

Credits

Author: Joseph Miller

Internal Artist: Scott Purdy, David Esbri, and Joan Guardiet

Editor: Joseph Browning

Design and Layout: Suzi Yee

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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