Step 8: Lay Them Straight .....	175
Step 10: The Big Fat Hen .....	175
Step 12: Men Must Delve .....	175
Step 14: Maids A'Courtin' .....	176
Step 16: Maids In The Kitchen .....	176
Step 18: Maids In Waiting .....	177
Step 20: My Plate's Empty .....	177
Scene 2: The Hunting of the Knaves .....	178
Additional Adventure in Nevermore Oaktown	178
The Rabbit Headlines the Playbill .....	181
The Baker's Tale .....	186
Act III: The Cause of All the Mischief .....	187
Scene 1: The Robin's Quadrille .....	187
Who Stole the Children? .....	188
It Was a Curious Dream .....	192
Heroes Appendix .....	192
Handouts Appendix .....	196
Open Game License Version 1.0a .....	198

# Chapter 1

## Nevermore Gazetteer



**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

## Gazetteer

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.

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, 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 neared its final note, the noble sacrifice of Faehalig's son, Menahlig, and the sorrowful sobs of his mother, Mergia, drowned out the cries for bloody revenge and returned the dreamlands to their 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.

