

# Nevermore

## A 4e Campaign Setting



## Credits

**Author:** Joseph Miller

**Cover Artist:** Joan Guardiet

**Internal Artists:** David Esbri, Joan Guardiet, Scott Purdy, Jeremy McHugh, and V Shane

The illustration on pages 11, 13, 17, 30, 53, 54, 64, 73, 83 are copyright 2006 Green Ronin Publishing, LLC.

**Editor:** Suzi Yee

**Design and Layout:** Suzi Yee



DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, DUNGEON MASTER'S GUIDE, and MONSTER MANUAL are trademarks of Wizards of the Coast, Inc. in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, Inc., and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at [www.wizards.com/d20](http://www.wizards.com/d20).

DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt © 2008 Wizards of the Coast, Inc. All rights reserved.

# Table of Contents

<b>CHAPTER 1 NEVERMORE GAZETTEER.....5</b>	History .....	27
Nevermore Campaigns .....	Inhabitants.....	28
A Short History of Nevermore.....	Geography .....	28
Arrival .....	The Free Camp [Major Realm] .....	29
Cycles.....	Idavoll [Major Realm].....	29
Dream Shifts7	Isle of Poesis [Major Realm].....	30
The Reckoning of Time .....	Oz [Greater Realm] .....	31
Staying .....	Wending Refuge [Major Realm].....	32
Inhabitants.....	Wonderland [Greater Realm] .....	32
Geography of Nevermore.....	Organizations.....	33
The Dreadlands .....	Dread Hunters.....	33
The Eye .....	Free Riders .....	33
The Heartlands.....	Weavers of the Wyrd .....	34
The Hedge .....	Wordsmiths of Poesi .....	34
The Wyrd.....	Adventuring In the Wyrd.....	35
<b>CHAPTER 2 THE HEARTLANDS,</b>	Adventure Hooks .....	35
<b>LAND OF REVERIE .....</b>	<b>CHAPTER 4 THE DREADLANDS,</b>	
The History of Nevermore: Part I.....	<b>LAND OF NIGHTMARES .....</b>	<b>37</b>
The Beginning .....	History of Nevermore: Part III.....	38
The Fall.....	Twins of Vengeance.....	38
The Ascension .....	The Fall of Empyrean.....	38
Age of Awakening.....	The Death of Diabolus.....	38
The Ethereal War .....	The Year of the Red Death .....	39
The Forgotten Age.....	History .....	40
Northern Heartlands .....	Inhabitants.....	40
History.....	Geography .....	40
Inhabitants .....	Brimstone [Greater Realm] .....	41
Geography .....	Isle of Discord [Greater Realm].....	42
Fomorian Foothills [Greater Realm] ...	Isles of the Devourers [Major Realm] .....	43
Nightwood [Greater Realm].....	Nyxia [Greater Realm] .....	44
Grenweald [Major Realm].....	The Thrice-Ten Kingdom [Greater Realm].....	45
Organizations .....	Organizations.....	45
Nightwatchers.....	Diaboli .....	45
Nightspinnners .....	Dreadbringers .....	46
Unseelie Court .....	Nemeses .....	46
The Wild Hunt.....	Order of Discordant Voices.....	47
Southern Heartlands .....	Adventuring In the Dreadlands.....	47
History.....	Adventure Hooks .....	47
Inhabitants .....	<b>CHAPTER 5 THE HEDGE,</b>	
Geography .....	<b>THE LAND THAT LIES BETWEEN.....</b>	<b>49</b>
Avalon [Major Realm] .....	History of Nevermore: Part IV .....	50
Lumendhel [Greater Realm] .....	The Annunciation.....	50
Mag Mell [Major Realm] .....	The Fall of Elysium .....	50
Organizations .....	The Oneiroi.....	50
Exarches of the Heart.....	The Thirty Years' Siege .....	51
Glaseelie.....	The Prophet's Promise .....	51
Seelie Court.....	The Death of the Three Sons.....	51
Adventuring In the Heartlands .....	The Arrival of Menhalig .....	51
Adventure Hooks .....	Menhalig's Mountain .....	51
<b>CHAPTER 3 THE WYRD, LAND OF LORE .....</b>	Menhalig's Death .....	52
History of Nevermore: Part II .....	History .....	52
The Two Wanderers .....	Inhabitants.....	52
The Field of Flowers.....		
The Realms of Night and Day .....		
The Betrayal .....		

Geography .....	53	Draconic Body Aspect .....	83
Ordan [Major Realm].....	53	Draconic Body Powers .....	83
Shadow's Keep [Greater Realm].....	54	Draconic Spirit Aspect .....	84
Shangri-La [Major Realm].....	55	Draconic Spirit Powers .....	84
Tir Tairngire [Major Realm].....	56	Elemental Body Aspect .....	85
Organizations.....	57	Elemental Body Powers .....	85
Church of the Hallowed .....	57	Elemental Spirit Aspect .....	86
Hedge Wardens.....	58	Elemental Spirit Powers.....	86
The Order of the Even Hand.....	58	Eye Aspect .....	87
The Unseen.....	59	Eye Aspect Powers .....	87
Adventuring In the Hedge .....	59	Fey Body Aspect.....	88
Adventure Hooks .....	59	Fey Body Aspect Powers .....	88
<b>CHAPTER 6 THE EYE, LAND OF HOPE .....</b>	<b>61</b>	Fey Spirit Aspect .....	88
History of Nevermore: Part V.....	62	Fey Spirit Aspect Powers.....	89
The Tears of Mergia .....	62	Fiendish Body Aspect .....	89
The Resurrection.....	62	Fiendish Body Powers.....	89
Menhalig's Last Words.....	62	Fiendish Spirit Aspect.....	90
Age of Serenity .....	62	Fiendish Spirit Powers .....	90
Growing Concerns.....	63	Hedge Aspect .....	90
Postscript.....	63	Hedge Aspect Powers.....	90
History .....	63	Hopeful Aspect.....	92
Inhabitants.....	63	Hopeful Aspect Powers .....	92
Geography .....	64	Life Aspect.....	92
Golden City [Major Realm].....	65	Life Aspect Powers .....	92
The Mount [Major Realm].....	66	Lucky Aspect .....	93
Elfhame [Major Realm] .....	67	Lucky Aspect Powers.....	93
Veratis [Major Realm] .....	69	Luminant Body Aspect .....	94
Organizations.....	70	Luminant Body Aspect Powers.....	94
Hopebearers .....	70	Luminant Spirit Aspect.....	95
Magi of the Eye.....	70	Luminant Spirit Aspect Powers .....	95
Order of the Mount .....	70	Minor Dreamlord Aspect.....	96
Adventuring In the Eye.....	71	Necrotic Body Aspect.....	97
Adventure Hooks .....	71	Necrotic Body Powers .....	97
<b>CHAPTER 7 PLAYING IN NEVERMORE.....</b>	<b>73</b>	Necrotic Spirit Aspect .....	98
Nevermore Hero Creation .....	73	Necrotic Spirit Powers .....	98
Backgrounds .....	73	Paradigm Aspect .....	99
Awakened .....	73	Paradigm Powers .....	99
Dreamborn .....	74	Psychic Aspect.....	100
Ethereals.....	74	Psychic Aspect Powers .....	100
Half-Ethereals.....	75	Plant Aspect .....	101
Non-Classed Creatures .....	75	Plant Aspect Powers.....	101
Dreaming Surges.....	75	Totem Aspect .....	102
Dreaming Surge Abilities.....	75	Totem Aspect Powers.....	102
Optional Rule: Backlashes .....	78	Wyrd Aspect.....	103
<b>CHAPTER 8 ASPECTS OF NEVERMORE .....</b>	<b>79</b>	Wyrd Aspect Powers .....	104
Aspect Descriptions .....	79	<b>CHAPTER 9 PARAGON PATHS AND EPIC</b>	
Aberrant Body Aspect.....	80	<b>DESTINIES OF NEVERMORE .....</b>	<b>105</b>
Aberrant Body Powers .....	80	Celestial Captain (Celestial Maiden) .....	105
Aberrant Spirit Aspect .....	81	Celestial Captain Features .....	105
Aberrant Spirit Spells.....	81	Celestial Captain Powers.....	106
Angelic Body Aspect .....	81	Deacon of Healing (Deaconess of Healing)....	106
Angelic Body Powers.....	81	Deacon of Healing Features.....	106
Angelic Spirit Aspect.....	82	Deacon of Healing Powers .....	106
Angelic Spirit Powers .....	82	Dread Hunter .....	107
Dark Hunter Aspect .....	82	Dread Hunter Features .....	107
Dark Hunter Aspect Powers .....	83	Dread Hunter Powers .....	107

Free Rider .....	108
Free Rider Features.....	108
Free Rider Powers.....	108
Elder Bishop (Elder Abbess) .....	109
Elder Bishop Features.....	109
Elder Bishop Powers .....	109
Hedge Warden .....	110
Hedge Warden Features .....	110
Hedge Warden Powers.....	110
Magus of the Eye.....	111
Magus of the Eye Features .....	111
Magus of the Eye Powers .....	111
Major Dreamlord .....	112
Major Dreamlord Features .....	112
Master Preacher (Lady Preacher).....	114
Master Preacher Features .....	114
Master Preacher Powers .....	114
Weaver of the Wyrd .....	114
Weaver of the Wyrd Features .....	114
Weaver of the Wyrd Powers.....	115
Epic Destiny .....	115
Greater Dreamlord.....	115
Immortality.....	116
Greater Dreamlord Features .....	116
Greater Dreamlord's Realm .....	116
Greater Dreamlord's Scry.....	116
Greater Dreamlord's Summons .....	117
Greater Dreamlord Powers .....	117
<b>CHAPTER 10 FEATS OF NEVERMORE .....</b>	<b>118</b>
Heroic Tier Feats .....	118
Beloved by the Dreamlands .....	118
Dream Blood .....	118
Mark of the Faithful .....	118
Mark of the Pillars.....	118
Master Dream Crafter .....	119
Master Dream Weaver .....	120
Paragon Tier Feats .....	120
Complete Aspect.....	120
Additional Aura.....	120
Dreamlord Ritualist .....	120
Greater Claim .....	120
Epic Tier Feats .....	120
Aspect Attack Mastery .....	120
Lengthy Summons .....	120
Paragon Attack Mastery.....	120
<b>CHAPTER 11 FLORA, FAUNA AND FOES .....</b>	<b>121</b>
Flora .....	121
Bladegrass .....	121
Vice Fever .....	122
Diabolus Weed .....	122
Dread Brush .....	123
Dream Berry Tree.....	123
Hope Hollies.....	123
Hornblower Vines .....	124
Mab Poppies.....	124
Mana Trees.....	125

Mab Poppy Pollen .....	125
Mergia's Eye .....	125
Mesmerose .....	126
Neverite Bloom.....	126
Neverwood Trees.....	126
Night Elm .....	126
Phoenix Shrubs .....	127
Shadow Alder .....	127
Silent Creeper.....	127
Smoking Cedars .....	127
Tanglefoot Thistles.....	128
Torchwood Trees.....	128
Warden Pines .....	128
Weave Root .....	129
Wisewood.....	129
Fauna and Foes .....	129
New Keywords.....	129
Diabolic.....	129
Mythic.....	129
Progeny.....	130
Dreamspawn vs. Nightmares .....	130
Airavata .....	130
Cait Sith .....	131
Cu Sith .....	132
Diaboli .....	133
Diabolus Phylactery.....	133
Acedia .....	133
Avaritia .....	134
Gula.....	135
Invidia.....	136
Ira.....	137
Luxuria.....	138
Superbia.....	140
Hedge Lion .....	141
Hleapan .....	141
Neverant .....	142
Redcap.....	144
Wicked Willow .....	145
Viceling.....	145
<b>CHAPTER 12 ITEMS OF NEVERMORE .....</b>	<b>148</b>
Armor .....	148
Mount-Forged Armor .....	148
Hedge Lion Armor .....	148
Nyxian Armor.....	150
Weapons.....	150
Dread Hunter's Weapon .....	150
Free Rider's Weapon.....	151
Implements .....	151
Slotted Items .....	155
Arms Slot Items.....	155
Neck Slot Items .....	155
Rings.....	155
Wondrous Items .....	155
Banner of Hope .....	156
Book of Faehalig.....	156
Dream Fount .....	157
Fairy Dust.....	157



# Chapter 1

## Nevermore Gazetteer



**I ascended into a wordrous 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 Game Masters (GMs) 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 GM 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 GM 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 ethereals as a refuge from the mortal world. Over untold years, it provided a place of rest and reverie for the ethereals, 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 ethereals into two conflicting courts. Open strife between the courts intensified as more and more ethereals 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 ethereals, 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 ethereals 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 ethereals, 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

ethereals, 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, Menhalig, 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.



# 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 (see *Dreamlord's Summons* ritual) arrive at a place determined by the dreamlord and may be bound to serve the dreamlord for one or more cycles. Once these cycles have passed, the dreamlord decides whether to return the summoned creatures back to the Mortal Realm (or other plane) 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:

- *Rest and Recovery:* Creatures gain the benefits of an extended rest and may make a saving throw versus all negative conditions.
- *Dreaming Surges:* Creatures regain all their dreaming surges. In addition, any non-permanent dreaming surge effect has its duration end.
- *Dream Shifts:* Domain, progeny and atmospheric shifts occur (see the **Dream Shifts** section in this chapter).
- *Will to Waken:* Awakened characters may choose to leave Nevermore at this time, unless they are under the effects of a *greater dreamlord's summons* or bound by Nevermore itself (see the **Staying** section in this chapter).
- *Cycles Are Considered As Days:* Any reference in feats, powers, creature traits, etc. to the term "day" should be changed to "cycle" while in Nevermore (or 24 hour periods to 8 hour periods). This means a character can use a "daily" power once every cycle, or three times per triad (see *Reckoning of Time* below).

## 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 GM's imagination and help draw players into the unpredictable and surreal feel of the world.

## Gazetteer

**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 minor 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 adventure or an additional complication to an ongoing conflict. GMs 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 minor 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, GMs 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.

**Dream Shift 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.

Table 1.1: Example Shifts 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 GM 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,

**Table 1.1: Example Shifts**

Die Roll	Shift Magnitude	Examples
1	None	No change.
2–6	Minor	Random items rearrange (Domain), there's a slight change of weather (Atmospheric), or some progeny have their features slightly changed (Progeny).
7–10	Moderate	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.

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.

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:

- *Dreaming Surges*: At the turning of each cycle of Cadence, creatures gain twice their normal dreaming surges.
- *Cadence’s Boon*: During Cadence, creatures add a +2 cadence modifier to all d20 rolls (attack rolls, skill checks, saving throws, etc.). 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 the **Awakened** section in Chapter 7).

## 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 seven distinct types: awakened, dreamborn, ethereals, half-ethereals, mythics, and progeny. Awakened are humans brought into Nevermore from the mortal world via the dreaming or by summons, whereas dreamborn are descendants of those men who forsook their ties to the earth to escape the great flood. The ethereals are the humanoid creatures of folklore who have made the dreamlands into their home. Half-ethereals are the offspring of ethereals and humans. Mythics are normal (non-classed) creatures that reside in Nevermore, while progeny are temporary creatures spawned from the stuff of dreams.

## 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 Wyrd was formed out of the mists of the Forgotten Age. During the Age of Strife, the northern half of the Wyrd 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 ethereals 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 Dreamlord Auras:** Most domains and dreamlord claimed lands (sanctuaries, realms, and countries) have permanent “auras” affecting them and those within them. These auras accentuate the atmosphere of a domain and reinforce a dreamlord’s vision of his land.

*Allies and Enemies:* Whenever a realm aura mentions allies or enemies, this is based off of the dreamlord’s perception of the creature if it was in their presence. If the dreamlord would be friendly or helpful, then the creature is considered an ally. If the dreamlord would be unfriendly or hostile, then it is considered an enemy. If the dreamlord would be indifferent, then the creature is considered neither an ally nor an enemy. Since this is based off of personal perception, sometimes a creature may be a true enemy of the dreamlord, but gain the benefits of the dreamlord’s allies. However, as soon as the dreamlord’s mind is changed about a creature, their new status takes full effect.

### The Dreadlands

Once the Northern Wyrd, the death of Diabolus during the Age of Strife corrupted the land, creating the Dreadlands. The Northern Heartlands lies on its southern border while the Hedge separates this cursed domain from the rest of Nevermore. Like the Wyrd, 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 Wyrd, 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.

## Gazetteer

**Domain Aura:** The Dreadland's domain aura has the following effects:

*Backlash Difficulty:* Increase the Difficulty of backlash checks by 10.

*Deception Encouragement:* The dream ritual dreaming surge ability costs 3 less dreaming surges to activate if you perform a deception ritual.

*Fear Encouragement:* Powers with the fear keyword gain a +2 bonus to attack and if they impose penalties to any roll or check, then increase the penalty by 2. In addition, the dream power and dream weave dreaming surge abilities cost 3 less dreaming surges to activate if you create a fear effect with them.

*Unstable Turning:* If this aura's is active during the turning of a cycle its area of effect is treated as if it was in the Wyrd (+5 to Domain Shifts).

*Healing Hindrance:* Powers with the healing keyword suffer a -2 penalty to attack rolls and heal 2 less hit points or grant 2 less temporary hit points. In addition, the dream healing and dream life dreaming surge abilities cost 3 additional dreaming surges to activate while within the Dreadlands.

### The Eye

The Eye is an island of calm and stability within the ever-shifting world of Nevermore. At the center of the dreamlands, it is a modest domain where weary travelers can come for a respite from the 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:** The Eye's domain aura has the following effects:

*Backlash Difficulty:* Decrease the Difficulty of backlash checks by 10.

*Conjuration Hindrance:* Powers with the conjuration or zone keyword suffer a -2 penalty to attack rolls and if these powers have a sustain minor or move entry increase the action needed to sustain them by one level (sustain minor becomes sustain move, sustain move becomes sustain standard). In addition, the dream crafting and dream weaving dreaming surge abilities cost 3 additional dreaming surges to activate. This is in addition to the normal increase in the cost of dreaming surge abilities.

*Divination, Restoration, and Scrying Encouragement:* The dream ritual dreaming surge ability costs 3 less dreaming surges to activate if you perform a divination, restoration, and scrying ritual.

*Dreaming Surge Hindrance:* Increase the number of dreaming surges needed to activate dreaming surge abilities by 3.

*Dream Weaving Minimum Level:* Increase the minimum level for each type of dream weave by 5.

*Healing Encouragement:* Powers with the healing keyword gain a +2 bonus to attack and heal 2 additional hit points or grant 2 additional temporary hit points. The dream healing and dream life dreaming surge abilities cost 3 less dreaming surges to activate while within the Eye (essentially cancelling out the dreaming surge hindrance). In addition, the dream power and dream weave dreaming surge abilities cost 3 less dreaming surges to activate if you create a healing effect with them.

*Stable Turning:* If this aura's is active during the turning of a cycle its area of effect is treated as if it was in the Eye (-10 to Domain Shifts).

### The Heartlands

The oldest domain, the Heartlands is the birthplace of Nevermore. Once exclusively a sanctuary from the mortal world for ethereal creatures, the centuries past have brought mortals to Nevermore while also heightening the distinctions between ethereals. Thus, in this ancient realm an admixture of chaos and peace, darkness and light reside.

The Heartlands are geographically divided in two by the Hedge Mountains. Queen Mab and the Unseelie Court rule the northern Heartlands and spin their evil machinations, 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.

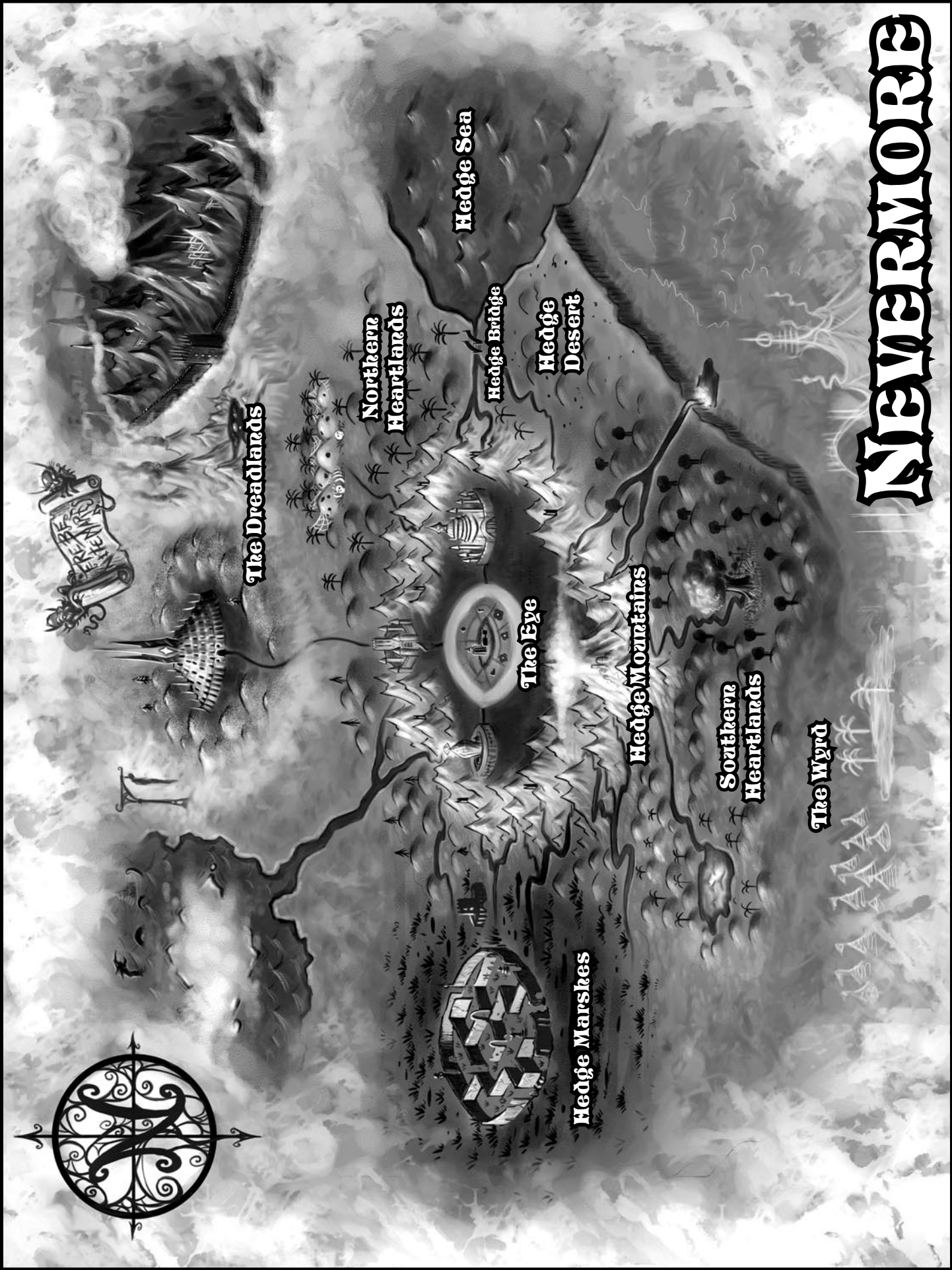
**Domain Aura:** The Heartland's domain aura has the following effects:

*Charm, Illusion, and Sleep Encouragement:*

Powers with the charm, illusion, and sleep keywords gain a +2 bonus to attack and if they have save ends effects, then their targets suffer a -2 penalty to saving throws against those effects. In addition, the dream power and dream weave dreaming surge abilities cost 3 less dreaming surges to activate if you create a charm, illusion, or sleep effect with them.

*Exploration and Travel Encouragement:* The dream ritual dreaming surge ability costs 3 less dreaming surges to activate if you perform an exploration or travel ritual.





# NEVERMORE

## Gazetteer

### The Hedge

True to its name, the Hedge marks the boundaries between other domains, blending the character of neighboring domains while also resisting passage of travelers and change from shifting. The Hedge weaves its way through the central portions of Nevermore, most notably the boundary is between the darker realms in the north and those more enlightened realms in the Eye and the southern dreamlands.

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:** The Hedge's domain aura has the following effects:

*Backlash Difficulty:* Decrease the Difficulty of backlash checks by 5.

*Binding and Warding Encouragement:* The dream ritual dreaming surge ability costs 3 less dreaming surges to activate if you perform a binding or warding ritual.

*Difficult Terrain Encouragement:* Powers that create difficult or challenging terrain gain a +2 bonus to attack and if these powers have a sustain move or minor entry decrease the action needed to sustain them by one level (sustain move becomes sustain minor, sustain minor becomes sustain free). In addition, the dream power, dream ritual, and dream weave dreaming surge abilities cost 3 less dreaming surges to activate if you create an area of difficult terrain with them.

*Stable Turning:* If this aura's is active during the turning of a cycle its area of effect is treated as if it was in the Hedge (-5 to Domain Shifts).

*Teleportation Hindrance:* Powers with the teleportation keyword suffer a -2 penalty to attack rolls and teleport 2 less squares (minimum 1 square). In addition, travel rituals cast within the Hedge, allowing travel through it, or bypassing it altogether (such as the Linked or Planar Portal powers) require the expenditure of 12 dreaming surges as a component cost.

### The Wyrd

The Wyrd is an unpredictable realm in the southern regions of the dreamlands, born of imagination and sheer will where illusion and reality co-exist side by side. Some believe if one travels far enough south, one will see the Waters of Forgetfulness that surround Nevermore and perhaps even find a way to the Mortal World, but the wild and erratic nature of the Wyrd makes such exploration capricious at best.

Nothing is constant in the ever-changing lands of the Wyrd, 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 Wyrd 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:** The Wyrd's domain aura has the following effects:

*Backlash Difficulty:* Increase the Difficulty of backlash checks by 5.

*Conjuration Encouragement:* Powers with the conjuration or zone keywords gain a +2 bonus to attack and if these powers have a sustain move or minor entry decrease the action needed to sustain them by one level (sustain move becomes sustain minor, sustain minor becomes sustain free). In addition, the dream power and dream weave dreaming surge abilities cost 3 less dreaming surges to activate if you create a conjuration or zone effect with them.

*Creation Encouragement:* The dream ritual dreaming surge ability costs 3 less dreaming surges to activate if you perform a creation ritual.

*Dreaming Surge Encouragement:* Decrease the number of dreaming surges needed to activate dreaming surge abilities by 3 (minimum 1).

*Dream Weaving Minimum Level:* Decrease the minimum level for each type of dream weave by 5.

*Fear Hindrance:* Powers with the fear keyword suffer a -2 penalty to attack and if they impose penalties to any roll or check, then lower the penalty by 2 (minimum -1 penalty).

*Unstable Turning:* If this aura's is active during the turning of a cycle its area of effect is treated as if it was in the Wyrd (+10 to Domain Shifts).

### Nevermore's Economy

Creating and acquiring items does not work the same way within Nevermore as it does in other worlds. Its markets are extraordinary places where merchants and craftsman ply their trade. Both mundane and magical items are available for sale, and if one does not see what one needs within a store's window, it is quite likely that it can be made in the blink of an eye.

**Neverite:** 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 its dreamlords. One neverite piece (np) is equal in value to one gold piece (gp).

# Chapter 2

## The Heartlands

### Land of Reverie



O fey, O fair, O fanciful free,  
Ye laugh and dance in reverie  
And sing thy songs now and anon,  
Before the chair of Oberon.  
O fey, O fie, O fiddle-de-dee,  
Ye lie and scheme in enmity,  
And cry thy curse on mortal fools,  
Beneath the throne where Mab now rules.  
Two fey, two courts, a king and queen,  
Two fates the world is caught between.  
-Prince Poesi

## **The Heartlands**

Welcome to the Heartlands, the ancient refuge of the ethereals and the birthplace of Nevermore. This wilderness was once a sanctuary from the mortal world, but over the centuries its purpose blurred as the lines between the ethereals sharpened. It is now a domain divided standing between the shadows of peace and chaos, justice and vengeance, good and evil. This dichotomy is reflected in the verdant valleys

and decaying forests, which dominate the northern and southern Heartlands. It is populated with an unpredictable admixture of benevolent and malicious creatures, guided by the gentle hands of Oberon or controlled by the bony fists of Mab. Hope and despair struggle for the heart of this land and only time will tell which will win out in the end.

# **The History of Nevermore: Part I**

Nevermore is an ancient world born of love, but corrupted and cursed in its youth by envy and vengeance. The history of Nevermore is a storied tapestry woven by the discordant hands of hope and fear, each working counter to the other, and in the end they have fashioned a world just as fascinating as it is frightening. But it was not always so, there are beginnings to every story and this one is no different.

mortal men and came to hate them, her husband, and Faehalig. She fled into the night where the raven waited in a cavern full of the seeds of discord. Through trickery and treachery they planted these in the souls of many ethereals and these became known as the Unseelie and each was reborn into the world of Nevermore shedding their ties to the Mortal World.

## **The Beginning**

When Faehalig began to make the heavens and the earth, Nevermore was a formless void, but as the earth and man were made so too were the dreamlands and ethereals. The ethereals and men both lived on the earth, but Faehalig gave dominion of the dreamlands to the ethereals. Faehalig placed the Waters of Forgetfulness around the world to keep men from reaching Nevermore's shores and planted the Heart Tree to give light to the world. Then He gave the ethereals this command, "You may eat of the fruit of all the trees in the dreamlands. But of the Heart Tree's fruit you are not to eat; for the moment you eat of them, you shall be doomed to die." At the foot of the Heart Tree Faehalig founded the Seelie court and named Oberon its king. The court and its king tended the fruit-bearing trees and guarded the fruit of the Heart Tree.

## **The Ascension**

The Seelie court lost many of its number and Oberon cried out to Faehalig, who heard him and said, "Gather all the ethereals whose hearts remained with me." Oberon assembled the court at the foot of the Heart Tree and Faehalig came into their midst and said, "Your brethren have eaten the seeds of the Heart Tree and sinned against my command, but you have held fast against the temptation and therefore I will give you a new life in this world." With these words Faehalig opened the side of the Heart Tree and a sap poured forth from it. "Drink of this and be reborn," said Faehalig. All the Seelie ethereals drank of the sap and their eyes were opened to the world, but they knew no shame, for they followed Faehalig's command.

## **The Fall**

Now, the raven is the most cunning of creatures Faehalig made, and one day it asked Mab, the wife of Oberon, "Did Faehalig really say you were not to eat of any of the fruit trees in the dreamlands?" Mab answered, "We may eat of the fruit of all the trees, except the Heart Tree, for to touch or eat its fruit is to die." Then the raven said, "You will not die! Faehalig knows that the day you eat it your eyes will be open and you will be like a gods, knowing good and evil, as mortals do." Then Mab saw the tree was good to eat, delightful to the eye, and desirable for gaining wisdom. She took some of its fruit and ate it. She offered some of the fruit to her husband, but he refused. Then her eyes were opened and she knew the shame of

## **Age of Awakening**

The ethereals fought for years without number and neither side gained the upper hand until, Poesi, the son of Oberon and Titania, crossed the Waters of Forgetfulness and made his way to the shores of the Mortal World. He wandered the earth and fell in love with a mortal woman named Nialla. He shared the secret of Nevermore's existence with her and brought Nialla across the Waters of Forgetfulness to the dreamlands.

After many peaceful years with each other, Nialla had a vision of a great flood within the Mortal World and feared for her family. Poesi scryed the earth and saw the heavy rains washing over it. He sung to the Waters of Forgetfulness and opened a way for the mortals and beasts to cross into the dreamlands. Nialla's family and hundreds of other humans were awakened, including some women who were with child. These women gave



birth to the first dreamborn mortals and among these were Doxus, Helena, Nyxis, and Mahr, who would become great dreamlords and whose deeds and offspring would fashion ages to come.

### **The Ethereal War**

Though the mortals remained hidden for some time eventually they were discovered and after much debate, the Seelie court decided to welcome the mortals to the world. Displeased with the decision, some of the Seelie forsook their faith and joined the Unseelie army, which swore to rout the mortals from the world. The footsteps of thousands of armored ethereals resounded as they left the Nightwood, and the terrible tremors were felt throughout the dreamlands. After a bloody defeat at the hands of Mab's army, the Seelie retreated into Lumendhel opening a path to Poesi's realm.

Then Poesi cried out to Faehalig, who heard him and said, "Go forth alone and meet the army of Mab. I will grant you power to scatter them, but no one must follow you lest they be scattered also." Poesi told no one where he was going, not even Nialla.

When he was gone the raven appeared to Nialla and told her, "Poesi will die trying to save you and your kin, if you do not help him." Nialla raised a band of men and followed the raven to the place where Poesi waited

for Mab's army. The Unseelie army surrounded Poesi marching closer and closer, until they were almost on top of him. Then Poesi spoke a word and Faehalig opened a floodgate in the Waters of Forgetfulness washing away the Unseelie army, Poesi, and his beloved wife Nialla. The waves flooded the foothills of Lumendhel and the caverns of the Nightwood. It washed the feet of the mortal camp and all the humans forgot their lives upon the earth.

### **The Forgotten Age**

When the waters subsided a bewildering mist remained over much of the dreamlands hiding ethereals and mortal from each other for years without number. At the end of this Forgotten Age, the mists faded and the eyes of Nevermore's inhabitants opened upon a world unlike the one which entered this age...

The northern Heartlands lay in the shadows of the Hedge Mountains and are cloaked with decaying forests, crisscrossed with twisted caves, and haunted by Unseelie ethereals. It was not always such a bleak land, but the seeds of discord sowed by Queen Mab have made it so, strangling its idyllic dreams with the creeping vines of arrogance and envy. As time has passed a grim shadow has fallen over this domain and its inhabitants making it one of the most perilous places in Nevermore.

## The Heartlands

# Northern Heartlands

The northern Heartlands lay in the shadows of the Hedge Mountains and are cloaked with decaying forests, crisscrossed with twisted caves, and haunted by Unseelie fey. It was not always such a bleak land, but the seeds of discord sowed by Queen Mab have made it so, strangling its idyllic dreams and with the creeping vines of arrogance and envy. As time has passed a grim shadow has fallen over this domain and its inhabitants, making it one of the most perilous places in Nevermore.

## History

When the Forgotten Age ended, the Unseelie discovered, much to their dismay, that the mortals, whom they sought to destroy, ruled much of Nevermore in the newly formed domain of the Wyrd. No longer powerful enough to drive the mortals from the dreamlands by force, the Unseelie conspired to bring about the downfall of mortals by their own hands. Through deception and intrigue, they sparked a series of wars between the mortal dreamlords, which brought them to the brink of destruction. However, the sacrifice of Faehalig's son, Menhalig, and the tears of his mother Mergia opened the hearts of the mortals, and even some of the Unseelie, to the desire for peace, which has been the foundation for the Age of Serenity.

The northern Heartlands have been quiet since the end of the Age of Strife, but this silence is only a lull in the long battle against the mortals. With the help of Lilith, many of the ethereals that converted at the beginning of the Age of Serenity have been rooted out, either slain or banished from these lands. Consequently, Queen Mab is once again the unquestioned leader of the Unseelie court and with the aid of Lilith she weaves new webs to entangle mortals within.

## Inhabitants

The northern Heartlands are the stronghold of the Unseelie ethereals and few mortals venture into them and return. The Unseelie ethereals despise the other inhabitants of Nevermore and would like nothing more than to see them banished from the dreamlands. They manifest in many shapes and sizes, but their natural appearances are often distorted and hideous. Nevertheless, some of their number have repented of their past sins and seek peace with mortals. However, most of these ethereals have been slain or driven out of the northern Heartlands altogether.

Unseelie revere Lilith, the Night Witch as their liberator. She is the queen of the fallen angels and is the one who tempted Mab with the fruit of the Heart

Tree and sowed the seeds of discord into the hearts of the Unseelie. Though she is able to take any shape she wishes, Lilith most often appears as a cunning raven with eyes of brimstone. At the end of each movement of time the Unseelie court sacrifices a mortal child to the Night Witch. It is said these children are then turned into changelings, returned to their families, and become spies for Queen Mab.

Unseelie found outside of the northern Heartlands typically fall into two categories: those who are doing the Queen Mab's wicked work or those who have fled from this domain because of their "crimes" against the crown. Few mortals take a chance when faced with one of these ethereals, either fleeing for their lives or attacking on sight. This makes the life of a converted Unseelie very difficult in the dreamlands, however there are some, such as the dreamlord Gywnudd and his followers, who have proven their virtue to the inhabitants of Nevermore and gained their trust, if not their affection.

## Geography

The northern Heartlands are infamous for the immense misshapen trees, which oppress most of the landscape under a dark canopy of bony branches. Very little grows upon the ground, except creeping vines, weeds, and worse. Quagmires, sinkholes, and caverns mar the face of the countryside and act as hidey-holes for creatures just as dangerous. The weather is almost always dreary with rain filling up the marshlands and covering the forest floor with muck. Lightning storms provide the rare illumination of this bleak land and the howling winds remind adventurers who enter this place of the wails of those who have come before them.

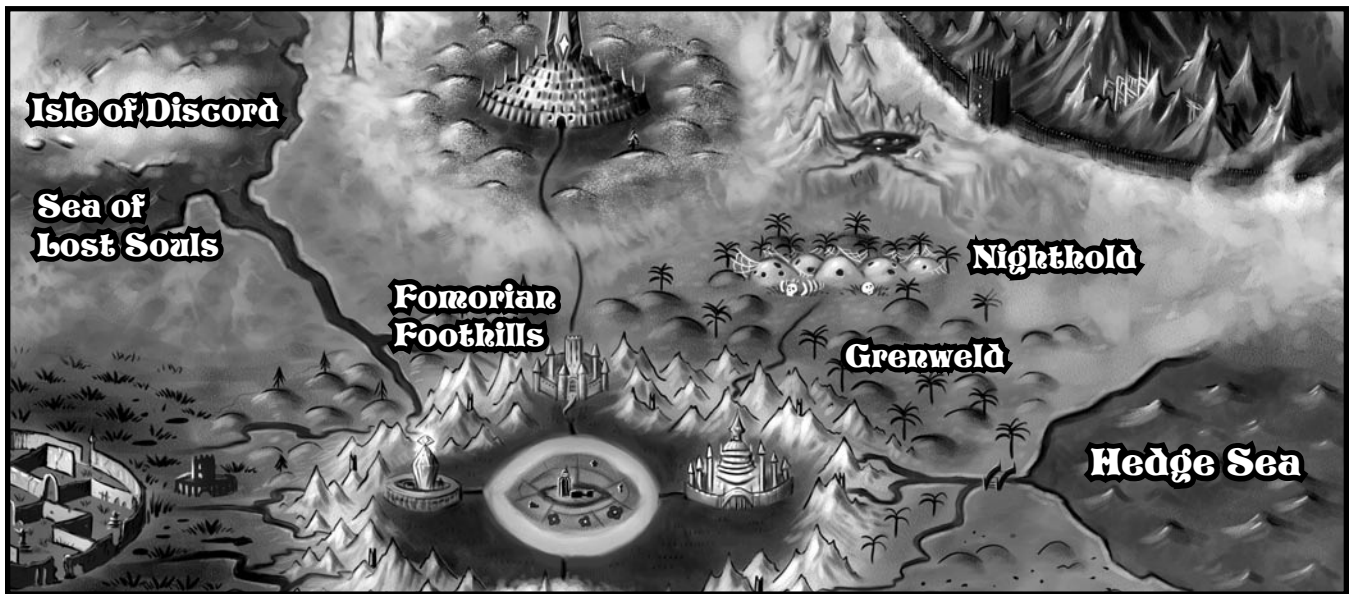
The flora and fauna of the northern Heartlands reflect the insidious aspects of the Unseelie ethereals, which shaped them. Their appearances are vile and warped and their natures are duplicitous and wicked. Monstrous spiders and other devious beasts stalk the land, while demon-possessed ravens and other winged horrors soar through its black skies. Even the vegetation seems to be vengeful and cruel with shadow alders casting a desolate gloom over most of the land and Mab poppies poisoning the air with their loathsome scent.

### ***Fomorian Foothills [Greater Realm]***

These rocky foothills are the home of the demonic giants known as the fomorians and lies to the northwest of the Hedge Mountains. Gargantuan monoliths mark the borders of this rugged country and warn travelers to keep at least a boulder's throw distance between them and the ancestral home of the fomorians. The fomorian



## Northern Heartlands Environs



fortress of Tor juts into the sky like a mountain. Its massive stone steps and hallways are legendary for both their workmanship and their grotesque images, while its hoard is thought to hold some of the most sought after artifacts in the dreamlands.

**Dreamlord:** Balor, the Evil-Eyed King, is a twisted version of a cyclops with one eye on the front and another on the backside of his head. The eye hidden beneath his savage hair is renowned for its deadly gaze and when revealed its poisonous glare can stop the heart of almost any living thing. He is a gigantic foe with arms the size of oaks and a mind as sharp as any spear. Though Balor and his fomorians have been known to raid into the domain of the Hedge to take mortal captives for food and other sport, they have not yet allied with Mab due to Balor's steadfast refusal to bow to anyone who is not taller, stronger, and smarter than him.

**Inhabitants:** The fomorians are a dark-haired and skinned race of ethereals that would be stunningly beautiful if not for their aberrant appearances. Many have one eye, others one arm or leg, while still more have the features of a goat or other animal. Their beauty was marred after eating the seeds of discord, which cursed this vain race to forever suffer the reminder of their deformed images. The fomorians are reputed to wield great magical powers, especially over darkness and nature, though the exact nature of what they are capable of is unknown. They are also expert seafarers and use the colossal Fomorian River to reach the Sea of Lost Souls where they ply their trade while resisting the siren call of the Isle of Discord.

**Dreamlord Auras:** The Fomorian Foothills have the following auras:

*Greater Evil Eye:* Cyclops and fomorians gain a +6 bonus to their evil eye attacks.

*Formorian Intimidation:* Formorians gain a +6 bonus to their Intimidate checks.

*Master Craftsmen:* The cost of dream crafting while within the Tor is reduced by 9 dreaming surges (minimum 1).

### ***Nightwood [Greater Realm]***

The Nightwood is a tangled and twisted forest constantly concealed within the gloom that emanates from the forest itself. An ominous canopy of shadow alders smothers the life from this land, while a twisted maze of caverns riddles the entire region. Mortals should be warned that those entering the Nightwood rarely return alive to tell the tale. However, the few adventurers who have survived the journey say the depths of this country hide an underground stronghold known as Nighthold. From this subterranean palace Queen Mab rules over the Unseelie with an iron fist preparing an elaborate net of schemes to ensnare and strangle her enemies with. No one knows what lies within the walls of Nighthold, but some believe the queen has sculpted a tree out of obsidian and it is from its branches that the seeds of discord grow. It is even whispered that she has discovered a way to sow soulless servants from these stones and if this is true, then the beginnings of a fearful new age may be nearing for all of Nevermore.

**Dreamlord:** Mab, the Queen of the Unseelie, is the clever and vindictive matriarch of the Nightwood. She has spent the years since the end of the Age of Strife marshaling her forces and rebuilding her strength from the safety of Nighthold. She has an intricate network of spies working within other realms and countries, 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.

## The Heartlands

**Inhabitants:** The inhabitants of this country are as misshapen as the woods and caverns they call home and as 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 and the Glaseelie for betraying their cause against mankind. There is nothing that would be more satisfying for the inhabitants of the Nightwood than to conquer the rest of Nevermore and cleanse it of those who have tainted the world.

**Dreamlord Auras:** Nightwood has the following auras:

*Ethereal Deception:* Ethereals and half-ethereals gain a +6 bonus to Bluff and Stealth checks.

*Curse on Humankind:* Awakened and dreamborn humans suffer a -6 penalty to their saving throws while within Nightwood.

*Shadows and Darkness:* Nightwood is covered in dim light above ground during the first four hours of each cycle and darkness for the last four.

### **Grenweald [Major Realm]**

This melancholy realm surrounds the Green Man with great tracks of untamed forests, thorny glens, and murky mires. Though this land is found primarily in the Heartlands it follows its dreamlord wherever he wills, flourishing or receding with his every step. The plants within this place are animated by sinister spirits and use misdirection to lead the unaware into dangerous locales or ambushes. There are many poor souls trapped within the Grenweald, overgrown with vines and weeds and tormented by thorns and bogies. The center of the realm is called the Green Man's Glade and it serves as a torture chamber for the Green Man as he is constantly insulted and harassed by his Unseelie children.

**Dreamlord:** The Green Man is a solitary and melancholy dreamlord, who according to legend was the first ethereals to eat the seeds of discord after Queen Mab. Afterward he realized his mistake but it was too late. His features changed and as he fled into the wilds in shame and regret a tangled and overgrown forest sprung up around him. It is believed that he has roamed the entire world of Nevermore and knows many of its secrets, but few have found him and fewer still have survived long enough to return with his answers. Horns of branches grow from the Green Man's mouth and a mask of foliage covers his face in leaves. From these leaves sprout his wicked children, the bogies.

**Inhabitants:** The bogies thrive in the twilight of the woodlands and include a number of different types of trickster ethereals such as boggarts and nuckleavees. They torment not only their father, but also anyone who enters his realm. They are mischievous and malevolent creatures with no regard for their father's suffering. There are a few bogies who wish to help their father,

but they rarely survive long among their kin and often have to hide within the Grenweald bidding their time till one day they might be able to free their father from his wicked offspring.

**Dreamlord Auras:** Grenweald has the following auras:

*Confusing Overgrowth:* All creatures suffer a -6 penalty to Nature checks and Perception checks to track other creatures.

*Difficult Terrain:* This realm is considered to be difficult terrain.

*Entangling Overgrowth:* Once every round, each creature within the realm comes under the effect of the *entangling overgrowth* power.

Entangling Overgrowth	Major Realm Aura
-----------------------	------------------

*This realm is overrun with entangling vines and overgrowth.*

Once per Round	Area realm
----------------	------------

**Target:** Each creature in realm

**Attack:** +14 vs. Reflex

**Hit:** The target is immobilized until the end of its next turn.

## Organizations

Queen Mab rules over much of the northern Heartlands and as such few organizations exist outside of her control, but there are a few who have their own agendas and work toward them with or without Mab's approval, even her own minions.

## Nightwatchers

After the sacrifice of Menhalig and the tears of Mergia, some of the Unseelie repented of their past sins and sought reconciliation with their Seelie brethren. These ethereals were given sap from the Heart Tree and renewed their vows to Faehalig. Many of these ethereals left the northern Heartlands and never returned, however, some became spies for Oberon and other dreamlords who opposed Mab's designs.

For a long time these ethereals were able to foil and ferret out many of the plots and plans the Unseelie put into motion to destroy the Age of Serenity, but recently many of their number have been betrayed, either captured or killed. The information on Mab's current schemes is sparse at best and risky to obtain even for the nightwatchers. Still they watch and wait for their chance to thwart the Unseelie and bring about the demise of Queen Mab once and for all. Due to their losses, the nightwatchers have begun to recruit Seelie ethereals and mortals into their number, teaching them how to act and appear as Unseelie ethereals. Any nightwatchers who are caught can expect the worst sort of torture and death.

### Nightspinners

Nightspinners are Unseelie ethereals who are given special training in the arts of deception and intrigue. Once fully trained they become shrewd and cunning schemers with silver tongues that cut deeper than any sword. They are found throughout the dreamlands and extend Lilith's influence to almost every realm. They often disguise themselves as mortals or Seelie ethereals and infiltrate the courts of other dreamlords in order to corrupt their followers, offer malicious counsel, and eventually lead to the realm's downfall.

The thirteen oldest nightspinners are ranked just below Queen Mab in power and preside over the Unseelie court when Mab is not present. They assign undertakings to all the Unseelie under their authority and have been known to use this power for their own ends in the past, though if Mab finds them out they are either banished or murdered. While within the Mab's realm, nightspinners wear dark purple robes with a dark gray shadow alder stitched onto its front, though these are shed as soon as they leave the Nightwood.

### Unseelie Court

Queen Mab sits upon the throne of the Unseelie court and plots her revenge against both the Seelie and mortals. Mab may call a session of the Unseelie court at her whim and though the particulars may change these gatherings never bode well for the world. The court holds session in a chiseled obsidian forum, which sits before the walls of Nighthold. The Unseelie court is broken into two separate ranks called the Inner Circle and the Outer

Circle. The Inner Circle is reserved for those Unseelie ethereals who have proven themselves to be trusted allies of the Queen, whereas the Outer Circle is made up of all those who have partaken of the seeds of discord, but have not distinguished themselves in the queen's eyes. Among the members of the Inner Circle are the Unseelie who ate the seeds of discord after Mab first fell and those powerful Seelie who betrayed Oberon during the Ethereal War. On the other hand, the Outer Circle includes the less powerful or younger Unseelie and the Slaughter, undead creatures like ghosts and vampires, that have chosen to serve Queen Mab.

### The Wild Hunt

The Wild Hunt appears throughout the Heartlands and other domains, and is a group of phantasmal huntsmen. It is believed these are the restless spirits of those Unseelie who drowned in the Waters of Forgetfulness at the beginning of the Forgotten Age. They wander the world hunting for something not even they can recall, but they believe they will discover what they have lost one day. The Wild Hunt is led by a number of ethereals that disagree as to what they should be searching for. Nuada Silverhand leads the Wild Hunt during the hours of Burst and Gleam hoping to find salvation for his followers by tracking down and destroying the evils of the world. Herne the Hunter holds the reigns of the huntsmen from the hour of Shimmer through the hour of Dim hunting down anyone who crosses his path. Last but not least, Hellekin leads the Wild Hunt during the hours of Murk and Gloom and seeks the isle of Avalon in the belief that Morgan le Fay might have the answers for him and his companions.

## Southern Heartlands

The light of the Heart Tree illuminates the southern Heartlands and its countryside is covered with emerald fields, dotted with delicious fruit-trees, and inhabited by the Seelie. This domain has been cultivated by Oberon and the Seelie court for countless ages and is an unearthly paradise blossoming with splendors and delights covering its every valley and hilltop. This region is a refuge for ethereals and mortals alike, though there are dangers that lurk even in this peaceful land.

### History

After the Forgotten Age faded and the world was once again revealed, the Seelie reached out to the mortal dreamlords who now surrounded them and formed alliances with some of them, including Helena and Doxus. However, Mab's nightspinners were already

at work in the mortal-claimed lands convincing a number of mortal dreamlords to distrust the ethereals or even outright oppose them. Thus many of the mortal dreamlords fell prey to the machinations of Queen Mab and Lilith. Among their victims were the dreamlords Mahr and Nyxis. Through trickery Lilith convinced Nyxis that Mahr stole the neverite they promised to share with each other and in a rage she murdered him. He cursed her and his blood gave birth to his frightful offspring, Sirena and Diabolus.

After Mahr's murder, Nevermore entered an Age of Strife between the mortal dreamlords. Even the Seelie were drawn into the fray when the children of Mahr slew their allies Helena and Doxus for not answering their call to arms. Only by the sacrifice of Menhalig and tears of Mergia were the children of Mahr and their minions routed before they could bring their ruin to mortals and ethereals alike.

## The Heartlands

Since the beginning of the Age of Serenity, the Seelie and mortals have formed even greater bonds. This is especially true in regards to Helena's three surviving children: Mergia, Justina, and Ordo. The Seelie have spent this period of peace rebuilding much of what had been lost during the Age of Strife and preparing for the revenge of the children of Mahr and the schemes of Queen Mab. Seelie ethereals are more active in the mortal courts than ever before, but lately their councils have begun to fall on deaf ears as the sounds of strife return to the dreamlands.

## Inhabitants

The southern Heartlands are a haven for all of the creatures within Nevermore whether they are ethereals or mortal. Seelie are at peace with most of the mortals in the world, but at constant odds with the Unseelie, whom they view as wayward and wicked kin. They also have a deep seeded hatred of the diaboli and nightmares, which haunt the dreamlands. The Seelie come in all shapes, sizes, and forms from enchanting elves to pragmatic dwarves and are renowned for their gracious demeanors and good spirits.

Seelie worship Faehalig, the Holy One, as their chief god. He created Nevermore and gave the Seelie the gift of ascension. Faehalig works tirelessly against Lilith and

seeks to keep the dreamlands and its inhabitants safe from her sinister designs. During the last cycle of each phrase the Seelie court holds a solemn service in honor of the sacrifice of Menhalig and the return to the faith of those ethereals that were converted by his death and resurrection.

Adventurers are quite common among the Seelie. They act as wardens of the common good wherever they go, though each one has their own manner and method performing his duties. As such, some of the Seelie serve as gregarious guardians of a particular patron, while others become dauntless defenders of the dreamlands themselves. Whatever the role they might be playing, the Seelie are loyal to Oberon first and if he summons them to court only the direst of circumstances could keep them away.

## Geography

The southern Heartlands are renowned for the magnificent trees that stretch their elegant branches over the forest trails and pleasant streams, which wander this domain. The soil is alive with grasses, flowers, and bushes of every sort imaginable draping the valleys and knolls with a mantle of emerald mixed with other colors. Fairy ring, mushroom patches, and dream founts dot the countryside and serve as meeting and resting places for both ethereals and mortals. The climate is generally bright and mild, though occasionally a gentle shower or sprinkling of snow will make an appearance. Storms, floods, and other frightful phenomenon are rare here and never bode well for its inhabitants.

The flora and fauna of the southern Heartlands are whimsical and benign in nature. Their aspects are delightful and wholesome and their demeanors are amiable and amusing. Elfin cats, winged dogs, and other bizarre, but beautiful creatures drift upon the seas of grass and oceans of air. Plants of every kind imaginable flourish throughout these lands from the mundane maple tree to the remarkable phoenix bush, but the southern Heartlands are best known for their exotic orchards, which produce dreamberry, lantern, and mana trees.

### ***Avalon [Major Realm]***

Also known as the Isle of Apples, this realm sits in the middle of a mist-covered lake and is crowned by the legendary Castle of Maidens. It is a paradise of peace and prosperity and is eerily alluring to those who stumble across its shores. The island of Avalon wanders the wilds of the northern and southern Heartlands, never remaining too long in one place. The island often appears when someone is in great need, although those who seek sanctuary or healing upon this isle must be prepared to pay a price or make a bargain with the Mistress of Avalon.



## The Heartlands

**Dreamlord:** Morgaine, the Mistress of Avalon, rules over this beautiful island with a firm, if gentle, grip. She is an enigmatic figure and very little is known about her other than she is an adept with unparalleled control over the powers of healing and illusion. She spends much of her time with her guests or scrying the Heartlands for those in need.

**Inhabitants:** It is rumored that many heroes of mortal lore reside within the walls of the Castle of Maidens, though for what purpose no one, except Morgaine, knows. Those within the Castle of Maidens are tended to by the Maidens of the Lake. These swan maidens are stunningly beautiful ethereals robed in feathered garments and have the ability to transform themselves into swans. They spend their time caring for and entertaining Morgaine's guests.

**Dreamlord Auras:** The Isle of Avalon has the following auras:

*Avalon's Call:* Once every round, each creature within the realm comes under the effect of the *Avalon's call* power.

<b>Avalon's Call</b>	Major Realm Aura
<i>Avalon draws mortals and ethereals to it like bees to apple blossoms.</i>	

**Once per Round • Charm** Area realm

**Target:** Each awakened, dreamborn, or ethereal creature in realm

**Special:** Morgaine may choose to omit creatures from this effect

**Attack:** +14 vs. Will

**Hit:** The target moves 6 squares towards the Castle of Maidens, avoiding unsafe squares and difficult terrain if it can. If the target attempts to move away from the Castle of Maidens it is slowed until the end of its next turn.

**Special:** Once a target arrives within the Castle of Maidens, it is no longer affected by this power for 24 hours, though usually getting out of the Castle of Maidens requires the leave of Morgaine.

*Avalon Teleportation:* Morgaine can teleport the Isle of Apples and its surrounding lake to any place within the Heartlands.

*Greater Healing:* Creatures gain a +4 bonus to Heal skill checks.

### **Lumendhel [Greater Realm]**

Colossal sentinel trees surround this land of rolling emerald hills and serve as watchtowers to protect the Valley of Light from attack. The city of Dhel rests at the feet of the seven great torchwood trees, which surround

the Heart Tree, while in the branches above hangs the ancient city of Lumen. At the center of Lumendhel stands the Heart Tree, the most ancient living thing within Nevermore, planted by Faehalig even before the ethereals were created. It is a holy place where King Oberon sits at the head of the Seelie Court. Those who visit Lumendhel should expect to be treated to high-spirits, songs, and dance while they are here. Spontaneous and spectacular celebrations can spring up at any moment and for any reason, even at times for no discernable reason at all. Still the Seelie take their duties seriously and when events warrant their undivided attention they give it without pause.

**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 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. On the one hand, some of the Seelie ethereals remain in high spirits no matter what is going on, while others make it their duty to live lives of revelry and playful mischief. On the other hand, there are still others who have an innate affection for the courtly lifestyle of courtesy, dignity, and honor. In spite of the seemingly capricious nature of the Seelie ethereals almost all of them recognize the need for sincerity of action, and once given, their word is their bond.

**Dreamlord Auras:** Lumendhel has the following auras:

*Bright Light:* This country is illuminated by bright light.

*Greater Healing:* Creatures within this country gain a +6 bonus to Heal checks and utility powers with the healing keyword grant +6 hit points to their targets.

*Heart Tree's Resurrection:* Once per year, the *Heart Tree's Resurrection* power can be used to bring back one dead creature as per the *raise dead* ritual, but with the following exceptions: the creature may not be dead for more than a year, the subject comes back to life fully healed and with all temporary and permanent conditions healed. In addition, there is no material cost other than a drop of sap from the Heart Tree.

## The Heartlands

### Mag Mell [Major Realm]

A stunningly beautiful gemstone cavern surrounds this subterranean island with a rainbow of light. The Fortress of Sidhe rises out of the crystal clear waters, which surround it and reflects an inner light throughout this underground realm. This place is renowned for its arts and crafts, especially in regard to supernatural items. Its treasures deep in the Hall of Mirrors are full of wondrous objects, including the holiest of Seelie artifacts, the Grail, which is used by them to collect the sap from Heart Tree. This Grail has been the object of many tales of legend and lore within the world and every Seelie drinks from it at their age of maturity. It also acts as the vessel for the last drop of sap produced each year by the Heart Tree, which has the power to resurrect the dead. Many have tried to steal the Grail, but only Manannan and his most trusted servants know how to pass through the Hall of Mirrors without becoming lost forever.

**Dreamlord:** Manannan, the Son of the Sea, reigns over this gleaming land and those who are his wards and servants. He is a fair and wise ruler who has a keen concern for those who are under his care. He is a gifted healer and mighty adept with power over water and weather alike. He is closely aligned with Oberon and the children of Helena and is also sworn to protect Avalon if it is ever in need. He possesses a great many artifacts he has gathered over the years from his airship named Wave-sweeper to the fabled Hallows of Eire.

**Inhabitants:** Mag Mell is populated with mortals and ethereals who have won Manannan's confidence and a place at his side. This wondrous realm is a paradise filled with feasting and reverie. Those who enter Mag Mell do not age or suffer from illness and have their every need provided for by Manannan's magical servants.

**Dreamlord Auras:** Mag Mell has the following auras:

**Confusing Hallways:** Once every round, each enemy within the realm comes under the effect of the *confusing hallways* power.

#### Confusing Hallways

Major Realm Aura

*Enemies who dare to enter Mag Mell soon find themselves hopelessly lost.*

**Once per Round • Charm** Area realm

**Target:** Each enemy in realm

**Special:** Anyone Manannan would consider his enemy comes under the effects of this power

**Attack:** +14 vs. Will

**Hit:** The target moves its speed in a random direction as determined by the GM. If the target passes through an archway or door, the DM may decide to have the archway seal itself or the door become locked with the *arcane lock* ritual.

**Manannan's Blessing:** Allies of Manannan may use their second wind ability at-will, as long as they have healing surges. In addition, they may expend a second wind to make an immediate save against any negative condition currently affecting them.

**Manannan's Ward:** This entire realm is under the effects of the *forbiddance* ritual.

## Organizations

King Oberon protects the southern Heartlands as best he can against the intrusions of the Unseelie and nightmares and as a result these lands are relatively free from the influence of Mab's minions. Still, recent events have proven that the southern Heartlands are not entirely safe from the dark plots of her nightspinnors.

### Exarches of the Heart

Exarches of the heart are influential members of the Seelie court and are Oberon's most trusted advisors. They are pious and good-natured when among their friends, but when confronting their enemies they are renowned for their powerful and righteous anger. They protect Nevermore and its inhabitants from those that seek to corrupt its lands and inhabitants and are frequently found on a mission for the Seelie court or undoing the tangled webs of the nightspinnors. Newly





## The Heartlands

installed exarches are often found wandering the world learning about its lands and inhabitants so that once they take their place in the Seelie court they will be able to bring wisdom and understanding to their tasks.

Exarches make up the members of the three advisory councils, which assist the Seelie court in making its decisions. They wear simple clerical vestments with the symbol of Faehalig embroidered upon their chest, the Heart Tree with red sap flowing from its side. This distinctive dress makes it difficult to mistake an exarch, but unfortunately the Unseelie have been known to use this to their advantage.

### Glaseelie

The Glaseelie are those Unseelie ethereals who repented at the end of the Age of Strife and rejoined their Seelie brethren. Though they drank the sap of the Heart Tree and returned to the worship of Faehalig these ethereals have retained their misshapen forms, and by their own admission, an inclination to the vices of their past. In spite of these imperfections the Seelie have

welcomed them back with open arms. The Glaseelie have been invaluable in improving the Seelie court's understanding of mortals and Unseelie alike and their nightwatchers have helped to keep Mab at bay during the Age of Serenity. However, nightspinners have posed as Glaseelie in the past in order to further their own ends within the southern Heartlands.

### Seelie Court

Oberon presides over the Seelie court bringing its members to accord with a mixture of wisdom and persuasion. There are three councils in the court whose sole function is to offer advice to the Seelie during their deliberations. The Council of Elders gives spiritual guidance, Council of Warriors provides martial proposals, and the Council of Tribunes submits political counsel. The rest of the Seelie court votes on the proposals presented by these councils and unanimous consent is needed for a measure to be ratified. The Amphitheatre of the Heart, where the Seelie court meets is carved into the bottom of one of the great torchwood trees, which stand at the foot of the Heart Tree.

## Adventuring In the Heartlands

If a tale has been told in the days of yore and involves ethereals, then it has its roots in the Heartlands. Although most of the beings and places mentioned in this book are drawn from Celtic and Arthurian folklore the GM should feel free to draw upon Norse, Greek, Russian, and other traditions to populate the Heartlands. Perhaps the dragon Nidhogg lives beneath the Heartlands or the mythical firebird roosts within the forests of this domain. Fantastic creatures from the works of the Brothers Grimm and Hans Christian Anderson might be found here alongside those of African, Middle Eastern and Asian folk tales, such as the dune-dwelling aigamuxa, powerful genies, and devious rakshasa.

### Adventure Hooks

- The Heart Tree is dying! Its roots have been poisoned, its trunk is rotting and its glowing leaves are falling withered to the ground. 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 have a more apocalyptic view and 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. Some say the only way to

heal the Heart Tree is to find the five springs which once fed its roots at the beginning of time, others believe a series of artifacts must be found in order to restore the Heart Tree's health. Still others believe the source of the poison must be found first before any remedy can be found. Whatever the cause and cure it will take great persistence and luck to restore the Heart Tree to its former glory.

- 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.

- One of the elder exarches has been murdered. He had been studying the recent visions and prophecies portending the age to come and had just requested a meeting of the council of elders to discuss his findings. Unfortunately, he was burned to death along with his library and notes. Witnesses claim to have seen a Glaseelie with the fire aspect leave the elder exarch's library just before the blaze began. The Glaseelie ethereals has since been arrested, but claims to be innocent. He says he was working with the elder exarch on his research and is being framed for his murder. The

## The Heartlands

Seelie court has given him time to prove his innocence and he has made it known that he is willing to pay handsomely anyone who can help him investigate the crime and prove his innocence.

- A nightwatcher is making his way to the Seelie court with newfound details of one of Mab's current schemes and needs protection from those who are trying to track him down. Since he fears capture he has chosen an indirect route back to Lumendhel, hoping to throw off the scent of Mab's hounds long enough to lose them. If he is in danger of death he will pass on what he knows to those protecting him. What secret does he possess? Does he know about Mab's plans to groom dreamlords from her most trusted minions, her ability to create soulless creatures from the Obsidian Tree, her discovery of a neverite mine, the cause of the Heart Tree's poisoning or something else? Whatever it is Mab's minions will not stop tracking the nightwatcher until he and all those he has spoken to have been silenced.

- Baba Yaga makes her home within the forests of the Heartlands. There are many descriptions of her hut from covered with skulls to made out of gingerbread, but everyone agrees that her hut travels around upon chicken legs, though the number of legs is debated. The old witch travels wherever she pleases within her hut and is said to be wise beyond years. It is believed that if she is brought a blue rose she will answer a question or grant a gift. Of course the difficult thing about bringing Baba Yaga a gift is that she never stays in one place for long and her doorway only opens for those who have proven themselves to be pure of heart.

- Children have been disappearing throughout Nevermore. Some fear nightspinnners have abducted them for some unspeakable ritual, others think the Wild Hunt took them, while a few believe the children are being eaten by a terrible nightmare let loose on the dreamlands by Lilith. Whatever has happened to them it is clear that heroes are needed to uncover what has happened and stop it before an entire generation of dreamborn children disappears.

- Someone is stalking down and killing Glaseelie throughout Nevermore. There are accounts in nearly every realm of a Glaseelie death and at each murder encounter a seed is left beneath the victim's tongue. The Seelie court is concerned for their brethren's safety and has offered a reward for information that leads to the apprehension of those behind these heinous crimes.

- The adventurers have been tasked with finding the Green Man and asking him a question. Whether the query seeks to learn more about Mab's current plans, a cure for the Heart Tree, a secret way into the fomorian fortress of Tor, or something else entirely it will be

difficult to obtain an answer without being captured or slain by the bogies guarding him.

- A snow-covered castle has appeared upon one of the well-traveled trails in the Heartlands. Though many have tried to discover its secrets few have survived doing so and those who have speak of a dreadfully cold courtyard, rearranging walls, and red capped creatures with iron boots. Has a new dreamlord staked a claim to this road?

- A wounded unicorn was recently seen in another domain and the Seelie court has offered a reward for anyone able to track it down and give it aid. The unicorns are sacred creatures to the ethereals and they are worried that an unscrupulous mortal or Unseelie ethereals will seek to kill the unicorn for its horn.

- A fairy named Puck appears and challenges the adventurers to a series of physical, mental, and moral tests. If the adventurers win Puck promises to serve them for a year, give them a horde of neverite or answer three questions. If Puck wins, then the adventurers must perform some service for him.

- A colony of monstrous spiders with shadowy abilities has been terrorizing the countryside. They have been stealing livestock and babies, killing travelers along the road, and even borrowing into homes. The local authorities need adventurers to find their den and root them out once and for all.

- Since the poisoning of the Heart Tree, the medicinal herbs used to create Seelie healing salves have been withering away. However, recently one of the harvesters came across a strange singing rose among the patch of dead herbs. It sung of hidden glades throughout the dreamlands where ancient springs reside and with them flourishing fields of healing herbs. After each stanza it shed one of its petals, until nothing was left of its bloom. When the harvester investigated further he found tiny maps upon its petals. Some believed these maps will lead to the lost springs, which some believe are the key to curing the Heart Tree, while others wonder if it is a wild goose chase planted by one of Mab's minions. No matter the rose's origins, the maps will need to be investigated and Oberon has begun to hire worthy adventurers to search out the locations of these springs.

- The Grail has been stolen! Through scheming and sorcery someone has made their way through the palace of adventures and taken the Grail from its resting place. It is unknown as to who stole this precious object or for what purpose, but the Seelie court fears the worst. It could have been taken by servants of children of Mahr, Queen Mab, Nyxis, or some other dreamlord who desires to weaken the Seelie or return someone or something to life with the powers of the Grail.

# Chapter 3

## The Wyrð

### land of lore



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

## **The Wyrð**

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

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

# **History of Nevermore: Part II**

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

## **The Two Wanderers**

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

## **The Field of Flowers**

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

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

## **The Realms of Night and Day**

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

In contrast, Mahr created a sun-drenched desert realm filled with magic and wonders, called Maghreb. Within this realm he created the City of Brass surrounded by impregnable walls molded as if from cast iron. Two towers of brass, like twin fires, rose above the city brilliant and blinding. There were twenty five gates leading into the city, but none of them visible from without. It held within its mighty walls a series of mansions and palaces with rainbow-hued domes

gleaming gloriously in the golden sky. Streams flowed throughout the city with glowing flowers and fruits lining their banks. It was a realm of solitary beauty where Mahr pondered the world in peace.

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

## The Betrayal

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

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

Nyxis said, "And who was this man?"

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

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

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

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

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

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

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

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

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

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

## The Wyrð

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

## History

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

Within a generation after his death, the Wyrð was engulfed in war. The realms of Doxus and Helena fell during the terrible conflict. Doxus's celestial realm of Empyrean fell from the skies under the assault of

## The Wyrð

Diabolus's minions, while the lights of Elysium were extinguished by a terrible tide of nightmares pouring out of the Dreadlands. So many dreamlords were wiped out by the war between Nyxis and the children of Mahr that much of the Wyrð reverted to unfettered lands. Only the ruins of these lands remain, but even these fade away with the turning of the cycles.

After Menhalig's sacrifice and Mergia's tears, the Age of Strife came to a close and a new Age of Serenity began for a much changed world. This new era brought with it the formation of the Eye and the Hedge, which cut the southern Wyrð off from its corrupted neighbor to the north, the Dreadlands. It has taken many years for the mortals to recover from the years of terror that beset them, but now there are new dreamlords rising through the ranks forging new realms in the Wyrð and elsewhere. Only time will tell if these nascent realms will survive and what stories will be told about them.



## Inhabitants

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

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

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

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

## Geography

The landscapes of the Wyrð vary greatly from turning to turning with the only oases of relative calm being the realms, which mortals and ethereals have created here with the advent of the Age of Serenity. What is a range of mountains in one cycle could just as easily be a valley the next, and so it is difficult to provide much in the way of detail as to what one will experience at any given time or place. The unfettered lands are a bizarre admixture of the ordinary and the surreal. An emerald field of beautiful flowers can rest in the shadow of a topsy-turvy tower, which stretches, twists, and melds around itself



until its very description as a tower comes into question. Not even the realms are immune to the ever-changing realities of the Wyrð, though at least the will of their dreamlords bring some stability.

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

### ***The Free Camp [Major Realm]***

This encampment of hide-covered tents surrounds the dreamlord Gwynudd and is populated by Glaseelie ethereals. Its inhabitants are spirited and fierce, with a love of battle and passion for revelry. The first hours of the cycle are spent raiding into the Dreadlands, while the final hours are spent feasting and drinking beside enormous bonfires. The Free Camp is made up of two distinct, though intricately linked, areas of the realm. The Warrior's Ring is centered upon Gwynudd and follows him wherever he rides. The Free Riders who make up the dreamlord's war band frequently raid the Dreadlands to test their metal against nightmares and other agents of evil. It is upon these excursions that Gwynudd and his warriors gain glorious tales to recount before the bonfires of the Ward's Ring. This second segment of the realm resides within the Wyrð along with the wives and children of those who have become Free Riders. Upon Gwynudd's command both rings can reunite to form the Free Camp with warriors and their wards mingling together for a short time for rest and reverie.

During Cadence, Bhlendhl and Gwynudd unite their realms into one. The following triad is known as the Festival of Unity and is a time of feasting for all of the inhabitants of both realms. The warriors recount their tall tales by the bonfires, while wives share their gossip and children their games. It is also a period of preparation from the next year and a great council is held to discuss strategies and share ideas. In the final moments of the last cycle of Cadence, Bhlendhl and Gwynudd clasp hands and speak the words of promise to reunite during the next Cadence.

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

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

**Dreamlord Auras:** The Free Camp has the following auras:

**United Realms:** During Cadence, Bhlendhl and Gwynudd can unite their realms into one. While combined, these realms enjoy the benefit of the *sanctuary of hope* utility power from the Hopeful Aspect (see Chapter 8: Aspects of Nevermore). This effect lasts until the end of Cadence.

**Ward's Blessing:** Free Camp wards (non-warrior women, children, etc.) gain a +4 bonus to heal checks while within the Ward's Ring. In addition, the area affected by the Ward's Ring (a 25 mile radius centered on Gwynudd's tent) is treated as if it was under the constant effects of the *Luminant Ward* utility power from the Luminant Aspect (Bright Light).

**Warrior's Blessing:** Free Camp warriors gain a +4 bonus to Intimidate checks while within the Warrior's Ring. In addition, the area affected by the Warrior's Ring (a 25 mile radius centered on Gwynudd) is treated as if it was under the constant effects of the *aura of the Wyrð* utility power from the Wyrð Aspect.

### ***Idavoll [Major Realm]***

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

## The Wyrð

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

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

**Dreamlord Auras:** Idavoll has the following auras:

*Balder's Peace:* Once every round, each creature within the realm comes under the effect of the *Balder's peace* power.

<b>Balder's Peace</b>	Major Realm Aura
<i>The decree of Balder's peace binds everyone who enters this realm.</i>	
<b>Once per Round • Charm</b>	<b>Area</b> realm
<b>Target:</b> Each creature in realm	
<b>Special:</b> Balder may omit creatures from the effects of this power (usually the realm's defenders)	
<b>Attack:</b> +14 vs. Will	
<b>Hit:</b> The target cannot attack until the end of its next turn.	
<b>Special:</b> If a creature is attacked, then it is immune to this power in regards to the attacking creature until the end of the day (cycle).	

*Balder's Protection:* Allies of Balder gain a +4 bonus to all defenses while within this realm.

*Friendship of the Hall:* Creatures within Brimir Hall gain a +4 bonus to Diplomacy and Streetwise skill checks.

### **Isle of Poesis [Major Realm]**

This fantastic isle floats above the land cloaked in an array of colorful clouds and populated by even more colorful inhabitants. Crowning the island is the sprawling City of Poesis with its bizarre, but beautiful



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

**Dreamlord:** Poesi, the Poet Prince, is a benevolent, if sometimes melancholy, ruler. Since the Forgotten Age, he has searched blindly for his long lost wife, Nialla, but

to no avail. He retreated from the world during the Age of Strife seeking to restore the tattered memories of his former life. It was not until the Blood of Menhalig and tears of Mergia washed away the scales of despair from his eyes that he began to see the plight of the mortals he had brought to Nevermore so long ago. Since then, he has found a new purpose in life, the protection of Nevermore's inhabitants from those who seek their ruin. To this end, he founded the Wordsmiths to be his eyes and ears within the world, while he worked to bring hope once again into the hearts of mortals and ethereals. 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.

**Dreamlord Auras:** The Isle of Poesis has the following auras:

*Poesi's Gift:* Once per day (cycle), allies of Poesi gain the ability to use the dreaming surge reroll ability without expending dreaming surges.

*Greater Performances:* All creatures gain a +4 bonus to Acrobatics and Bluff skill checks.

*Increased Dreaming Surges:* All creatures gain three additional dreaming surges at each tier of play (1st, 11th, and 21st).

## OZ [Greater Realm]

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

of Oz and is as one might guess, completely green from its green glass towers to its emerald-clothed citizens.

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

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

**Dreamlord Auras:** Oz has the following auras:

*Anti-Aging:* Creatures within Oz can stop aging, if they wish. Once they leave, they begin to age again as normal or may chose to become their actual age.

*Deadly Sands:* Once every round, each creature within the Deadly Desert comes under the effect of the *deadly sands* power.

### Deadly Sands

### Greater Realm Aura

*The Deadly Desert surrounding the country of Oz disintegrates all who dare to cross it on foot.*

**Once per Round • Fire**

**Area** Deadly Desert

**Target:** Each creature in the Deadly Desert

**Attack:** +29 vs. Fortitude

**Hit:** 2d6+5 damage.

*Particular Deaths:* Creatures within Oz cannot die by mundane means (three or more failed death saving throws result in no change instead of death). In fact, each creature can only be killed if a very particular set of circumstances is met. For example, the infamous Wicked Witch of the West could only be killed by having a bucket of water tossed on her by a human girl who was protected by the mark of a good witch and wore a single silver shoe. The particular deaths of player and non-player characters are determined by the GM and are automatic if fulfilled (no death saving throws allowed). It is rumored that only Glinda knows the methods by which other creatures might be killed and she keeps this knowledge within her Great Book of Records.

## The Wyrð

### **Wending Refuge** [Major Realm]

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

**Dreamlord:** Bhlendhl, the Blind Wanderer, is an elderly and blind elf who speaks with a wisdom woven from ages of experience within the Wyrð. His realm wanders wherever he goes and though he cannot see its beauty, he needs not see it, because the Wending Refuge is exactly as he imagines it to be. Since the Age of Strife, he has sworn to protect the Wyrð from corruption and has sought the destruction of Diabolus and his nightmarish and diabolic minions. He uses the supernatural powers of the Seer's Spring to keep an eye on his enemies and guide his followers, especially the Dread Hunters, where they are most needed in the dreamlands.

**Inhabitants:** The inhabitants of the Wending Refuge are as dedicated to cleansing Nevermore of the taint of nightmares as their dreamlord. His followers are fanatically devoted to Bhlendhl and believe him to be a prophet of Faehalig's will. Most of the realm's populace were drawn here, as if by the hand of fate, after suffering a great loss at the hands of nightmares or 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.

**Dreamlord Auras:** The Wending Refuge has the following auras:

*United Realms:* During Cadence, Bhlendhl and Gwynudd can unite their realms into one. While combined, these realms enjoy the benefit of the *sanctuary of hope* utility power from the Hopeful Aspect (see Chapter 8: Aspects of Nevermore). This effect lasts until the end of Cadence.

*The Seer's Spring:* Any creature drinking from the Seer's Spring during Cadence can perform a divination or scrying keyword ritual of their level or lower without component cost or need of the Ritual Caster feat.

*Greater Awareness:* All creatures in the Wending Refuge gain a +4 bonus to their Insight and Perception skill checks.

### **Wonderland** [Greater Realm]

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

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

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

**Dreamlord Auras:** Wonderland has the following auras:

*Alice's Aura:* When Alice is the ruler of this country, treat this country as if it is inside the Wyrð. In addition, all creatures gain a +6 bonus to defenses against charm, fear, and illusion powers.

*The Queen of Heart's Aura:* When the Queen of Hearts is the ruler of this country treat this country as if it is inside the Dreadlands. In addition, all powers with the fear or illusion keywords gain a +6 bonus to their attack rolls.



*The Red Queen's Aura:* When the Red Queen is the ruler of this country treat this country as if it is inside the Eye. In addition, all powers with the charm or illusion keywords gain a +6 bonus to their attack rolls.

*Looking Glass Effect:* Dreaming surges can be used to make a “looking glass effect.” After you make a d20 roll, but before the result is revealed, you may spend up to 3 dreaming surges. For each dreaming surge you spend you gain a +2 bonus to your roll. Alternatively, if you are targeted by an attack, you may use your immediate action to interrupt the attack and spend up to 3 dreaming surges. For each dreaming surge you spend the triggering attack takes a -2 penalty to its result.

## Organizations

The Wyrð is filled with an amazing assortment of organizations from the relentless dread hunters to the imaginative wordsmiths of Poesi. Many of these groups are associated with a particular realm, but usually their influence and activities stretch far beyond the borders of the Wyrð. The importance of the Wyrð is not lost upon

those who live in other domains and it is not uncommon to find organizations from outside of the Wyrð involved in its intrigues and plots.

### ***Dread Hunters***

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

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

### ***Free Riders***

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

## The Wyrð

The free riders are usually found within Gwynudd's realm as it wanders the Wyrð or Dreadlands in search of nightmares and other dangerous creatures to hunt down. However, they can be found elsewhere in Nevermore when on some task for Gwynudd or seeking out other Glaseelie ethereals. They wear a mixture of armor and wield an assortment of weapons. They are most readily recognized by the beasts they ride, which is reflected in the banners that adorn their lances. Most of the free riders are Glaseelie ethereals, though occasionally a Seelie ethereals or even a mortal will join their ranks after proving their metal to Gwynudd and his captains.

### *Weavers of the Wyrð*

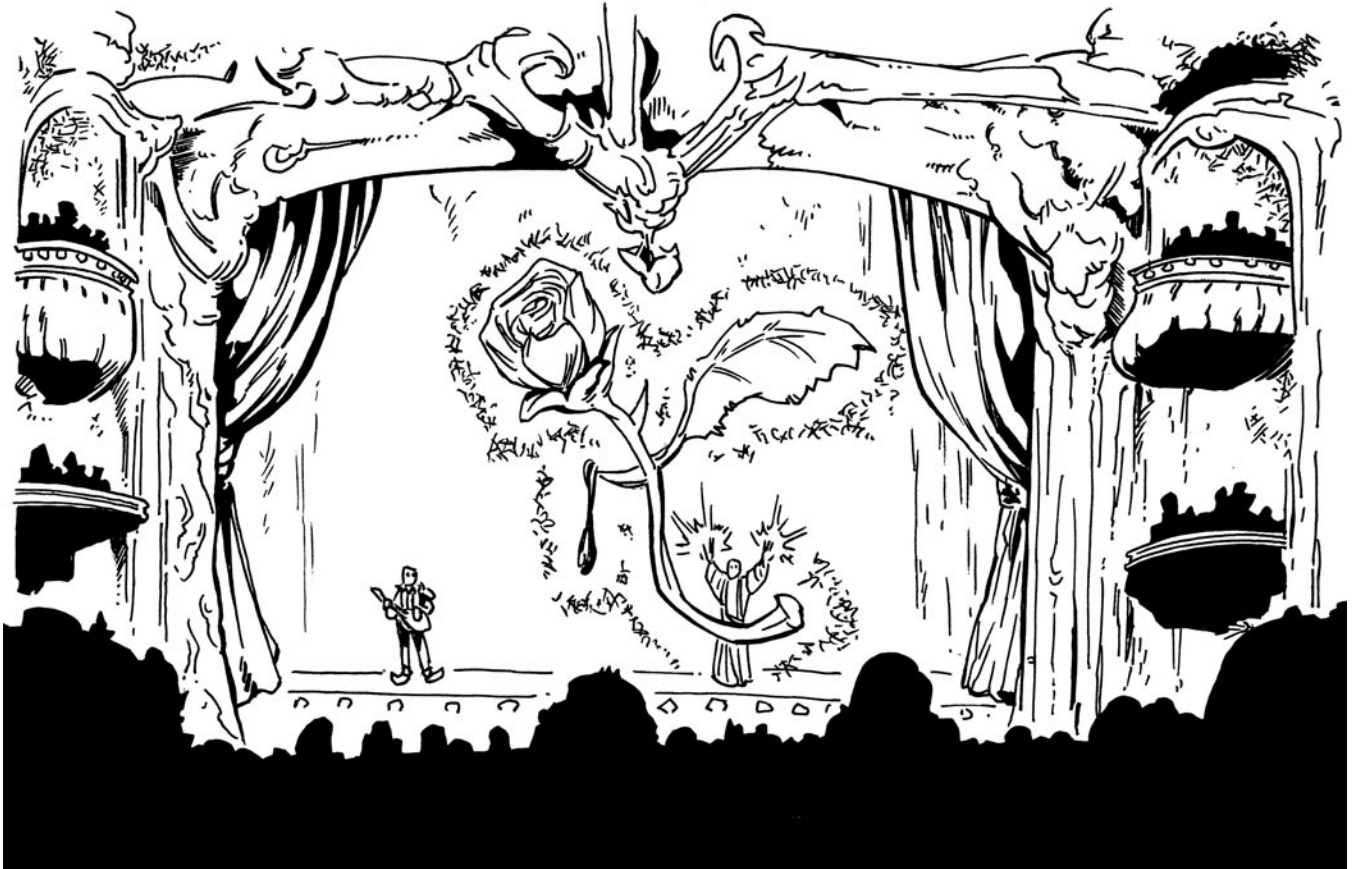
Weavers of the Wyrð are fearsome foes and eerie allies. They serve no particular dreamlord and are often found outside the Wyrð. They cause a great amount of disturbance to the dreamlands they wander through and only a few have been granted passage into the Hedge or the Eye and only after proving themselves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

This was not always the case, once upon a time they were welcome visitors to almost every realm, but the death of their matriarch, Helena, and the subsequent

corruption of their gift caused many of them to become dangerously unstable. Before Helena's death their purpose was to build safe-havens within the wild lands of the Wyrð. However, during the Age of Strife their gift was tainted by Diabolus and now many of their number bring sorrow and woe to those whom they once protected. The hierarchy of the weavers of the Wyrð has long been broken, but some of them have regained their senses since the advent of the Age of Serenity. These men and women seek to reforge their once great order and cleanse it of its taint. Most members are mortal, though there are a few who are of ethereals descent. The two most distinguishable features of their dress are the dream catchers braided into their hair and their wands, which are crowned with a neverite gem.

### *Wordsmiths of Poesi*

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



Poesi is the leader of this association of performers and scholars, but gives the members of this guild a great deal of freedom. Only on rare occasions does Poesi ask a member to undertake a particular mission, and even then it is only a request. In general, wordsmiths are charged with seeking out and gathering the tales about the dreamlands and the Mortal World. They have the special charge to discover the fate of Nialla,

but none have been successful in this regard since this organization's founding. Wordsmiths of Poesi are known within almost every race of ethereals and mortal. There are no set regalia for wordsmiths to wear, but each receives a pin in the shape of a winged scroll with the following words inscribed upon it, "By words the mind is winged."

## Adventuring In the Wyrð

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

### Adventure Hooks

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

- Hel, one of the children of Loki escaped the great battle of Ragnarok and has created her own realm hidden somewhere deep beneath the land of Idavoll. She has spent much of the Age of Serenity gathering new allies and minions to do her dark will. The rest of her family was killed during the great battle and she seeks revenge on those she holds responsible. It is rumored that she

has created a secret society of necromancers who have been tasked with raising her family from the dead and gathering an undead horde with which to assault the city of Gimli and overthrow its current leaders. Balder and the other dreamlords of Idavoll are worried that if they cannot stop Hel's necromancers, a new Ragnarok will ensue and all that is left of their once-great realm will be turned into a graveyard.

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

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

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



## The Wyrð

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

- A gnomish inventor named Akerue lived upon the Isle of Poesis and was creating useful, if strangely convoluted devices for his costumers for almost a decade. He was working on a new invention that he claimed would revolutionize the world of Nevermore. Many of his neighbors and customers tried to ply the secret out of him, but he had withstood their advances and told no one about his device's purpose of function.

Unfortunately it seems he never will, as his house has disappeared and no one has seen hide or hair of him since. It is rumored by some that he discovered a way to pass the waters of forgetfulness, others say that he built a time travel device, and more than a few think he winked himself out of existence. However, there are rumors that the occasional passerby has seen a glowing doorway where Akerue's front porch used to be, though where it leads is anyone's guess.

- The Dowser's Guild has long been the only reliable means for traversing the dreamlands, especially the Wyrð, without becoming lost. They help caravans and adventuring parties for a fee to get just about anywhere in Nevermore. They can also help find individuals and items for the right price. Their headquarters is located somewhere in the Wyrð, but only dowsers and their trusted allies know how to find it. Recently, a few of their members have disappeared and the guild is worried that they have been captured and are being put to some nefarious use, perhaps even to find the Dowser's Guild. As such they are hiring adventurers to protection to their current members and find those who have disappeared.

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

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

- 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 Wyrð and keeps having visions of the Wending Refuge.

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

- Magic beans are a rare sight in the world of Nevermore. It is believed that only a few know the secrets to creating them and these "bean sellers" rarely sell their beans to anyone, except curious children and occasionally young adventurers. No one knows why they do this, but they have been wandering the land ever since the end of the Age of Strife. So when the adventurers come across a large beanstalk stretching into the clouds and a worried mother at its bottom, it is a noteworthy event indeed. Is the boy named Jack still alive or boiled into an ogre's stew? Has some unforeseen twist turned this tale on its head endangering not only Jack, but also those who climb after him? Who sold Jack his magic beans and why? Has someone gotten a hold of the secret of creating magical beans? If so, then the benevolent order of bean sellers might begin hiring adventurers to track down the rogue bean seller and put an end to his nefarious deeds.

- A mysterious writer, known only as the "Pied Penner," has been using a pen of the wordsmith to influence unsuspecting victims into providing him with information, items, and other things. There has been no rhyme or reason behind his targets, but some fear the writer's successes will cause him to grow even bolder. If left to his own devices he might even set into motion a much more malicious plot. Some believe the "Pied Penner" might be a wordsmith of Poesi who has been corrupted by his powers, others wonder if it is an agent of the discordant voices, or even a diaboli.

- A treasure hunter believes he has discovered the resting place of Draupnir, an arm ring with the ability to create eight copies of itself every 9 days (cycles). This item was created by the dwarves Brokk and Eiti as part of a wager with Loki and had been lost since the death of Odin. Through meticulous research in libraries around the dreamlands the treasure hunter has discovered what he believes to be a secret code. The clues have led him to various places and the latest one seems to indicate that he needs to go to the Dreadlands. He fears there will be a great deal of danger on this journey and is seeking to hire adventurers to help him break the code and recover Draupnir and any other treasures hidden along with it.

# Chapter 4

## The Dreadlands

### Land of Nightmares



In dark and doleful depths, the damnable dwell,  
In haunted hinterlands, the horrors hail,  
In wretched wild wastes, the wicked wail,  
And howl their hated hymns in harrowed Hell.  
Against abiding bonds, they beat and bask,  
Against their callous cage, they claw and clash,  
Against Gehenna's gates, they gnaw and gnash,  
And swear to sear our souls to smoldering ash.

-Prince Poesi

## **The Dreadlands**

Beware of the Dreadlands! This warning echoes throughout Nevermore from the ever-abiding Eye to the ever-changing Wyrd. The borders of this diabolic domain are watched with a wary eye and its infernal inhabitants are a constant threat to both mortals and ethereals. It is a land seeded with curses, watered with tears, and infused with wrath. Its bitter fruits are naught, but a ruinous harvest of nightmares. Few who enter the Dreadlands leave unscathed. Most are utterly corrupted by its temptations, driven absolutely insane by its

agonies, or outright annihilated by its perils. The faintest flicker of hope draws the ire of this domain and its denizens and is almost always snuffed out before it can become an aspiring fire. Its black-hearted woods are the dwellings of werewolves, witches, and wandering spirits. Its gothic chateaus are the homes to vampires, ghosts, and unspeakable horrors. Supernatural mysteries, otherworldly legends, and tragic tales come to life in this unsettling landscape and are played out in its crumbling castles, foreboding forests, and baleful badlands.

# **History of Nevermore: Part III**

After the murder of Mahr, Nyxis and Mahr's children used their vast treasuries of neverite to weave a web of entangling alliances across Nevermore. The promise of the gem's newfound power corrupted dreamlords both great and small and soon the deadly engagements between these two opposing camps created a cloud of chaos within the Wyrd. In the swirling dust and ash of this time of turmoil, the minions of Queen Mab infiltrated many of the mortal dreamlords' courts, manipulating them towards their mutual destruction. In hopes of keeping their realms safe from the ravages of the bitter battles between Nyxis and Mahr's children, Oberon formed an alliance of free realms with the great dreamlords Doxus and Helena. However, not even these great dreamlords could keep the curse of Mahr from touching their lands and soon all the dreamlands were awash in a bloody tide of wrath and war.

## **Twins of Vengeance**

Following Mahr's death, Diabolus increased in strength and savagery developing into a frightful and fiendish creature of devouring fury, whereas Sirena cultivated her cunning and cruelty becoming a beautiful and beguiling enchantress of untamable passion. Mahr's children could not be more different, but their hearts were twined with vengeance and they used all their power to bring Nyxis to her knees. Slowly, but surely, Diabolus and Sirena marched their forces across the dreamlands and destroyed all of Nyxis' allied realms, killing their dreamlords and massacring their inhabitants. Sensing her impending doom, Nyxis created a blinding blizzard around her wintry realm, which instantly froze anyone who attempted to enter or exit her lands without her approval. Despite their power, Diabolus and Sirena could not penetrate this magical barrier, and so their thirst for retribution was left unsatisfied.

## **The Fall of Empyrean**

As the years passed, Diabolus grew restless and his craving for vengeance grew into a maddening hunger. Finally, Lilith sensing the time was ripe to bring ruin upon the

rest of Nevermore appeared to Diabolus as a raven and spoke, "How long has your father's bloodless spirit been tormented by the beating heart of his murderer?"

Diabolus replied, "The years have been too long to count and though we have destroyed all of her allies, she still remains untouched in her frozen keep cloaked in cold and darkness."

"Have you truly destroyed all of her allies? What of the free realms? Were they not dreamlords when your father was so cruelly slain? Could they not have banded together with you to bring her to justice? They might not have pierced his heart, but they have most certainly pierced his spirit with their indifference to his death."

Fanned by Lilith's words Diabolus' anger burst into flames and without consulting his sister he marched against Doxus' celestial realm. Flying at the head of an army of nightmares, he crushed Empyrean's defenders and slew their dreamlord. However, his victory was short lived as Doxus' severed head mouthed a silent sentence upon him and his army. A powerful blast of wind and lightning cast Diabolus down to the earth as the tranquil clouds of celestial realm turned into a terrible tempest of righteous anger. Diabolus watched in horror as Empyrean fell from the skies, its storm of retribution trapping his minions within the doomed realm as it crashed into the Northern Wyrd. It created a vast crater there and from the eyes of all the slain poured a torrent of tears, which drowned Diabolus' army forming the Sea of Lost Souls.

## **The Death of Diabolus**

Though spared from perishing in the fall of Empyrean, Diabolus was struck mad by the disaster and when he returned to the City of Brass his mouth frothed with unrelenting rage and his tongue was wet with uncontrollable curses. His sister was forced to bind him in magical chains and keep him under constant watch lest he cause harm to them both. Meanwhile, Oberon and Helena demanded Diabolus be turned over to them for justice and though she had no intention of doing so she promised them she would turn him over by the end of the movement, or month. As the cycles passed Sirena grew desperate and upon the last one a large company

## The Dreadlands

of free realms men appeared before the City of Brass awaiting the surrender of Diabolus.

As the last hour tolled, Sirena looked down on these men and began to weep, but the raven appeared in her window and asked, "Why do you weep?"

Sirena answered, "In one hour's time I shall have to hand my beloved brother over to those who would imprison him for the rest of his days. I could let him escape, but it is too dangerous to unbind him lest he kill himself or me."

"Perhaps there is a way to turn this defeat into triumph, though it shall require a great sacrifice on your part."

"And what would the sacrifice be?"

"Not what, but whom," replied the raven. "And as for that you and your brother are the ones who must be slain upon an altar of neverite."

"But if we die who shall avenge our father's death?"

"I was there when you were born. I am the one who gave life to your father's blood and now your sacrifice shall make his vengeance possible, bring rest to his sleepless soul, and the grave your enemies."

"But how will our deaths bring us triumph over our enemies?" asked Sirena.

"The barrier that surrounds Nyxis' realm exists only as long as the two of you are alive, but with your deaths the magic, which sustains it, will die along with you and Nyxis will believe you are truly dead, but your deaths shall not mark the end of your revenge, rather it shall be the beginning. Sacrifice yourselves to me and I shall open a portal to the netherworld, return your spirits to this world, and bring a legion of my children to this world to secure your revenge."

Desperate for revenge Sirena brought her brother bound in chains to a place she had prepared for him. She laid him upon a bed of neverite and said, "O blood and bones become a gate to Lilith's wrathful womb where vengeful waters lay in wait to drown our foes in doom."

Then she plunged a neverite dagger deep into Diabolus' heart and then her own. As the blood cascaded

down the altar it cracked in half and carved a fissure into the depths of the dreamlands. The City of Brass disappeared beneath the earth as fire and brimstone rose in its place. The thunderous wails of the damned and the dead echoed throughout the world of Nevermore as infernal clouds rose from the hellish regions of the world. A terrible typhoon gathered around the great pit, its tendrils stretching across the lands, then the crimson rain fell across Nevermore leaving nothing, but ruin and Red Death in its wake.

## The Year of the Red Death

Darkness, decay, and the Red Death held illimitable dominion over all. For a year and a day, the crimson rains fell, the blood of the children of Mahr seeped into every land twisting and birthing frightful fiends in every corner of the world. Under the constant assault of these nightmarish attacks, the dreamlords drew more and more heavily upon their influence over the dreamlands, but soon discovered their mastery over Nevermore had become corrupted and the land rebelled against them. Instead of helping to fend off the nightmarish hordes assaulting their realms, their powers often caused even more terrible horrors to arise from the depths of the dreamlands. Realm after realm drowned under the diabolic waves of blood spawn or fell to unnatural disasters caused by the desperate use of dream weaving. To the far north, the Dreadlands erupted from the chaos, corrupting the northern Wyrð from the Sea of Lost Souls to the newly formed realm of Brimstone. Sirena, now a banshee, founded the Isle of Discord where she plotted the downfall of Nyxis, while Diabolus' malignant spirit cast a vile shadow across the world from the infernal lands of Brimstone. Almost a half of all Nevermore's inhabitants are said to have perished in the Year of the Red Death, but those who survived to see the crimson rains end would not be spared from the Age of Strife which followed.

## The Dreadlands

The cursed domain of the Dreadlands resides in the northern reaches of Nevermore and is the dwelling place of all whom are doomed and damned in the dreamlands. Its blighted southern border mingles with the bleak boundary of the Northern Heartlands, but is walled off from the rest of the world by the Hedge. Its northern border is unknown as no one has traveled far enough to see its end and returned to tell the tale. Some believe the Dreadlands have become so tainted by evil that there is no hope of redeeming these lost lands and their inhabitants and they should be shunned forevermore, while others hope to expel the evil spirits from these lands and return them to their former glory.

No matter one's opinion of this domain, it is only the brave, foolhardy, or desperate who enter the Dreadlands in these days and of them only a lucky few survive the ordeal. Though dream shifts are not as unpredictable as in the Wyrð, they are much more insidious in nature as if the very land has been turned against the living, birthing their worst nightmares, drowning their hopes in despair, and lashing out against them when they are at their most vulnerable. The Dreadlands are dangerous and malevolent and those who cross its threshold should be prepared for its perils lest its torments twist their minds into madness or batter their bodies into blood and bone.

# The Dreadlands

## History

Within a couple of generations of its bloody birth, the Dreadlands became a barren waste where only the mad, the damned, or the dead dwelt. Every realm within the domain was corrupted or ruined and its people were perverted, slaughtered, or forced to flee to the southern Heartlands or Wyrđ where Oberon and his allies offered safe haven from the growing storm. Nevertheless, one by one, these sanctuaries fell under the onslaught of nightmarish hordes until only the southern Heartlands and a few hidden or well-defended realms remained untouched by the legacy of the Red Death.

The curse of the Dreadlands spread throughout the dreamlands and all of its inhabitants seemed destined to suffer an unending age of agony at the hands of Lilith's legion and the minions of Mahr's children. However, the hope of salvation was born when Mergia, the adolescent daughter of the dreamlord Helena, agreed to bear Faehalig's son, Menhalig into the world. Forewarned by a vision, Mergia and her siblings, Justina and Ordo, fled to Oberon's realm just before Lilith's legion massacres the citizens of Elysium in an attempt to destroy Menhalig before he can become a man.

Years later, Menhalig arrived before the gates of the Frozen Keep with a small company of Seelie and mortal followers. They passed untouched through the besieging armies under a standard of peace and made camp at the foot of the Frozen Keep. Menhalig tried to make peace between the two sides, but was rebuked by them both before being betrayed by one of his followers. Lilith's legion attacked the camp, which scattered to the winds. Among the prisoners taken was Menhalig and his mother Mergia. Lilith convinced the children of Mahr they should torture Menhalig and nail him before the Frozen Keep as an example to its defenders of what was about to befall them, but with his death Mergia began to weep for his son. The skies grew dark and a great chasm opened swallowing up Lilith's legion and sending them back to their infernal lands. Suddenly, a golden shower washed over the dreamlands and put to flight the children of Mahr and their army. Many of the wounds of the world were healed, except those in the Dreadlands and Northern Heartlands, which remained as a reminder of what the fruits of revenge taste like.

Since the Tears of Mergia fell over Nevermore, the Dreadlands have been relatively quiet as Nyxis and the children of Mahr have regained their strength, but there are hints throughout the dreamlands that this fragile time of peace is about to be broken by the nightmarish hammer of war.

## Inhabitants

Here be nightmares! This is a warning scrawled across the maps of the Dreadlands and it is a fair summary of

what kinds of creatures a traveler will find there. One is more likely to find fiends, undead, and other accursed creatures, than any living beings. This domain is almost entirely abandoned by mortals and ethereals since the land itself seems to be possessed by a malevolent spirit, which seeks to corrupt or destroy all who dare to dwell within or cross its baleful borders.

Mortals and ethereals who live in this malicious land usually fall into one of two categories. Those who are forced by some compulsion or curse to remain here or those who seek to heal the harm done during the Age of Strife. The former are often corrupted by their captivity either abandoning all hope or succumbing to the sinister snares of the Dreadlands, while the latter rarely last long under the constant assault of nightmarish creatures and unimaginable temptations bent on their destruction. This is not to say that hopeful footholds have not been made in this domain, but rather that they are difficult to defend and almost impossible to maintain without a great deal of sacrifice and persistence.

The dreamborn mortals and ethereals who live in the Dreadlands typically dwell in well-hidden realms scattered throughout the hinterlands. They are protected by powerful wards and are nearly impossible to find without some special knowledge of the place or permission to enter. Some are even protected by a series of trials, which test the virtues and abilities of those who wish to enter only allowing those who succeed to enter. The most numerous inhabitants in this domain are its nightmares, which spring from the very dreamlands and are a constant danger to those who travel its perilous paths. They are relentless in their attacks, both physical and spiritual, causing harm to both body and soul. It is said that no one leaves the Dreadlands without the domain leaving its mark and few who have been there will argue the point.

Unfortunately, the nightmares are the least of a traveler's worries. Diaboli often scour the Dreadlands for those who oppose the Horned Lord, while other infernal creatures wander the wastes in search of their next victim. Undead roam the land seeking to torment the living, feast on their flesh, or in the cases of vampires and liches to carve out their own niche in this macabre domain. An almost unimaginable menagerie of monsters stalks these lands with a single-minded thirst for blood, misery, and ruin.

## Geography

Like the Wyrđ, the Dreadlands can change dramatically from one cycle to another, but this is where the resemblance ends. Whereas the Wyrđ might produce awe-inspiring and wondrous landscapes for travelers to explore, the Dreadlands devise frightful and sinister scenes for explorers to survive. Any hellish or dangerous terrain that can be imagined can be found in this

## Dreadlands Environs



domain. Burning deserts, decaying forests, obsidian badlands, crumbling caverns, tormented seas, and other lethal locales cover the land in a shroud of suffering. The only sanctuaries, if some of them can be called that, from this domain's unrelenting assaults are the established realms, which are strangely stable in this otherwise lawless landscape. Some believe the unbendable pride or unfaltering hope of their founding dreamlords will not allow these realms to change. Others think the massive amounts of neverite used during the Age of Strife created a kind of anchor in this area of the dreamlands, which fuses the realms to the world. Still others see it as part of the curse of the Dreadlands, for once a realm is founded it cannot be moved and is vulnerable to attack by all manner of evil.

The flora and fauna of the Dreadlands are grotesque, menacing, and deadly. This region is overrun with pernicious plants and unspeakable horrors, which have been almost entirely corrupted by evil and are either subtly or overtly dangerous. If it has been born from the nightmarish thoughts of a mortal, then it dwells in this domain. Travelers to this land are often under a constant state of siege while slogging their way through these lands. Vast plains of bladegrass or hedgerows of dread bushes might hinder their path, wicked willows might ensnare them in their baleful branches, or silent creepers might cut off their calls for help or their cries of agony. Aberrant beasts, restless undead, cunning diaboli, and other accursed creatures wander the Dreadlands in search of prey or hide within the dark recesses of the landscape biding their time till an unsuspecting adventurer comes within their reach, and then is no more.

### ***Brimstone [Greater Realm]***

This blistered and desolate land is pierced from beneath by its obsidian peaks and lacerated from within by its sulfurous chasms. The bulwarks of the Blackwall are scorching to the touch and slick as ice. Its battlements are crowned with poisonous barbs and terrible towers, which are constantly patrolled and defended by Diabolus' minions. The Dark Gate is the only known passage through the wall and leads to the Bone Road paved with the shattered skeletons of those who have dared to defy Diabolus. This road worms its way through the serpentine caverns beneath the realm and into its heart, the city of Bal. A thick cloud of searing smoke rises from the fiery bowels of Mount Bal, smothering the land in darkness and choking it with the nauseating odor of rot and death. Obsidian bridges span the lava canals, which coil around the city creating seven rings around the Palace of Dread. The palace itself is carved from a massive stalactite, which dominates the center of the city and some believe it is an enormous phylactery for the sacrificed spirits of his diabolic servants. It is from this seat of power that Diabolus and his dreadbringers wage their war against the rest of Nevermore.

**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. However, his blood is boiling and soon not even Lilith will be able

## The Dreadlands



to contain his need for destruction. When that day comes, Nevermore may bleed from wounds deeper than any it has experienced before.

**Inhabitants:** Brimstone is populated by the undead and infernal 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.

**Dreamlord Auras:** Brimstone has the following auras:

*City of Despair:* Non-diaboli take a -6 penalty to saving throws against ongoing fear effects while within the city of Bal.

*Diabolic Intimidation:* Diaboli gain a +6 bonus to Intimidate skill checks. In addition, diaboli gain a +6 bonus to attack rolls on powers with the fear keyword.

*Stifling Heat:* Brimstone is under the constant effects of stifling heat.

### ***Isle of Discord [Greater Realm]***

This loathsome island is hidden within the murky mists of the Sea of Lost Souls. Little is known of the landscape of the Isle of Discord, though if tales are to be believed, it is surrounded by a bed of jagged coral reefs, which can rip through even the sturdiest of ships. These same tales speak of a ghastly graveyard of ships where the remains of many a fine ship made their last berth much to their crew's dismay. It is said that the voice of Sirena can be heard almost anywhere in the Sea of Lost Souls, luring the hearts of mortals and ethereals to her forsaken shore. Those who resist the call usually flee for their lives before she unleashes her Kraken upon them. Those who are ensorcelled make haste to their port of doom, rarely to be seen again, and if they are, it is usually as a minion of the Marred Voice. Some sailors even claim that in extraordinarily clear weather, one can see the soaring Spire of Discord erupting from the sea and hear its enchanted songs echoing across the waters, driving sailors equally to delirium or despair. It is from this lonely tower of long-dead coral that Sirena sings her merciless melodies, plots her return to power, and schemes her retribution against Nyxis, Mergia, and the rest of Nevermore.

**Dreamlord:** Sirena, the Marred Voice, is a mercurial mistress and a shrewd seductress. She 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 revealed to her arcane secrets, which will help to turn the tide of her fortunes. Her treacherous plots are nearing a crest, and soon a wave of wrath and revenge will strike Nyxis and spread its tainted tendrils throughout 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.

**Dreamlord Auras:** The Isle of Discord has the following auras:

*Current of Discord:* Creatures in the waters of the Sea of Lost Souls are pulled 12 squares toward the Isle of Discord every round.

*Greater Charm:* Creatures gain a +6 bonus to attack rolls with charm keyword powers.

*Sirena's Call:* Once every round, each creature on the Sea of Lost Souls comes under the effect of the *Sirena's call* power.



## The Dreadlands

### Sirena's Call

Greater Realm Aura

*Sirena's call is irresistible.*

#### Once per Round • Charm

**Area** Sea of Lost Souls

**Target:** Each creature in the Sea of Lost Souls

**Special:** Sirena may choose to omit creatures from this effect

**Attack:** +35 vs. Will

**Hit:** If the target is on a ship, it moves 6 squares towards the nearest edge of the ship and jumps in if it has any movement left when it reaches the ship's edge. If it attempts to move away from the ship's edge, it is slowed until the end of its next turn. If the target is already in the water, then it cannot resist the current of discord until the end of its next turn.

**Special:** Once a target arrives on the Isle of Discord, it is no longer affected by this power for 24 hours, though usually getting off the Isle of Discord means escaping the clutches of Sirena's devoted followers.

### Isles of the Devourers [Major Realm]

This sheltered chain of coral islands in the Sea of Lost Souls is the ancient homeland of the lamiae, a race of shark-like vampiric creatures, which are renowned for their subtle powers of seduction and illusion. Shark-infested waters surround this realm, the blood of the lamiae's victims luring them to this merciless coast. The shores of these islands are littered with the desiccated corpses and bleached bones of their victims. The only dwellings which can be seen upon the islands are the small huts built from the remains of each lamia's victims. Upon the central island resides the Cave of the Devourer where Lamia, the Sightless Queen, sits in the Devouring Hall before a grand banquet table piled high with enticing sweets and charming dishes. However, these enchanted foods are not meant for her, rather they are prepared for the young men, women, and children, especially children, brought to her by her devoted offspring. As long as her captives do not eat or drink from the table Lamia does not see them through her empty eye-sockets, but once the tiniest morsel passes their lips her eyes, which rest in the palm of her hands are placed back into their sockets and she swallows the offender whole before returning to the head of her table. It is rumored that if a captive can survive Lamia's tricks and the table's temptations and for a year and a day, she will grant the person the boon of second sight and let them go, but whether this is true or just an old wives' tale is only for the foolhardy or the unfortunate to find out. Once per year, the lamiae leave their islands and wander throughout Nevermore in search of another

year's harvest of flesh and bones. This is a dangerous time for the young and though every preparation is made to protect them, there are still many who are lost to the cruel clutches of the lamiae.

**Dreamlord:** Lamia, the Sightless Queen, is an impassive and vengeful hostess. She was once a beautiful woman, but after her children were killed during the Age of Strife, she fled to the Sea of Lost Souls and making a deal with Lilith, she became the mother of the lamiae. It is believed that whenever she devours a child, she gives birth to another lamia. Some believe these children are possessed by Lilith's offspring, the lilin, who can no longer take a physical form of their own, but only inhabit the empty corpses of those who are killed in accord with an arcane pact made with Lilith.

**Inhabitants:** The lamiae and their captives are the only inhabitants of these islands, though these islands are often visited by unsavory characters with a desire for arcane knowledge, the casting of blood magic, or some other boon. The lamiae are more than willing to strike bargains with the mortals and ethereals who visit them, though they are notorious for taking a devilish delight in twisting their deals to suit their purposes. Those who seek answers or favors from the lamiae should be prepared to pay a steep price for their desire and if the tales are to be believed it is most unwise to accept their hospitality for once you enter their hut and eat or drink from their table they shall consider a pound of your flesh a fair payment for their troubles.

**Dreamlord Auras:** The Isle of the Devourers has the following auras:

**Greater Arcana:** Creatures gain a +4 bonus to Arcana checks.

**Ring of Stone:** This realm is ringed by a crater of slippery rocks that is 100 feet high. Creatures who attempt to climb the rock must make a Climb check (Hard difficulty +4). If the check fails, the creature falls and suffers the consequences. There is a narrow 60 ft. wide and 200 ft. long straight within the ring of stone through which ships may pass. However, this straight is guarded by the monsters Scylla and Charybdis. The navigator of any ship passing through the strait must make a Wisdom check (Moderate difficulty) or suffer the effects of either Scylla (6 bite attacks from a level 24 purple worm) or Charybdis (the ship and all on it are swallowed by Charybdis as per the level 24 elder purple worm's swallow ability for 5 rounds). Roll a d20 to determine which monster attacks (1–10 is Scylla; 11–20 is Charybdis). Those who have been given a devourer token by one of the lamiae may pass through the straight unharmed by tossing it into the straight before them.

**Tempting Banquet:** Once every round, each creature on the Sea of Lost Souls comes under the effect of the *tempting banquet* power.

# The Dreadlands

## Tempting Banquet

Major Realm Aura

*Lamia's table is filled with tempting food and drink, but do not partake of it if you value your life.*

### Once per Round • Charm

**Area** Cave of the Devourer

**Target:** Each non-lamiae creature in Cave of the Devourer

**Attack:** +14 vs. Will

**Hit:** The target moves 6 squares closer to the banquet table. If it starts its turn next to the table the target must take a move action to sit at the table and a standard action to eat from it. If it attempts to move away from the table, it is slowed until the end of its next turn.

**Special:** Once a target eats from the banquet table, it is no longer affected by this power for 24 hours. However, during this time they are also visible to Lamia and her lamiae children and cannot benefit from concealment of invisibility.

## Nyxia [Greater Realm]

This unforgiving land of night and snow is surrounded by blizzard-swept fields and frozen forests. The Seven Walls of Nyxia, rebuilt since the end of the Age of Strife, once again stand silent sentinel over the realm. Within the shelter of these walls lay the ice-covered city of Frostheart and the remaining residents of this ravaged realm.

Its inhabitants live under the rigid rule of Nyxis and are bound by a curse to protect their queen until their corpses grow cold from the touch of dead or the children of Mahr are utterly destroyed. At the center of the city rises the Frozen Keep, where Nyxis holds council in the confines of a cold-hearted court.

There have been no festive celebrations within this frigid realm for years, save two solemn events commemorated here which recall the last days of the Age of Strife. The first is the memorial ceremony for the sons of Nyxis, who died defending the Frozen Keep, while the second is the unsanctioned

remembrance of the death of Menhalig by his devoted followers. During the Libation of the Oneiroi all of the inhabitants of Nyxia gather in the cold courtyard before the Frozen Keep where the brothers were slain and pour a glass of melted ice upon their cairn. Each glass reinforces their icy tomb keeping the bodies as fresh as when they first fell.

In contrast, the Great Day is the holiest day of the year for the followers of Menhalig, and during it they remember his sacrifice before the Frozen Keep. Though they are not welcome in this realm at any other time of the year Nyxis is powerless to stop them during this somber gathering, just as Menhalig entered her realm so many years ago. For three days Menhalig's followers stand vigil over the spot where he was tortured and killed, until finally on the last day they partake in a holy feast in honor of his resurrection and return to their homes.

**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, anticipating 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.

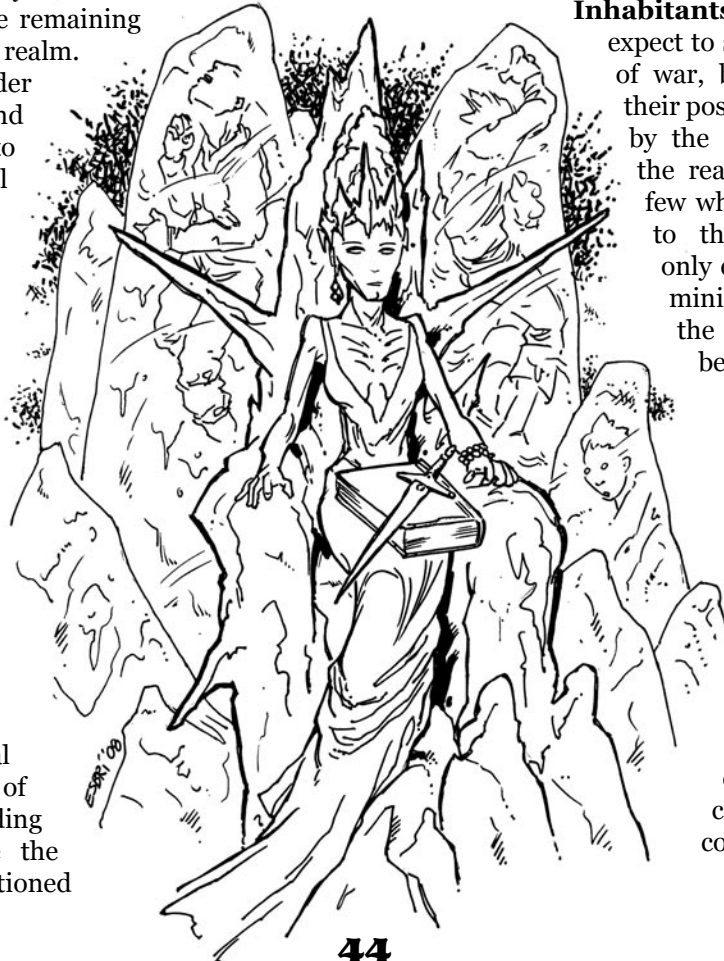
**Inhabitants:** None of Nyxis' servants expect to survive the coming storms of war, but they cannot abandon their posts without being destroyed by the enchantments that guard the realm. Even so, there are a few who remain fanatically loyal to their Frozen Lady. Their only expectation is to cause the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

### Dreamlord

**Auras:** Nyxia has the following auras:

**Blizzard Ward:** Once every round, each enemy of Nyxis comes under the effect of the blizzard ward power.

**Frigid Cold:** This country outside of Frostheart is lightly obscured and under the constant effects of frigid cold.



## The Dreadlands

### Blizzard Ward

Greater Realm Aura

*The country of Nyxia is surrounded by a constant swirling blizzard.*

**Once per Round • Cold, Zone**

**Area** realm

**Target:** Each enemy in country

**Attack:** +35 vs. Fortitude

**Hit:** 2d6+5 cold damage.

*Greater Cold:* Creatures gain a +6 bonus to attack rolls with cold keyword powers. In addition, fire keyword powers only deal half damage.

*Nyxis' Boon:* Allies of Nyxis gain resist 15 cold.

### The Thrice-Ten Kingdom [Greater Realm]

The peaks of this ice-cloaked mountain range are pelted with freezing rain, while the lower slopes are wrapped in ancient woodlands and surrounded by tempestuous steppes. A wide river of flowing fire surrounds this realm and is one of the daunting obstacles to entering the Thrice-Ten Kingdom. However, there is a hidden bridge that crosses into this land, which only those with second sight can see. Once within this realm travelers will have to cross its stormy steppes before entering the foreboding forest, which cover the mountains' foothills. The Weird Wood is filled with all manner of strange scenes and curious creatures, including those who have been cursed by Koshchei the Deathless and turned into the talking plants and animals which inhabit the land. Further up the mountains stands the Invisible Tower, where the throne of the Deathless Lord rests and a magical looking glass scrutinizes his secluded realm and his other palaces, which are scattered throughout the land and protected by various enchantments, traps, and guardians.

**Dreamlord:** Koshchei, the Deathless Lord, is a powerful lich-lord with a penchant for stealing fair maidens from their fathers, newlywed brides from their husbands, and youthful mothers from their children, and then adding their would-be rescuers to the cast of creatures, which populated his hunting grounds. Though he seems to have no desire for power outside his domain, he also has no fear of interfering in the affairs of mortals and ethereals due to his immortality. It is believed that he has separated his soul from his body and hidden it in a needle, in an egg, in a duck, in a hare, in an iron chest, which is buried beneath an oak tree on an island in the middle of the Sea of Lost Souls. Anyone who holds the egg has complete control over Koshchei, while if the Deathless Lord is pricked by the needle his soul will return to his body and he will perish of extreme old age.

**Inhabitants:** The majority of the inhabitants of the Thrice-Ten Kingdom are Koshchei's captives and those who have tried to save them. There are a few mortals and ethereals who live in this realm, but they all do so at the whim of Koshchei, who is said to see everything and everyone within his land as long as he peers through his magical looking glass.

**Dreamlord Auras:** The Thrice-Ten Kingdom has the following auras:

*Heartlands Aura:* The Thrice-Ten Kingdom ignores the Dreadlands' domain aura, essentially acting as if it existed in the Heartlands.

*River of Molten Lava:* This realm is surrounded by a river of molten lava, which cannot be crossed except by a magical bridge of seamless supernatural glass. Those who attempt to cross the river by any other means, even flying or teleportation, will find themselves unable to fly or teleport past the river. The bridge itself is nearly impossible to see and requires a Perception check (Hard difficulty) or the ability to see invisible creatures or objects to notice.

*The Invisible Tower:* The Invisible Tower can only be noticed by creatures who can see invisible creatures or objects. However, once inside the tower its interior becomes completely visible with only the outer walls remaining transparent so that one can look over the entire the realm.

## Organizations

Most of the organizations within the Dreadlands are malignant in nature, either hell bent on seizing vengeance, power, or both. They are more than willing to unleash havoc upon innocent and enemy alike and have few restraints when it comes to attaining their ends. These vicious organizations, from the Dreadbringers to the Discordant Voices, often meddle in the endeavors of the other domains, but they are not unopposed. The dread hunters and the free riders fight these agents of evil wherever they can as well as other groups who fear what the dreamlands would become if these malefactors were left unchecked.

### Diaboli

Diaboli are dreamborn mortals and ethereal, who have been corrupted by Lilith's temptations and sworn themselves to the service of one of the children of Mahr. They have traded their souls for the promise of power and immortality and their souls rest in the fiery depths of Mount Bal or the isolated Isle of Discord. Their infernal spirits seethe with a hatred for all living things and they spread disaster and despair like wildfire throughout the dreamlands. They burn with a desire for death and destruction and delight in the chaos they cause. There are seven types of diaboli, one for each

## The Dreadlands

of the deadly sins. They rank from lowest to highest are: the luxuria (lust), the gula (gluttony), the avaritia (greed), the acedia (sloth), the ira (wrath), the invidia (envy), and the superbia (pride) [see Chapter 11 for more information and statistics].

The diaboli are named after Diabolus, even though they are not necessarily bound to serve him. Rather these creatures do the bidding of Lilith, who rarely interferes with the schemes of her superbia preferring to let them prove or discredit themselves according to their own machinations. Each superbia is given a number of diaboli to serve them. The make up of this cadre of followers usually corresponds to the importance and type of task they have been assigned and can range to just a couple luxuria to an entire battalion of ira. It is not uncommon for diaboli to clash with one another either in an attempt to consolidate power, weaken their opponents, or both. Still these clashes must be subtle and usually through third-parties lest they bring down the wrath of one of the children of Mahr or even the Night Witch herself.

### *Dreadbringers*

Dreadbringers are perhaps the most feared and hated organization in all of Nevermore. They reap a bitter harvest of hatred and death wherever they go, bearing with them the very essence of the Dreadlands. They are powerful dream weavers with an innate control over the nightmares they can summon. They are adept at causing chaos wherever they go and their presence in a realm is cause for great concern. They delight in the death and destruction they cause and are just as apt to do so through brute force as they are through subtle schemes. In the end it does not matter how they attain their goals,

only that they do so while causing the most grievous injury to their enemies. Most of the dreadbringers are mortals or diaboli, undead servitors of Diabolus.

The dreadbringers are lead by the cruel and vengeful spirit of Diabolus who seeks retribution against Nyxis and those who kept him from obtaining his vengeance, especially the followers of Menhalig. There is no set order to the dreadbringers other than that which is given to them by Diabolus. Most of the dreadbringers answer directly to him and work alone, but he occasionally forms a corps of them in order to pursue a particularly important plan. In this case Diabolus might name one of them the master of the corps, but this authority is in name only as the other dreadbringers will only bend their knees so far before they lunge for the kill.

### *Nemeses*

The nemeses, also known as the “frozen ones,” are comprised of Nyxis’ most fanatical subjects. Each of them has sacrificed their lives in order to become a cold-hearted assassin. It is believed that in order to become a nemesis, one must allow Nyxis to cut out their heart and replace it with an icy one formed from their frozen blood. This process grants them the power to meld themselves into darkness and shadow and the ability to transform themselves into shifting snow and change their hands into frigid claws, which can cause a terrible frostbite with a mere scratch. It is said that their minds are slippery as ice and their shattered bodies are able to reform as long as their hoarfrost heart remains intact. Though these creatures are primarily concerned with protecting Nyxia and hunting down the minions of the children of Mahr, they are occasionally sent on other assignments, which Nyxis believes are important to the



## The Dreadlands

survival of her realm. The nemeses are usually drawn from the mortal inhabitants of Nyxia, but some of those who have suffered at the hands of the children of Mahr and their minions have joined the ranks of the frozen ones in order to wreak their revenge.

The nemeses are adamantly loyal to the Nyxis and obey her orders without question or complaint. They are rarely used in groups and answer to the Frozen Lady directly. Once they have completed a task, they are given a new one by Nyxis herself. Sometimes they are tasked with providing protection to the realm, other times they are set to infiltrate the realm of another dreamlord and spy on its leaders, and when one is discovered, they are sent to assassinate a suspected associate of the children of Mahr. If the realm of Nyxia is ever attacked, Nyxis can recall her nemeses at a moment's notice.

### **Order of Discordant Voices**

The order of discordant voices is an organization devoted to secretly luring others into the Sirena's service and to cause discord amongst her enemies. They are adept at

the arts of espionage and capable of corrupting even the most pure of heart. They are often very attractive and handsome individuals with a powerful charisma in their voice that can make evil sound like good and vice versa. They are renowned for their ability to sow dissension within even the most harmonious realms and can be found throughout the dreamlands. They desire nothing more than to weaken Sirena's enemies and strengthen her allies in hopes of one day seeing their lady rise to the prominence and power she held during the Age of Strife.

They are lead by their bitter and envious leader, Sirena, who seeks to regain her preeminence in the dreamlands and bring about the destruction of the followers of Menhalig and her father's murderer, Nyxis. Each member of this organization are formed into a coven of three to five discordant voices, who are sent to a particular realm to ensure Sirena's designs there are carried out. In more important realms, two or more covens might work independently of each other or towards the same end. In this manner if one coven is compromised there are still others present to affect the Marred Voice's will.

## Adventuring In the Dreadlands

This land of endless nightmares lends itself to horror stories, dark fantasies, and other grim tales. Ancient mythologies throughout the world are awash in unspeakable abominations, terrible beasts, and dreadful demons. The folklore of the common man attempts to blame the inexplicable sufferings and mishaps of their lives upon some evil outside influence and the Dreadlands give flesh, bone, blood, and spirit to these superstitions. The gothic novels of Mary Shelley's Frankenstein, Bram Stoker's Dracula, and Washington Irving's The Legend of Sleepy Hollow are the perfect inspiration for the eerie and bone-chilling adventures that can be found in this domain. The works of Edgar Allen Poe and H. P. Lovecraft, two masters of the macabre, can also be drawn upon to populate this bleak land with the anxieties and fears of mankind and even to delve into the darker mysteries of the dreamlands where forbidden lore and insanity dance along a fine line unseen by even the wisest of mortals.

### **Adventure Hooks**

- This past year has seen a swell in the number of nightmares, diaboli, and dreadbringers stalking the dreamlands and many of the dreamlords are disturbed by this trend. It is believed that Lilith resides with Diabolus within the Palace of Dread, taken him as a lover, and is giving birth to a new legion of her children. To make matters worse, it is rumored that the diaboli have been perfecting their necrotic abilities and creating all manner of unholy artifacts for use in their war against

the rest of the dreamlands. There have been a number of reports involving diaboli, who have been carrying crimson blades made from some unidentified substance. These blades burn with an infernal heat and the wounds they cause become diseased within moments of an injury. Other tales speak of tainted neverite gems, which corrupt the souls of those who carry them. There are even whispers of enormous undead creatures being used as beasts of war for their undead army. This portends ill for the inhabitants of the other domains, as there is a growing fear that Diabolus will unleash an Age of Nightmares upon the world.

- A group of diaboli known as the Sinister Seven has been terrorizing the dreamlands for years. If the rumors are true these diabolic beings are siblings from a dreamborn family whose parents were murderer when they were children. Recently, they have been hunting down a certain extended family and slaughtering them. Some believe they are seeking vengeance upon this family because they were behind their parents' deaths, while others think the Sinister Seven fear one of their relatives is destined to destroy them. As a result, many members of this besieged family have hired heroes to protect them, gone into hiding, or changed their identities to avoid the Sinister Seven's infamous wrath.

- An entire orphanage of children has gone missing! It is believed that they have been taken captive by a coven of lamiae. The wardens who were protecting the children were murdered, their throats ripped out by shark-like teeth and the lone survivor, a precocious youth, swears he saw the lamiae bind the other children

## The Dreadlands

with powerful magic. This is exceedingly worrisome to authorities for many reasons. The first and foremost, there is the fear that the lives of these innocent children might be snuffed out before their time. However, also of concern is the fact that such a feast of children might encourage even more heinous crimes by their lot, and even worse, if these children are given to Lamia herself, then there might be more than a dozen new lamia to deal with in the coming years.

- A new narcotic called “Vice” has begun to appear throughout the dreamlands. It supposedly grants its users an unparalleled power to see and influence the future, but only in regard to acting on their worst vices. It is unknown as to who is distributing this drug and for what purpose, but some mortals and ethereals are already addicted to it. What makes it worse is that the pill can be used as a poison, which can tempt even the most virtuous person to turn to vice. Dreamlords throughout Nevermore have begun investigating this drug and the “vice lords” who deal it. Unfortunately, the authorities are not immune to the effects of vice and some of them have become hooked on it themselves. It is feared that the children of Mahr are behind this drug and are using it to weaken the other realms so that they can more easily crush their enemies when the time comes.

- If tales are to be believed, Sirena has created a cadre of doppelgangers to serve her desires and trained them in the order of discordant voices. These doppelgangers are often used to replace influential figures within other realms and are difficult to discover. This has caused a great amount of worry for the other dreamlords, but rooting out the doppelgangers has proved near impossible. How many of these doppelgangers are out there? What is their mission? Who might be one of them? Only Sirena knows the answers to these questions, but if these creatures are not stopped, they will bring ruin upon more than one realm.

- 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, Erebus, who may still be able to reason with her. This expedition is dangerous for many reasons, with both Unseelie ethereals and diaboli seeking its destruction. Consequently, the Seelie are employing trustworthy adventurers to scout out Erebus’ 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.

- Nyxis has spent the past decade acquiring as much neverite as she can get her frozen fingers upon. She has hired out her nemeses as assassins to the highest bidder and used the Frozen Ones to extort it from her former followers. Many believe she plans to use it in the final battle for Nyxia. It is rumored that she plans to create a massive dream weave to serve as the last defense of her realm and if that fails she will use the rest in a final act of retribution against the children of Mahr. No one knows what she will do, but many shiver at the thought of what she might do when she is cornered and all seems lost.

- As if things weren’t worse enough, there seems to be a sinister maelstrom on the loose in the dreamlands. It wanders through the domains, seemingly at random, but wherever it goes it acts as if it was part of the Dreadlands. As it sweeps through an area, it scars the land and assaults its inhabitants with hordes of nightmarish creatures. Only the most powerful dreamlords have been able to keep this supernatural storm from ruining their realms. Is this an omen of things to come? How was it created? Does it have a purpose? Is it alive? Is it the wandering realm of some vile creature?

- Once per year, Koshchei opens his lands and his palaces to adventurers with the promise of great wealth, power, or even the saving of a fair maiden or two. This short-lived Season of Trials and Triumphs lasts for a movement and rarely ends well for its participants, but those who impress the Deathless Lord by their skill, cunning, or virtues are said to be thrice blessed by him.

- A newly arisen dreamlord has created an idyllic realm within the Dreadlands in hopes of restoring some of its former glory. However, diaboli recently discovered its location have been raiding it, killing off many of his followers. He has summoned and hired heroes to help defend his holding, but can they hold out against a horde of nightmares? Is there a way to keep the nightmares a bay for good? Can the realm be hidden from them somehow?

- There has been a rash of robberies, assaults, disappearances, and even murders in the local area. There are witnesses who claim to have seen men fighting over a ring. Some whisper that this ring must be the infamous Andvarinaut. If so it is the first appearance of this legendary item in many years and does not bode well for those caught within its web of greed. Originally crafted by a dwarf named Andvari, this ring was stolen by Loki. In a rage, the dwarf cursed the object to bring doom upon anyone who kept it. Soon realizing the potency of the curse Loki gave the ring to Hreidmar who was killed by his son Fafnir. Fafnir was in turn killed by the mortal hero Sigurd who gave the ring to his beloved Brynhildr. Through treachery and deception both Sigurd and Brynhildr died. Since then, the ring has had many owners and each one has been slain or met an untimely end. It is believed that only by returning the ring to Andvari can the curse be undone.

# Chapter 5

## The Hedge

### The Land that Lies Between



**Between the lands of death and life, it hides.  
Between the lands of day and night, it hides.  
Between the lands of peace and strife, it falls.  
Between the lands of wrong and right, it malls.  
The heedful Hedge is neither here, nor there,  
But twixt the two amidst the neverwhere.  
-Prince Poesi**



## **The Hedge**

Welcome to the Hedge, which marks the boundaries betwixt the other domains. Though some debate whether it is a true domain, its existence and effects, even if intermediary, cannot be denied by those who have wandered its surreal landscapes. Usually, it melds the elements of the domains it borders upon and forges a unique admixture of the two within the land between them. The greater the difference between two domains, the more discernable is the Hedge that borders them. This domain can be as thin as a veil or as wide as a sea depending upon where one encounters it. Since

the end of the Age of Strife, it has been an effective boundary between the darker realms in the north and those more enlightened realms in the Eye and the southern dreamlands. Though its lands are neither malicious like the Dreadlands, nor unpredictable like the Wyrđ, they do resist passage by those who wish to make the journey between domains. Only those who are determined to reach their destination dare to do so through the hinterlands of the Hedge. Those who travel this domain usually stick to its hidden trails or well-guarded pathways.

# **History of Nevermore: Part IV**

Lilith's laughter could be heard echoing through the crimson torrents of the Red Death as her legion of children, the lilin, wrought wrack and ruin throughout the dreamlands. The realms of men and ethereals suffered grievous wounds during this first year of the Age of Strife, some perishing under the infernal onslaught, others maimed beyond recognition, and a few standing firm against the terrible tide. The dreamlands were perched upon the edge of annihilation and though they struggled against their doom they seemed fated to fall into the infernal fissure that awaited them.

## **The Annunciation**

The people of the dreamlands cried out to Faehalig and upon the last day of the Red Death, a ray of light descended from the heavens piercing the clouds above Elysium and engulfing Mergia, the adolescent daughter of the dreamlord Helena, in an angelic glow.

And coming to her, the angel said, "Hail, favored one! Faehalig is with you."

But she was greatly troubled at what was said and pondered what sort of greeting this might be. Then the angel said to her, "Do not be afraid, Mergia, for you have found favor with Faehalig. Behold, you will conceive in your womb and bear a son, and you shall name him Menhalig. He will be great and will be called Son of the Most High, and Faehalig will give him the throne of Dreams, and he will rule over the dreamlands forever, and of his kingdom there will be no end."

But Mergia said to the angel, "How can this be, since I have no relations with a man?"

And the angel said to her in reply, "The Holy Breath, Braehalig, will come upon you, and the power of the Faehalig will overshadow you. Therefore the child to be born will be called holy, the Son of Faehalig. And behold, Isabella, your relative, has also conceived a son in her old age, and this is the sixth month for her who was called barren; for nothing will be impossible for Faehalig."

Mergia said, "Behold, I am the handmaid of Faehalig. May it be done to me according to your word." Then the angel departed from her.

## **The Fall of Elysium**

Three months later, Mergia helped Isabella give birth to Elchanan, who would become a powerful prophet in the years to come. Six months later, Mergia gave birth to Menhalig and wrapped him in swaddling clothes. Angels descended upon the realm of Elysium and proclaimed the birth of the savior and gave glory to Faehalig. Many came to look upon Mergia's child and echoed the angelic praises, but last of all came Isabella carrying Elchanan, who spoke his first prophecy from her arms, "Flee to Lumendhel!"

Suddenly, a vision came over Mergia and she saw Lilith's legion searching for Menhalig and seeking his destruction. She rose immediately, told her mother and siblings what she had seen, and with her mother's blessing and the guardianship of her siblings, Justina and Ordo, she departed for the Heartlands.

When Lilith's legion arrived before the gates of Elysium, Helena and her followers rallied against them repeating the angelic anthems, which had accompanied the birth of Menhalig. However, the infernal powers of lilin laid waste to the citizens of Elysium and they were slain, including Helena. As each voice was silenced, the seraph's song faded, until the last chord was cut short by the cruel cries of victory from Lilith's legion.

## **The Oneiroi**

After the fall of Elysium, the children of Mahr and Lilith's legion marched upon the walls of Nyxia, but Nyxis was prepared for them and her sons, the Oneiroi, stood their ground against the infernal armies facing them. Nyxis' first son, Morpheus, was a charismatic boy with the power to awaken humans and bring their spirits into the dreamlands. Her second and third sons, Icelos and Phoebetor were restless twins. The former had the ability to summon animals and take their shape and the latter was able to do the same, but for monstrous creatures. The last child, Phantasos was a clever youth with the power to create and shape inanimate objects,

to mold the dreamlands to his whim, and even create illusions to fool his enemies. The sons of Nyxis wasted no time in the defense of their homeland. Morpheus summoned forth hordes of awakened mortals to swell the ranks of the army, Icelos and Phoebetor created powerful progeny to aid them, and Phantasos fortified the seven icy walls surrounding the realm with all manner of implements and obstacles.

### The Thirty Years' Siege

The armies of the children of Mahr and Nyxis clashed for thirty years and a terrible harvest was reaped throughout the dreamlands as both sides used their influence to pull others onto one side of the conflict or another. The Unseelie court joined the ranks of Lilith's legion, while the remaining free realms, including the Seelie court, allied with Nyxis to protect the dreamlands from the depredations of the children of Mahr. However, even with the support of the free realms, the walls of Nyxia fell beneath the onslaught of the combined might of the children of Mahr, Lilith's legion, and Queen Mab's minions.

### The Prophet's Promise

Before the last wall fell, the prophet Elchanan came to Nyxia passing untouched through the host surrounding the realm. He preached repentance, the forgiveness of Faehalig, and the coming of a savior who would bring mercy to all who would accept it. However, cold-hearted Nyxis put Elchanan to death after he called upon her to repent of the murder of Mahr and her role in what caused the Age of Strife. With his last breath Elchanan said, "The one who is coming after me is mightier than I."

### The Death of the Three Sons

Outnumbered, outmatched, and on the verge of defeat, the sons of Nyxis and their loyal followers made a desperate gamble to end the siege once and for all. As a new cycle dawned, a band of Nyxia's champions, accompanied by the sons of Nyxis, made a daring raid into the heart of the enemy's encampment seeking to destroy the shades of Sirena and Diabolus. They pushed deep into the camp and reached the children of Mahr, but the ferocity of Diabolus and the cunning of Sirena proved too much for them and one by one Nyxia's champions were vanquished. Icelos was first to fall at the hand of Diabolus, and then Phoebetor, who seeing his twin slain rushed to his side only to suffer a similar fate. Phantasos, separated from his brothers, used heaven and earth against all who approached him and almost killed Sirena in a legendary test of magical prowess, but

the shade of Diabolus struck him down before he could push home his advantage. Of Nyxis' sons, only Morpheus escaped the carnage, pulled away at the last moment by a knot of survivors led by the Bhlendhl, a renowned Seelie general sent to Nyxia as an advisor. Bhlendhl was blinded by Diabolus as he pulled Morpheus away, his eyes poisoned as the shade's black claws raked across his face. Precious few of Nyxia's champions returned through the gates of the Frozen Keep and all seemed lost for those still within its wintry walls.

### The Arrival of Menhalig

However, before the children of Mahr could assault the last wall between them and their revenge, a company of Seelie ethereals and mortals arrived before the Frozen Keep. They were lead by Menhalig, who had grown in age, wisdom, and favor with his father Faehalig. For thirty years he had lived in the Heartlands and wandered the Wyrld where he healed the tormented, drove off demons, and even raised the dead. Finally, his long journey led him to the Dreadlands and his destiny. He came with his mother Mergia, his aunt and uncle, Justina and Ordo, and a company of his disciples under a standard of peace and though the children of Mahr had desires to capture and kill him, he and his company passed unharmed through their midst. They passed through the gates of the Frozen Keep and Menhalig was hailed as the savior of Nyxia, but Nyxis feared him because of Elchanan and she quickly cast him out of her walls.

### Menhalig's Mountain

Menhalig raised a mountain between the armies of the children of Mahr and the Frozen Keep and neither could approach the other as long as he remained between them. From his camp at the mountain's summit Menhalig spoke of peace, the power of forgiveness, and becoming hallowed to the will of Faehalig. He preached to both sides for three years and his camp grew in number as creatures from both sides accepted his word and came to follow him. However, after feasting with his followers upon the third anniversary of his arrival, one of Menhalig's disciples was corrupted by the shade of Diabolus and betrayed the camp by cutting down the camp's standard of peace. As the standard fell to the ground, Lilith's legion attacked the camp. Most of Menhalig's disciples scattered to the wind, but not one were harmed for Menhalig prayed to Faehalig that none of his followers would be lost and none were. Though many of his disciples fled into the darkness, a few remained, chief among them being Mergia and her siblings, Justina and Ordo. The remnant was brought before the tents of the children of Mahr and they were caged, while Menhalig was taken into the presence of Sirena and Diabolus.

## **The Hedge**

### **Menhalig's Death**

During the next cycle, Sirena and Diabolus questioned and tortured Menhalig with the prompting of Lilith and their fear of him soon grew into hatred. In the end they placed his broken standard of peace upon his back and marched him mercilessly up to the summit of the mountain he had created. Once there they nailed him to the standard's poles and raised him facing the gates of the Frozen Keep. The remnant of his disciples, who

had not fled into the darkness, watched him die and his mother Mergia fell to her knees before the standard. For three hours Menhalig remained upon the standard and then giving up his spirit at the last moment of the cycle he said, "It is finished."

Then Gwynudd, one of the guards tasked with watching over Menhalig's execution, came forward and thrust his lance into the mortal's heart. Blood and water flowed out from his side and drenched Gwynudd, who fell to his knees saying, "Truly this man was the Son of Faehalig!"

## **The Hedge**

The Hedge is both a byway and barrier between the domains it borders upon. Its insulating lands lie across the width of Nevermore and like a vast bulwark of raised earth and deep trenches it protects the domains from one another. It fortifies the ever-abiding Eye from the cruelty and chaos, which surrounds it. It stands between the nightmarish domains of the north and the surreal ones of the south. This is not to say that travel through the Hedge is impossible, but rather that it resists being moved through to varying degrees depending upon where one enters this domain and where one wishes to exit it. The Hedge separating the Dreadlands and the northern Heartlands is nearly nonexistent in some places, but the borderlands between the Dreadlands and other domains are evident and expansive. Though it is less stable than the Eye, the general groundwork of the Hedge rarely changes drastically from one cycle to the next. This means predictable travel through this domain is possible, even if it is at times arduous and dangerous.

### **History**

After the death of Menhalig, many intrepid mortals and ethereals settled in the frontiers of the Hedge. The land's rustic beauty and defensible terrain made it the perfect place to establish their new homesteads. Many of the Hedge's inhabitants preferred the relative freedom and protection offered by this domain over the restrained realms of the Eye and the chaotic countryside of the Wyrd. Though a few dreamlords have staked claims to portions of the Hedge, it has remained sparsely populated compared to the Eye. However, in the last few years there has been a rush of new blood into this domain as veins of neverite are discovered by daring and foolhardy prospectors. Though there are occasional encroachments by foul ethereals, nefarious nightmares, and devious diaboli, there have been very few major incursions into the Hedge since the end of the Age of Strife. Nevertheless, the dreamlords near the Dreadlands and northern Heartlands have noted an increase in raids and infiltration efforts from these domains. In response

they have kept a wary eye on their neighbors to the north and are quick to respond to invaders with expeditious and overwhelming force.

### **Inhabitants**

The Hedge has been a sanctuary for both mortals and ethereals since the end of the Age of Strife and though they do not normally work with one another, they do respect each other's abilities. Its formidable features and troublesome terrain provide the entire domain with a great deal of protection against the assaults and intrigues of those who seek to harm its inhabitants. Rather than live in large cities, those who dwell within the Hedge often prefer to reside in remote retreats, hidden hamlets, and secure strongholds.

Many who live here are ardently independent and the rest are outright isolationist. The people of the Hedge pride themselves on being self-sufficient and spend their lives either in solitude or in small close-knit communities. They are fierce defenders of their lands and ever on guard against the incursions of nightmares, diaboli, and Unseelie ethereals. It has been said that the Hedge has bred a barrier of blood and bone to man its rugged ramparts and though its wild walls have not yet been tested, it could hold against all the wickedness of the world.

The dreamborn mortals in the Hedge are true frontiersmen. Their communities rarely grow larger than a village in size and unlike other domains more mortals live outside of realms, than within them. The mortals here rarely bind themselves to a dreamlord, though there are a few who have fostered a faithful following. The most recent influx of inhabitants has come from those seeking their fortunes in the newly discovered neverite lodes in the Hedge Mountains. Unfortunately, the friction between the prospectors and the natives has caused a great deal of resentment and it is not uncommon for people on both sides to end up facing each other at blades' ends.

## Hedge Environs



Since the creation of the Hedge, many of the Glaseelie ethereals have made this domain their home. They see it as fitting that they, who had once been the vilest of creatures, are now standing watch against the evils they had served for so many centuries. Some believe the Hedge was created for them after Menhalig's death and Mergia's Tears as a place for them to prove themselves as faithful followers of Faehalig. Interestingly, this sense of purpose has led a number of younger Seelie ethereals to join their Glaseelie cousins as guardians of this domain's back country in order to ensure it remains free from the Lilith's taint.

### Geography

There are some who swear the Hedge has existed in a fledgling form since the creation of the Wyrd. However, there are only tantalizing hints of this within the annals and legends of the past. No matter its origin, one thing is clear: it was not until after the death of Menhalig and the tears of Mergia that this domain became a prominent feature upon the face of Nevermore. In fact, it was only with the advent of the Eye that the Heartlands were truly split from each other. Before this time the rift between the north and south was purely a political one, but as the Eye opened it fractured the ethereals lands. Now these lands only draw close to each other in a few places around the eastern and western outskirts of the Hedge Mountains. These renowned white-peaked mountains encircle the Eye in an almost impenetrable citadel of stone and provide the people within a sanctuary from the dangerous tempests which surround them. Flanking the mountains are the mysterious Hedge Marches in the west, the desolate Hedge Desert, and the storm-wracked Hedge Sea to the east.

The flora and fauna of the Hedge has elements of both the fantastic and frightening, however unlike the Dreadlands and Wyrd it is not dominated by one or the other. Its plants and animals resemble those found within the mortal world, but unlike those found naturally in the Eye, they usually have some surreal or supernatural twist to them. There is an abundance of exotic plants within this domain and each offers a unique obstacle to experienced adventurers. Those attempting to cross the Hedge might be faced with fields of tanglefoot thistles, thickets of ironwood, copses of smoking cedars, or groves of warden pines. One can also find a multitude of wild things within this domain and just like its unique flora, its fauna are extraordinary entities. From the tiniest of critters to the largest of living things, these astonishing creatures populate the Hedge bringing its back country to life with colonies of enormous insects, packs of supernatural beasts, and a myriad of other animals and vermin.

### Ordan [Major Realm]

This enduring realm is dominated by the fortress city of Ordan, which stands guard in the middle of the only established passage leading through the Hedge Mountains to the ever-abiding Eye. The entire city is organized in such a manor as to become a colossal killing field. Its buildings are built like keeps with arrow slits and battlements, rather than windows and doorways and they are placed in such a way as to funnel enemies into murderous wards where the city's champions can take a vicious toll. Unlike the other inhabitants of this domain, the citizens of Ordan have chosen to adhere to strict rules and regulations regarding almost every aspect of their lives. They believe honor and duty are

## The Hedge



more important than their own personal freedoms and most have sworn to defend the Hedge and Eye from all who would do its inhabitants harm. The outer curtain wall, known as the Hedge Wall, juts nearly two hundred feet into the air and its northern and southern gates are raised from the valley floor with narrow ramps leading up to them. Once within the city visitors are faced with an imposing maze of streets, alleyways, and dead ends that are meant more to confuse and confound an enemy than to lead one easily to their destination. The Hedge Moat breaks Ordan into two districts, the northern and southern Wards and surrounds the Hedge Tower with a massive moat filled with watery wardens. The Hedge Tower stands nearly five hundred feet high and defends the only drawbridge, which spans the length of the Hedge Moat. Within the tower rests the Hedge Hall where Ordo sits in judgment over those who have committed a crime within sight of the Hedge Tower.

**Dreamlord:** Ordo, the Hedge Lord, is an accomplished and resolute defender of the Hedge and the Eye. He is the brother of the dreamlords Mergia and Justina. After Mergia's Tears fell over the dreamlands, Ordo settled into the Hedge promising to protect his sisters from harm. He has dedicated his life towards 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 will uncover all of the agents of evil, but believes that 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, namely to defend the Hedge and Eye from the evils of the Dreadlands and northern Heartlands. 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 friendly competition, men and women test their metal 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 current champions and holds a feast in their honor within the Hedge Hall.

**Dreamlord Auras:** Ordan has the following auras:

*Circles of Penance:* Each criminal, demon, devil, or diaboli in Ordan comes under the effect of the circles of penance power.

### **Circles of Penance**

Major Realm Aura

*Criminals and evil creatures are banished to the Circle of Penance for their transgressions.*

### **Once per Trigger • Teleportation**

**Area:** Realm

**Trigger:** A criminal, demon, devil, or diaboli enters Ordan or commits a crime there

**Special:** A criminal is any creature who has committed a crime in the past, but has not yet been punished for that crime.

**Target:** One criminal, demon, devil, or diaboli

**Attack:** +14 vs. Will

**Hit:** The target is teleported into one of the holding cells within the Circles of Penance in the country of Veratis. These cells are organized according to the sin of the offender and are next to impossible to escape from since all non-martial powers are suppressed. In addition, demons, devils, and diaboli creatures are dazed, slowed, weakened, and unable to teleport or turn invisible while within the Circles of Penance.

*Hedge Wall Defense:* Allies of Ordo gain resist 5 to all damage.

### **Shadow's Keep [Greater Realm]**

This mysterious motte-and-bailey castle is hidden in the heart of the Hedge Marshes and surrounded by Lokanan's Labyrinth, a legendary maze of miring ruins rife with treacherous traps and bloodthirsty beasts. It is almost impossible to find this realm without the help of a native guide, a dowser, or a good deal of trial and error. The village of Shade rests at the foot of Shadow's Keep. Most of Shade's inhabitants live in discreet dwellings and ply their trades within secretive stores or well-

## The Hedge

protected merchant wards. The Shadow's Keep is the most prominent structure in the realm, but barely rises higher than a few stories. It has an austere common hall, but it is believed that Lokanan's private chambers contain some of the most sought after and priceless artifacts within the dreamlands. The Shadow's Keep is also said to have an elaborate dungeon beneath it, which Lokanan uses to practice his skills and train the unseen, his network of servants and spies.

**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:** The denizens of this realm are as secretive as their dreamlord and as enigmatic as their surroundings. A number of natives make a lucrative business as guides through Lokanan's Labyrinth, leading those who pay the right price safely through the maze to the village of Shade. Once there, one can find almost anything one is looking for within its stores and markets. There are merchants who deal in life and death, others who traffic in wonders and wares, and some who negotiate the exchange of knowledge and the selling of secrets. From idle gossip to full-blown spying, the inhabitants of Shadow's Keep are well versed in the arts of acquisition, enterprise, and intrigue. Lokanan fosters the industrious spirits of his citizens throughout the year with constant contests of skill and wit, which lead up to the infamous Festival of Losing and Finding.

This "holiday" takes place during Cadence and on its first cycle, the citizens of the Shadow Keep steal from each other and any unfortunate visitors who happen to be here. The following cycle, all of the items stolen the previous cycle are tagged with the name of the thief and hidden somewhere in Lokanan's Labyrinth. Those stolen from receive the name of the thief at the beginning of the cycle who, once located, must answer seven yes or no questions about the hiding place of the item. Those who find their stolen items get to keep them, while those who do not lose them to the thief. On the final cycle of Cadence, Lokanan throws a feast for everyone in the realm and encourages everyone to relate their tales of successful or unsuccessful thefts and findings. Once everyone has told their story, Lokanan presents those who failed to find their stolen items with something from his private chambers. Sometimes the prize is quite expensive, if their tale was truly remarkable, and other times it is a lump of coal from his fireplace or some other worthless object. It has been nearly a decade since Lokanan was last successfully stolen from, though it is not uncommon for him to acquire a number of "gifts" for himself during the festival.

**Dreamlord Auras:** Shadow's Keep has the following auras:

*Forbiddance:* This realm is protected by a permanent Forbiddance ritual.

*Lokanan's Labyrinth:* 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. Those within the labyrinth suffer a -4 penalty to Perception and Nature checks.

*Greater Streetwisdom:* Creatures gain a +6 bonus to Streetwise checks. In addition, the Streetwise checks can apply to any well-known sanctuary, realm, or country in Nevermore.

### **Shangri-La [Major Realm]**

The Valley of the Blue Moon reclines under the soaring and ice-covered slopes of the Hedge Mountains and is indeed a strange and half-incredible sight. A group of colored pavilions cling to the mountainside with none of the grim deliberation of a castle, but rather with the chance delicacy of flower petals impaled upon a crag. It is both a superb and exquisite realm, its valley floor welcomes the eye with greenness, while the lofty and sheer unscalable mountains surrounding it shelter it from the winds. This spectacular sight is surveyed rather than dominated by the Lamasery, home to the dreamlord Conway. The Lamasery itself is a gradual revelation of elegance, of modest and impeccable taste, of harmony so fragrant that it seems to gratify the eye without arresting it. Countless treasures adorn the interior of this monastery, such as exquisite ceramics, paintings in tinted inks, lacquers in which the cold and lovely detail of the dreamlands is not so much depicted as orchestrated. A world of incomparable refinements lingers tremulously in porcelain and varnish, yielding an instant of emotion before its dissolution into purest thought. There is no boastfulness, no striving after effect, and no concentrated attack upon the feelings of the beholders. These delicate perfections seem to have fluttered into existence like petals from a flower and as one passes through room after room, a certain sense of compassion is often affected at the thought of the mountains piled immensity over against such fragile charms. One of the Lamasery's famous features is its Library of Enlightenment. This lofty and spacious room contains a multitude of books so retiringly housed in bays and alcoves that the whole atmosphere is more of wisdom than of learning, of good manners rather than seriousness. Much of the mortal world's best literature can be found here, as well as a great deal of abstruse and curious books from the dreamlands. When guests are not using the library, the High Lama spends many hours there pondering the past, present, and future of Nevermore and its inhabitants.

**Dreamlord:** Conway, the High Lama, is the observant and insightful master of this mountain-

## The Hedge

ringed realm. Since assuming the High Lama's position after the death of its previous dreamlord, he has proven to be a gentle and patient man, caring for the riches of the mind and presiding in wisdom and secrecy over the serene splendors of Shangri-La. He has welcomed strangers to his realm, and taught them the rule of age and wisdom, while offering them the leisure and resources they need to become true masters of their disciplines. Since his ascension to the Lamasery, Conway has gathered some of the finest minds in the dreamlands to his side. He has also relaxed the wards, which used to keep unsuspecting guests from leaving this land, while protecting its secrets from those who would abuse them. It is his firm belief that Shangri-La is the last best hope for standing against the terrible storm he sees gathering upon the northern horizon.

**Inhabitants:** The prevalent belief of the people of Shangri-La is in moderation, avoiding excess of all kinds, even including the excess of virtue itself. They are typically good-humored and mildly inquisitive, courteous and carefree, busy at innumerable jobs, but not in any apparent hurry over them. They are encouraged by the order of the even hand to undertake all actions in a measured and methodical manner. This dispassionate lifestyle creates a considerable degree of contentment among its inhabitants with neither happiness nor heartache holding sway over their detached hearts. The order of the even hand rules with moderate strictness, and in return the villagers are satisfied with moderate obedience, as such the people are moderately sober, moderately chaste, and moderately honest.

**Dreamlord Auras:** Shangri-La has the following auras:

### Suppressed Memories Major Realm Aura

*Your memories of Shangri-la are suppressed as soon as you leave.*

#### Once per Trigger • Charm

**Area** Realm

**Trigger:** A creature leaves Shangri-la without the High Lama's permission

**Target:** The creature that is leaving

**Attack:** +14 vs. Will

**Hit:** The target's memories of Shangri-la are suppressed (save ends; see special). The target does retain anything it learned while within the realm that doesn't pertain to knowledge of the whereabouts and inhabitants of Shangri-la.

**Special:** The target can regain its memories if it returns to Shangri-la or if it makes a successful saving throw with a -4 penalty to the result during the last turning of Cadence. If successful, the target regains its lost memories.

**No Rush:** Anyone within Shangri-La who takes 10 on a check gains a +4 bonus to their result.

**Slowed Aging:** Once within sight of Shangri-La, creatures age at one-fifth the normal rate. As long as they remain within this realm they continue to age at this reduced rate, but if they leave for more than a week, they begin to age one year per cycle until they reach their actual age or die of old age.

**Suppressed Memories:** Whenever a creature leaves Shangri-la without the High Lama's permission is affected by the *suppressed memories* power.

## Tir Tairngire [Major Realm]

This realm is made up of four cities that seek to heal the world of Nevermore of its grievous wounds and stand against the accursed creatures which stalk the dreamlands. Though their former rulers were slain during the Age of Strife, these cities were reclaimed by the Hallowed and made into sanctuaries for those who believe the dreamlands can be cleansed of their corruption. The four cities are scattered throughout the Hedge. Falias surveys the summits of the Hedge Mountains, Findias hovers in the heavens above the Hedge Marshes, Murias wanders the waters of the Hedge Sea, and Gorias shifts in the sands of the Hedge Desert. Each of these cities holds an artifact from the Age of Strife, which has been transformed by its association with Menhalig's life. The Stone of Truth from which Menhalig taught during his ministry, resides within the secluded mountaintop city of Falias and has been made into the central altar of the Great Basilica. It is from this city that the Church of the Hallowed is governed by the wisdom of the Order of Elders lead by the dreamlord Pellas. The Sword of Light, which was mended by Menhalig, is sheathed in the Fortress of Light upon the cloud city of Findias. It has become the symbol the Order of Celestials, the guardians of the Church, and each of them wears a magical replica of it at his side. The Undry Cauldron, which Menhalig used to feed and heal his followers, reposes on the isolated island of Murias under the auspices of the Order of Deacons. The Spear of Destiny, which pierced the heart of Menhalig, is found within the desert city of Gorias and has become a symbol of triumph for the Church of the Hallowed. This city is the home of the Order of Preachers and the Path of the Four Pillars, a series of trials which test and purge the metal of mortals and ethereals before they are received into one of the Church's holy orders.

**Dreamlord:** Pellas, the Fisher King, is a revered ruler and merciful Elder. He is the Head of the Church of the Hallowed and though the responsibilities of this sacred office are many, he bears them without complaint. Morpheus, the Hallowed Apostle, is a trusted advisor to the Fisher King, the overseer of the Order of Preachers, and the caretaker of the Path of the Four Pillars. He was the lone survivor of the children Nyxis and though he



initially sought to destroy the Hallowed, he was converted by a vision of Menhalig and has been on fire with the faith ever since. He is an unparalleled preacher and polarizing force with as many friends as he has enemies.

**Inhabitants:** Tir Tairngire, also known as the Lands of Promise by the Hallowed, is the home of many of Menhalig's followers. The mortals and ethereals who live in this realm are hopeful adherents with a deep-seeded conviction that they will be able to change the Dreadlands for the better. This is not to say they are perfect, for they are not, but they try to live good lives in spite of the temptations around them. Some who visit these sacred cities wonder if the Hallowed are a bit too optimistic about their outlook, others quietly conclude they are delusional, but there are a many who find their fervor refreshing.

**Dreamlord Auras:** The Tir Tairngire has the following auras:

*Beloved by the Dreamlands:* Allies of Pellas or Morpheus gain the Beloved of the Dreamlands feat. If they already have the feat, then they can use its benefits twice per day (cycle).

*Hallowed Entrance:* Whenever a creature that does not worship Menhalig attempts to enter Tir Tairngire without Pellas or Morpheus' permission, it is affected by the *hallowed entrance* power.

### Hallowed Entrance

Major Realm Aura

*Only the Hallowed and their allies can enter the cities of Tir Tairngire.*

#### Once per Trigger • Charm

Area Realm

**Trigger:** A creature that does not worship Menhalig attempts to enter Tir Tairngire without Pellas or Morpheus' permission

**Target:** The creature that is attempting to enter

**Attack:** +14 vs. Will

**Hit:** The target cannot attempt to enter Tir Tairngire again until the end of the day (cycle).

*Wyrd Aura:* Tir Tairngire has the Wyrd domain aura, instead of the Hedge.

## Organizations

The Hedge is a crossroads for almost all of the organizations found within the dreamlands. Only by traveling its precarious pathways can one cross between the various domains. As such, it has become the central battleground in a subtle struggle for the souls of Nevermore's inhabitants. Forces of darkness and light often clash within the wilderness of the Hedge, the former seeking to insinuate itself into other domains and the latter to protect them from being overrun by evil. The Church of the Hallowed and the hedge wardens

are the most active agents of good in the Hedge and stand a constant vigil against the vile creatures seeking to slip past their strongholds. On the other hand, the silent watch extends its eyes and ears throughout the dreamlands delving into the secrets and schemes of all who are of interest to Lokanan.

## Church of the Hallowed

The Church of the Hallowed is a growing religious movement founded after the death of Menhalig. It worships Faehalig, Menhalig, and Braehalig, the three persons of the Triune God. The Hallowed are constantly concerned with cultivating the four pillars of their faith, namely: humility, prayerful morality, charity, and communal worship. Though all of the Hallowed are called to live out these virtues in their daily lives, each of these pillars are embodied by one of the four holy orders of the Church. The virtue of humility is the calling of the Order of Elders, who have been given the gift of governance over the Church. Elders are drawn from the ranks of the other holy orders and are sworn to teach, sanctify, and govern. The virtue of prayerful morality is the vocation of the Order of Celestials, who become incarnations of the Triune Lord through their lives of constant petition and purity of action. The Order of Deacons is chosen to uphold the ideal of charity and spend their lives in service to others. Lastly, the mission of the Order of Preachers is to teach the truth and foster a sense of community amongst the faithful. All of the members of the Holy Orders swear oaths of chastity, poverty, and obedience, though to different degrees, while the lay faithful simply live their lives according to the precepts of the faith. The holy orders are specifically reserved for the men of the Church out of respect for Menhalig's chosen incarnation, however, women are allowed to walk the Path of the Four Pillars and some of them are granted supernatural gifts by their experiences there. These women are known as "Hallowed Brides" and highly respected by the Church and its faithful who often turn to them for spiritual direction.

The Church is lead by Pellas, the Fisher King, and it is a lifelong position. It is a name and title given to every leader of the Church since its inception and reminds him of his own humble beginnings and those of the Church itself. He has the last word in any debate over doctrine, but only after careful consideration of the collective wisdom of the other Elders. The other orders are administered by their own members, but are sworn to obedience to the decisions of the Order of Elders. Elders are rarely seen away from their assigned offices and communities, while celestials, servants, and preachers can either be attached to a particular church or be granted a dispensation to become missionaries. These assignments are usually reconsidered on a yearly basis according to the gifts and talents of each individual, the discernment of the order, and the needs of the Church.

## The Hedge



### ***Hedge Wardens***

Hedge wardens are sworn to protect the southern dreamlands from incursion by nightmares, diaboli, Unseelie ethereals, and other malicious monsters. They are renowned for their martial training and fearlessness in the face of frightful odds. The hedge warden's code requires that he respect legitimate authority, act with honor (no lying, cheating, using poison, and so forth), help those in need, and punish those who harm or threaten innocents. Any agents of chaos or evil within the Hedge or southern dreamlands are arrested and stand trial for their crimes. Those who resist capture are either driven from the Hedge or destroyed. A hedge warden is easily identifiable by their heraldic device: two black mountains with a curtain wall between them. The hedge wardens often wear armor, shields, or cloaks, which bear the symbol of their order.

Hedge wardens are servants of the dreamlord Ordo and are under his direct command. As High Warden, Ordo leads the hedge wardens from the fortress city of Ordan. Each year at Cadence, he appoints four Hedge Captains to patrol one of the following: the Hedge Marshes, Mountains, Desert, or Sea. The Hedge Captains each take about an eighth of the hedge wardens to patrol their posts, while the remaining hedge wardens act as guards for the city of Ordan, reserve units, training forces, or commandos assigned to deal with particularly dangerous adversaries. Hedge wardens are normally found in the Hedge, but it is not uncommon to find hedge wardens wandering the other domains in order to hunt down the servants of darkness or to better

understand their enemies. The hedge wardens' code requires them to obey their superiors unless their orders would be dishonorable or harm innocents through action or inaction. Most members are mortals, though there is a growing number of Glaseelie and Seelie ethereals who have joined the ranks of the hedge wardens.

### ***The Order of the Even Hand***

The order of the even hand is an ingenious, if eclectic, organization dedicated to delving into the truths of science and the mysteries of the supernatural and discerning how to apply their answers to living within Nevermore. Its members are some of the sharpest minds in the dreamlands, but their pursuit of knowledge is tempered by their impassive spirits. Though in the past the order has rarely shared its answers with the outside world, the leadership of the new High Lama has opened the shutters of its lighthouse of collective wisdom, even if only a crack. Only a select few are invited to become a member of the even hand, but there are no known restrictions as to who might be asked to walk the way of moderation. Mortals and ethereals of all types have become members of the even hand and the Lamasery is one of the few places in the dreamlands where mortals walk the same halls as diaboli and Unseelie ethereals without fear of attack.

The order of the even hand is overseen by the High Lama and although the members of the order of the even hand are not bound by any oath to do his will, they so take his suggestions to heart. There is no set hierarchy within the walls of the Lamasery, however,

those who exemplify the tenants of the order are usually given deference by those who recognize their authority. The younger members of the order can often be found outside the realm of Shangri-la either searching for new recruits or gaining experience in the ways of the world.

### **The Unseen**

The unseen are members of a secret organization sworn to serve the dreamlord Lokanan. They gather information about influential organizations and individuals within the dreamlands, while ensuring that the secrets of the Shadow's Keep are hidden safely away from the world. They are infamous for their uncanny abilities to infiltrate almost any location and blend into their surroundings. They have a knack for uncovering the impossible and acquiring the unobtainable. Some unseen prefer to live quiet lives of anonymity, watching the world and writing occasional reports to their superiors, while others

prefer a more hands on approach to the acquisition of information and goods. Each member of the unseen is given a great deal of leeway in exactly how they go about their duties. However, even with this loose organization it has become clear that the unseen's fingers are in most every important happening within the dreamlands since the end of the Age of Strife.

The unseen are based out of the confusing confines of Lokanan's Labyrinth and led by Lokanan. Most members of the unseen are independent of the others, though some agents group together into what are called "unseen cells." These unseen cells consist of small cadres of unseen and are led by a chief agent who oversees their operations in regard to a particular person, place, or mission. Mortals and Glaseelie ethereals make up the majority of the members of the unseen, though Seelie and Unseelie ethereals have been granted entrance into the unseen by Lokanan.

## **Adventuring In the Hedge**

The Hedge is a melting pot of plots, characters, and settings from almost any story imaginable. As the land that lies between, this domain offers GMs a wide range of possibilities for their campaigns and adventures and lends itself to grittier campaigns (due to its domain aura). The Hedge should have a frontier feel to it due to its precarious place in the dreamlands and should be considered a no man's land between the evils of the north and the innocents of the south. Its lands may be tentatively held by the agents of good, but this does not mean they control every corner nor shall it guarantee they hold what they have forever. Nightmares, diaboli, Unseelie ethereals, and other monsters enter these lands for their own malignant motives and their ends can be anything from establishing a foothold for an invasion of the Hedge to the wanderings of accursed creatures that consume anyone unfortunate enough to cross their paths. This vast wilderness of this domain may be illuminated by the lights of its realms, but there are shadows and darkness waiting just beyond their glow.

### **Adventure Hooks**

- During the last Grand Tournament, an assassin attacked Ordo while he was presenting the tourney gift to the victor of the dueling contest. Though injured and poisoned by the attack, Ordo was saved from a mortal blow by the duelist's decisive intervention. Since the attack, Ordo has recovered and given the woman an honorary place as his personal guard within the Hedge Hall. It is even rumored that Ordo has fallen in love with his new protector. While many within the city are gladdened by the news of their lord's first love, some worry such a romance might divert his focus from the crucial tasks at hand, especially with the diaboli and

Unseelie ethereals pressing the Hedge's defenses. Others are much more troubled by the assassination attempt and who might be behind it and for what purpose they would assault a dreamlord at the seat of his power and in the midst of a cadre of the city's champions. In addition, 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 disconcerting to the authorities who want to get to the bottom of this mystery and the organizers of the tournament who not only need to find new champions, but also it seems need to guard those who are left, especially Ordo's love. Finally, this recent string of slayings has cast into doubt the idea of having an Open Tournament during the next Cadence where champions from throughout the dreamlands can compete in games of martial prowess and athletic skill. Ordo and other dreamlords are still hopeful this ambitious event will become a reality, but first the hedge wardens must hunt down whoever or whatever is killing Ordo's champions.

- The Church of the Hallowed has recently decided to create a series of sanctuaries throughout the dreamlands to help keep pilgrims safe during their travels. Though these sanctuaries have been welcomed in other domains, they have been extremely difficult to establish in the Dreadlands and the Northern Heartlands. The process of creating these sanctuaries takes an entire movement and involves a member of each of the holy orders. Although the Church has allotted a number of guards to protect these sacred expeditions, they have also been given them the leeway to hire virtuous, or at least seemingly virtuous, adventurers to supplement their ranks where needed. A couple of these missions have already disappeared, and the Church has hired trusted heroes to investigate. What has happened to

## The Hedge

these lost parties and whether their loss jeopardizes the other sanctuaries are both questions which remain unanswered at this time.

- Over the past year, a number of labyrinth guides have disappeared without a trace. It has been murmured in the taverns that some nefarious force has set up a base of operations within Lokanan's Labyrinth. Using the maze of ruins as a hideout, they lure the guides and their employers to their doom. In addition, agents for an unknown organization have been mapping the Labyrinth since Cadence searching for ways into Shadow's Keep. These infiltrations worry the unseen as a partial, but accurate map was confiscated from the body of an agent killed by one of the many traps, which litter the Labyrinth. All attempts to find and infiltrate this secretive group have reached a dead end, either literally or figuratively. It is unknown whether these two ongoing problems are related, but the recent vanishing of an important envoy from another realm has caused the unseen to hire groups of adventures to investigate the Labyrinth for any suspicious activities. Unfortunately, these groups have thus far returned with no new information or not returned at all.

- The Order of the Even Hand has been sending emissaries throughout the dreamlands looking for singular individuals who embody the spirit of contemplative progress. They are searching for those souls who seek to become masters of their disciplines through deliberate study rather than the imprudent pursuit of power. However, sometimes the passions of students are awakened during their training and they become discouraged with their steady but slow progress. One such student recently left Shangri-la with a number of powerful artifacts. It is not known whether he was an agent of another dreamlord or just an overly ambitious student, nor is it known whether he remembers what he took and how to use it. However, the Order of the Even Hand has sent emissaries into the dreamlands in order to hire adventurers to find their wayward ward and return what he has stolen from them.

- The hedge wardens suffered a grievous loss with the death of the Hedge Captain of the Mountains. He died in a recent skirmish upon the border with the Northern Heartlands. It seems a band of Unseelie ethereals was attempting to enter the Hedge when the Hedge Captain and one of his squads came upon them. A pitched battle ensued and though Mab's minions were driven back, the Hedge Captain was killed by the death weave of the war band's leader. This came as a great blow to Ordo, as the Hedge Captain was a close adviser and friend. Among the captured Unseelie ethereals was a novice night spinner who has begun to talk to his captors. He has revealed that there are hidden realms within the Hedge which are loyal to the Unseelie ethereals and even the diaboli. Though his interrogators are uncertain of whether he speaks the truth or spins lies, the hedge wardens, who are already spread too thin, have begun to hire heroes to search for these realms.

- A colossal colony of neverants has been found outside one of the cities of Tir Tairngire. The presence of such a colony usually means a vein of neverite is nearby. The Church of the Hallowed would like to extract the neverite before any nefarious individuals do, but neverants are territorial and it would take a great deal of time and blood to secure the tunnels. Instead, the Church has asked groups of trusted explorers to delve into the dangerous complex and discover where the neverite is mined and stored. Once these areas are found, the Church will make a quick strike against the colony, secure the neverite, and leave without further disturbing the neverants. Of course the knowledge of this colony is not just the Church's and there will be others looking to do the same, but for less noble reasons.

- There have been a growing number of incidents involving nightmares, diaboli, and Unseelie ethereals attempting to enter the Hedge. Many of the hedge warden's reserves have been used to supplement the ranks of the various Hedge Captains. This has caused Ordo to become concerned with the protection of Ordán from attack, and he has begun to hire and summon trustworthy adventurers to supplement his forces within the city. Anyone who wishes to serve as a defender of Ordán must first prove themselves to be loyal and capable servants by performing a series of tasks he sets before them.

- 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. What might the heroes meet along the way? What will they find once they get there? These questions and many more await those who enter the realm of Shadow's Keep.

- A new vein of neverite was recently discovered in the Hedge Mountains, but before it could be extracted the miners were attacked and the mine entrance collapsed. The survivors of the attack have a map to the mine's location, but those who entered the mine's crisscrossing caverns never come back. Some believe a group of diaboli has used the neverite vein to create an underground citadel within the mine, others think a dragon has cleaned out the caves for its new hoard, and a few claim the mine opened a shaft into a colony of neverants controlled by some foul beast from below. Whatever is behind the assault, it seems to have made the mines its new home and is not welcoming any visitors.

- There is a rogue hedge warden within the local area who is stalking down and killing good and lawful good people with deadly efficiency. His raids have been quick and brutal and it is said that he glows crimson red. Ordo has dispatched hedge wardens to the area, but they have been unable to corner him. He seems to know exactly where they are and is always one step ahead. The hedge wardens want to take this rogue hedge warden alive and are enlisting the aid of adventurers in the area to help them.

# Chapter 6

## The Eye

### Land of Hope



**Amidst the shifting sand of dreams  
Where not a thing is what it seems  
A tree of truth now steadfast stands.  
Its roots delve deep beneath the lands  
And drink a draught from changeless streams.  
Its boughs branched out like hearty hands  
To tender all a place to lie  
Beneath the shade of the serene Eye.  
-Prince Poesi**

## **The Eye**

Welcome to the Eye, a domain renowned for its relative stability and subtle reflections of reality. Of all the dreamlands, this is the one which mirrors the mortal world the most. Its features, although not set in stone, are perhaps better described as being set in dense, but ductile clay and so with the right admixture of imagination and ability, even it can be molded to one's will over time. Still, this region resists the restless nature of the dreamlands and offers those who seek it out a sanctuary from the wild and dangerous domains which surround it. It is also one of the few places in the world

where neverite, the only stable element in Nevermore, is both abundant and easily obtainable. Before the creation of the Eye, neverite was a rare and prized possession of only a few of the more powerful dreamlords, but within its borders nearly every soul has a neverite pouch at his side and as such its inhabitants are prosperous. Envious eyes are constantly turned towards this domain by greedy mortals and ethereals alike and this concerns the dreamlords who rule here. Though the streets of their realms are restful for now, they sense the first dark clouds of a gathering storm on the horizon and are quietly preparing for darker time ahead.

# **History of Nevermore: Part V**

After Menhalig's death, a great chasm opened in the earth swallowing up Lilith's legion and sending them back to their infernal lands. The skies darkened over the dreamlands and every creature within the world was frozen in place at the sight of Menhalig hanging upon his broken standard of peace. For three cycles all the inhabitants of Nevermore saw the sight of Menhalig's death be it with their own eyes or with their mind's eye. This vision flooded those who hated Menhalig with fear and engulfed the hearts of those who loved him in hope. The prideful were drained of their power and the powerless experienced an outpouring of gifts. The sacrifice softened the souls of mortals and ethereals and those who accepted his message of mercy were cleansed of their sins and the stains of discord.

## **The Tears of Mergia**

Mergia wept for her son and her sobs echoed throughout Nevermore washing all the dreamlands. Its torrents swept the cruel children of Mahr and their nightmarish minions deep into the Dreadlands and the unrepentant Unseelie back to the northern Heartlands. The Hedge Mountains rose from the earth like stone briars dividing these domains from the rest of the dreamlands. The plateau of the Eye opened like a flower in the midst of the Hedge offering all a place of peace and prosperity to a wary world.

## **The Resurrection**

As the third cycle was bursting, there was a great earthquake and an angel of the Faehalig descended from heaven like lightning and snow, approached the broken standard, and covered it with clouds. The clouds then departed from the mount revealing an empty standard. The angel sat upon the standard and said to those present, "Do not be afraid! I know that you are seeking Menhalig the crucified. He is not here, for he has been raised just as he said. Come and see the place where

he lay. Then go quickly and tell his disciples, 'He has been raised from the dead, and he is going before you to Falias; there you will see him.' Behold, I have told you."

## **Menhalig's Last Words**

Then they went away quickly from the broken standard, fearful yet overjoyed, and ran to announce this to his disciples. And behold, Menhalig met them on their way and greeted them. They approached, embraced his feet, and did him homage. Then Menhalig said to them, "Do not be afraid. Go tell my brothers to go to Falias, and there they will see me." The disciples went to Falias, to the mountain to which Menhalig had ordered them. When they saw him, they worshiped, but they doubted. Then Menhalig approached and said to them, "All power in heaven and on earth has been given to me. Go, therefore, and make disciples of all nations, baptizing them in the name of the Triune God, teaching them to observe all that I have commanded you. And behold, I am with you always until the end of the age."

When he had said this, as they were looking on, he was lifted up, and a cloud took him from their sight.

While they were looking intently at the sky as he was going, suddenly two men dressed in white garments stood beside them. They said, "Men of Falias, why are you standing there looking at the sky? This Menhalig who has been taken up from you into heaven will return in the same way as you have seen him going into heaven."

## **Age of Serenity**

After Menhalig's ascension, Mergia and her sister Justina sought the solitude and tranquility of the Eye, while their brother Ordo and other disciples of Menhalig stayed behind in the Hedge to keep vigil against the evils of the northern dreamlands. Many miracles sprung from the earth and skies in the wake of Menhalig's sacrifice. Watered by Mergia's tears and tended to by the hands of Menhalig's disciples, these wonders restored much of

the dreamland and its inhabitants to their former glory. A harvest of life more beautiful and bountiful than ever before was cultivated by the Church of the Hallowed and the dreamlords who followed its tenants. Dreamborn mortals thrived alongside Seelie and Glaseelie ethereals working together to rebuild the world in light of the four pillars of their faith: humility, prayerful morality, charity, and communal worship.

## Growing Concerns

While the advent of the Age of Serenity and its wonderful fruits are welcomed by most, they are despised by others, especially the children of Mahr and Queen Mab. For years without counting, these malevolent figures and other forces of evil have persistently probed the defenses of the rest of the dreamlands for weaknesses to exploit. Though most of their schemes have been subtle, many mortals and ethereals are anxious that these fearsome foes have recovered much of their lost strength over these long years of relative quiet. As evidence of their worries, they point to the increasingly common sightings of nightmares and

diaboli beyond the confines of the northern dreamlands. The Unseelie ethereals are also seen worming their way into the mortal lands to corrupt them from within and cause chaos among their sworn enemies.

It is feared that the fragile peace forged by faith, hope, and love will once again be beset by the terrible arms of pride, envy, and wrath. What this time of trial and tribulation will bring to the dreamlands, no one knows for certain, except perhaps that there will be another shift in the ever-changing lands of Nevermore. Will it be for good or ill? Only time and the hearts of dreamers will tell.

## Postscript

It is this scribe who testifies to these things and has written them, and we know that this testimony is true. There are also many other things that have happened in the dreamlands, but if these were to be described individually, I do not think the whole world would contain the books that would be written.

—Anon, the Head Scribe of the Great Library of Veratis.

# The Eye

The Eye lies at the center of the dreamlands, an island of stability within the ocean of uncertainty that surrounds it. It is a prosperous and peaceful domain with a thriving economy. Merchants and tradesmen from around the world sell their goods and ply their trades in this mercantile haven. Travelers from throughout the dreamlands often retreat to this domain for a respite from the unpredictable lands they normally live in. Many mortals and a few ethereals make their permanent residence within the comfortable confines of the Eye. Of all the dreamlands the Eye is also the most sophisticated and scientifically advanced of all the domains. If mortals have imagined it, then it probably had its seeds planted in the Eye. The Eye is also the only region in the world which can be plotted on a map with any accuracy. Its lands have changed over time, but at a glacial pace compared to the rest of Nevermore, making travel relatively straightforward.

## History

Many mortals and ethereals followed Mergia and her sister Justina to the Eye after Menhalig's ascension and these two sisters became the first two dreamlords of this domain. Mergia founded the Golden City in honor of her son's sacrifice and placing the remains of his broken standard at the center of her realm, while Justina constructed the city of Veratis to record the truths revealed by Menhalig and record an accurate history of the events before, during, and after his life. They were

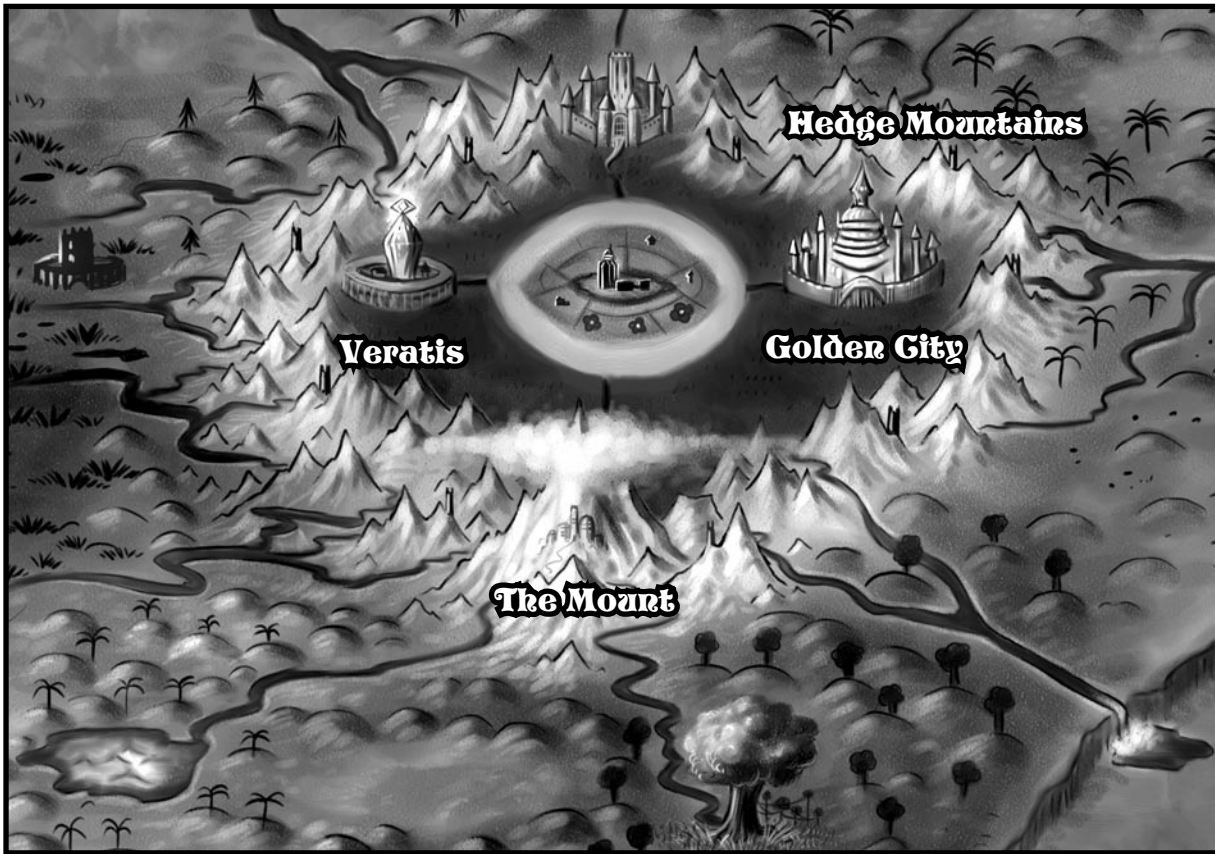
soon joined by other dreamlords who founded their own realms within the refuge of the Eye. Over time the Eye has grown larger and larger as new realms are added to it, but some wonder whether this region grows because Nevermore's inhabitants are becoming complacent in their lives or if mortals are becoming less imaginative and more mundane thus causing the world to follow suit. No matter the reason, there are those within Nevermore who are worried that if it continues upon its current course, the Eye will one day dominate the dreamlands, and the surreal lands that once covered the countryside will be pushed to its periphery.

## Inhabitants

The Eye has become the most populous domain within the dreamlands among mortals. Its constant climate of peace and prosperity has led many to take up residence within its realms in hopes of attaining their own dreams. Unlike many of the other realms in the dreamlands, those of the Eye are often sprawling cities with buildings stretching far into the skies or deep below the ground. As the population of this region continues to grow, there is an increasing concern that these realms once renowned for their promise will one day be ruined by their openness to others. Still most of the dreamlords within the Eye welcome all who seek shelter from the wilds of the dreamlands, and it will take something much more drastic than a little overcrowding to convince them to change their minds on this matter.



## Eye Environs



Although the inhabitants of the Eye are predominately mortal, there are some types of ethereals, such as light and dark elves, who have made this domain their homeland. The dark elves are primarily found living and working within the Mount, while the light elves live in Elfhome, which encircles the Mount's summit. Of course there are many other types of ethereals who reside within the Eye because of their fascination with all things mortal. Indeed this fascination has led to quite a few half-ethereals being born since the beginning of the Age of Serenity. Though half-ethereals are often born within the Eye, they rarely stay for long, preferring to discover the dreamlands for themselves rather than through books or the words of others. Still a few of them do return from time to time and once they do they usually remain settled.

## Geography

Most of the Eye is covered in a lush plateau of fertile green fields sprinkled with peaceful manors whose residents spend their cycles cultivating neverite blooms. However, the realms within this domain are often grand and gargantuan cities filled to the brim with hubbub of urban life. The only natural features within this domain are the elven realms of the Mount and Elfhome and the mysterious isle of the Eye. The Mount is renowned for its

neverite mines and its craftsmen's unparalleled ability to create items of almost any type, while Elfhome is famous for its wonders and inventions. Of the isle of the Eye, little is known, except that it existed even before Mergia and her sister arrived in this domain. Those who have ventured onto its shores rarely return and those who do seem unable to remember what befell them there. There are some who believe the isle of the Eye holds a portal to the mortal world, while others wonder if it is the seat of the Triune God. Still others believe it is just another realm created by an unnamed dreamlord who arrived in the Eye first and claimed a portion of it as their own and has yet to reveal the reason for it.

The flora and fauna of the Eye is strangely reminiscent of the mortal world, especially its dreamspawn progeny. In addition, the dreamspawn of this domain rarely change much with the turning of the cycle, which means a forest lane through the countryside will remain just that and the animals living along it will probably be there for more than just as single cycle. The most notable plants found within the Eye are the neverite blooms, Mergia's eyes, and the hope holly trees. Of these the most important are the neverite blooms, which produce the lion's share of neverite in Nevermore and are notoriously difficult to find in the wilds of the dreamlands, but plentiful upon the plateau of the Eye.

## Golden City [Major Realm]

The Golden City has a striking resemblance to the city of Elysium, the birthplace of Mergia and her siblings, which fell beneath the onslaught of Lilith's legion during the Age of Strife. This realm is a magnificent and welcoming metropolis sprawled out upon the peaceful plateau of the Eye. Its resplendent spires overlook the bustling streets below where the city's famous markets engage in a steady stream of bartering and bargaining. Like blood through veins, neverite flows through this city and it is for this reason that this realm has become known as the Golden City. Its true name is only known to Mergia, and she has never shared it with her followers, though each of them has a guess. Whenever the subject is brought up she has simply replied, "The Triune God knows and that is enough."

The Golden City is a center of commerce within the dreamlands where fair deals are made and crime is almost nonexistent. This is because the city is protected from acts of evil by one of the founding rules of the realm. Other rules provide even greater stability to the Golden City than even the Eye normally affords, and as such its buildings and streets remain almost entirely unaltered by the turning of the cycles.

The seven Spires of Hope are perhaps the Golden City's most prominent feature, and tower over the city providing it with light during Nevermore's darker hours. The golden spires rise from the outskirts of the expansive Golden Palace, which dominates the center of the city with a shaft of light from each spire bathing the Golden Throne in brilliant radiance. The Hall of Hope stands next to the palace and is the motherhouse of the Hopebearers and meeting place of the Council of Hope.

**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 likeminded 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 latter 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 also quite approachable and more than willing to collaborate with just causes and good ends.

On the first triad of each movement, the populace of the Golden City celebrates a holiday known as the Festival of Tears. During the first cycle of this celebration, the Spires of Hope are shuttered and the city



is plunged into dusk and darkness as a representation of the despair and dread the Age of Strife brought to the world. To symbolize the sacrifice and tears which ended the Age of Strife, in the hour of Gloom Mergia calls forth a gentle rain and the streets and homes are lit with lanterns, lamps, and magical displays to provide the city with illumination. Finally, just after the turning of the cycle the Spires of Hope are reopened and the Golden City bursts into light once again. During the second cycle of the festival, Mergia holds a cycle long gala within the Palace of Hope. All the citizenry of the Golden City and their guests are welcome to mingle with each other in celebration of the coming of the cleansing tears and the years of relative peace since Mergia's tears first fell. The cycle is full of feasting, dancing, and merriment, and culminates in a speech presented by Mergia upon her hopes for the inhabitants of the Golden City for the coming movement. The third cycle of the festival is a time of rest, reflection, and recuperation for the citizens of the Golden City. It marks a period of private time for a usually very public people. Upon this cycle, those who walk the streets find them strangely empty. An eerie silence hangs in the air, but when the second triad of the sequence begins the city springs back to life, reinvigorated from its time of reflection and renewed in its hopes for the future.

## The Eye

**Dreamlord Auras:** The Golden City has the following auras:

**Bright Light:** This realm is under the constant effects of bright light.

**Friendliness:** Creatures gain a +4 bonus to Diplomacy and Streetwise checks.

**Circles of Penance:** Each criminal, demon, devil, or diaboli in the Golden City comes under the effect of the *circles of penance* power.

### Circles of Penance Major Realm Aura

*Criminals and evil creatures are banished to the Circle of Penance for their transgressions.*

#### Once per Trigger • Teleportation

**Area** Realm

**Trigger:** A criminal, demon, devil, or diaboli enters Golden City or commits a crime there

**Special:** A criminal is any creature who has committed a crime in the past, but has not yet been punished for that crime.

**Target:** One criminal, demon, devil, or diaboli

**Attack:** +14 vs. Will

**Hit:** The target is teleported into one of the holding cells within the Circles of Penance in the country of Veratis. These cells are organized according to the sin of the offender and are next to impossible to escape from since all non-martial powers are suppressed. In addition, demons, devils, and diaboli creatures are dazed, slowed, weakened, and unable to teleport or turn invisible while within the Circles of Penance.

## The Mount [Major Realm]

This massive mountain rises above the rest of the Eye and can be seen from just about anywhere within the region. Though on the outside it looks like most any mountain, it is indeed a colossal city carefully carved into the cliffs, crags, and caverns of this cloud-covered realm. Many of the wares created in the Mount are sold within the Golden City, though those who can gain entrance into the Mount through its Adamantine Gates can find some of the finest dreamwrought metal and stone items in the dreamlands within the Tradesmen's Court. The Twin Crags stand sentinel above the Tradesmen's Court marking the true entryway into the Mount. The High City rises over this gateway and houses the merchants, craftsman, and major clans who make their home in the Mount. Beneath the High City resides the Under City where the miners, minters, and minor clans make their dwelling. This is where the Mount's famous neverite mines sink into the deep dark depths of the dreamlands. It is also the home of the Bank of the Mount, which is one of only a few financial institutions in the dreamlands. The bank is run by the

order of the Mount and has branches throughout the dreamlands which serve as storehouses for not only neverite, but all manner of valuable objects. Each bank, except those in the Hedge, also includes a portal to the Under City and its vast vaults. These chambers hold the neverite and items, which have been marked by their owners for long term storage. It is said that these treasuries are near impervious to theft, though others point out that anything is possible in the dreamlands given enough time.

Crowning this realm is the Summit Keep, perched upon the peak of the Mount. It is the fortress home of Aeden and serves as a meeting place between the light and dark elves. It is here that Aeden spends his days ruling over the Mount and sculpting statues and other objects out of the granite that surrounds him. It is said that his famous forge, wherein he crafted so many wondrous weapons, also lies within the Summit Keep, but has lay dormant as a silent reminder of his sins since the end of the Age of Strife.

**Dreamlord:** Aeden, the Stone Sovereign, presides over the Mount with a practical and principled wisdom. He was once known as Weyland the Smith during the Age of Strife and forged many weapons for the children of Mahr and Queen Mab. After the death of Menhalig he renounced the forge, became a disciple of the Church of the Hallowed, and took the name Aeden. He created the Mount as a mighty and impregnable fortress where mortals and ethereals might find respite from the torments of nightmares and the schemes of the Unseelie and spends his days fortifying it against the day when those forces might strike against the dreamlands again.

**Inhabitants:** The dark elves who dwell within the Mount are first and foremost pragmatists and constantly concerned with daily affairs, work, and finances. They have a nose for business as well and many of them make a lucrative living through their various trades. Due to their pragmatic nature they prefer to deal with those whom they know best, in other words, other dark elves. They rarely look beyond their own race for friends, but those mortals or other ethereals who gain their trust secure a life long and deeply committed companion.

The dark elves are renowned for their ability to craft earth and metal with their methodical minds and zealous work ethic, which drives them to spend most of every cycle working in their forges, workshops, studios, mints and mines. 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 friends. Those who wish to pass through the Twin Crags must have either the proper diplomatic papers or prove their metal to the order of the Mount, the realm's security force, before they will be let in. Though this isolation is draconian in nature, it has proven effective in keeping unwanted elements from infiltrating the Mount.

After founding the Mount, Aeden and his followers discovered a treasure trove of neverite within the heart of the mountain and began to mint the neverite into easily useable disks. This infusion of neverite allowed the Mount to become a principal producer of dreamwrought items and cemented its commercial importance to the rest of Nevermore. In many ways, this prosperity has caused a dichotomy between those within the High City and Under City. Aeden has tried to address the growing tension between the two cities with a recent decree, which demands that all citizens volunteer his services for at least one movement a year within the other city to promote goodwill through working and learning from each other. Some have welcomed the change and have embraced the experience, while a number of inhabitants within both cities have growing concerns with the idea. No one has yet defied the order for fear of invoking Aeden's wrath, but many have delayed their obligatory services or even find ways around it.

There are no true holidays among the inhabitants of the Mount. However, during the last hour of each cycle they gather together in their gigantic common halls to feast, drink, sing, and generally clamor about. Sometimes they engage in mock, though still bloody, melees or hold impromptu competitions of strength, endurance, or skill. Almost anything can and has happened during these feasts and those privileged, or unfortunate, enough to witness them never leave the hall without a story or two to tell.

**Dreamlord Auras:** The Mount has the following auras:

*Aeden's Ward:* Whenever a demon, devil, diaboli, ethereal (Unseelie only), or progeny (nightmare only) creature attempts to enter the Mount, it is affected by the *Aeden's Ward* power.

## Aeden's Ward

## Major Realm Aura

*This ward keeps out Aeden's sworn enemies.*

**Once per Trigger • Force**

**Area** Realm

**Trigger:** A demon, devil, diaboli, or progeny (nightmare) creature attempts to enter the Mount

**Target:** The creature that is attempting to enter

**Attack:** +14 vs. Will

**Hit:** The target suffers 2d6+5 force damage and cannot attempt to enter the Mount again until the end of the day (cycle).

*Heartlands Aura:* This realm is treated as if it is in the Heartlands, rather than the Eye.

*Master Dream Crafters:* Allies of Aeden gain the Master Dream Crafter feat. If they already have the feat, then they can use its benefits twice per day (cycle).

## Elfhome [Major Realm]

This celestial realm of silver-lined clouds hovers around the summit of the Mount and is the home of the light elves. Its buildings are made of a malleable mist, which is solid enough to keep the inhabitants of this realm from falling through, but supple enough to shape into whatever is needed by the light elves at the time. Whereas the Mount beneath it is renowned for its craftsmanship of metal and stone and mercantile endeavors, the land of Elfhome is esteemed for its aesthetics and inventiveness. All manner of amazing, but bizarre objects have been created in its outdoor academies, which adorn the cloud cobbled streets of Elfhome.

The most illustrious of these academies is known as the University of Illumination. Only the most ingenious mortals or ethereals are allowed to enter and to do so they must undergo a series of ever-changing tests from ridiculously round-about riddles to cryptographs and other mind-bending situations. Once inside the University of Illumination, an array of inventions, wonderments and other oddities open up before students and visitors alike. Some have described the scenes within as a brilliant alchemist's lab gone mad. There is not a subject which has not been explored in this school's hallways or an item that has been imagined which has not been invented. The Hall of the Light, where the dreamlord Dain dwells, rises above the university, its rays of light constantly bathing the realm's billowing clouds in a rainbow of colors. This place is rarely opened to anyone other than Dain's assistants and trusted advisors, but it is believed to hold a wondrous workshop, lavish library, and awe-inspiring observatory.

**Dreamlord:** Dain, the Lightning Lord, is an innovative and resourceful ruler of Elfhome and a former advisor to King Oberon. However, after the Age of Strife he chose to dwell with the mortals within the Eye instead of returning to Lumendhel. The exact reasons for this decision are only known to him, but many believe he and his followers received a vision of the future in the aftermath of Menhalig's sacrifice and Mergia's Tears, which has drawn them to the Eye in order to protect it. Others believe Dain wanted to create a reminder of the Heartlands within the Eye, so that the mortals there would never forget the dreamlands origins or its promise.

**Inhabitants:** Light elves are inquisitive explorers of the dreamlands and noted for their ability to invent both the breathtaking and bizarre. They have a constant glint in their eye and are transparent in their love of the innovative and odd. However, they can be inquisitive to a fault and are talented tricksters who delight in complex pranks and puns. They also enjoy an innate ability to interpret the world around them and have flourished under the auspices of Dain.

## The Eye



Light elves are theorists and inventors and concentrate their entire being upon obtaining both knowledge and proficiency in the more eccentric and extraordinary areas of study. They are persistent in their pursuit of understanding and rarely leave a question unexplored without good cause. They are also quick acquaintances and fast friends with those whom they take a liking to and terribly troublesome foes to those whom they do not trust. They are on generally good terms with both mortals and ethereals.

Every year during Cadence, the University of Illumination holds a Challenge of Wits within its bewildering halls. This challenge provides participants with a plethora of complex puzzles, roundabout riddles, and enigmatic encounters to overcome. Each year dozens of “teams” compete from around the dreamlands, some are sponsored by dreamlords, others by private interests, and a few formed by groups of heroes who want to prove their worth. Each cycle of Cadence the team faces a new series of challenges, which they must complete within the time limit. Dain and a group of his advisors are in charge of enforcing the challenge’s rules and judging the teams. Cheating is highly discouraged and those who do so are automatically disqualified. The winners of each day are given access to the University of Illumination for one year, while the overall winners receive the same and can request, within an albeit stretched reason, that the dreamlord create a unique invention for each of them.

**Dreamlord Auras:** Elfhome has the following auras:

**Dain’s Ward:** Whenever a demon, devil, diaboli, ethereal (Unseelie only), or progeny (nightmare only) creature attempts to enter the Mount, it is affected by the *Dain’s Ward* power.

### Dain’s Ward

Major Realm Aura

*This ward keeps out Dain’s sworn enemies.*

### Once per Trigger • Lightning

Area Realm

**Trigger:** A demon, devil, diaboli, or progeny (nightmare) creature attempts to enter Elfhome

**Target:** The creature that is attempting to enter

**Attack:** +14 vs. Will

**Hit:** The target suffers 2d6+5 lightning damage and cannot attempt to enter Elfhome again until the end of the day (cycle).

**Greater Knowledge:** Creatures gain a +4 bonus to all Knowledge checks.

**Heartlands Aura:** This realm is treated as if it is in the Heartlands, rather than the Eye.

## Veratis [Major Realm]

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. Although Veratis' streets and buildings are carved out of marble, they are austere and unadorned when compared to Mergia's realm. The city itself is designed as a series of concentric circles intersected by streets, which like spokes on a wagon wheel radiate out from the ever-watchful Tower of the Eye. The tower is the most renowned structure within Veratis and its crystalline summit reminds both residence and visitors of an unblinking eye. The tower gazes down upon the entire city and although there are buildings and alleyways which might be out of its direct scrutiny, there is an inescapable sense that it still sees everything that occurs within its confines. The Tower of the Eye also holds the Great Library of Veratis, which is believed to hold every book ever written or imagined.

While Justina watches over her realm from the Tower of the Eye, the Council of Magistrates works tirelessly within the Forum to council their dreamlord, direct the Magi of the Eye, manage the city, and adjudicate the Circles of Penance. During its daily sessions, one can watch the inner workings of the Council of Magistrates from tribunals that decide the fate of accused criminals to debates about how best to face the growing concern that the children of Mahr and Queen Mab have reconstituted their strength and are preparing for another assault against the dreamlands.

Deep beneath the Forum lies the Circles of Penance where those found guilty of crimes by a tribunal are imprisoned until they are determined to have shown sufficient repentance as warrants their release. The more vile the crime, the deeper the criminal is placed and the more tormenting his punishment. Few who have left the penitentiary speak of their punishment, but those who do tell tales of suffering through the eyes of the ones they wronged. Few ever return to their evil ways once they leave the Circles of Penance and those that do are almost always hunted down by the Magi of the Eye and never heard from again.

**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. Although this statement is an oversimplification, it rings true to most who have visited these realms. In fact, the pursuit of justice and truth is a focal point of the authorities of Veratis and its citizens

have adapted their work toward this purpose. There are a number of private investigation firms which make their residence within the white walls of Veratis selling their services to those who need a mystery solved or an individual watched. Other common occupations are city or caravan guards, librarians for the Great Library, pages for the forum, and wardens for the Circles of Penance.

Though there are no official holidays within Veratis, there is an annual fair just outside the city's gates, which is known as "The Liar's Affair." Because the festivities are outside of the city's limits all manner of lying can be engaged in, though mostly for harmless fun. There are tall tale contests, comedies, and tragedies, and all manner of entertainment. During this phrase-long event, the city is nearly empty as almost every inhabitant of the realm participates in this unofficial holiday. The origins of the Liar's Affair are unknown, though some believe it was begun by a troupe of actors who could not ply their trade within the city as they could not get their lines out right because they of course were all lies. Others believe a wordsmith of Poesi is responsible, while a few of the more rigid residence wonder if there is some sinister agent behind it all.

**Dreamlord Auras:** The Veratis has the following auras:

*Discern Lies:* The realm is under the constant effects of the *discern lies* ritual.

*Greater Insight:* Creatures gain a +4 bonus to all Insight checks.

*Circles of Penance:* Each criminal, demon, devil, or diaboli in Veratis comes under the effect of the *circles of penance* power.

### Circles of Penance

### Major Realm Aura

*Criminals and evil creatures are banished to the Circle of Penance for their transgressions.*

### Once per Trigger • Teleportation

#### Area Realm

**Trigger:** A criminal, demon, devil, or diaboli enters Veratis or commits a crime there

**Special:** A criminal is any creature who has committed a crime in the past, but has not yet been punished for that crime.

**Target:** One criminal, demon, devil, or diaboli

**Attack:** +14 vs. Will

**Hit:** The target is teleported into one of the holding cells within the Circles of Penance in the country of Veratis. These cells are organized according to the sin of the offender and are next to impossible to escape from since all non-martial powers are suppressed. In addition, demons, devils, and diaboli creatures are dazed, slowed, weakened, and unable to teleport or turn invisible while within the Circles of Penance.

## **The Eye**

### **Organizations**

The organizations that dominate the Eye are almost exclusively benevolent in nature. The most openly active organizations within this domain are the hopebearers and the magi of the Eye, which also exercise a great deal of influence outside of the Eye as well. The order of the Mount usually restricts itself to Aeden's realm, though branches of the Bank of the Mount can be found throughout the dreamlands. It is extremely difficult for those with evil intentions to worm their way into the Eye and even more so for them to operate effectively within the various realms found here. Still some malevolent organizations, such as the dreadbringers, the discordant voices, and nightspinners have found cracks and crevasses to hide in and practice their terrible trades.

#### ***Hopebearers***

Hopebearers are members of the Order of Preachers within the Church of the Hallowed who have a special charism allowing them to bear the broken banner of Menhalig. They are greatly beloved by the peace-loving inhabitants of the dreamlands and despised by the agents of evil. They are extolled for their unflinching service to others through kindness and mercy and their constant self-sacrifice. They constantly strive to bring hope to the hopeless, healing to the hurt, and rest to the weary. They do not flinch in the face of their foes, but rather march forth with broken banners held high and songs of trust in the Triune God. They are most easily recognized by the broken banners, known as Banners of Hope, which they carry constantly as both staff and standard. These act as a focus for their supernatural powers and their primary weapon against their enemies. Each Banner of Hope holds a piece of the True Banner upon which Menhalig died and are considered reliquaries by the Church.

The hopebearers were founded by Mergia after she created the Golden City. She is not a hopebearer herself, but the order defers to her judgment on many of its decisions. A High Hopebearer sits over the Council of Hope consisting of all the members within the order. No member is of higher rank than another, though when sent out upon missions a chief hopebearer is named and given temporary authority over those under his command. Those who seek to become hopebearers must have a good heart, be a skillful healer, have a diplomatic tongue, and receive the mark of the deacon after passing through the Path of the Four Pillars. Many hopebearers have suffered at the hands of nightmares, diaboli, Unseeleie ethereals, or some other evil force within the world of Nevermore, but chosen to put aside their desire for vengeance and instead focus on healing. Though their number is small, both mortals and ethereals are found within the ranks of the hopebearers.

#### ***Magi of the Eye***

The magi of the Eye are heralded as isles of calm in the often whirlwind world of Nevermore. They seek the truth wherever they walk and bring to justice those who harm the innocent. They are esteemed magistrates, who have a reputation of righteousness and impartiality. They are respected by most of Nevermore's inhabitants for their insightful judgments and ability to get straight to the heart of a matter. Perhaps their greatest gift is their ability to see through deceptions and untruths and this makes them especially feared by the darker denizens of the dreamlands. If they do catch a criminal, they can look into their eyes, see their sins, and pass judgment upon where in the Circles of Penance their perpetrator belongs.

The magi of the Eye answer directly to Justina and are based out of the Tower of the Eye, which resides within her realm. She is advised by a Council of Magistrates, made up of seven members. The members are chosen at the end of Cadence by the main legislative body of magi, known as the Forum. The councilor magistrates oversee and guide debate within the Forum, make decisions concerning the city of Veratis, and are charged with dealing with other matters of state and justice. They are sworn to obey the orders given to them by Justina. In order to become magi, one must have an innate focus of mind and an inborn determination to discover the truth. Those who meet these requirements must speak an oath to follow the code of the magi before Justina and swear their allegiance to her. A magus's code requires he respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil ends), and punish those who harm or threaten innocents. The magi are made up of mortals and ethereals, especially elves, though there are representatives from other races as well. The universal symbol of the magi is their supernatural staves, crowned with a neverite gem fashioned in the form of an eye.

#### ***Order of the Mount***

The Order of the Mount is charged with the protection of the Mount and its bank and other interests. Their duties range from defending the Twin Craggs to guarding the bank's treasuries. They are rarely found outside of the Eye, except as protection for neverite shipments, security guards for bank branches, or marshals searching for those who have wronged the Mount in some way. Its members are respected as some of the most disciplined warriors in the dreamlands and excellent craftsmen as well.

The Order of the Mount answers directly to Aeden and its members are portioned into three different divisions. The first division within the order of the Mount is the summit guard, which protects Aeden and his royal family. It is from this division that marshals are drawn



and sent into the dreamlands as emissaries of Aeden or law-enforcement officers tracking down the enemies of the realm. The second division is known as the mountain guards and manned by those who defend the Adamant Gates, Tradesmen's Court, Twin Crag, and High City. The third division is the under guard and oversees the Under City. It typically acts as a guardian for the Bank of the Mount and oversees work within the neverite mines. Members of the order must obey those of higher rank and seek special disposition to leave the realm. Only the

most skilled warriors, craftsmen, or administrators are allowed to enter the order. Almost all of the members within the order of the Mount are dark elves. However, there are some mortals and ethereals who have sworn service to the Mount. These typically work within one of the bank branches before being trusted to enter one of the other divisions. Those who join the order don its unique armor, which is made of neverite etched with an image of the Mount upon it.

## Adventuring In the Eye

Of all the dreamlands, the Eye is the most mundane. This does not mean wondrous things do not occur here, but rather it is almost normal for a fantasy campaign. It is also a much more urbanized area of the world and as such city adventures are much more common than countryside ones. In addition, this is the only domain where neverite is plentiful and although there are many safeguards against evil in the realms of the Eye, these do not ensure its inhabitants safety. There are many ways around the rules of a realm, and given enough time and determination the darker elements of the dreamlands have been able to establish footholds throughout the region. They might not be able to act as openly as elsewhere in the world, but the benefits outweigh the risks in their ventures here. It is a constant concern of authorities to hunt down these insidious organizations and adventurers will find plenty of opportunity to prove themselves in the seemingly sleepy streets and leisurely landscapes of the Eye.

### Adventure Hooks

- In his youth, Weyland the Smith forged four supernatural weapons, known as "Elementals." These weapons are renowned for the roles they have played throughout Nevermore's history. They were first created for Queen Mab (Erde and Brand) and Oberon (Wasser and Wind) during the age before the fall and were wielded against each other during the Ethereal War. These weapons were lost during the Forgotten Age, only to be found again amongst the mortals. Erde found its way back to Weyland, Brand into the clutches of Diabolus, Wasser into the hands of Morpheus, and Wind into the hands of Sirena. These weapons were lost in the aftermath of the War of Songs, though it is believed Weyland, now known as the dreamlord Aeden, still holds Erde in his safekeeping. There is a legend, which says Weyland's "Elementals" are destined to be reunited during a coming time of darkness in the dreamlands. It is believed that only those worthy enough to wield them have a chance of finding them. There are also rumors that Diabolus, Mab, Oberon, Nyxis, and Sirena are

actively looking for these weapons and willing to offer great rewards for their return. Of course, anyone who might discover their whereabouts will need to be wary of these previous owners as some of them will do anything to regain them.

- A spy was recently exposed within the ranks of the magi of the Eye, but when questioned it was revealed that many of his memories had been altered and some completely erased in order to create a new and malevolent personality. This incident has caused concern among the rest of the magi and resulted in an inquiry of its members to see if any others have been compromised in this way. Since beginning the investigation, a few of its members have fled or disappeared, some were discovered to have modified memories, while others were determined to be free of any outside influences. It seems that the majority of those who have been altered have been on missions outside the Eye in the past few years. It is unknown as to who might have begun this subtle scheme or for what purpose, but this breach has disturbed the normally impassive magi and there is a growing conviction that a more thorough inquisition should be used to scour the rest of the Eye of the evil influence which has wormed its way into the domain. Some magi who oppose this idea have delayed a vote on this Grand Inquisition and have hired independent investigators to discover and remove the cause of their comrades' alteration without having to resort to such draconian measures as a full inquisition.

- Members of the hopebearers have been vanishing without a trace for over a decade, though most of these disappearances have occurred outside of the Golden City while hopebearers were on missions to other domains. Adding to the worry of the order is the appearance of bands of diaboli carrying crimson banners with an eerie if askance resemblance to the banners of hope. These blood-red banners are said to cause despair in those who approach these creatures and can counteract the powers of the banners of hope. Furthermore, there are increasing reports of hopebearers and their guardians being ambushed and killed throughout the dreamlands as if they have been targeted by the children of Mahr. There are a number of adventuring groups who have been hired to investigate both the banners and the

## The Eye

attacks by various dreamlords. Obtaining one of these baleful banners for further study is of utmost importance to the survival of the hopebearers and a top priority of the Church of the Hallowed as well as Mergia.

- The Circles of Penance were thought to be inescapable, but recently a group of criminals escaped from their cells. It has not as of yet discovered how they escaped, nor where they are hiding, but these individuals are the vilest of villains known to have committed the some of the worst atrocities of the Age of Strife. It is believed that most of these outlaws will return to their old ways and rejoin their former masters, Queen Mab or the children of Mahr, but some may strike out on their own paths to power or reprisal. The magi of the Eye have formed a special force to find and return these mortals and ethereals to their cells, but there are too many incidents for them to investigate alone and so they have begun to hire outside help to hunt down and return these fugitives.

- A young and gifted artificer with a special knack for forging items out of neverite has recently disappeared from his workshop. When the order of the Mount investigated, one of the items hanging on his wall told them his master was abducted after discovering a secret technique for working with neverite. The item does not know what this discovery was, but he does know where his master is. Well mostly. It can tell the direction of his master relative to itself. After determining that the artificer is no longer within the Mount, the order has sought the help of a group of proven adventurers willing to follow the item's directions to the smith and keep his secrets from falling into the wrong hands.

- Recently, there has been a rash of bank robberies targeting branches throughout the dreamlands. These are well organized and executed attacks and seem to always strike branches that have recently received large neverite shipments. The order of the Mount fears that there is an informant in their ranks who is tipping off the attackers, but they have no suspects at this time. What is even more worrisome is the possibility that these robbers will become emboldened by their success and attempt to infiltrate the vaults of the main bank beneath the Mount. They have posted bounties in all their branches for information about the robberies and the apprehension of those responsible.

- There seems to be a disease of some sort affecting the weaver flies that normally pollinate the neverite blooms in the Eye. It is causing many of the weaver flies to randomly dream weave their surroundings and to be unable to detect the Eye. This is worrisome to the many inhabitants of the Eye who depend upon the neverite for their livelihoods. Some of the dreamlords of the Eye have offered rewards for those who discover the cause of this infection and cure the weaver flies of the disease. Some individuals warn that the infection might eventually cross over to mortals, ethereals, and other dreamborn creatures, which would cause all manner of mayhem.

- A number of objects have been stolen from the workshop of a renowned elven inventor who lives in Elfhome. It seems his ethereals apprentice has stolen them and he fears they will be used for some nefarious purpose by the Unseelie ethereals. He warned various dreamlords that these inventions cannot be allowed to fall into the hands of Queen Mab or any other evil creature lest dire consequences follow. In response a number of organizations are keeping an eye out for the fleeing apprentice in hopes of capturing him before he reaches the northern Heartlands.

- One of the neverite bloom farms on the outskirts of the Eye was recently attacked by a band of nightmarish creatures. Almost all of the farmers were killed and their supplies of neverite stolen. The descriptions of the creatures that attacked could be diaboli, Unseelie ethereals, or some other infernal creatures. This attack is troublesome for the inhabitants of the Eye and the dreamlords here have set a reward for any adventurers who can track down the assailants and return them to justice.

- 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.

- A magus of the Eye seeks an escort to the domains of the Hedge, the Heartlands, the Wyr, and the Dreadlands. He wishes to collect neverite gems from each of these domains in hopes of constructing a staff based upon the supernatural concepts behind the design of the staff of the Eye. He keeps the details of what he expects to create to himself, though he believes his experiment will prove to be revolutionary if it works.

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

- Recently a well-respected councilor of one of the dreamlords of the Eye was arrested after attempting to pass on sensitive information about the realm's defenses. After interrogating him it was discovered that he had a ring within his possession with the identifying mark of Lilith. It is unknown as to how complicit this councilor was in his dealings with the nightspinnors or whether he was manipulated by them through the ring. However, it is obvious to the dreamlord and his servants that a cell of nightspinnors are working within the realm and they must be tracked down and stopped before it is too late.

# Chapter 7

## Playing in Nevermore



The following rules help create a framework for heroes to realize their fantastic potentials in Nevermore. It introduces the concept of dreaming surges, backlashes, and neverite pieces as a new form of currency. With this section, players and GMs will be able to get their Nevermore campaigns off the ground and into the airy heights of 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 GM'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.

### Backgrounds

All player characters gain one of the following backgrounds while within Nevermore: awakened, dreamborn, ethereals, or half-ethereals. The choices you make for your background traits remain throughout your character's life, unless you choose to retrain them.

#### *Awakened*

**Prerequisite:** Humans born outside of Nevermore

Awakened are humans brought into Nevermore from the mortal world via the dreaming or by summons and are the most common race within Nevermore. They 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

## Playing in Nevermore

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:** Awakened characters gain the following traits

*Awakened Aspect:* You gain an aspect (see Chapter 8: Aspects of Nevermore).

*Awakened At-Will Power:* You know one extra at-will power from your class while in Nevermore.

*Awakened Feat:* You gain a bonus feat while in Nevermore. You must meet the feat’s prerequisites.

*Awakened Skill Focus:* Choose a skill you are trained in and gain the Skill Focus feat for it while you are within Nevermore.

*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 GM is feeling especially creative, they could even come up with recurring items, such as an intelligent walking staff for a reserved wizard, an animated thieves’ kit with an eccentric personality for a rogue or a huge, but strangely light greatsword for a fighter. In fact, GMs 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 magic longsword +1, a cloak of resistance +1, leather armor, a potion of healing, a temporary everburning torch and a talking animated shield.

## Dreamborn

**Prerequisite:** Humans born in Nevermore

Dreamborn are the descendents of those men who forsook their ties to the Mortal Realm to escape the great flood. 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.

**Dreamborn Background:** Dreamborn characters gain the following traits:

*Dreamborn Aspect:* You gain an aspect (see Chapter 8: Aspects of Nevermore).

*Dreamborn At-Will Power:* You know one extra at-will power from your class while in Nevermore.

*Dreamborn Surges:* You gain three additional dreaming surges at each tier of play (1st, 11th, and 21st).

*Dreamborn Skill Focus:* Choose a skill you are trained in and gain the Skill Focus feat for it while you are within Nevermore.

## Ethereals

**Prerequisite:** Non-human humanoid creatures

The ethereals are creatures of folklore and myth who have made the dreamlands into their home. They 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 ethereals 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 ethereals (popularly known as Seelie “fey” by humans) 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 ethereals are the dwarves, eladrin, elves, gnomes, and halflings.

Like their brethren, Unseelie ethereals (popularly known as Unseelie “fey” by humans) 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 ethereals are the goblins, kobolds, ogres, orcs and trolls.

**Ethereal Background:** Ethereal characters gain the following traits:

*Ethereal Aspect:* You gain an aspect (see Chapter 8: Aspects of Nevermore).

*Ethereal Encounter Power:* You choose an at-will power from another class. You can use this power as an encounter power while within Nevermore.

# Playing in Nevermore

*Ethereal Surges:* You gain three additional dreaming surges at each tier of play (1st, 11th, and 21st).

*Ethereal Skill Focus:* Choose a skill you are trained in and gain the Skill Focus feat for it while you are within Nevermore.

## Half-Ethereals

**Prerequisite:** Any dual heritage character with human blood

Half-ethereals are the offspring of human and ethereal unions and esteemed for their unmatched imagination. When compared to mortals they are less adaptive, but much more magical due to their ethereal blood. They are often in high-spirits even in the bleakest of situations have a certain sense of destiny about them as if they were brought into the world to make a difference.

**Half-Ethereals Background:** Half-ethereals characters gain the following traits:

*Half-Ethereals Aspect:* You gain an aspect (see Chapter 8: Aspects of Nevermore).

*Half-Ethereals Encounter Power:* You choose an at-will power from another class. You can use this power as an encounter power while within Nevermore.

*Half-Ethereals Surges:* You gain three additional dreaming surges at each tier of play (1st, 11th, and 21st).

*Half-Ethereals Skill Focus:* Choose a skill you are trained in and gain the Skill Focus feat for it while you are within Nevermore.

## Non-Classed Creatures

Non-classed creatures (including humanoids) do not gain backgrounds. Instead they gain one of the following new keywords: diabolic, mythic, or progeny. The benefits of these keywords are explained in Chapter 11: Flora, Fauna, and Foes.

## Dreaming Surges

Dreaming surges represent a character's innate ability to bend the dreamlands to his will and can be used to do anything from regaining used powers to creating temporary magical items.

**Number of Dreaming Surges:** A character begins play with a number of dreaming surges per cycle dependent upon their tier. Heroic tier characters have 15 dreaming surges, paragon 30, and epic 45.

**Dreaming Surge Encounter Limit:** Characters may not expend more than half of their dreaming surges during a single combat encounter. Outside of combat, a character may expend as many dreaming surges as desired (just remember you won't have them for later). If the GM chooses, he may use the optional rules for Backlash checks (see Optional Rule: Backlashes for more details).

**Regaining Dreaming Surges:** All expended dreaming surges are regained at the turning of each cycle.

**Dreaming Surges and Non-Player Characters and Creatures:** Non-player characters and creatures also begin each encounter with a number of dreaming surges appropriate to their type and level. Unlike player characters, these creatures can spend all their dreaming surges during a single encounter.

*Minions:* Minions gain no dreaming surges.

*Standard:* Standard monsters begin an encounter with a number of dreaming surges dependent upon their tier. Heroic tier creatures have 3 dreaming surges, paragon 6, and epic 9.

*Elite:* Elite monsters begin an encounter with a number of dreaming surges dependent upon their tier. Heroic tier creatures have 6 dreaming surges, paragon 12, and epic 18.

*Solo:* Solo monsters begin an encounter with a number of dreaming surges dependent upon their tier. Heroic tier creatures have 15 dreaming surges, paragon 30, and epic 45.

## Dreaming Surge Abilities

You can spend dreaming surges to use any of the following abilities, though you may only gain the benefit of any particular dreaming surge ability once per round. Unless otherwise noted, spending a dreaming surge is a free action.

**Dream Action:** You may spend 3 dreaming surges to take one extra action on your turn. It can be a standard, move, or minor action. This does not count as spending an action point. This benefit can only be used once per round.

**Dream Assistance:** You may 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 encounter 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. Alternatively, you can lower the Difficulty Class for a Hard or Moderate skill or ability check by 5. You must spend 3 dreaming surges to obtain plausible assistance.

*Implausible Assistance:* An item, location or creature appears, but is not appropriate to the encounter, 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. Alternatively, you can lower the Difficulty Class for a Hard skill or ability check by 10. You must spend 6 dreaming surges to obtain implausible assistance.

## Playing in Nevermore

**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 12 dreaming surges to obtain desperate assistance.

**GM Fiat:** The resulting assistance a character receives from Nevermore is always at the discretion of the GM and may not always be exactly what the character wants, though it should always be helpful in some way. GMs 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 dreaming surge as a group, instead of individually.

**Dream Crafting:** You can spend dreaming surges to create mundane and magical items out of pure thought.

The resources (dreaming surges, neverite, and actions) required to make an item depend on whether it is temporary or permanent:

**Temporary Items:** You can make a temporary mundane item by spending 1 dreaming surge. You can also make a temporary magical item of your level or lower by spending a number of dreaming surges according to the tier of magical item you are creating. Heroic tier magical items cost 6 dreaming surges, paragon 9, and epic 12. Temporary items last until the end of the encounter or for five minutes. Dream crafting a temporary item requires a minor action.

**Permanent Items:** You can make a permanent mundane item by spending a number of neverite pieces equal to the item's market price and 3 dreaming surges. You can also make a permanent magical item of your level or lower by spending a number of neverite pieces equal to the item's market price and a number of dreaming surges according to the tier of magical item you are creating. Heroic tier magical items cost 9 dreaming surges, paragon 12, and epic 15. Permanent items last until they are disenchanting or otherwise destroyed. Dream crafting a permanent item requires a standard action.

**Dream Feat:** You may spend dreaming surges to gain a feat. Heroic level feats cost 3 dreaming surges, paragon feats 6, and epic feats 9. Feats gained in this way last until the end of the encounter or for 5 minutes. You must meet all a feat's prerequisites to take it. For feats that can be acquired multiple times, you gain the benefit of one acquisition of the feat each time you purchase the feat with this ability.

**Dream Healing:** You may spend 3 dreaming surges to regain 2 healing surges. Alternatively, you may spend 3 dreaming surges to regain your Second Wind. These benefits can only be used once per encounter.

**Dream Immediate Action:** You may spend dreaming surges to take an extra immediate action during a round. Immediate interrupts cost 6 dreaming

surges, while immediate reactions cost 3. If more than one character uses immediate action at the same time, the actions are resolved in initiative order, with the highest acting first. This benefit can only be used once per round.

**Dream Life:** As long as you have one healing surge, then you may spend 3 dreaming surges to automatically succeed on a death saving throw. This benefit can only be used once per encounter.

**Dream Power:** You may spend dreaming surges to activate a power of your level or lower. The action you must expend to activate this power is of the same type as the power you are gaining. So if you activate a standard action attack power, you must spend a standard action. If you activate a minor action utility power, then it costs a minor action. The dreaming surge cost of the power depends upon its tier, whether it is a class power or non-class power for you, and its frequency of usage:

**Table 7.1: Dream Power Costs**

Tier	At-Will	Encounter	Daily
Heroic	1	3	6
Paragon	3	6	9
Epic	6	9	12
<b>Modifiers</b>	Non-class +3		

**Dream Reroll:** You may spend 6 dreaming surges to re-roll any single attack roll, skill check, or ability check and take the better of the two rolls. You must spend the dreaming surges before the GM announces the result.

**Dream Ritual:** As a standard action, you can spend dreaming surges to perform a ritual of your level or lower through the sheer force of your will and without component cost. The dreaming surge cost of the ritual depends upon the ritual's tier, the normal amount of time it takes to perform the ritual, whether you have the Ritual Caster feat, and whether you have mastered the ritual.

**Dream Save:** You may spend 3 dreaming surges to make an additional saving throw at the end of your turn, taking the better result. Alternatively, you can spend 6 dreaming surges to automatically succeed on a saving throw.

**Table 7.2: Dream Ritual Costs**

Tier	Casting Time		
	> 1 hour	1–7 hours	8+ hours
Heroic	6	9	12
Paragon	9	12	15
Epic	12	15	18
<b>Modifiers</b>	Non-ritual caster +6 Ritual caster, but unmastered +3		

## Playing in Nevermore

**Dream Weaving:** As a standard action, you can activate a dream shift (see Dream Shifts in Chapter 1) and change the atmosphere, landscape, or progeny of the dreamlands as you deem fit. This is known as “dream weaving” by Nevermore’s inhabitants. Dream weaves can only affect the atmosphere, landscapes, and progeny you have line of effect to. The Dream Weaving table indicates the minimum level you must be to create a particular magnitude of dream weave and its associated dreaming surge and neverite cost (for creating permanent dream shifts). It also includes the minimum level and dreaming surge modifiers for each of Nevermore’s domains.

**Minor Weave:** This level of dream weave should have minor narrative effects. You might be able to rearrange items on a table (Domain), change a room’s lighting (Atmospheric), or cause a progeny to grant combat advantage to you (Progeny). The duration of the dream weave should be until the end of your next turn.

**Heroic Weave:** This level of dream weave should have moderate narrative effects. You might be able to create a secret door into another room (Domain), change the season within your line of sight from spring to summer (Atmospheric), or lower the Difficulty of a Diplomacy check by 5 when the target of the skill check is a progeny (Progeny). Alternatively, you may activate a heroic tier conjuration or zone power of your level or lower from any class to affect the environment or a heroic tier charm, fear, healing, or polymorph power from any class to affect progeny creatures (all other creatures are unaffected). Non-power-based heroic dream weaves lasts until the end of an encounter or for 5 minutes.

**Paragon Weave:** This level of dream weave should have significant narrative effects. You might be able to create a building to act as your base of operations (Domain), whip up a windstorm that hampers ranged attacks (Atmospheric), or increase the progeny in your line of sight by one size category. Alternatively, you may activate a paragon tier conjuration or zone power of your level or lower from any class or a paragon tier charm, fear, healing, or polymorph power from any class to affect progeny creatures (all other creatures are unaffected). Non-power-based paragon dream weaves last between 5 minutes (one encounter) to one hour.

**Epic Weave:** This level of dream weave should have major narrative effects. You might be able to alter the physical characteristics of the landscape around you (Domain), change the season from winter to summer or vice versa in your local area (Atmospheric), or modify the creature type of the progeny in your line of sight (Progeny). Alternatively, you may activate an epic tier conjuration or zone power of your level or lower from any class or a epic tier charm, fear, healing, or polymorph power from any class to affect progeny creatures (all other creatures are unaffected). Non-power-based epic dream weaves last between one hour and one cycle.

**World-Altering Weave:** These dream weaves are the stuff of legends and cataclysms and can have lasting effects on the world of Nevermore. GMs 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. This level of dream weave should have world-altering narrative effects. You might be able to raise a mountain made of neverite from the earth

(Domain), plunge the local area into utter darkness (Atmospheric), or have all the progeny in sight turn into nightmares (Progeny). World-Altering dream weaves last between three cycles and a year (GM’s discretion). GMs should remember that these weaves should be a rare occurrence and make sure the criteria they set up for these weaves is appropriately difficult to meet (and probably the culmination of an epic campaign).

**Making Weaves Permanent:** If you add +3 to the number of dreaming surges needed to create the effect the dream weave is made permanent.

**Spirit Weaves:** Whenever a character dies or is revived from the dead, it may create a “spirit weave.” A spirit weave requires no action, but allows the character to spend its remaining dreaming surges after their death or resurrection to create a

**Table 7.3: Dream Weaving**

Magnitude	Minimum Level	Dreaming Surge Cost	Neverite Cost*
Minor Weave	1	3	72
Heroic Weave	1	6	72+
Paragon Weave	11	9	1,800+
Epic Weave	21	12	45,000+
World-Altering Weave	26	24+**	225,000+
<b>Modifiers***</b>			
Activated in the Eye	+5	+3	–
Activated in the Wyrld	-5	-3	–
Permanent Weave	–	+3	–

\* This cost applies to permanent dream weaves only. GMs should decide the effective level of the dream weave and use the sale price listed under the Magic Item Prices table (found in the *Player’s Handbook*) to determine the neverite cost for permanent weaves.

\*\* At the GM’s discretion, the amount of dreaming surges needed to create a world-altering weave can increase beyond 24. For example, if the effect alters more than what is within the character’s line of sight (out to 100 squares) it might cost 36 dreaming surges. If it affects a country spanning area (250-mile radius or more), then it might cost 48 dreaming surges. There also may be other factors that could increase the cost of a world-altering dream weave.

\*\*\* These modifiers cannot lower the minimum level or dream surge cost below 1 or above 30.



## Playing in Nevermore

dream 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 resurrection are usually beneficial in nature. Either way, the spirit weave should reflect the inner psyche of the character. Characters that are killed or resurrected can attempt to create a spirit weave with their remaining dreaming surges and are treated as 5 levels higher than normal for purposes of determining what magnitude of dream weave they can create. GMs may wish to restrict spirit weaves to PCs and important NPCs, to increase their dramatic effect.

**Dream Stability:** You may spend dreaming surges to resist forced movement. The number of dreaming surges it costs depends upon the type of movement being resisted.

**Table 7.4: Dream Stability Costs**

Forced Movement Type	Cost per Square of Movement Resisted
Push or Pull	1
Slide	2
Move	3
Teleport	4

**Dream Upgrade:** You can spend dreaming surges to temporarily upgrade your magical items in the midst of battle. The cost to upgrade a magical item is 6 dreaming surges per 5-level-increase in the magical item's effective level. You cannot upgrade a magical item's level to more than 5 above your level. This temporary level increase lasts until the end of the encounter or for five minutes.

## Optional Rule: Backlashes

This optional rule allows characters to spend more than half their dreaming surges during an encounter. When a character spends over half of their dreaming surges in an encounter, he creates the possibility of a backlash. In effect the character 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 Hard Difficulty.

Once the GM 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. If, however, the character fails his Backlash check, then consult the Backlash table to determine the severity of the backlash. A roll of a 20 indicates no Backlash (no matter the Difficulty Class) occurs.

**Backlash Modifiers:** Apply the previous check, hour, and domain modifiers to the Backlash check DC. GMs may choose to ignore the domain and hour modifiers if they so wish.

**Table 7.5: Backlash Modifiers**

Previous Checks	Modifier
For each previous Backlash check during an encounter	+2
Domain	Modifier
Dreadlands	+10
Wyrd	+5
Heartlands	+0
Hedge	-5
Eye	-10
Hour	Modifier
Burst and Gleam	-5
Glitter, Flicker, Pallor, and Dim	+0
Murk and Gloom	+5

**No Rerolls:** If you are unable to suppress a backlash on the first try, you may not reroll the result.

**Backlash Check Failure:** If you fail the Backlash check, you are targeted by a power of your level or lower (or the equivalent effect), GMs choice. The GM is encouraged to find a power appropriate to your current circumstances and the dreaming surge ability you activated that caused the Backlash. For example, if you cause a backlash check while calling on desperate assistance to escape from a giant spider, then the backlash power most appropriate might be a *web* affecting you and your allies.

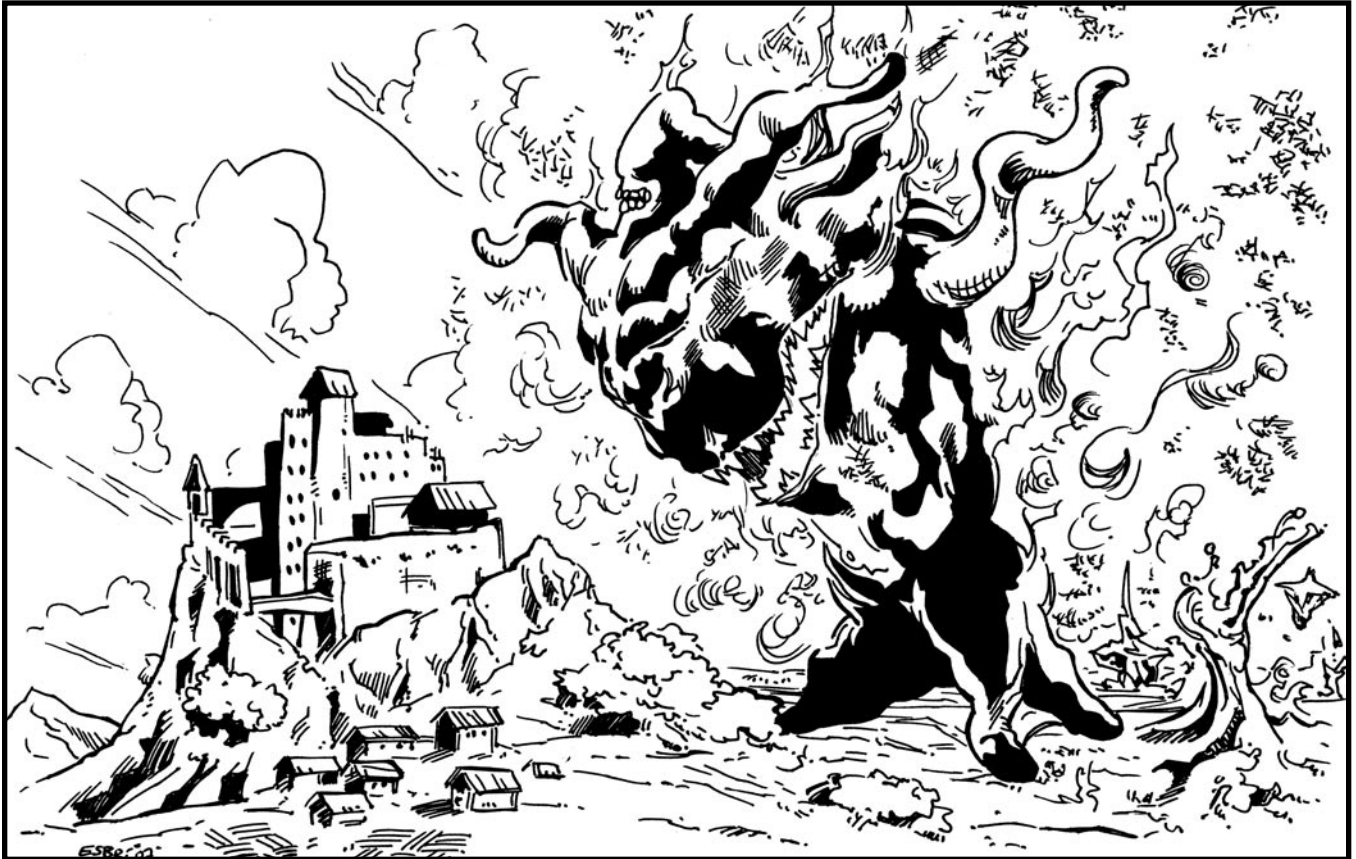
**GM Fiat:** Do not let these rules run your game! Backlashes are meant to be a balancing factor for the benefits gained via the introduction of dreaming surges, but if you believe these rules cause too much of a disruption to your campaign, only have characters make Backlash checks at critical and dramatically appropriate times. Alternatively, you might increase the dreaming surge allotment for particularly tough encounters or choose not to use Backlash checks at all.

**Backlash Example:** A 6th-level character in the Heartlands during the hour of flicker (+0 Backlash modifier), who has a Charisma check modifier of +6 (+3 Charisma modifier; +3 level) and 15 dreaming surges can spend up to 7 dreaming surges per encounter without provoking a Backlash check.

If this character spends 8 dreaming surges during an encounter, he would need to make a Backlash check (DC 17). If he rolls an 11 or better on his Backlash check, he succeeds and suffers no backlash. If he rolls a 10 to 1, then he suffers a backlash.

# Chapter 8

## Aspects of Nevermore



Aspects are supernatural powers that reflect a character's psyche and tend to accentuate their inner nature in both physical and supernatural ways. All characters gain an aspect at 1st level after choosing their class. In addition, aspects count as paragon paths and at 11th level a character may gain another aspect as their paragon path.

### Aspect Descriptions

The aspects in this section follow the general format for paragon paths (see the D&D 4E *PLAYER'S HANDBOOK*). GMs and players should feel free to create unique aspects for their characters, though as always the GM has the final word on whether an aspect's features and powers are appropriate.

**Aspect Enhancement Bonuses:** You treat all aspect-based attacks as if they were delivered by a magical weapon or implement equal to your level for

the purposes of attack rolls, damage rolls, and critical hits. If an aspect power has the implement or weapon keyword, then you use the enhancement bonus and special properties of the implement or weapon you are currently wielding.

**Body Aspects:** When you create a character with a "Body" aspect, choose Strength, Constitution, or Dexterity as the ability score used when making attack rolls or determining damage you're your aspect's powers. Your choice remains throughout your character's life.

**Spirit Aspects:** When you create a character with a "Spirit" aspect, choose Intelligence, Wisdom, or Charisma as the ability score used when making attack rolls or determining damage with your aspect's powers. Your choice remains throughout your character's life.

**Choosing Aspects as Paragon Paths:** If you choose an aspect as a paragon path, then simply add 10 levels to the feature and power levels. For example, *Aberrant Action* would become an 11th level feature, instead of a 1st level one.

## Aspects of Nevermore

### Aberrant Body Aspect

Your body manifests aberrant features, such as eyestalks or tentacles.

#### ABERRANT BODY FEATURES

**Aberrant Action (1st level):** When you spend an action point to take an extra action, you also gain a +2 bonus to all defenses until the start of your next turn.

**Aberrant Physiology (1st level):** Choose one of the following aberrant physiologies and gain its benefits.

**Aberrant Anatomy:** You gain an extra healing surge and a +2 bonus to Endurance checks.

**Aberrant Eyestalks:** You gain darkvision (see the D&D 4E MONSTER MANUAL).

**Aberrant Tentacles:** You gain two tentacles, which may hold weapons and other objects just like normal hands, but do not give you any extra hand slot items. You gain a +2 bonus to grab-related actions.

**Improved Aberrant Physiology (6th):** You gain one of the following benefits based on your chosen aberrant physiology.

**Aberrant Anatomy:** When you are bloodied, you are immune to critical hits.

**Aberrant Eyestalks:** You gain all-around vision (see the D&D 4e Monster Manual).

**Aberrant Tentacles:** As long as you are capable of making an opportunity attack, two adjacent enemies (your choice) take psychic damage equal to your Strength modifier at the end of your turn.

#### ABERRANT BODY POWERS

##### Aberrant Body Strike      Aberrant Body Attack 1

*You are able to use your aberrant physiology to augment your physical attacks.*

##### Encounter

##### Standard Action      Melee

**Target:** One creature

**Attack:** Strength, Constitution, or Dexterity vs. AC

**Hit:** 3d4 + Strength, Constitution, or Dexterity modifier damage, and the target is dazed until the end of your next turn.

**Aberrant Anatomy:** You gain a +2 power bonus to your AC and Fortitude defenses until the end of your next turn.

**Aberrant Eyestalks:** The target takes psychic damage equal to your Wisdom modifier.

**Aberrant Tentacles:** The target is grabbed (until escape).

##### Aberrant Enhancement      Aberrant Body Utility 2

*You enhance your aberrant physiology in order to gain some additional benefit.*

##### Daily

##### No Action

##### Personal

**Effect:** You gain one of the following benefits based on your chosen aberrant physiology.

**Aberrant Anatomy:** You gain resist 10 to all damage until the end of your next turn.

**Aberrant Eyestalks:** Make a Perception check and use that as your initiative check result. In addition, you may make an active Perception check as a free action before taking any other actions.

**Aberrant Tentacles:** You gain a +10 bonus to grab related checks until the end of your next turn.

##### Aberrant Blow

##### Aberrant Body Attack 10

*You use your aberrant physiology to devastating effect in combat.*

##### Daily

##### Standard Action

##### Melee

**Target:** One creature

**Attack:** Strength, Constitution, or Dexterity vs. AC

**Hit:** 5d4 + Strength, Constitution, or Dexterity modifier damage.

**Aberrant Anatomy:** You gain a +4 power bonus to all your defenses until the end of your next turn.

**Aberrant Eyestalks:** The target takes ongoing 5 psychic damage (save ends).

**Aberrant Tentacles:** The target is grabbed (until escape). If you have already grabbed the target, it is restrained instead of immobilized until it escapes your grab. The target can attempt to escape the grab as normal. You may sustain the grab for another round with a minor action. The third time you sustain the grab after using this power, the target falls unconscious. If an unconscious target takes any damage, it is no longer unconscious.

**Miss:** Half damage.

**Effect:** The target is dazed until the end of your next turn.

## Aspects of Nevermore

### Aberrant Spirit Aspect

Your thoughts wander the unfathomable realms of the mind.

#### ABERRANT SPIRIT FEATURES

**Aberrant Spirit Action (1st level):** When you spend an action point to take an extra action, you can also choose an enemy within 5 squares of you. That enemy takes ongoing psychic damage equal to your level (save ends).

**Aberrant Spirit Presence (1st level):** Enemies within 10 squares of you must roll two dice when rolling saving throws against psychic effects. They must use the lower of the two rolls.

**Aberrant Spirit Defense (6th):** When an enemy attacks your Will defense, the enemy takes psychic damage equal to your Intelligence, Wisdom, or Charisma modifier.

#### ABERRANT SPIRIT SPELLS

##### Aberrant Spirit Blast      Aberrant Spirit Attack 1

*Your psychic blast can leave an enemy unable to act.*

##### Encounter • Psychic

**Standard Action**                      **Ranged 10**

**Target:** One creature

**Attack:** Intelligence, Wisdom, or Charisma vs. Will

**Hit:** 1d8 + Intelligence, Wisdom, or Charisma modifier psychic damage, and the target is stunned until the end of your next turn.

##### Walk the Far Depths      Aberrant Spirit Utility 2

*You are able to enter the depths of space, walk in its vast emptiness, and return with new insights into your situation.*

##### Daily • Teleport

**Move Action**                      **Personal**

**Effect:** You disappear until the start of your next turn. When you return you may teleport 4 squares from the square you disappeared from, you do not need line of sight to the destination, but if you attempt to teleport to a space you can't occupy, you don't move. You also gain a +2 bonus to your next d20 roll as long as you make the roll before the end of your next turn.

##### Whispers from Afar      Aberrant Spirit Attack 10

*You seize control of another creature's mind.*

##### Daily • Psychic

**Standard Action**                      **Ranged 20**

**Target:** One creature

**Attack:** Intelligence, Wisdom, or Charisma vs. Will

**Hit:** 2d8 + Intelligence, Wisdom, or Charisma modifier psychic damage, and the target is dominated (save ends). You can communicate telepathically with the target as long as he remains within range of this power. You can give the target orders as a free action.

**Miss:** Half damage, and the target is dazed (save ends).

### Angelic Body Aspect

**Prerequisite:** You must be good or lawful good  
Your outward appearance becomes angelic.

#### ANGELIC BODY FEATURES

**Angelic Action (1st level):** When you spend an action point to take an extra action, you gain a +4 bonus to attack rolls until the start of your next turn.

**Angelic Body Resistance (1st level):** You gain resist 10 cold and fire. If you already have either resistance, that resistance increases by 5.

**Angelic Flight (6th):** When you spend an action point to take an extra action, you can spend one move action per round to fly 6 squares. This ability lasts until the end of the encounter.

#### ANGELIC BODY POWERS

##### Angelic Weapon      Angelic Body Attack 1

*You turn the weapon in your hands into an instrument of angelic power.*

##### Encounter • Radiant, Weapon

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength, Constitution, or Dexterity vs. AC

**Hit:** 3[W] + Strength, Constitution, or Dexterity modifier radiant damage. If the target is a demon or devil, it is weakened until the end of your next turn.

##### Angelic Wings      Angelic Body Utility 2

*Angelic wings unfurl behind you allowing you to take flight whenever you wish.*

##### At-Will

**Move Action**                      **Personal**

**Effect:** You fly a number of squares equal to your speed. You must land at the end of this movement.

## Aspects of Nevermore

### Angelic Wrath Angelic Body Attack 10

*Your weapon becomes imbued with the power of righteous anger.*

**Daily • Radiant, Weapon**

**Standard Action** **Melee** weapon

**Target:** One creature

**Attack:** Strength, Constitution, or Dexterity vs. AC

**Hit:** 3[W] + Strength, Constitution, or Dexterity modifier radiant damage per attack, and the first attack that hits also deals ongoing 10 lightning or fire damage (save ends). If the target is a demon or devil, this damage ignores all resistances. In addition, the devil or demon suffers a -2 penalty to AC and attack rolls during a round in which it takes ongoing damage from this power.

### Angelic Spirit Aspect

**Prerequisite:** You must be good or lawful good  
You have the fearless and protective spirit of an angel within you.

#### ANGELIC SPIRIT FEATURES

**Angelic Fearlessness (1st level):** When you spend an action point to take an extra action, you automatically save against all fear effects currently affecting you and become immune to fear effects until the end of your next turn.

**Angelic Protection (1st level):** You gain resist 10 radiant and a +2 bonus to saving throws against fear effects. If you already have radiant resistance, it increases by 5.

**Angelic Aura (6th):** While you are not bloodied, enemies adjacent to you take a -2 penalty to attack rolls.

#### ANGELIC SPIRIT POWERS

### Angelic Pulse Angelic Spirit Attack 1

*A pulse of radiant energy flows from your body delaying your enemies approach.*

**Encounter • Radiant**

**Standard Action** **Close** burst 5

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma +2 vs. Reflex

**Hit:** 1d10 + Intelligence, Wisdom, or Charisma modifier radiant damage.

**Effect:** Enemies treat the power's area as difficult terrain until the end of your next turn.

### Aberrant Ward Angelic Spirit Utility 2

*You ward a particular ally against harm by staying close and sacrificing a part of your life force to sustain him.*

**Encounter**

**Minor Action** **Ranged** 5

**Effect:** Choose an ally within 5 squares of you. You take half that ally's damage until the end of the encounter or until you end the effect as a free action. No power or effect can reduce the damage you take from this power. While you are adjacent to your ward, your ward gains a +2 bonus to AC.

### Angelic Sanctuary Angelic Spirit Attack 10

*You surround yourself with an aura of radiant energy that punishes any enemy who dares to come near you.*

**Daily • Radiant, Zone**

**Standard Action** **Close** burst 5

**Special:** This power cannot be activated or sustained if you are bloodied.

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma +2 vs. Reflex

**Hit:** 2d8 + Charisma modifier radiant damage, and the target is pushed away from you until it is no longer in the burst's area of effect.

**Effect:** The burst creates a zone of sanctuary that lasts until the end of your next turn. Enemies who enter the zone take 5 radiant damage for each square they move closer to you.

**Sustain Minor:** The zone persists.

### Dark Hunter Aspect

**Prerequisite:** You must be good or lawful good  
Once you were hunted by the dark, now you hunt it.

#### DARK HUNTER ASPECT FEATURES

**Dark Hunter's Action (1st level):** When you spend an action point to take an extra action, you also gain a +2 bonus to attack rolls against evil and chaotic evil creatures until the start of your next turn.

**Dark Hunter's Training (1st level):** You gain a +5 bonus to monster knowledge checks in regard to evil and chaotic evil creatures and to Perception checks to track them.

**Dark Hunter's Resistance (6th):** You gain a +1 bonus to saving throws against effects caused by evil and chaotic evil creatures.

## Aspects of Nevermore



### DARK HUNTER ASPECT POWERS

#### Dark Hunter's Persistence Body Attack 1

*Once you have an enemy in your sights you don't let them get away.*

##### Encounter • Weapon

**Immediate Reaction** **Melee** or **Ranged** weapon

**Target:** The enemy

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged). If the target is evil or chaotic evil, the attack deals 1[W] extra damage.

**Effect:** You may shift your speed toward the target (as if you were being pulled toward the square it ended its movement in).

#### Dark Hunter's Sight Body Utility 2

*You are able to see through the concealment that surrounds your sworn enemies.*

**Daily**

**Minor Action** **Personal**

**Effect:** Until the end of the encounter, you gain darkvision and ignore concealment and total concealment when attacking evil and chaotic evil creatures.

#### Dark Hunter's Maiming Strike Body Attack 10

*Your attack leaves one of your enemies maimed and at a disadvantage against you and your allies.*

**Daily • Reliable, Weapon**

**Standard Reaction** **Melee** or **Ranged** weapon

**Target:** One creature

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 4[W] + Strength modifier damage (melee) or 4[W] + Dexterity modifier damage (ranged). The target also suffers one of the following conditions: blinded, immobilized, or weakened. This condition ends when the target makes a successful saving throw. If the target is evil or chaotic evil, they suffer a -2 penalty to their saving throws against this condition.

### Draconic Body Aspect

Your skin grows scaly and you gain a set of draconic claws and wings.

#### DRACONIC BODY FEATURES

**Draconic Claws (1st level):** Your unarmed attacks deal 1d8 + Strength modifier damage and are treated as magical weapons of a level equal to your level.

**Draconic Skin (1st level):** When you spend an action point to take an extra action, you gain a +4 bonus to AC and a +2 bonus to saving throws until the end of your next turn.

**Draconic Flight (6th):** When you spend an action point to take an extra action, you can spend one move action per round to fly 6 squares. This ability lasts until the end of the encounter.

#### DRACONIC BODY POWERS

#### Draconic Double Strike Draconic Body Attack 1

*You swing your claws against enemies and use your strength to push them around.*

**Encounter**

**Standard Action** **Melee**

**Requirement:** You must use your draconic claws.

**Target:** One or two creatures

**Attack:** Strength, Constitution, or Dexterity +2 vs. AC, two attacks

**Hit:** 1d8 + Strength, Constitution, or Dexterity modifier damage. If one attack hits, the target is pushed 3 squares. If both attacks hit, then you knock the target prone.

## Aspects of Nevermore

### Sight of the Dragon Draconic Body Utility 2

*You have a sixth sense about where all your opponents are even when you cannot see them.*

**Encounter • Stance**

**Minor Action Personal**

**Effect:** You gain darkvision.

**Special:** If you already have darkvision, then you gain a +5 bonus to Perception checks.

### Draconic Rend Draconic Body Attack 10

*You rend your enemies limb from limb with your attacks.*

**Daily**

**Standard Action Melee**

**Requirement:** You must use your draconic claws.

**Target:** One or two creatures

**Attack:** Strength, Constitution, or Dexterity +2 vs. AC, two attacks

**Hit:** 2d8 + Strength, Constitution, or Dexterity modifier damage. If one attack hits, the target takes ongoing 5 damage (save ends). If both attacks hit, then the target takes ongoing 10 damage (save ends).

**Miss:** Half damage per attack, and no ongoing damage.

## Draconic Spirit Aspect

You are infused with the supernatural traits of a particular type of dragon, including its resistances and draconic breath.

### DRACONIC SPIRIT FEATURES

**Draconic Action (1st level):** When you spend an action point to take an extra action, you also gain a +4 bonus to attack rolls until the start of your next turn.

**Draconic Element (1st level):** Choose an energy form when you gain this feature: acid, cold, fire, lightning, or poison. You gain resist 5 + one-half your level in your chosen energy. This choice remains throughout your character's life and does not change.

**Bloodied Draconic Breath (6th):** When you first become bloodied in an encounter, you regain your *draconic breath* encounter power or any other power with a keyword matching the energy type you chose with the Draconic Element feature.

### DRACONIC SPIRIT POWERS

#### Draconic Breath Draconic Spirit Attack 1

*You let loose a blast of draconic breath.*

**Encounter • Acid, Cold, Fire, Lightning or Poison**

**Minor Action Close blast 5**

**Target:** All creatures in blast

**Attack:** Intelligence, Wisdom, or Charisma vs. Reflex

**Hit:** 3d6 + Constitution modifier damage, and the target takes ongoing 5 damage of the energy type you chose for your Draconic Spirit aspect feature.

**Special:** The type of damage dealt is the same as the energy type you chose for your Draconic Element aspect feature. This choice remains throughout your character's life.

#### Draconic Presence Draconic Spirit Utility 2

*Your draconic appearance strikes fear in the hearts of your enemies.*

**Encounter • Fear**

**Minor Action Close burst 10**

**Effect:** Enemies gain a -2 penalty to attack rolls against you (save ends).

#### Greater Draconic Breath Spirit Attack 10

*Your connection to the elemental powers within you allow you to make an even more potent breath attack.*

**Daily • Acid, Cold, Fire, Lightning or Poison**

**Minor Action Close blast 5**

**Target:** All creatures in blast

**Attack:** Intelligence, Wisdom, or Charisma vs. Reflex

**Hit:** 4d8 + Intelligence, Wisdom, or Charisma modifier damage, and the target suffers one of the following conditions base off your draconic Element:

**Acid:** The target is blinded until the end of your next turn.

**Cold:** The target is restrained until the end of your next turn.

**Fire:** The target takes ongoing 15 fire damage (save ends).

**Lightning:** The target is stunned until the end of your next turn.

**Poison:** The target cannot harm you and takes a -2 penalty to its attack rolls, skill checks, and ability checks until the end of your next turn.



## Aspects of Nevermore

**Miss:** Half damage, and the target suffers one of the following conditions base off your draconic Element:

**Acid:** The target suffers a -2 penalty to attack rolls and grants combat advantage until the end of your next turn.

**Cold:** The target is immobilized until the end of your next turn.

**Fire:** The target takes ongoing 5 fire damage (save ends).

**Lightning:** The target is dazed until the end of your next turn.

**Poison:** The target takes a -2 penalty to its attack rolls, skill checks, and ability checks until the end of your next turn.

**Special:** The type of damage dealt is the same as the energy type you chose for your Draconic Element aspect feature. This choice remains throughout your character's life.

### Elemental Body Aspect

Your body manifests an element of your choice.

#### ELEMENTAL BODY FEATURES

**Elemental Flash (1st level):** When you spend an action point, each adjacent enemy takes 5 ongoing damage (save ends) of the energy type you chose for your Elemental Grasp aspect feature.

**Elemental Grasp (1st level):** Choose one of the following energy types when you gain this feature: cold, fire, force, or lightning. Your unarmed attacks deal 1d8 points of damage of your chosen energy type and are treated as *magic weapons* of a level equal to your level. This choice remains throughout your character's life and does not change.

**Elemental Recharge (6th):** When you score a critical hit, you regain your *elemental discharge* encounter power or any other encounter power with a keyword matching the energy type you chose with the Elemental Grasp feature.

#### ELEMENTAL BODY POWERS

##### Elemental Discharge Elemental Body Attack 1

*You clear the area around you with a discharge of elemental energy.*

**Encounter • Cold, Fire, Force, or Lightning**

**Standard Action** Close burst 1

**Requirement:** You must use your elemental grasp.

**Target:** Each enemy in burst

**Attack:** Strength, Constitution, or Dexterity + 2 vs. Reflex

**Hit:** 3d6 + Strength, Constitution, or Dexterity modifier energy damage and knocked prone.

**Effect:** All creatures within the burst are pushed 1 square.

**Special:** The type of damage dealt is the same as the energy type you chose for your Elemental Grasp aspect feature. This choice remains throughout your character's life.

##### Elemental Transfiguration Body Utility 2

*Your entire body is transformed into pure energy for a short time.*

**Daily**

**Minor Action** Personal

**Effect:** You gain immunity to disease and poison and resist 30 against the energy type you chose for your Elemental Grasp aspect feature. This benefit lasts for five minutes or until the end of the encounter.

##### Awesome Elemental Blow Body Attack 10

*Your hands become potent instruments of raw elemental power.*

**Daily • Cold, Fire, Force, or Lightning**

**Standard Action** Melee

**Requirement:** You must use your elemental grasp.

**Target:** One creature

**Attack:** Strength, Constitution, or Dexterity + 2 vs. Reflex

**Hit:** 3d8 + Strength, Constitution, or Dexterity modifier energy damage, and the target is pushed 3 squares away from you and takes ongoing 10 energy damage (save ends).

**Miss:** Half damage, and the target is pushed 1 square away from you and takes ongoing 5 energy damage (save ends).

**Special:** When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. This damage (including ongoing) is of the energy type you chose for your Elemental Grasp aspect feature. This choice remains throughout your character's life.

## Aspects of Nevermore



### **Elemental Spirit Aspect**

Your soul is touched by the essence of a particular element.

#### **ELEMENTAL SPIRIT FEATURES**

**Elemental Rejuvenation (1st level):** You can spend an action point to regain one encounter power you have already used instead of taking an extra action. This power must have the same energy type as you choose with your Elemental Resistance feature.

**Elemental Resistance (1st level):** Choose an energy form when you gain this feature: cold, fire, force, or lightning. You gain resist 5 + one-half your level in your chosen energy. This choice remains throughout your character's life and does not change.

**Elemental Rage (6th):** When you first become bloodied in an encounter, you unleash a burst of energy that deals 5 + your Intelligence, Wisdom, or Charisma modifier damage to all enemies within 10 squares of you. The type of damage dealt is the same as the energy type you chose for your Elemental Resistance aspect feature.

#### **ELEMENTAL SPIRIT POWERS**

##### **Wrath of the Elemental** Elemental Spirit Attack 1

*You become a whirlwind of elemental energy.*

**Encounter • Cold, Fire, Force, or Lightning, Implement**

**Standard Action** Close burst 8

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma vs. Reflex

**Hit:** 3d8 + Intelligence, Wisdom, or Charisma modifier damage.

**Effect:** After making the attack, all adjacent enemies take 5 damage from the same energy type as your Elemental Resistance aspect feature.

**Special:** The damage of this attack power is of the energy type you chose for your Elemental Resistance aspect feature.

##### **Redirect Elements** Elemental Spirit Utility 2

*If your enemies use your chosen element against you, you are able to turn it against them.*

**Encounter • Cold, Fire, Force, or Lightning**

**Immediate Reaction Personal**

**Trigger:** Your resistance to cold, fire, force, or lightning damage prevents damage to you.

**Effect:** You deal damage equal to your resistance value to the creature or object that triggers this power or to one creature adjacent to you, your choice. This damage is of the same energy type as your elemental resistance.

##### **Elemental Storm** Elemental Spirit Attack 10

*You summon an elemental storm to buffet your enemies.*

**Daily • Cold, Fire, Force, or Lightning, Implement, Zone**

**Standard Action** Area burst 3 within 10 squares

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma vs. Reflex

**Hit:** 2d10 + Intelligence, Wisdom, or Charisma modifier energy damage and takes ongoing 10 energy damage (save ends).

**Miss:** Half damage and takes ongoing 5 energy damage (save ends).

**Effect:** The burst creates a zone of difficult terrain that lasts until the end of your next turn.

**Sustain Minor:** When you sustain the power, repeat the attack against any creature within the zone.

### Eye Aspect

**Prerequisite:** Any arcane, divine, or primal class; you must also be lawful good

You personify the ideals of immutable truth and stability in a world where reality can change in the blink of an eye.

#### EYE ASPECT FEATURES

**Rejuvenation of the Eye (1st level):** You can spend an action point to regain one arcane, divine, or primal encounter power you have already used, instead of taking an extra action.

**Knowledge of the Eye (1st level):** You gain the Ritual Caster feat and training in one of the following: Arcana, History, Nature, or Religion. In addition, you acquire and master the Comprehend Languages ritual.

**Discernment of the Eye (6th):** You acquire and master the Discern Lies ritual. Once per day (cycle), you can perform the Discern Lies ritual without expending components as a standard action.

#### EYE ASPECT POWERS

##### Ward of the Eye Eye Aspect Attack 1

*You keep nearby enemies from influencing the dreamlands with their thoughts.*

**Encounter • Arcane, Divine, or Primal, Force, Implement**

**Standard Action** Close burst 5

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma vs. Will

**Hit:** 2d8 + Intelligence, Wisdom, or Charisma modifier force damage, and the target is unable to spend dreaming surges until the end of your next turn.

**Special:** If you are not within Nevermore, then the target does not make a roll at the start of its next turn to regain recharge powers.

##### Aura of the Eye Eye Aspect Utility 2

*You create an aura of calm and stability around you.*

**Special • Arcane, Divine, or Primal**

**Special:** You may activate this as an encounter or daily power. When you activate it as an encounter power, it cannot be sustained. If you activate it as a daily power it can be sustained, but you cannot activate it as an encounter power again until you've had an extended rest (or until after the turning of the cycle).

**Minor Action** Personal

**Effect:** You gain an aura 20 until the end of your next turn. All creatures and objects in the aura are considered to be inside the domain of the Eye. The aura of the Eye, Hedge, and Wyrd nullify each other, thus allowing the normal domain effects to occur in the auras' overlapping areas of effect. The aura has the following effects:  
*Backlash Difficulty:* Decrease the Difficulty of backlash checks by 10.

*Conjuration Hindrance:* Powers with the conjuration or zone keyword suffer a -2 penalty to attack rolls and if these powers have a sustain minor or move entry increase the action needed to sustain them by one level (sustain minor becomes sustain move, sustain move becomes sustain standard). In addition, the dream crafting and dream weaving dreaming surge abilities cost 3 additional dreaming surges to activate. This is in addition to the normal increase in the cost of dreaming surge abilities.

*Divination, Restoration, and Scrying*

*Encouragement:* The dream ritual dreaming surge ability costs 3 less dreaming surges to activate if you perform a divination, restoration, and scrying ritual.

*Dreaming Surge Hindrance:* Increase the number of dreaming surges needed to activate dreaming surge abilities by 3.

*Dream Weaving Minimum Level:* Increase the minimum level for each type of dream weave by 5.

*Healing Encouragement:* Powers with the healing keyword gain a +2 bonus to attack and heal 2 additional hit points or grant 2 additional temporary hit points. The dream healing and dream life dreaming surge abilities cost 3 less dreaming surges to activate while within the Eye (essentially cancelling out the dreaming surge hindrance). In addition, the dream power and dream weave dreaming surge abilities cost 3 less dreaming surges to activate if you create a healing effect with them.

*Stable Turning:* If this aura's is active during the turning of a cycle its area of effect is treated as if it was in the Eye (-10 to Domain Shifts).

**Sustain Minor (Daily Only):** You sustain the aura.

## Aspects of Nevermore

### Call Forth the Eye Eye Aspect Attack 10

*You rob your enemies of their ability to use their imaginations and call forth the stability of the Eye.*

**Daily • Arcane, Divine, or Primal, Implement, Zone**

**Standard Action** Area burst 5 within 20

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma vs. Will

**Hit:** 4d8 + Intelligence, Wisdom, or Charisma modifier damage, and the target is unable to spend dreaming surges (save ends).

**Special:** If you are not within Nevermore, then the target does not make a roll at the start of its turn to regain recharge powers (save ends).

**Miss:** Half damage, and the target is unable to spend dreaming surges until the end of your next turn.

**Effect:** The burst creates a zone that comes under the same effects of the *aura of the eye* utility power.

**Sustain Minor:** The zone persists.

### Fey Body Aspect

You take upon yourself the graceful features of a fey creature.

#### FEY BODY ASPECT FEATURES

**Fey Accuracy (1st level):** You can spend an action point to reroll one ranged or melee attack roll, instead of taking an extra action.

**Fey Sight (1st level):** You gain low-light vision and if you are in an area of dim light you gain a +5 bonus to Perception checks.

**Fey Stride (6th):** You ignore difficult terrain.

#### FEY BODY ASPECT POWERS

### Fey Mobility Fey Body Attack 1

*You weave around your enemies' defenses in order to obtain a positional advantage.*

**Encounter • Weapon**

**Standard Action** Melee or Ranged weapon

**Target:** One creature

**Attack:** Strength, Constitution, or Dexterity +2 vs. AC

**Hit:** 2[W] + Strength, Constitution, or Dexterity modifier damage, and you shift 3 squares.

**Effect:** You gain a +2 bonus to your attack rolls until the end of your next turn.

### Fey Sidestep Fey Body Utility 2

*You are able to sidestep an opponent's blow and gain an immediate advantage against him.*

**Encounter**

**Immediate Interrupt** Personal

**Trigger:** A creature makes an attack against your AC or Reflex

**Effect:** You gain a +5 power bonus to AC or Reflex against attacks until the end of your next turn. You take no damage if the attack misses. If the attack does miss, you may shift 1 square and gain combat advantage against the enemy that attacked you until the end of your next turn.

### Fey Precision Fey Body Attack 10

*You strike your foes unerringly.*

**Daily • Reliable, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Strength, Constitution, or Dexterity vs. AC

**Special:** When using this power, you score a critical hit on a natural attack roll of 19 or higher.

**Hit:** 2[W] + Strength, Constitution, or Dexterity modifier damage, and you shift 3 squares.

### Fey Spirit Aspect

Your spirit reflects the charm and unpredictability of the fey.

#### FEY SPIRIT ASPECT FEATURES

**Fey Concealment (1st level):** You can spend an action point to gain concealment until the end of your next turn, instead of taking an extra action.

**Fey Mind (1st level):** You gain a +1 bonus to your Will defense and a +5 bonus to saving throws against charm effect.

**Fey's Favor (6th):** Once per encounter, you can call upon the favor of the fey. Roll 1d6. Use the benefit you rolled or any result lower than that on the list below.

- 1 or 2: Teleport up to 5 squares as a free action.
- 3: Immediately make a saving throw.
- 4: Teleport up to 10 squares as a free action.
- 5: You gain concealment until the end of your next turn. If you already have concealment, you become invisible until the end of your next turn.
- 6: You gain an action point, which must be spent before the end of the encounter or it is lost. Spending this action point doesn't count against the normal limit of action points spent per encounter.

## Aspects of Nevermore

### Fey Spirit Aspect Powers

#### Fey Beguilement Fey Spirit Attack 1

*You have the ability to beguile the thoughts of your foes.*

**Encounter • Charm**

**Standard Action** **Ranged 5**

**Target:** One creature

**Attack:** Intelligence, Wisdom, or Charisma vs. Will

**Hit:** The target is dominated until the end of your next turn, or until the target is attacked.

#### Fey Shadow Stride Fey Spirit Utility 2

*You can teleport yourself into shadows and disappear.*

**Encounter • Teleportation**

**Move Action** **Personal**

**Effect:** You can teleport a number of squares equal to 2 + your Intelligence, Wisdom, or Charisma modifier. If you end this move within an area of concealment, you become invisible until the end of your next turn.

#### Fey Enthrallment Fey Spirit Attack 10

*Your appearance becomes so enthralling that your enemies cannot help but stare in awe of you.*

**Daily • Charm, Zone**

**Standard Action** **Close burst 5**

**Special:** This power cannot be activated or sustained if you are bloodied.

**Target:** One creature

**Attack:** Intelligence, Wisdom, or Charisma +6 vs. Will

**Hit:** The target is immobilized and unable to make attacks against you (save ends both).

**Miss:** The target suffers a -2 penalty to attack rolls until the end of your next turn.

**Effect:** The burst creates a zone of enthrallment that lasts until the end of your next turn.

**Sustain Minor:** When you sustain the power, repeat the attack against any enemy within the zone that is not immobilized.

### Fiendish Body Aspect

**Prerequisite:** You must be evil or chaotic evil  
You take upon yourself the physical form of the fiend.

### Fiendish Body Features

**Fiendish Flesh (1st level):** Choose demon or devil when you gain this feature. If you choose demon, then once per encounter, you can gain resist 5 to one of the following energy types: acid, cold, fire, lightning, or thunder. Activating your variable resistance requires a

minor action and lasts until the end of the encounter or for five minutes. If you choose devil, you gain 10 resist fire. If you already have fire resistance, that resistance increases by 5. This choice remains throughout your character's life and does not change.

**Fiendish Movement (1st level):** When you spend an action point to take an extra action, you also gain an additional benefit based on the fiend type you chose for the Fiendish Flesh aspect feature. If you chose demon, you can fly your speed before taking the extra action. If you chose devil, you can teleport 3 squares as a free action before or after the extra action.

**Fiendish Sight (6th):** You gain darkvision. If you are in an area of darkness, you also gain a +5 bonus to Perception checks.

### Fiendish Body Powers

#### Fiendish Weapon Fiendish Body Attack 1

*You turn the weapon in your hands into an instrument of infernal power.*

**Encounter • Fire or Lightning, Weapon**

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Strength, Constitution, or Dexterity vs. AC

**Hit:** 3[W] + Strength, Constitution, or Dexterity modifier lightning (demon) or fire (devil) damage. If the target is an angel, it takes a -2 penalty to AC and attack rolls until the end of your next turn.

#### Fiendish Wings Fiendish Body Utility 2

*Your bat-like wings allow you to lift yourself into the air.*

**At-Will**

**Move Action** **Personal**

**Effect:** You fly a number of squares equal to your speed. You must land at the end of this movement.

#### Wrath of a Fiend Fiendish Body Attack 10

*Your weapons crackle with dark lightning or fire as you unleash a hellish assault against your enemy.*

**Daily • Fire or Lightning, Weapon**

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Strength, Constitution, or Dexterity vs. AC, two attacks

**Hit:** 3[W] + Strength, Constitution, or Dexterity modifier lightning (demon) or fire (devil) damage per attack, and the first attack that hits also deals ongoing 10 lightning or fire damage (save ends). If the target is an angel, this damage ignores all resistances. In addition, the angel cannot fly during a round in which it takes ongoing damage from this power.

## Aspects of Nevermore

### Fiendish Spirit Aspect

**Prerequisite:** You must be evil or chaotic evil  
Your soul is tainted by the touch of pure evil.

#### FIENDISH SPIRIT FEATURES

**Fiendish Defenses (1st level):** When you spend an action point to take an extra action, you gain a +2 bonus to all defenses until the end of your next turn.

**Fiendish Insight (1st level):** Choose demon or devil when you gain this feature. You gain a +2 bonus to Bluff, Insight, and Intimidate checks.

**Fiendish Aura (6th):** If you chose demon, you are surrounded by an aura of flame at all times. If an enemy hits you with a melee attack, it takes 5 fire damage. If you chose devil, you are surrounded by an aura of fear at all times. Enemies adjacent to you take a -2 penalty to attack rolls.

#### FIENDISH SPIRIT POWERS

##### Fiendish Burst Fiendish Spirit Attack 1

*Your fiendish aura flares out scorching your enemies with elemental power.*

**Encounter • Fire or Lightning**

**Standard Action** **Close** burst 3

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma +2 vs. Reflex

**Hit:** 2d10 + Intelligence, Wisdom, or Charisma modifier fire (devil) or lightning (demon) damage.

##### Fiendish Tactics Fiendish Spirit Utility 2

*You are able to use your infernal abilities to get the upper hand on your enemies.*

**Daily**

**Free Action** **Personal**

**Effect:** If you chose demon, you gain the ability to reroll an attack roll after you miss. If you chose devil, you gain the ability to teleport up to 2 allies within 10 squares of you to any other unoccupied square within 10 squares of you.

##### Fiendish Fury Fiendish Spirit Attack 10

*When your enemies bloody you, your fury erupts in elemental fire.*

**Daily • Fire**

**Immediate Reaction** **Close** burst 5

**Trigger:** You become bloodied or reduced to 0 or fewer hit points

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma +6 vs. Reflex

**Hit:** 4d6 + Intelligence, Wisdom, or Charisma modifier fire damage, and ongoing 10 fire damage and the target is dazed (save ends both).

**Miss:** Half damage, and ongoing 5 fire damage (save ends).

### Hedge Aspect

**Prerequisite:** Any arcane, divine, or primal class; you must also be lawful good  
You embody the warding essence of the Hedge.

#### HEDGE ASPECT FEATURES

**Hedge Rejuvenation (1st level):** You can spend an action point to regain one arcane, divine, or primal encounter power you have already used, instead of taking an extra action.

**Hedge Anchor (1st level):** Adjacent enemies that attempt to use powers with the teleportation keyword suffer a -2 penalty to attack rolls (if any) and teleport 2 less squares (minimum 1 square).

**Hedge Ward (6th):** You and allies within 5 squares of you gain a +4 bonus to all defenses against powers with the teleportation keyword. In addition, you and your allies cannot be teleported against your will unless the creature attempting the teleportation spends 3 dreaming surges to do so.

#### HEDGE ASPECT POWERS

##### Hedge Bound Hedge Aspect Attack 1

*You can bind your enemies in place and keep them from teleporting away.*

**Encounter • Arcane, Divine, or Primal, Implement**

**Standard Action** **Close** burst 5

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma vs. Will

**Hit:** 3d8 + Intelligence, Wisdom, or Charisma modifier damage, and the target is immobilized and unable to teleport until the end of your next turn.

### Aura of the Hedge Hedge Aspect Utility 2

*You carry the domain of the Hedge with you wherever you go.*

**Special** • Arcane, Divine, or Primal, Implement

**Special:** You may activate this as an encounter or daily power. When you activate it as an encounter power, it cannot be sustained. If you activate it as a daily power it can be sustained, but you cannot activate it as an encounter power again until you've had an extended rest (or until after the turning of the cycle).

**Minor Action** **Personal**

**Effect:** You gain an aura 20 until the end of your next turn. All creatures and objects in the aura are considered to be inside the domain of the Hedge. The aura of the Eye, Hedge, and Wyrd nullify each other, thus allowing the normal domain effects to occur in the auras' overlapping areas of effect. The aura has the following effects:  
*Backlash Difficulty:* Decrease the Difficulty of backlash checks by 5.

*Binding and Warding Encouragement:* The dream ritual dreaming surge ability costs 3 less dreaming surges to activate if you perform a binding or warding ritual.

*Difficult Terrain Encouragement:* Powers that create difficult or challenging terrain gain a +2 bonus to attack and if these powers have a sustain move or minor entry decrease the action needed to sustain them by one level (sustain move becomes sustain minor, sustain minor becomes sustain free). In addition, the dream power, dream ritual, and dream weave dreaming surge abilities cost 3 less dreaming surges to activate if you create an area of difficult terrain with them.

*Stable Turning:* If this aura's is active during the turning of a cycle its area of effect is treated as if it was in the Hedge (-5 to Domain Shifts).

*Teleportation Hindrance:* Powers with the teleportation keyword suffer a -2 penalty to attack rolls and teleport 2 less squares (minimum 1 square). In addition, travel rituals cast within the Hedge, allowing travel through it, or bypassing it altogether (such as the Linked or Planar Portal powers) require the expenditure of 12 dreaming surges as a component cost.

**Sustain Minor:** You sustain the aura.



### Call Forth the Hedge Hedge Aspect Attack 10

*You call forth the power of the Hedge to restrain and restrict your enemies' movement.*

**Daily** • Arcane, Divine, or Primal, Implement, Zone

**Standard Action** **Area** burst 5 within 20

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma vs. Will

**Hit:** 4d8 + Intelligence, Wisdom, or Charisma modifier damage, and the target is restrained (save ends).

**Miss:** Half damage, and the target is restrained until the end of your next turn.

**Effect:** The burst creates a zone that comes under the same effects of the *aura of the hedge* utility power.

**Sustain Minor:** The zone persists.



## Aspects of Nevermore

### Hopeful Aspect

**Prerequisite:** You must be unaligned, good, or lawful good

Your mere presence is enough to bring hope to the hearts of your allies.

#### HOPEFUL ASPECT FEATURES

**Hopeful Action (1st level):** When you spend an action point to take an extra action, you and each ally within 5 squares gains an immediate saving throw against one effect that a save can end.

**Hopeful Presence (1st level):** While you aren't bloodied, each ally within 5 squares of you gains a +2 bonus to saving throws against fear effects.

**Hopeful Resurgence (6th):** When you use your second wind, each ally within 5 squares of you regains hit points equal to your Intelligence, Wisdom or Charisma modifier.

#### HOPEFUL ASPECT POWERS

##### Hopeful Proclamation Hopeful Attack 1

*You proclaim a word of hope so powerful it inspires your allies and distresses your foes.*

##### Encounter • Radiant

**Standard Action** Close burst 2

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma vs. Will

**Hit:** 2d8 + Intelligence, Wisdom, or Charisma modifier radiant damage.

**Effect:** Until the end of your next turn, enemies that begin their turn in the burst are dazed. Allies that begin their turns in the burst gain a +1 bonus to attack and damage rolls.

##### Sanctuary of Hope Hopeful Utility 2

*The area around you becomes a sanctuary for your allies and a barrier against your foes.*

##### Daily • Zone

**Standard Action** Close burst 5

**Targets:** You and each ally in burst

**Effect:** The burst creates a zone of sanctuary until the end of your next turn. You and any ally who ends his or her turn within the zone receive a +5 bonus to all defenses. An enemy that enters the zone or starts its turn there is slowed until the end of their next turn.

**Sustain Minor:** The zone persists.

**Special:** The zone ends at the end of your turn if you are bloodied.

##### Hopeful Voice Hopeful Attack 10

*Your voice is so full of hope it lifts the hearts of you allies and drains those of your enemies.*

##### Daily • Radiant, Zone

**Standard Action** Close burst 5

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma vs. Will

**Hit:** 3d10 + Intelligence, Wisdom, or Charisma modifier radiant damage, and the target is weakened (save ends).

**Miss:** The burst creates a zone of hopeful song that lasts until the end of your next turn. While within the zone, you and any ally gain a +2 bonus to saving throws and attack rolls.

**Sustain Minor:** The zone persists

### Life Aspect

You are a fount of life-giving energy.

#### LIFE ASPECT FEATURES

**Life-Giving Action (1st level):** You can spend an action point to regain two healing surges you have already used, instead of taking an extra action.

**The Resilience of Life (1st level):** Your number of healing surges per day increases by two.

**Aura of Life (6th):** When an ally within 5 squares of you is bloodied or reduced to 0 hit points, you may spend one of your healing surges. When you do so, you regain no hit points. Instead, your ally regains hit points as if he had spent a healing surge.

#### LIFE ASPECT POWERS

##### Fount of Life Life Aspect Attack 1

*Life-giving energy pours out from you, destroying undead creatures and restoring your allies.*

##### Encounter • Healing, Radiant

**Standard Action** Close burst 5

**Target:** Each undead enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma vs. Will

**Hit:** 2d8 + Intelligence, Wisdom, or Charisma modifier radiant damage, and the target is slowed until the end of your next turn.

**Effect:** You and each ally within 5 squares of you can either spend a healing surge or make a saving throw against a condition caused by a necrotic power.

## Aspects of Nevermore

### Life Sense Life Aspect Utility 2

*You can sense all the life around you with a mere thought.*

#### Encounter

#### Minor Action Close burst 20

**Effect:** You automatically notice the location of all breathing creatures within the burst (even invisible ones). You also know their origins (aberrant, elemental, etc.) and types (beast, humanoid, etc.) and gain a +10 bonus on Perception checks to notice breathing creatures until the end of your next turn.

### Circle of Life Life Aspect Attack 10

*A circle of life surrounds you, bolstering your allies and crippling undead creatures.*

#### Daily • Healing, Radiant, Zone

#### Standard Action Close burst 5

**Target:** Each undead enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma vs. Will

**Hit:** 2d8 + Intelligence, Wisdom, or Charisma modifier radiant damage, and the target is immobilized until the end of your next turn.

**Effect:** The burst creates a zone of life that lasts until the end of your next turn. Each ally in the burst can spend a healing surge or make a saving throw against a condition caused by a necrotic power with a +5 bonus.

**Sustain Minor:** The zone persists and each creature within it is affected by this power again.

## Lucky Aspect

You are lucky beyond all belief.

### LUCKY ASPECT FEATURES

**Lucky Action (1st level):** You can spend an action point to reroll an attack roll, saving throw, or skill check, instead of taking an extra action.

**Lucky Resistance (1st level):** You gain a +1 bonus to all saving throws.

**Aura of Luck (6th):** Whenever you or any ally within 5 squares of you is granted a reroll of an attack roll, saving throw, or skill check, you gain a +1 luck bonus to the result.



### LUCKY ASPECT POWERS

#### Stolen Luck Lucky Aspect Attack 1

*You have an uncanny knack for stealing other people's luck.*

#### Encounter

#### Standard Action Close burst 5

**Target:** Each enemy in burst

**Attack:** Charisma vs. Will

**Hit:** The target suffers a -2 penalty to all defenses, attack rolls, saving throws, and skill checks until the end of your next turn.

**Effect:** You gain a +2 bonus to all defenses, attack rolls, saving throws, and skill checks until the end of your next turn.

#### Lucky Streak Lucky Aspect Utility 2

*You have an improbably good run of luck.*

#### Daily

#### Minor Action Personal

**Effect:** Until the beginning of your next turn, you can roll twice for any d20 roll and use the better result.

## Aspects of Nevermore

### Lucky Strike

Lucky Aspect Attack 10

*Lady luck smiles on you in the midst of battle once again. You should really send her a thank you note.*

**Daily • Reliable, Weapon**

**Standard Action**      **Melee** or **Ranged** weapon

**Target:** One creature

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 3[W] + Strength modifier damage (melee) or 3[W] + Dexterity modifier damage (ranged).

**Effect:** You also gain an action point, which must be spent before the end of the encounter or it is lost. Spending this action point doesn't count against the normal limit of action points spent per encounter.

### Luminant Body Aspect

**Prerequisite:** You must be unaligned, good, or lawful good to choose bright light; you must be unaligned, evil, or chaotic evil to choose darkness; you must be unaligned to choose dim light

Your body emanates a particular type of illumination.

### LUMINANT BODY ASPECT FEATURES

**Luminant Action (1st level):** Choose one of the following luminant types: bright light, darkness, or dim light. When you spend an action point to take an extra action, you gain a +4 bonus to your attack rolls and a +2 bonus to all defenses until the end of your next turn if you are in an area of natural illumination that matches your luminant type.

**Luminant Sight (1st level):** You gain one of the following abilities based on the type of luminant you chose.

*Bright Light:* You gain truesight 5. Your truesight only works while you are in an area of bright light and cannot see into areas of dim light or darkness.

*Darkness:* You gain darkvision. You also gain a +5 bonus to Perception checks to notice creatures and objects in areas of darkness.

*Dim Light:* You gain low-light vision. You also gain a +5 bonus to Perception checks to notice creatures and objects in areas of dim light.

**Luminant Recharge (6th):** When you score a critical hit, you regain your *luminant weapon* encounter power or any other encounter power with a keyword linked with your chosen luminant type. Bright light is linked to the radiant keyword, darkness to the necrotic keyword and dim light to the psychic keyword.

### LUMINANT BODY ASPECT POWERS

#### Luminant Weapon

Luminant Body Attack 1

*You infuse your weapon with luminant energy.*

**Encounter • Necrotic, Psychic or Radiant, Weapon**

**Standard Action**      **Melee** or **Ranged** weapon

**Target:** One creature

**Attack:** Strength, Constitution, or Dexterity vs. AC

**Hit:** 2[W] + Strength modifier necrotic (darkness), psychic (dim light) or radiant (bright light) damage and the target suffers one of the following conditions base off your luminant type:  
**Bright Light:** The target is blinded until the end of your next turn.

**Darkness:** The target is dazed and weakened until the end of your next turn.

**Dim Light:** You become invisible to the target until the end of your next turn.

#### Luminant Healing

Luminant Body Utility 2

*You can draw upon your luminant bond to increase your rate of healing.*

**Daily • Healing**

**Minor Action**

**Personal**

**Effect:** If you are inside an area of lighting that matches your luminant type, then add one half your Strength, Constitution, or Dexterity modifier to the number of hit points you regain whenever you use a healing surge. This effect lasts until the end of the encounter or for five minutes.

#### Luminant Infusion

Luminant Body Attack 10

*You infuse the weapons you wield with pure luminant energy.*

**Daily • Necrotic, Psychic or Radiant, Stance**

**Minor Action**

**Personal**

**Effect:** When you deal damage with a melee or ranged attack, the attack deals extra damage equal to one half your Strength, Dexterity, or Constitution modifier until the stance ends. The damage type of the extra damage is determined by your luminant type. Bright light deals radiant damage, darkness deal necrotic and dim light deals psychic.

## Aspects of Nevermore

### Luminant Spirit Aspect

**Prerequisite:** You must be unaligned, good, or lawful good to choose bright light; you must be unaligned, evil, or chaotic evil to choose darkness; you must be unaligned to choose dim light

Your spirit is aligned with a particular type of illumination.

#### LUMINANT SPIRIT ASPECT FEATURES

**Luminant Step (1st level):** Choose one of the following luminant types: bright light, darkness, or dim light. When you spend an action point to take an extra action, you can teleport yourself to an unoccupied space within 5 squares of you. This space must be in an area of illumination that matches your luminant type.

**Luminant Aura (1st level):** You gain one of the following abilities based on the type of luminant you chose.

*Bright Light:* You shed an aura of bright light on 5 squares in all directions. If this aura overlaps with a supernatural source of dim light or darkness, then the overlapping squares revert to their natural lighting. You may suppress and reactive your aura as a minor action.

*Darkness:* You shed an aura of darkness on 5 squares in all directions. If this aura overlaps with a supernatural source of bright or dim light, then the overlapping squares revert to their natural lighting. You may suppress and reactive your aura as a minor action.

*Dim Light:* You shed an aura of dim light on 5 squares in all directions. If this aura overlaps with a supernatural source of bright light or darkness, then the overlapping squares revert to their natural lighting. You may suppress and reactive your aura as a minor action.

**Luminant Advantage (6th):** You gain one of the following abilities based on the type of luminant you chose.

*Bright Light:* Once per round, you can add +2 radiant damage to a successful attack against evil or chaotic evil creatures.

*Darkness:* Once per round, you can add +2 necrotic damage to a successful attack against unaligned, good, or lawful good creatures.

*Dim Light:* Once per round, you can add +2 psychic damage to a successful attack against evil, chaotic evil, good, or lawful good creatures.

#### LUMINANT SPIRIT ASPECT POWERS

##### Luminant Wave Luminant Spirit Attack 1

*A wave of luminant energy ripples through your enemies.*

**Encounter •Necrotic, Psychic or Radiant**

**Standard Action** Close blast 5

**Target:** Each enemy in blast

**Attack:** Intelligence, Wisdom, or Charisma vs. Reflex

**Hit:** 1d8 + Intelligence, Wisdom, or Charisma modifier psychic (dim light), necrotic (darkness) or radiant (bright light) damage, and the target suffers one of the following conditions base off your luminant type:

**Bright Light:** The target is blinded until the end of your next turn.

**Darkness:** The target is dazed and weakened until the end of your next turn.

**Dim Light:** You become invisible to the target until the end of your next turn.

##### Luminant Ward Luminant Spirit Utility 2

*You create a ward of luminant energy, which either keeps at bay or traps your enemies.*

**Daily • Zone**

**Standard Action** Area burst 2 within 10

**Effect:** The burst creates a zone that lasts until the end of your next turn. The type of creature your ward affects is base off your luminant type:

**Bright Light:** Evil and chaotic evil creatures cannot enter the zone if they are outside it or leave the zone if they are inside it.

**Darkness:** Unaligned, good, and lawful good creatures cannot enter the zone if they are outside it or leave the zone if they are inside it.

**Dim Light:** Evil, chaotic evil, good, and lawful good creatures cannot enter the zone if they are outside it or leave the zone if they are inside it.

**Sustain Standard:** The zone persists.

**Special:** The zone ends at the end of your turn if you are bloodied.

## Aspects of Nevermore

### Luminant Blast

Luminant Spirit Attack 10

*A blast of luminant energy strikes your enemy.*

**Daily • Necrotic, Psychic or Radiant**

**Standard Action**      **Ranged 20**

**Target:** One creature

**Attack:** Intelligence, Wisdom, or Charisma +6 vs. Reflex

**Hit:** 5d8 + Intelligence, Wisdom, or Charisma modifier psychic (dim light), necrotic (darkness) or radiant (bright light) damage, and the target suffers one of the following conditions base off your luminant type:

**Bright Light:** The target sheds bright light on 5 squares in all directions and is blinded (save ends).

**Darkness:** The target sheds darkness on 5 squares in all directions and dazed and weakened (save ends).

**Dim Light:** The target sheds dim light on 5 squares in all directions and you become invisible to the target (save ends).

**Miss:** Half damage, and the target grants combat advantage to its attackers until the end of your next turn.

### Minor Dreamlord Aspect

**Prerequisite:** Dreamborn background, Ethereal background, or Dream Blood feat; DM must also give you permission to take this aspect

You have chosen to claim a part of the world of Nevermore as your own and bend it to your will.

#### DREAMLORD ASPECT FEATURES

**Dreamlord's Domain (1st level):** You link yourself to one of the following Dreamland domains: the Dreadlands, the Eye, the Hedge, the Heartlands or the Wyrd. You gain one of the following benefits based on the domain you chose:

*The Dreadlands:* Whenever you spend an action point to take an extra action, your enemies suffer a -2 penalty to attack rolls against you until the end of your next turn.

*The Eye:* Whenever you spend an action point to take an extra action, you gain a +2 bonus to all your defenses until the end of your next turn.

*The Hedge:* Whenever you spend an action point to take an extra action, the enemies adjacent to you cannot teleport until the end of your next turn. If the enemies adjacent to you cannot teleport, they are slowed instead.

*The Heartlands:* Whenever you spend an action point to take an extra action, you gain a move action.

*The Wyrd:* Whenever you spend an action point to take an extra action, you roll a 1d6 and gain one of the following benefits:

- 1 You gain the Dreadland's benefit.
- 2 You gain the Eye's benefit.
- 3 You gain the Hedge's benefit.
- 4 You gain the Heartland's benefit.
- 5 You gain a dreaming surge that lasts until the end of your next turn.
- 6 Chose one of the above.

#### Dreamlord's Manifestation (1st; 2nd; 10th):

You gain one 1st level aspect feature from any one aspect. This feature cannot be action point based (such as Aberrant Action or Draconic Action) unless there is no other option. In addition, you gain your 1<sup>st</sup> and 10<sup>th</sup> level attack powers and 2<sup>nd</sup> level utility power from the same aspect. For example, if you chose the Draconic Spirit Aspect, then you would gain the Draconic Element aspect feature and the *Draconic Breath*, *Draconic Presence*, and *Greater Draconic Breath* powers.

**Dreamlord's Sanctuary (6th):** You gain the Ritual Caster feat and acquire and master the Dreamlord's Sanctuary ritual.

#### Dreamlord's Minor Realm

*You create a sanctuary for yourself.*

**Level:** 6

**Component Cost:** 360

**Category:** Creation

**Market Price:** —

**Time:** 5 minutes

**Key Skill:** —

**Duration:** Permanent

**Special:** Component Cost (680 at 11th level; 1,000 at 21st level)

When you gain this ritual chose your key ability from of the following: Intelligence, Wisdom, or Charisma. This choice remains the same throughout your life.

By expending 6 dreaming surges, you can create a minor realm within your chosen domain. The minor realm cannot be within the bounds of another dreamlord's minor realm, major realm, or greater realm. Successfully performing the Dreamlord's Minor Realm ritual enables you to claim a specific area of the Dreamlands as your sanctuary. The height and depth of the area affected extends up and down to one half the area's radius, although you may half your minor realm's radius to double the height. You can increase the radius of your realm by performing this ritual again after you have reached the 11th and 21st levels. However, it will not spread into another dreamlord's minor real, major realm, or greater realm.

Your minor realm conforms to your will and has all the properties associated with the domain it is founded within. In addition, you can place up to three "auras"

## Aspects of Nevermore



upon your sanctuary (or portions of it). The following is a list of effects available to you:

**Affected by a Power or Ritual:** All (or some) creatures within your minor realm are affected by a power or ritual of your level or lower. Choose one power or ritual. This choice remains throughout your character's life or until you retrain. Encounter powers affect creatures within the sanctuary once per hour. Daily powers affect creatures once per day (cycle).

**Granted Bonus:** All (or some) creatures within your minor realm are granted a bonus to a particular type of roll (attack rolls, damage rolls, skill checks, ability checks, or saving throw). The conditions for receiving this bonus are determined by you and the maximum bonus you can grant is a +2 to the chosen roll.

**Granted Feat:** All (or some) creatures within your minor realm are granted a particular heroic tier feat.

**Granted Power:** All (or some) creatures within your minor realm are granted access to a particular heroic tier power.

**Environmental Effect:** All (or part) of your minor realm is under one of the following environmental or terrain effects: difficult terrain, severe weather, high altitude, cold, or heat.

**Imposed Penalty:** All (or some) creatures within your minor realm suffer a penalty to a particular type of roll (attack rolls, damage rolls, skill checks, ability checks, or saving throw). The conditions for receiving this penalty are determined by you and the maximum penalty you impose is a -2 to the chosen roll.

**Unique Effect:** If you would like to create a unique effect not mentioned in this list, then discuss your idea with your Game Master. Keep in mind that the effect should be something appropriate to the heroic tier.

**Table 8.1: Minor Realm's Radius**

Character Level	Minor Realm's Radius
10 or lower	20 squares
11–20	50 squares*
21–30	100 squares*

\* You must repeat the ritual in order to increase your minor realm's size.

### ***Necrotic Body Aspect***

**Prerequisite:** You must be unaligned, evil, or chaotic evil

Your flesh appears dead and rotten as you take upon yourself a ghoulish appearance.

#### **NECROTIC BODY FEATURES**

**Necrotic Body Action (1st level):** You can spend an action point to gain immunity to disease or poison effects until the end of your next turn, instead of taking an extra action.

**Necrotic Vitality (1st level):** When you drop an enemy to 0 hit points or fewer, you regain hit points equal to your Charisma modifier.

**Necrotic Regeneration (6th):** When you drop an enemy to 0 hit points or fewer, or when you score a critical hit against a target that is your level or higher, you gain regeneration 10 until the end of your next turn.

#### **NECROTIC BODY POWERS**

**Ghoulish Slam** Necrotic Body Attack 1

*Your attack paralyzes an enemy.*

**Encounter •Necrotic**

**Standard Action** Melee

**Target:** One creature

**Attack:** Strength, Constitution, or Dexterity vs. AC

**Special:** You treat this attack as if it was delivered by a *magic weapon* equal to your level for the purposes of attack and damage rolls and critical hits.

**Hit:** 2d6 + Strength, Constitution or Dexterity modifier damage, and the target is immobilized until the end of your next turn.

## Aspects of Nevermore

### Sight of the Undead Necrotic Body Utility 2

*You gain the sight of the dead and can see through even the deepest darkness.*

**Encounter • Stance**

**Minor Action Personal**

**Effect:** You gain darkvision.

**Special:** If you already have darkvision, then you gain a +5 bonus to Perception checks.

### Vampiric Blood Drain Necrotic Body Attack 10

*You drain your enemy of his blood.*

**Daily • Healing, Necrotic**

**Standard Action Melee**

**Requirement:** The target must be granting you combat advantage.

**Target:** One creature

**Attack:** Strength, Constitution or Dexterity vs. Fortitude

**Special:** You treat this attack as if it was delivered by a *magic weapon* equal to your level for the purposes of attack and damage rolls and critical hits.

**Hit:** 3d8 + Strength, Constitution or Dexterity modifier damage, and the target is weakened (save ends). In addition, you regain hit points as if you had spent a healing surge.

**Miss:** Half damage, and the target is weakened until the end of your next turn.

## Necrotic Spirit Aspect

**Prerequisite:** You must be unaligned, evil, or chaotic evil

Necrotic power flows through your being.

### NECROTIC SPIRIT FEATURES

#### Necrotic Rejuvenation Action (1st level):

You can spend an action point to regain one necrotic encounter power you have already used, instead of taking an extra action.

**Necrotic Aura (1st level):** When a bloodied creature is within 5 squares of you at the start of its turn, it takes necrotic damage equal to your Charisma modifier.

**Necrotic Knack (6th):** When you are bloodied, you gain a +2 power bonus to attack rolls when you use a power that has the necrotic keyword.

### NECROTIC SPIRIT POWERS

#### Necrotic Bolt Necrotic Spirit Attack 1

*A bolt of deadly energy strikes one of your enemies draining him of life and infusing it into you.*

**Encounter • Necrotic**

**Standard Action Ranged 10**

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 1d10 + Charisma modifier necrotic damage, and the target is weakened until the end of your next turn. In addition, you gain a number of temporary hit points equal to 5 + your Charisma modifier.

#### Vampiric Mist Form Necrotic Spirit Utility 2

*You become a cloud of mist.*

**Daily**

**Standard Action Personal**

**Effect:** You become insubstantial, gain a fly speed of 12, and cannot make attacks. You can remain in vampiric mist form for 5 minutes or until the end of an encounter. You may end this effect as a minor action.

#### Aura of Death Necrotic Spirit Attack 10

*You create an aura of necrotic energy around you.*

**Daily • Necrotic, Zone**

**Standard Action Close burst 5**

**Target:** Each creature in burst

**Attack:** Charisma vs. Will

**Hit:** 1d10 + Charisma modifier necrotic damage, and the target is dazed until the end of your next turn.

**Effect:** The burst creates a zone of necrotic energy that lasts until the end of your next turn. A creature that enters the zone or starts its turn there takes 1d10 + Charisma modifier necrotic damage. You may dismiss the zone as a minor action.

**Special:** You are slowed until the zone is dismissed or not sustained.

**Sustain Minor:** The zone persists and moves with you.



## Paradigm Aspect

You are a paragon of raw ability and able to perform feats of unparalleled physical or mental aptitude.

### PARADIGM FEATURES

**Paradigm Ability (1st level):** Choose one of the following abilities and gain its benefits.

**Strength:** You gain a +2 bonus to Athletics and Strength checks. You are considered to have a Strength 4 higher than you actually do when determining how much weight you can carry, lift, and drag.

**Constitution:** You gain a +2 bonus to Endurance and Constitution checks. You also regain 1 extra hit point whenever you spend one of your healing surges to regain hit points.

**Dexterity:** You gain a +2 bonus to Acrobatics, Stealth, and Dexterity checks.

**Intelligence:** You gain a +2 bonus to History and Intelligence checks. You also gain a bonus language.

**Wisdom:** You gain a +2 bonus to Insight, Perception, and Wisdom checks.

**Charisma:** You gain a +2 bonus to Diplomacy, Streetwise, and Charisma checks.

**Paradigm Action (1st level):** When you spend an action point to take an extra action, you also gain a +4 bonus to d20 rolls involving your paradigm ability until the start of your next turn.

**Paradigm Mastery (6th):** You gain one of the following benefits based on your chosen paradigm ability.

**Strength:** Roll twice whenever you make an Athletics check. Use whichever result you prefer.

**Constitution:** Roll twice whenever you make an Endurance check. Use whichever result you prefer.

**Dexterity:** Roll twice whenever you make an Acrobatics check. Use whichever result you prefer.

**Intelligence:** Roll twice whenever you make a History check. Use whichever result you prefer.

**Wisdom:** Roll twice whenever you make a Perception check. Use whichever result you prefer.

**Charisma:** Roll twice whenever you make a Diplomacy check. Use whichever result you prefer.



### PARADIGM POWERS

#### Paradigm Ability Strike

Paradigm Attack 1

*You use your natural talents to assault one of your enemies and incapacitate him in some way.*

#### Encounter • Weapon

#### Standard Action

Melee or Ranged  
weapon

**Target:** One creature

**Attack:** Paradigm Ability vs. AC

**Hit:** 2[W] + paradigm ability modifier damage. Make a secondary attack against the same target.

**Strength and Constitution:** The target is knocked prone and weakened until the end of your next turn.

**Dexterity and Intelligence:** The target is slowed and grants combat advantage to you and all your allies until the end of your next turn.

**Wisdom and Charisma:** The target is dazed until the end of your next turn.

## Aspects of Nevermore

### Skill Over Luck Paradigm Utility 2

*Your natural ability sometimes allows you to overcome even luck.*

#### Encounter

#### Free Action Personal

**Trigger:** You make a roll you dislike that involves your paragon ability.

**Effect:** Reroll the attack roll, damage roll, skill check, or ability check with a +2 power bonus. You must use the result of the second roll.

### Transcendent Strike Paradigm Attack 10

*You focus your innate giftedness into one devastating attack.*

#### Daily • Weapon

#### Standard Action Melee or Ranged weapon

**Target:** One creature

**Attack:** Paradigm Ability vs. AC

**Hit:** 4[W] + paradigm ability modifier damage and the target is dazed (save ends). Make a secondary attack against the same target.

**Secondary Attack:** Paradigm ability vs. Fortitude (Strength or Constitution), vs. Reflex (Dexterity or Intelligence), or vs. Will (Wisdom or Charisma)

**Hit:** 2[W] + paradigm ability modifier damage, and the target suffers one of the following conditions base off your paradigm ability:

**Strength and Constitution:** The target is knocked prone. In addition, it takes ongoing 5 damage and is weakened (save ends both).

**Dexterity and Intelligence:** The target is immobilized and grants combat advantage to you and all your allies (save ends both).

**Wisdom and Charisma:** The target is stunned (save ends).

**Miss:** Half damage, and the target is dazed until the end of your next turn.

## Psychic Aspect

You have the ability to bend minds to your will.

### PSYCHIC ASPECT FEATURES

**Psychic Focus (1st level):** Choose charm or fear when you gain this feature. If you choose charm, you gain a +2 bonus to Bluff, Diplomacy, and Streetwise checks. If you choose fear, you can roll twice when making Intimidate checks and use either result. This choice remains throughout your character's life and does not change.

**Psychic Rejuvenation (1st level):** You can spend an action point to regain one encounter power

you have already used, instead of taking an extra action. This power must have the same effect type as you choose with your Psychic Focus feature.

**Psychic Stinger (6th):** When a creature saves against a psychic effect caused by you, that creature takes 10 psychic damage.

### PSYCHIC ASPECT POWERS

#### Psychic Wave Psychic Aspect Attack 1

*You release an irresistible wave of raw charm or fear against your enemies.*

#### Encounter • Charm or Fear, Psychic

#### Standard Action Close blast 5

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma +4 vs. Will

**Hit:** 1d8 + Intelligence, Wisdom, or Charisma modifier psychic damage. If you choose fear for your Psychic Focus aspect feature, the target is dazed until the end of your next turn. If you chose charm, the target is unable to attack you or allies within 5 squares of you until the end of your next turn.

#### Psychic Shield Psychic Aspect Utility 2

*You gain the ability to resist psychic damage and effects.*

#### Encounter • Psychic

#### Free Action Personal

**Effect:** You gain resist 10 to psychic damage. In addition, you and any allies within 5 squares of you gain a +2 bonus to saving throws versus psychic effects. Both of these effects persist until the end of the encounter or for 5 minutes.

#### Psychic Aura Psychic Aspect Attack 10

*You use your psychic powers to dominate or terrorize your foes.*

#### Daily • Charm or Fear, Psychic

#### Standard Action Close burst 5

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma +6 vs. Will

**Hit:** If you chose fear for your Psychic Focus, the target suffers 2d8 + Intelligence, Wisdom, or Charisma modifier psychic damage. In addition, the target is weakened and cannot move closer to you (save ends both). If you chose charm, the target is dominated (save ends).

**Miss:** The target is dazed (save ends).

## Plant Aspect

Your appearance becomes plant-like as you take upon yourself the features of a particular type of flora.

### PLANT ASPECT FEATURES

**Plant Immunity (1st level):** You are immune to plant-based poisons.

**Plant Manifestation (1st level):** Choose one of the following types of plants: flower, tree, or vine. You gain one of the following benefits based on your chosen plant type.

*Flower:* Instead of taking an extra action, you can spend an action point to release an aura of calming fragrance. This aura spreads out to 5 squares in all directions. You cannot be attacked by enemies within the aura. This effect lasts until the end of your next turn or until you attack.

*Tree:* When you spend an action point to take an extra action, you gain a +4 bonus to your AC and Fortitude saves until the end of your next turn.

*Vine:* When you spend an action point to take an extra action, you increase the reach of all your weapons by 1 square until the end of your next turn.

**Plant Walk (6th):** You ignore difficult terrain that is caused by plants (trees, underbrush, etc.).

### PLANT ASPECT POWERS

#### Plant Trap Plant Aspect Attack 1

*You entrap your enemies in a swarm of plant growth.*

#### Encounter

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Intelligence, Wisdom or Charisma vs. Reflex

**Hit:** The target suffers one of the following conditions based off your chosen plant type:

**Flower:** The target is dazed until the end of your next turn.

**Tree:** The target is immobilized in a 20 foot-tall tree until the end of your next turn. You can dismiss the tree as a minor action. If you do dismiss the tree or the power's duration expires, the target is freed, but falls 20 feet and is knocked prone.

**Vine:** The target is restrained until the end of your next turn.

**Effect:** The effect of this power is determined by your chosen plant type:



**Flower:** The target's square and each adjacent square becomes difficult terrain until the end of your next turn. Creatures that enter the aura or start their turn there suffer 1d6 + Intelligence, Wisdom, or Charisma modifier damage and are slowed until the end of your next turn. You can dismiss the thorny flowers as a minor action.

**Tree:** Creatures adjacent to the target are slid 1 square away from it and the target's square is considered an obstacle until the tree is dismissed or the duration of the power expires.

**Vine:** The target's square and each adjacent square becomes difficult terrain until the end of your next turn. You can dismiss the difficult terrain as a minor action.

#### Plant Link Plant Aspect Utility 2

*You can forge a link between you and a plant that allows you to sense its surroundings and use the plant as a conduit for your powers.*

#### Daily

**Minor Action** **Ranged 10**

**Target:** One plant or plant creature

**Effect:** You sense the target's surroundings as if it had eyes and low-light vision (save ends, if your target is a plant creature). A plant creature is not aware that you are doing so. You have line of sight and line of effect from the target for your attacks. Your powers can originate in the target's square.

## Aspects of Nevermore

### Prison of Plants Plant Aspect Attack 10

*A surge of plant growth batters your enemies and leaves them imprisoned.*

#### Daily • Zone

**Standard Action** Close burst 5

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma + 4 vs. Reflex

**Hit:** 2d6 + Wisdom modifier damage and the target suffers one of the following conditions based off your chosen plant type:

**Flower:** The target is dazed (save ends).

**Tree:** The target is slid 2 squares, knocked prone, and cannot stand (save ends).

**Vine:** The target is restrained (save ends).

**Effect:** The effect of this power is determined by your chosen plant type:

**Flower:** The blast creates a zone of thorny flowers that lasts until the end of the encounter. Creatures that enter the aura or start their turn there suffer 1d6 + Intelligence, Wisdom, or Charisma modifier damage and are slowed until the end of your next turn.

**Tree:** The blast creates a zone of flailing trees that lasts until the end of the encounter. Creatures that enter the aura or start their turn there suffer 2d6 + Intelligence, Wisdom, or Charisma modifier damage.

**Vine:** The blast creates a zone of vines that lasts until the end of the encounter. Any enemy that enters the zone is restrained (save ends).

## Totem Aspect

Your body takes on the animalistic features of your chosen totem.

### TOTEM ASPECT FEATURES

**Totem Action (1st level):** Choose one of the following animals: bat, cat, falcon, horse, rat, snake, or wolf. When you spend an action point to take an extra action, you gain one of the following benefits based on your chosen totem type.

*Bat or Falcon:* You can fly your speed before taking that action.

*Cat:* You gain a +5 bonus to Athletics checks and ignore difficult terrain until the end of your next turn.

*Horse:* You gain a +4 bonus to your speed until the end of your next turn.

*Rat or Snake:* You gain a +5 bonus to Stealth checks and can climb your speed until the end of your next turn.

*Wolf:* You gain combat advantage against a target that has one or more of your allies adjacent to it. If you have combat advantage against the target, the target is also knocked prone on a hit. This benefit is only granted when you use your extra action to make an attack.

**Totem Senses (1st level):** You gain low-light vision and a +2 bonus to Perception checks.

**Totem Insight (6th):** You gain a +1 bonus to attack rolls against beasts and magical beasts.

### TOTEM ASPECT POWERS

#### Summon Totem Animal Totem Aspect Attack 1

*You summon a totem animal to help trip up and hinder your opponents.*

#### Encounter • Conjuration

**Standard Action** Ranged 10

**Effect:** You conjure a large totem animal, and it attacks. It occupies 4 squares within the range of this power and has reach 1. It lasts until the end of your next turn and if any creatures provoke an opportunity attack from it, it may make a melee basic attack (1d8 + Intelligence, Wisdom, or Charisma modifier damage).

**Target:** One creature adjacent to the totem animal

**Attack:** Intelligence, Wisdom, or Charisma vs. Reflex

**Hit:** 2d8 + Intelligence, Wisdom, or Charisma modifier damage, and the target is knocked prone.

#### Totem Form Totem Aspect Utility 2

*You assume a hybrid form based on your totem.*

#### Daily • Polymorph

**Free Action** Personal

**Effect:** Until the end of the encounter, you gain certain abilities based on your chosen totem.

**Bat:** You gain darkvision and can fly your speed.

**Cat:** You gain a +5 bonus to Athletics checks and ignore difficult terrain. In addition, when you charge a target and hit, you knock the target prone.

**Falcon:** You gain a +5 bonus to Perception checks and a fly speed equal to your speed.

**Horse:** You increase your size to large (if you are already large or larger, than there is no change in size) and your speed by 4. In addition, you can trample. While trampling, you can move up to your speed and enter enemies' spaces. This movement provokes opportunity attacks, and you must end your move in an unoccupied space. When

## Aspects of Nevermore

you enter an enemy's space, you make an unarmed melee basic attack. If you hit the target you deal unarmed damage and the target is knocked prone.

**Rat:** You gain a +5 bonus to Stealth checks and can climb your speed. In addition, you deal an extra 1d6 damage on melee attacks against any target you have combat advantage against.

**Snake:** You gain a +5 bonus to Stealth checks and can climb and swim your speed.

**Wolf:** You gain combat advantage against a target that has one or more of your allies adjacent to it. If you have combat advantage against the target, the target is also knocked prone on a hit. In addition, your melee attacks deal 4 extra damage against bloodied targets.

### Totem Rage Totem Aspect Attack 10

*You are transformed into a ferocious half-beast creature.*

#### Daily • Polymorph

##### Minor Action Personal

**Effect:** You gain all the benefits of the *totem form* power until the end of the encounter. In addition, you gain the Totem Strike at-will power.

### Totem Strike Totem Aspect Attack 10

*You gain a deadly natural attack.*

#### At-Will • Polymorph

##### Standard Action Melee weapon

**Target:** One creature

**Attack:** Strength, Constitution, or Dexterity vs. AC

**Effect:** Before the attack you gain an additional benefit based off your chosen totem:

**Bat and Falcon:** As long as you are flying, you may shift up to half your speed before or after you make your attack.

**Cat:** You may shift up to half your speed before you make your attack.

**Horse:** You may move your speed before you make your attack.

**Wolf:** You can shift 1 square before or after the attack. After the attack, the target grants combat advantage to you until the end of your next turn.

**Hit:** 2d8 + Strength, Constitution, or Dexterity modifier damage.

**Secondary Attack:** After the attack you gain a secondary attack based off your chosen totem.

**Rat:** Strength, Constitution, or Dexterity vs.

Fortitude; 1d8 + the target suffers a -2 penalty to AC, Fortitude defense, and Reflex defense (save ends).

**Snake:** Strength, Constitution, or Dexterity vs.

Fortitude; 1d8 + Strength, Constitution, or Dexterity modifier poison damage and ongoing 5 poison damage (save ends).

## Wyrd Aspect

**Prerequisite:** Any arcane, divine, or primal class  
You personify the unfettered power of the Wyrd.

### WYRD ASPECT FEATURES

**Wyrd Rejuvenation (1st level):** You can spend an action point to regain one arcane, divine, or primal encounter power you have already used, instead of taking an extra action.

**Wyrd Luck (1st level):** Whenever you roll a natural 1 on any d20 roll, you can roll a d6 and gain the following benefit:

- 1–3 You can't use the Wyrd Luck feature again until the end of the encounter.
- 4–5 You gain three extra dreaming surges, which you must spend before the end of your next turn.
- 6 Treat your d20 roll as a natural 20.

**Wyrd Energy (6th):** Whenever you roll a natural 20 with an aspect's or weaver of the Wyrd's encounter or daily attack powers, you roll a d20 and gain the following benefit:

- 1–3 If your attack hits, it deals 1d6 extra acid damage.
- 4–6 If your attack hits, it deals 1d6 extra cold damage.
- 7–9 If your attack hits, it deals 1d6 extra fire damage.
- 10–12 If your attack hits, it deals 1d6 extra force damage.
- 13–15 If your attack hits, it deals 1d6 extra lightning damage.
- 16–18 If your attack hits, it deals 1d6 extra thunder damage.
- 19–20 If your attack hits, it deals 2d6 extra damage. Choose one type of damage from among acid, cold, fire, force, lightning, and thunder. The attack deals damage of this type.

# Aspects of Nevermore

## WYRD ASPECT POWERS

### Wyrd Bolt Wyrd Aspect Attack 1

*You unleash a bolt of energy from your finger tips.*

**Encounter • Arcane, Divine, or Primal, Implement, Varies**

**Standard Action** **Ranged 20**

**Target:** One creature

**Attack:** Intelligence, Wisdom, or Charisma vs. Reflex

**Hit:** 3d8 + Intelligence, Wisdom, or Charisma modifier damage. Choose one type of damage from among acid, cold, fire, force, lightning, and thunder. The attack deals damage of this type. The target's resistance to this type of damage is lowered by 5 until the end of your next turn. If the target has no resistance to your chosen damage type, then it gains vulnerable 5 to that type of damage until the end of your next turn.

### Aura of the Wyrd Wyrd Aspect Utility 2

*An aura of surreal energy surrounds you.*

**Special • Arcane, Divine, or Primal**

**Special:** You may activate this as an encounter or daily power. When you activate it as an encounter power, it cannot be sustained. If you activate it as a daily power it can be sustained, but you cannot activate it as an encounter power again until you've had an extended rest (or until after the turning of the cycle).

**Minor Action** **Personal**

**Effect:** You gain an aura 20 until the end of your next turn. All creatures and objects in the aura are considered to be inside the domain of the Wyrd. The aura of the Eye, Hedge, and Wyrd nullify each other, thus allowing the normal domain effects to occur in the auras' overlapping areas of effect. The aura has the following effects:

*Backlash Difficulty:* Increase the Difficulty of backlash checks by 5.

*Conjuration Encouragement:* Powers with the conjuration or zone keywords gain a +2 bonus to attack and if these powers have a sustain move or minor entry decrease the action needed to sustain them by one level (sustain move becomes sustain minor, sustain minor becomes sustain free). In addition, the dream power and dream weave dreaming surge abilities cost 3 less dreaming surges to activate if you create a conjuration or zone effect with them.

*Creation Encouragement:* The dream ritual dreaming surge ability costs 3 less dreaming surges to activate if you perform a creation ritual.

*Dreaming Surge Encouragement:* Decrease the number of dreaming surges needed to activate dreaming surge abilities by 3 (minimum 1).

*Dream Weaving Minimum Level:* Decrease the minimum level for each type of dream weave by 5.

*Fear Hindrance:* Powers with the fear keyword suffer a -2 penalty to attack and if they impose penalties to any roll or check, then lower the penalty by 2 (minimum -1 penalty).

*Unstable Turning:* If this aura's is active during the turning of a cycle its area of effect is treated as if it was in the Wyrd (+10 to Domain Shifts).

**Sustain Minor:** You sustain the aura.

### Call Forth the Wyrd Wyrd Aspect Attack 10

*You summon forth the unpredictable and bewildering power of the Wyrd.*

**Daily • Arcane, Divine, or Primal, Implement, Zone, Varies**

**Standard Action** **Area** burst 5 within 20

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma vs. Will

**Hit:** 4d8 + Intelligence, Wisdom, or Charisma modifier damage. Choose one type of damage from among acid, cold, fire, force, lightning, and thunder. The attack deals damage of this type. In addition, the target is dazed (save ends).

**Special:** If you use the Wyrd Aspect feature, you make only one roll to determine the random damage type for the entire attack.

**Miss:** Half damage, and the target is dazed until the end of its next turn.

**Effect:** The burst creates a zone that comes under the same effects of the *aura of the Wyrd* utility power

**Sustain Minor:** The zone persists.

# Chapter 9

## Paragon Paths and Epic Destinies of Nevermore



This chapter contains 10 new paragon paths and a new epic destiny for use in the Nevermore campaign setting.

### ***Celestial Captain (Celestial Maiden)***

*I am the shield of the Hallowed Church, protecting the children of Menhalig and striking down those who would do them harm.*

You are one of the Hallowed Church's most trusted and powerful holy warriors. You defend the followers of Menhalig with vigor and strike down their enemies wherever you find them. Your weapons and armor are imbued with radiant power. When faced with evil, you are filled with righteous anger and pursue it to the very end.

**Prerequisite:** Mark of the Pillars (Bride or Celestial) and one of the following aspects: Angelic

Body, Dark Hunter, Luminant Body (bright light), Paradigm (Strength or Dexterity)

### **CELESTIAL CAPTAIN FEATURES**

**Celestial Captain's Weapon (11th level):** Whenever you spend an action point to make an attack, your weapon deals radiant damage until the start of your next turn.

**Celestial Captain's Shield (11th level):** When you use the channel divinity power, you and allies adjacent to you gain a +2 bonus to AC defense until the end of your next turn.

**Celestial Captain's Vigor (16th):** When you first become bloodied in an encounter, you regain hit points as if you spent a healing surge. You gain additional hit points equal to your Strength, Constitution, or Dexterity modifier.



## PARAGON PATHS AND EPIC DESTINIES

### CELESTIAL CAPTAIN POWERS

#### Celestial Strike Celestial Captain Attack 11

*Your weapons are blessed with the power of Menhalig.*

**Encounter • Divine, Radiant, Weapon**

**Standard Action** **Melee** or **Ranged** weapon

**Target:** One creature

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Special:** If the target is good or lawful good, your attack automatically misses.

**Hit:** 2[W] + Strength modifier radiant damage (melee) or 2[W] + Dexterity modifier radiant damage (ranged). If the target has the evil or chaotic evil alignment the attack deals 1[W] extra damage. If the target has the demon, devil, or undead keyword, the attack deals 2[W] extra damage.

#### Celestial Armor Celestial Captain Utility 12

*Menhalig protects those who go into battle in his name.*

**Daily • Divine, Fear**

**Minor Action** **Personal**

**Effect:** You gain a +2 bonus to all defenses and creatures that make a successful melee attack against you take 1d8 radiant damage. This effect lasts until the end of the encounter or until you are bloodied.

#### Celestial Anger Celestial Captain Attack 20

*The enemies of Menhalig cannot escape your righteous anger.*

**Daily • Divine, Radiant, Weapon**

**Standard Action** **Melee** or **Ranged** weapon

**Target:** One creature

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Special:** If the target is good or lawful good, your attack automatically misses.

**Hit:** 4[W] + Strength modifier radiant damage (melee) or 4[W] + Dexterity modifier radiant damage (ranged).

**Miss:** Half damage.

**Effect:** If the target has the evil or chaotic evil alignment, then until the end of the encounter, you may take a move action to teleport adjacent to the target.

## Deacon of Healing (Deaconess of Healing)

*Through sacrifice, all things are possible.*

You are one of the chief healers of the Hallowed Church and attend to its followers needs with an unmatched spirit of self-sacrifice. Your powers are focused on healing others and your abilities are in constant demand, especially in areas where the Hallowed Church or its followers are under attack.

**Prerequisite:** Mark of the Pillars (Bride or Deacon) and one of the following aspects: Angelic Spirit, Life, Luminant Spirit (bright light), Paradigm (Wisdom or Charisma)

### DEACON OF HEALING FEATURES

**Deacon of Healing's Action (11th level):** When you spend an action point to take an extra action, you or one adjacent ally can spend a healing surge.

**Deacon of Healing's Training (11th):** You gain a +2 bonus to Knowledge checks relating to disease and poison and to all Heal checks.

**Deacon of Healing's Verve (11th level):** You gain 2 extra healing surges.

**Deacon of Healing's Aid (16th level):** When you use your second wind, each ally within 5 squares of you may make a saving throw.

### DEACON OF HEALING POWERS

#### Healing Ward Deacon of Healing Attack 11

*A ward of radiant energy emanates from your body, healing your allies and keeping your enemies at bay for a brief time.*

**Encounter • Divine, Healing, Implement, Radiant**

**Standard Action** **Close** burst 5

**Target:** Each enemy in burst

**Special:** If the target is good or lawful good, your attack automatically misses.

**Attack:** Wisdom or Charisma vs. Fortitude

**Hit:** 2d6 + Charisma modifier radiant damage. If your target is evil or chaotic evil, then it is pushed away from you until it is outside your ward.

**Effect:** Your allies in the burst regain a number of hit points equal to your Wisdom or Charisma modifier.

#### Healing Touch Deacon of Healing Utility 12

*You touch can heal even the greatest of wounds and maladies with a touch.*

**Encounter • Divine, Healing**

**Minor Action** **Melee** touch

## PARAGON PATHS AND EPIC DESTINIES



**Target:** One creature

**Effect:** You spend a healing surge, but do not regain hit points from it. Instead, the target either regains hit points as if it had spent a healing surge or makes an immediate saving throw with a +4 bonus.

**Healing Bond** Deacon of Healing Attack 20

*You bind yourself to your allies' life-forces in an attempt to protect them from harm.*

**Daily • Divine, Implement, Radiant, Zone**

**Standard Action** Close burst 5

**Requirement:** You must have at least one ally within 5 squares of you to activate this power and cannot be bloodied

**Target:** Each enemy in burst

**Attack:** Charisma vs. Will

**Special:** If the target is good or lawful good, your attack automatically misses.

**Hit:** 3d6 + Charisma modifier radiant damage. If the target is evil or chaotic evil, then it suffers 5 radiant damage every time it attacks one of the allies you bond with.

**Effect:** The burst creates a zone of bonding that moves with you and lasts until the end of your next turn. While this zone is active, you gain resist 10 to all damage. Choose up to three allies within 5 squares of you (you must choose at least one). As long as chosen allies stay within your zone, you take half that ally's damage until the end of your next turn. No power or effect (except for the resistance you gain from this power) can reduce the damage you take from this power.

**Sustain Minor:** The zone persists and you may choose new allies to bond with. You cannot sustain this power if you have no allies within 5 squares of you or if you are bloodied.

### ***Dread Hunter***

*One by one I will hunt down the evils of the Dreamlands and dispatch them.*

You are dedicated to hunting down and destroying evil within Nevermore. You are also a persistent tracker and infused with the supernatural power to hunt down and dispatch your foes no matter where they might hide. When you do corner your prey, you unleash your full fury upon it heedless of your own defenses.

**Prerequisite:** Dark Hunter aspect.

### **DREAD HUNTER FEATURES**

**Dread Hunter's Action (11th level):** When you spend an action point to take an extra action, you also become invisible to evil and chaotic evil creatures until the start of your next turn. If these creatures have truesight, then they can still see you, but suffer a -2 penalty to their attack rolls against you.

**Dread Hunter's Prey (11th level):** You deal an extra 1 damage against evil and chaotic evil creatures.

**Dark Hunter's Resistance (16th level):** You gain a +2 bonus to saving throws against effects caused by evil and chaotic evil creatures.

### **DREAD HUNTER POWERS**

**Hunter's Assault** Dread Hunter Attack 11

*Your relentless assault leaves your opponents off-balanced.*

**Encounter • Martial, Radiant, Weapon**

**Standard Action** Melee or Ranged weapon

**Target:** One creature

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 2[W] + Strength modifier radiant damage (melee) or 2[W] + Dexterity modifier radiant damage (ranged). If the target is evil or chaotic evil, the attack deals 1[W] extra damage and the target is dazed until the end of your next turn.

## PARAGON PATHS AND EPIC DESTINIES



### Hunter's Fury Dread Hunter Utility 12

*When faced with evil your fury is unparalleled.*

**Daily • Martial, Radiant, Stance, Weapon**

**Minor Action** **Personal**

**Effect:** Until the stance ends, you take a –2 penalty to all defenses, but your weapon attacks deal an additional 10 radiant damage whenever you hit an evil or chaotic evil creature.

### Hunter's Attack Dread Hunter Attack 20

*You are a deadly opponent, especially when confronted with evil.*

**Daily • Martial, Radiant, Reliable, Weapon**

**Standard Action** **Melee or Ranged** weapon

**Target:** One creature

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 3[W] + Strength modifier radiant damage (melee) or 3[W] + Dexterity modifier radiant damage (ranged), and the target is dazed (save ends). If the target is evil or chaotic evil, the attack deals 1[W] extra damage, and instead of being dazed, the target is stunned (save ends).

## Free Rider

*No man, beast, or devil can stand against me when I lower my lance against them.*

Free riders are the unparalleled horsemen of the dreamlands and are sworn to protect the Free Camp and her inhabitants with their lives. They have an inborn bond with their mighty horses and can channel the untamed spirits of their mounts even when they are separated from each other. Their combat maneuvers are often a careful balance of composed cunning and unleashed aggression. Very few can withstand the charge of a free rider, whether he is on his mount or not.

Free riders are fighters first and foremost. They pride themselves upon their martial prowess and respect those whom they recognize as fellow warriors.

**Prerequisite:** Any martial class, ethereal or half-ethereal background.

### FREE RIDER FEATURES

**Free Rider's Action (11th level):** When you spend an action point to make a charge attack and that attack misses, you can reroll that attack roll but must use the second result.

**Free Rider's Evasion (11th level):** When you charge you and your mount gain a +4 bonus to your AC and Reflex defenses against opportunity attacks you provoke while moving during the charge.

**Free Rider's Tenacity (16th level):** The first time you become bloodied during an encounter, you regain the use of the *free rider's charge* power if you have already used it during this encounter.

### FREE RIDER POWERS

#### Free Rider's Charge Free Rider Attack 11

*Your charges leave your enemies dazed and their rank's broken.*

**Encounter • Martial, Weapon**

**Standard Action** **Melee** weapon

**Requirement:** You or your mount must charge and use this power in place of a melee basic attack.

**Target:** One creature

**Attack:** Strength + 3 vs. AC

**Hit:** 2[W] + Strength modifier damage, and the target is dazed until the end of your next turn. In addition, you may push the target 1 square. You can shift into the space the target occupied.

## PARAGON PATHS AND EPIC DESTINIES

### Free Rider's Maneuver Free Rider Utility 12

*You and your mount can weave through the fray.*

#### Encounter

#### Minor Action Personal

**Effect:** You may shift up to your speed. During this shift you can ignore difficult terrain and move through enemies' spaces. You must end your movement in an unoccupied space.

**Special:** If you are mounted you may use your mount's speed.

### Free Rider's Trample Free Rider Attack 20

*You trample through your enemy's ranks leaving nothing but blood and broken bones in your wake.*

#### Daily • Martial

#### Standard Action Special

**Requirement:** You must be mounted

**Special:** The mount can move up to its speed and enter enemy's spaces. This movement does not provoke opportunity attacks, but the mount must end its move in an unoccupied space. When it enters an enemy's space the mount makes an attack.

**Target:** Each enemy trampled

**Attack:** Strength vs. Reflex

**Hit:** The target takes the basic attack damage of your mount, and the target is knocked prone. It also takes ongoing 10 damage and is stunned (save ends both).

**Miss:** Half damage, and the target takes ongoing 5 damage and is dazed (save ends both).

## Elder Bishop (Elder Abbess)

*I am the shepherd who leads the flocks of the faithful. My staff shall protect my sheep and my mantle give them shelter.*

You are one of the chief magistrates of the Church and filled with supernatural authority. Your powers allow you to rebuke and bind your enemies and protect your allies. You are the embodiment of Menhalig's temporal power.

**Prerequisite:** Mark of the Pillars (Bride or Elder) and one of the following aspects: Angelic Spirit, Luminant Spirit (bright light), Paradigm (Intelligence or Wisdom)

### ELDER BISHOP FEATURES

**Elder Bishop's Authority (11th level):** Instead of spending an action point to take an extra action, you can spend it to regain your Elder's Rebuke power or gain an extra use of your Channel Divinity class feature.

**Elder Bishop's Protection (11th level):** Whenever you use one of your Channel Divinity powers, you and all adjacent allies gain a +2 bonus to all defenses until the end of your next turn.

**Elder Bishop's Judgment (16th level):** When you hit an evil or chaotic evil creature with one of your powers that has the radiant keyword, one ally within 5 squares of you may ignore the creature's resistances until the end of your next turn.

### ELDER BISHOP POWERS

#### Elder Bishop's Rebuke Elder Bishop Attack 11

*You rebuke your enemy as he makes his attack sending him sprawling.*

#### Encounter • Divine, Implement, Radiant

#### Immediate Interruption Ranged 10

**Trigger:** An enemy within range attacks you or an adjacent ally

**Target:** The triggering enemy

**Attack:** Intelligence or Wisdom vs. Will

**Special:** If the target is good or lawful good, your attack automatically misses.

**Hit:** 1d8 + Intelligence or Wisdom modifier radiant damage, and the target is pushed 1 square and knocked prone. If the target is evil or chaotic evil, then it takes a -2 penalty to the triggering attack roll.

#### Elder Bishop's Mantle Elder Bishop Utility 12

*A mantle of divine protection surrounds and protects you and your allies.*

#### Daily • Divine, Radiant, Zone

#### Minor Action Personal

**Effect:** You gain an aura 5. You and any allies within your aura gain a +4 bonus to all defenses until the end of your next turn. Any ally who leaves the aura immediately loses its benefits. Allies who lose the protection of your aura can regain it by ending their turn inside your aura. Enemies that enter or start their turn within your aura of protection take 1d8 + Intelligence, Wisdom, or Charisma modifier radiant damage.

**Sustain Minor:** The aura persists.

**Special:** The aura is immediately dispelled if you make an attack.

## PARAGON PATHS AND EPIC DESTINIES

### Elder Bishop's Binding Elder Bishop Attack 20

*You bind your enemy in chains of radiant power.*

**Daily • Divine, Radiant, Reliable, Implement**  
**Standard Action**                      **Ranged 10**

**Target:** One creature

**Attack:** Intelligence or Wisdom vs. Will

**Special:** If the target is good or lawful good, your attack automatically misses.

**Hit:** 3d8 + Intelligence or Wisdom modifier radiant damage, and the target takes ongoing 5 radiant damage and is restrained and unable to teleport (save ends all).

**Aftereffect:** If the target is evil or chaotic evil, then it is slowed (save ends).

### Hedge Warden

*The evils that dare to cross the Hedge shall know my brand.*

You are a sworn defender of the Hedge and patrol its vast wilderness in order to keep evil from crossing into the Eye. You have a sixth sense about your surroundings and an innate ability to track down your branded foes no matter where they might go. You are dedicated to the Hedge Warden Code and would die before betraying it.

**Prerequisite:** Hedge Aspect, trained in Perception, Warrior of the Wild feat

#### HEDGE WARDEN FEATURES

**Hedge Warden Action (1st level):** Whenever you spend an action point to take an extra action, you may shift half your speed before or after taking the extra action.

**Hedge Warden's Quarry (11th level):** When you designate an evil or chaotic evil creature as your quarry, your Hunter's Quarry extra damage bonus lasts until the end of the encounter or your quarry is defeated, instead of the end of your next turn.

**Hedge Warden Training (11th level):** You gain a +5 bonus to Perception checks to track creatures. This bonus increases to +10, if the target you are tracking was the last creature successfully hit by your *hedge warden's brand* power.

**Hedge Warden Step (16th level):** You ignore difficult terrain.



#### HEDGE WARDEN POWERS

### Warden's Brand Hedge Warden Attack 11

*You brand your enemy so that you can keep track of him no matter where he goes.*

**Encounter • Arcane, Divine, or Primal, Weapon**

**Standard Action**                      **Melee or Ranged weapon**

**Target:** One creature

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged), and the target cannot teleport or benefit from any type of concealment (even total concealment) against you until the end of your next turn. If the target is evil or chaotic evil, the attack deals +1[W] extra damage.

## PARAGON PATHS AND EPIC DESTINIES

### Warden's Intuition Hedge Warden Utility 12

*You have a finely honed sense of danger.*

**Daily • Martial**

**No Action**

**Personal**

**Effect:** Make two Perception checks. Use one as your initiative check result and the other as an active Perception check. Until the end of your first turn in the encounter, you gain a +2 power bonus to all attacks against creatures with a lower initiative and a +2 power bonus to all your defenses against creatures you noticed with your active Perception check.

### Warden's Tenacity Hedge Warden Attack 20

*Your tenacity only increases when you are bloodied by your foes.*

**Daily • Arcane, Divine, or Primal, Stance, Weapon**

**Immediate Reaction Personal**

**Trigger:** An enemy bloodies you

**Effect:** You gain resist 2 to all damage. In addition, you can use the *warden's brand* power as an at-will power until the end of the encounter or until you are reduced to 0 or fewer hit points.

## Magus of the Eye

*I hereby sentence you to the Circles of Penance for your crimes. May Menhalig have mercy on your soul.*

You are a member of an order dedicated to truth and justice in the dreamlands. You are surrounded by the essence of the Eye and as you grow in power you become more perceptive of the intentions of others and the realities which lie beneath the surreal landscapes you wander. You are adept at uncovering the truth of things and work tirelessly to bring deceptions to light. Criminals and agents of evil fear your ability to force the truth from them and especially your ability to cast them into the Circles of Penance. You are bound to the Magi's code and work with anyone who is willing to abide by it.

**Prerequisite:** Eye Aspect

### MAGUS OF THE EYE FEATURES

**Magus Mind Defense (11th level):** Whenever you spend an action point to take an extra action, you gain a +4 bonus to your Will defense and a +2 bonus to saving throws against charm, fear, illusion, and sleep effects until the end of your next turn.

**Magus Foresight (11th level):** You acquire and master two rituals from the divination or scrying categories. These rituals must be of your level or lower. In addition, you gain a +4 bonus to Arcana, Nature, and Religion checks when performing rituals that fall into the divination or scrying categories.

**Magus' Insight (16th level):** You acquire and master the Consult Oracle ritual. In addition, you gain a +4 bonus to Insight checks.

### MAGUS OF THE EYE POWERS

#### Magus Inquisition Magus of the Eye Attack 11

*You compel your enemy to reveal the truth to you.*

**Encounter • Arcane, Divine, or Nature, Charm, Implement, Psychic**

**Standard Action Ranged 10**

**Target:** One creature

**Attack:** Intelligence, Wisdom, or Charisma vs. Will

**Hit:** 2d8 + Intelligence, Wisdom, or Charisma modifier psychic damage. If the creature is intelligent and shares a language with you, it answers one question you ask of it to the best of its knowledge and without purposeful deception. You must ask your question before the end of your next turn, or lose it.

**Effect:** The target is dazed until the end of its next turn.

#### Aura of the Magus Magus of the Eye Utility 12

*An aura of enlightenment surrounds you, revealing much that is hidden.*

**Daily • Arcane, Divine, or Nature**

**Minor Action**

**Personal**

**Effect:** You gain an aura 10 until the end of the encounter. All invisible and concealed creatures and objects become outlined and visible while within the aura. The aura also fills its area with bright light and grants all creatures within it a +5 bonus to Insight, Perception, and Knowledge checks.

## PARAGON PATHS AND EPIC DESTINIES

**Table 9.1: Magus's Judgment Aftereffect**

Type of Crime Committed	Aftereffect*	Limit
Non-violent crime (drunkenness, drug-use, vagrancy, lying under oath, etc.)	The target is dazed (save ends).	1
Property crime (arson, theft, embezzlement, etc.)	The target suffers a -5 penalty to Bluff, Stealth, and Thievery checks and is dazed (save ends all).	2
Violent crime (assault, robbery, etc.)	The target takes a 2d8 + Intelligence, Wisdom, or Charisma modifier psychic damage, and is dazed (save ends).	5
Murder	The target suffers a 2d8 + Intelligence, Wisdom, or Charisma modifier psychic damage, and is stunned (save ends).	Unlimited

\*GMs may decide to create their own unique punishments for particular crimes. For example, an arsonist that injures people might be punished as a violent criminal with fire damage rather than psychic damage. Alternatively, a murderer who went around killing people by freezing them might suffer cold damage.

### Magus' Judgment Magus of the Eye Attack 20

*You proclaim judgment upon one you have discerned has broken the law.*

**Daily • Arcane, Divine, or Nature, Implement, Reliable, Psychic, Teleportation**

**Standard Action Ranged 5**

**Target:** One creature

**Special:** If the target has committed no unpunished crime, you are instantly teleported to the Circles of Penance (save ends) and lose access to your other Eye Aspect and Magus of the Eye powers until the end of the encounter. On a save, you return to the space you occupied (or, if occupied, the nearest available unoccupied space of its choice).

An unpunished crime is one in which the target has not served a lawful prison sentence (prison sentences from evil dictators don't count) or fully repaid his debt to society (such as paying a fine). The crime is considered unpunished until such time as both of these criteria are met or until the target has been affected by the *magus judgment* power the indicated number of times (see the Limit column under *Magus Judgment* table).

**Attack:** Intelligence, Wisdom, or Charisma vs. Will

**Hit:** The target is teleported to a cell within the Circles of Penance under the city of Veratis (save ends). While imprisoned in its cell, the target cannot take actions or be targeted. Once the target is released from the Circles of Penance it suffers an aftereffect. On a save, the creature returns to the space it occupied (or, if occupied, the nearest available unoccupied space of its choice).

**Aftereffect:** The aftereffect of this power is determined by the worst unpunished crime the target has committed.

**Special:** The *magus judgment* power is unaffected by the Hedge's normal dreaming surge cost for teleporting creatures to the Eye.

### Major Dreamlord

*I claim this land in my name and reshape it in my image.*

You become one of the movers and shakers of the world of Nevermore by founding a realm in your own image. From this seat of your power, you can begin to influence the politics of the dreamlands. You also gain the ability to conjure creatures and objects into being through the sheer force of your will. By choosing to become a major dreamlord, you have ensured yourself the attention of other dreamlords and a prominent place in their future plans.

**Prerequisite:** Minor Dreamlord Aspect

#### MAJOR DREAMLORD FEATURES

**Major Dreamlord's Action (11th level):** You can spend an action point to regain one dreaming surge you have already used, instead of taking an extra action.

**Major Dreamlord's Invocation (11th level):** You gain a conjuration or zone encounter attack power of 7th level or lower from any class. When you use this power you are considered to be using a +3 implement. This bonus increases every five levels thereafter (+4 at 16th level, +5 at 21st level, etc.)

**Major Dreamlord's Realm (11th level):** You acquire and master the Major Dreamlord's Realm ritual.

#### Major Dreamlord's Realm

*You stake claim to a small realm.*

**Level:** 11

**Component Cost:** 1,800

**Category:** Creation

**Market Price:** —

**Time:** 1 hour

**Key Skill:** —

**Duration:** Permanent

**Special:** Component Cost (9,000 at 21st level)



## PARAGON PATHS AND EPIC DESTINIES

When you gain this ritual chose your key ability from of the following: Intelligence, Wisdom, or Charisma. This choice remains the same throughout your life.

By expending 12 dreaming surges, you can expand your current minor realm into a major realm. The realm cannot be within the bounds of another dreamlord's minor realm, major realm or greater realm. Successfully performing the Major Dreamlord's Realm ritual enables you to claim a specific area of the Dreamlands as your realm. The height and depth of the area affected extends up and down up to 5 miles. You can increase the radius of your major realm by performing this ritual again after you have reached 21st level. However, it will not spread into another dreamlord's minor realm, major realm or greater realm.

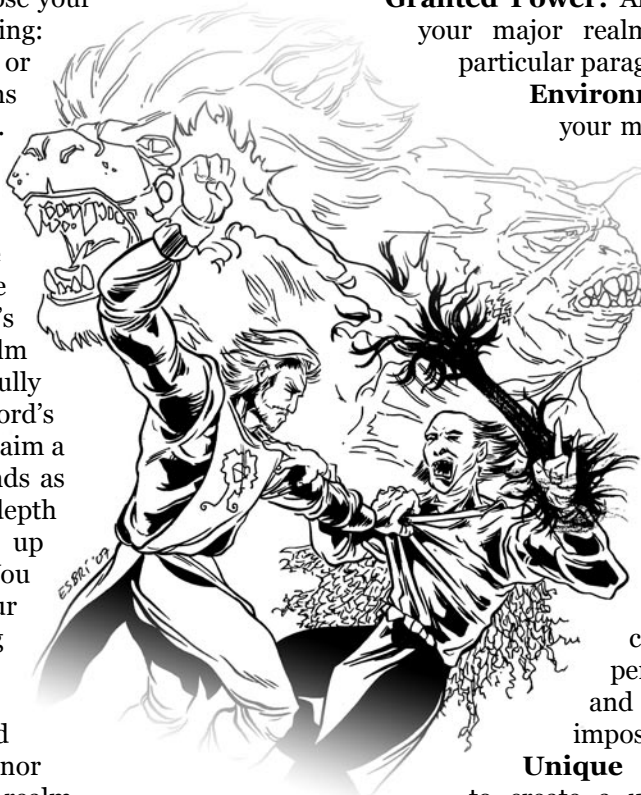
Your major realm conforms to your will and has all the properties associated with the domain it is founded within. In addition, you can place up to three auras upon your realm (or portions of it). The following is a list of effects available to you:

**Affected by a Power or Ritual:** All (or some) creatures within your major realm are affected by a power or ritual of your level or lower. Choose one power or ritual. This choice remains throughout your character's life or until you retrain. At-will powers affect creatures every 5 minutes. Encounter powers affect creatures within the major realm once per hour. Daily powers affect creatures once per day (cycle).

If you choose a power 10 or more levels beneath your level, then you can increase the frequency of effect. At-will powers affect creatures every 2 minutes (20 rounds). Encounter powers affect creatures every 30 minutes and daily powers affect them every 4 hours.

**Granted Bonus:** All (or some) creatures within your major realm are granted a bonus to a particular type of roll (attack rolls, damage rolls, skill checks, ability checks, or saving throw). The conditions for receiving this bonus are determined by you and the maximum bonus you can grant is a +4 to the chosen roll.

**Granted Feat:** All (or some) creatures within your major realm are granted a particular paragon tier (or lower) feat.



**Granted Power:** All (or some) creatures within your major realm are granted access to a particular paragon tier (or lower) power.

**Environmental Effect:** All (or part) of your major realm is under one of the following environmental or terrain effects: challenging terrain (deep mud, ice, etc.), difficult terrain, high altitude, extreme altitude, cold, frigid cold, heat, stifling heat, or pervasive smoke and ash.

**Imposed Penalty:** All (or some) creatures within your major realm suffer a penalty to a particular type of roll (attack rolls, damage rolls, skill checks, ability checks, or saving throw). The conditions for receiving this penalty are determined by you and the maximum penalty you impose is a -4 to the chosen roll.

**Unique Effect:** If you would like to create a unique effect not mentioned in this list, then discuss your idea with your Game Master. Keep in mind that the effect should be something appropriate to the paragon tier.

**Table 9.2: Major Realm's Radius**

Character Level	Major Realm's Radius
16–20	10 miles
21 or higher	25 miles*

\* You must repeat the ritual in order to increase your major realm's size.

**Major Dreamlord's Utility (12th level):** You gain a conjuration or zone utility power of 10th level or lower from any class. When you use this power you are considered to be using a +3 implement. This bonus increases to +4 at 16th level, +5 at 21st level, and +6 at 26th level.

**Major Dreamlord's Conjuration (20th level):** You gain a conjuration or zone daily attack power of 19th level or lower from any class. When you use this power you are considered to be using a +4 implement. This bonus increases to +5 at 21st level and +6 at 26th level.

**Major Dreamlord's Evolution (16th level):** You gain the 6th level aspect feature of the aspect you chose for your Dreamlord's Manifestation. For example, if you chose the Draconic Spirit Aspect, then you would gain the Bloodied Draconic Breath aspect feature.

## PARAGON PATHS AND EPIC DESTINIES

### **Master Preacher (Lady Preacher)**

*I am the voice of Menhalig and those who believe in him know his voice.*

You are the Church's mouthpiece and use your words to inspire and unite the faithful in common cause. Your voice is infused with a holy power and stirs the hearts of your allies, while stopping those of your enemies. When your brothers and sisters in the faith are threatened your battle cry can make all the difference between victory and defeat.

**Prerequisite:** Mark of the Pillars (Bride or Preacher) and one of the following aspects: Angelic Spirit, Hopeful, Luminant Spirit (bright light), Paradigm (Wisdom or Charisma)

#### MASTER PREACHER FEATURES

**Master Preacher's Action (11th level):** When you spend an action point to take an extra action, your allies gain a +2 bonus to all attack rolls until the start of your next turn. Your allies need to be able to see and hear you to gain this bonus.

**Master Preacher's Inspiration (11th level):** Whenever you score a critical hit with a divine attack power, all allies who can see and hear you gain a number of temporary hit points equal to one-half your Wisdom or Charisma modifier.

**Preacher's Blessing (16th level):** Once per encounter, you can grant one of your allies who can see and hear you a heroic tier feat of your choice until the end of your next turn. At 26th level, you can grant a heroic or paragon tier feat of your choice. The ally must meet all of a feat's prerequisites in order to gain its benefit.

#### MASTER PREACHER POWERS

##### **Preacher's Voice** Master Preacher Attack 11

*Your voice inspires your allies and throws your enemies into confusion.*

**Encounter • Divine, Implement, Radiant**

**Standard Action** Close burst 10

**Target:** Each enemy in burst

**Attack:** Wisdom or Charisma vs. Will

**Special:** If the target is good or lawful good, your attack automatically misses.

**Hit:** 2d6 + Wisdom modifier radiant damage. If the target is evil or chaotic evil, it is also dazed until the end of your next turn.

**Effect:** Each ally within the burst who can see and hear you gains a +2 bonus to attack and damage rolls until the end of your next turn.

##### **Preacher's Presence** Master Preacher Utility 12

*Your mere presence can inspire your allies to new heights.*

**Daily • Divine, Zone**

**Minor Action** Personal

**Effect:** You gain an aura 10. You and any allies within the aura who can see and hear you gain a +2 bonus to all d20 rolls until the end of your next turn. In addition, successful aid another checks made by you or your allies grant a +4 bonus (instead of a +2 bonus) until the end of your next turn.

**Sustain Minor:** The aura persists.

##### **Preacher's Battle Cry** Master Preacher Attack 20

*"For Menhalig!"*

**Daily • Divine, Implement, Radiant**

**Standard Action** Close burst 10

**Target:** Each enemy in burst

**Attack:** Wisdom or Charisma vs. Will

**Special:** If the target is good or lawful good, your attack automatically misses.

**Hit:** 2d6 + Wisdom modifier radiant damage, and the target is dazed (save ends). If the target is evil or chaotic evil, it is stunned (save ends).

**Miss:** Half damage, and the target is dazed until the end of your next turn. If the target is evil or chaotic evil, it is stunned until the end of your next turn.

**Effect:** Each ally within the burst who can see and hear you can shift 1 square and make a basic melee or ranged attack against the nearest enemy.

### **Weaver of the Wyrd**

*I am a weaver of the stuff of dreams.*

You stir up excitement and emotion wherever you go and make the world around you more surreal and malleable. You have an astonishing reservoir of luck, which you can draw upon on a moment's notice and an unparalleled insight into the inner workings of Nevermore. You have the ability to tap a variety of energies with your powers, which makes you very adaptable. Last but not least, you can summon a progeny creature to serve you for a short period of time.

**Prerequisite:** Wyrd Aspect

#### WEAVER OF THE WYRD FEATURES

**Weaver's Action (11th level):** You can spend an action point to activate a dream surge ability that costs 3 dreaming surges or less, instead of taking an extra action.

## PARAGON PATHS AND EPIC DESTINIES

**Weaver's Luck (11th level):** Whenever you roll a natural 1 on any d20 roll, you can roll a d6 and gain the following benefit:

- 1 You can't use the Weaver's Luck feature again until the end of the encounter.
- 2–5 You gain three extra dreaming surges, which you must spend before the end of your next turn.
- 6 Treat your d20 roll as a natural 20.

**Weaver's Energy (16th level):** You may use the Wyrd Energy aspect feature in regards to your Weaver of the Wyrd's encounter or daily attack powers. In addition, once per day (cycle), you may choose to deal 2d6 extra damage of one of the following types of damage: acid, cold, fire, force, lightning, or thunder. This is in addition to the normal type of damage your weaver of the Wyrd powers deal.

### WEAVER OF THE WYRD POWERS

#### **Weaver's Wave** Weaver of the Wyrd Attack 11

*A wave of energy emanates from you and slams into your enemies.*

**Encounter • Arcane, Divine, or Nature, Implement, Varies**

**Standard Action** Close burst 5

**Target:** Each enemy in burst

**Attack:** Intelligence, Wisdom, or Charisma vs. Reflex

**Hit:** 2d6 + Intelligence, Wisdom, or Charisma modifier damage. Choose one type of damage from among acid, cold, fire, force, lightning, and thunder. The attack deals damage of this type. In addition, the target is pushed 1 square away from you.

#### **Weaver of the Lands** Weaver of the Wyrd Utility 12

*You reshape the landscape to your will.*

**Encounter • Arcane, Divine, or Nature, Conjunction, Zone**

**Standard Action** Area burst 2 within 20

**Effect:** The burst creates a zone of new landscape that lasts until the end of your next turn. You can create a number of obstacles in the zone equal to your Intelligence, Wisdom, or Charisma modifier (whichever is higher). You must create your obstacles (low or high walls, trees, pits, etc.) in an unoccupied square. Each one occupies 1 square and may have a height up to 20 feet or a depth down to 10 feet. In addition, you may make any square within the burst difficult terrain or provide concealment until the end of your next turn.

**Sustain Minor:** The zone persists. As a move action, you can rearrange the obstacles, difficult terrain, and concealment within the zone.

#### **Weaver's Summons** Weaver of the Wyrd Attack 20

*You summon a progeny to do your will.*

**Daily • Arcane, Divine, or Nature, Conjunction, Implement, Varies**

**Standard Action** Ranged 10

**Effect:** You conjure a progeny (dreamspawn or nightmare) that occupies 1 square within range, and it attacks an adjacent creature. The progeny is trained in any two skills you choose and gains a +2 bonus to skill checks with those chosen skills. Once per round as a minor action, you can make the progeny attack an adjacent creature. Every round, you can move the progeny 6 squares as a move action. It lasts until the end of the encounter and cannot be harmed by any attacks.

**Target:** One creature adjacent to progeny.

**Attack:** Intelligence, Wisdom, or Charisma vs. AC

**Hit:** 3d10 + Intelligence, Wisdom, or Charisma modifier damage. Choose one type of damage from among acid, cold, fire, force, lightning, and thunder. The attack deals damage of this type. In addition, the target loses one dreaming surge. Dreaming surges lost in this way count against the character's dreaming surge allotment for an encounter and can cause a backlash (if you are using that optional rule). If the target has no dreaming surges left, then the target loses a healing surge. If the target has no healing surges, the target is knocked unconscious (save ends).

## Epic Destiny

The following epic destiny is unique to the Nevermore campaign setting.

### Greater Dreamlord

*Your reach is far and wide. Your eyes are everywhere. You are a greater dreamlord and your mark will remain on the dreamlands forevermore.*

You have gained a great amount of influence over the dreamlands. You can scry Nevermore and the worlds beyond and summon the creatures you find to serve you. You are a potent patron of good or evil, providing your allies with safe-haven and many others benefits. Your authority within your realms is unparalleled and almost god-like.

Characters from all classes can become Greater Dreamlords, though classes that depend upon Intelligence, Wisdom, or Charisma are the most common.

**Prerequisite:** 21st level, Major Dreamlord paragon path

## PARAGON PATHS AND EPIC DESTINIES

### IMMORTALITY

Your destiny is intertwined with that of the dreamlands. Your influence and power are bound to reshape Nevermore in some substantial way no matter how long or short your reign is. It is this imprint on the future of this world that is your legacy and though you might retreat from the world as your powers grow, your country and its citizens will continue to make your presence felt for ages to come.

### GREATER DREAMLORD FEATURES

**Dreamlord's Greater Realm (21th level):** You acquire and master the Greater Dreamlord's Realm ritual.

#### *Greater Dreamlord's Realm*

*You create an entire country for you to rule over.*

**Level:** 21                      **Component Cost:** 45,000  
**Category:** Creation      **Market Price:** —  
**Time:** 1 cycle (8 hours)   **Key Skill:** —  
**Duration:** Permanent  
**Special:** Component Cost (225,000 at 26th level)

When you gain this ritual chose your key ability from of the following: Intelligence, Wisdom, or Charisma. This choice remains the same throughout your life.

By expending 18 dreaming surges, you can expand your major realm into a greater realm. The greater realm cannot be within the bounds of another dreamlord's minor realm, major realm, or greater realm. Successfully performing the Greater Dreamlord's Realm ritual enables you to claim a specific area of the Dreamlands as your realm. The height and depth of the area affected extends up and down up to 10 miles. You can increase the radius of your greater realm by performing this ritual again after you have reached 26th level. However, it will not spread into another dreamlord's minor realm, major realm, or greater realm.

Your greater realm conforms to your will and has all the properties associated with the domain it is founded within. In addition, you can place up to three auras upon your greater realm (or portions of it). The following is a list of effects available to you:

**Affected by a Power or Ritual:** All (or some) creatures within your greater realm are affected by a power or ritual of your level or lower. Choose one power or ritual. This choice remains throughout your character's life or until you retrain. At-will powers affect creatures every 5 minutes. Encounter powers affect creatures within the realm once per hour. Daily powers affect creatures once per day (cycle).

If you choose a power 10 or more levels beneath your level, then you can increase the frequency of effect. At-will powers affect creatures every 2 minutes (20

rounds). Encounter powers affect creatures every 30 minutes and daily powers affect them every 4 hours.

If you choose a power 20 or more levels beneath your level, then you can increase the frequency of effect. At-will powers affect creatures every minute (10 rounds). Encounter powers affect creatures every 15 minutes and daily powers affect them every 2 hours.

**Granted Bonus:** All (or some) creatures within your greater realm are granted a bonus to a particular type of roll (attack rolls, damage rolls, skill checks, ability checks, or saving throw). The conditions for receiving this bonus are determined by you and the maximum bonus you can grant is a +6 to the chosen roll.

**Granted Feat:** All (or some) creatures within your greater realm are granted a particular epic tier (or lower) feat.

**Granted Power:** All (or some) creatures within your greater realm are granted access to a particular epic tier (or lower) power.

**Environmental Effect:** All (or part) of your greater realm is under one of the following environmental or terrain effects: challenging terrain (deep mud, ice, etc.), difficult terrain, high altitude, extreme altitude, cold, frigid cold, heat, stifling heat, or pervasive smoke and ash. In addition, any ability or skill checks made to overcome these environmental effects suffer a -5 penalty.

**Imposed Penalty:** All (or some) creatures within your greater realm suffer a penalty to a particular type of roll (attack rolls, damage rolls, skill checks, ability checks, or saving throw). The conditions for receiving this penalty are determined by you and the maximum penalty you impose is a -6 to the chosen roll.

**Unique Effect:** If you would like to create a unique effect not mentioned in this list, then discuss your idea with your Game Master. Keep in mind that the effect should be something appropriate to the epic tier.

**Table 9.3: Greater Realm's Radius**

Character Level	Major Realm's Radius
21–25	100 miles
26–30	250 miles*

\* You must repeat the ritual in order to increase your greaterrealm's size.

**Greater Dreamlord's Powers (24th level):** You acquire and master the Greater Dreamlord's Scry and Greater Dreamlord's Summons rituals. You can use each ritual once per cycle without expending neverite.

#### *Greater Dreamlord's Scry*

*You can scry the Dreamlands and the Mortal Realm.*

**Level:** 24                      **Component Cost:** 25,000 \*  
**Category:** Scrying      **Market Price:** —

**Time:** 10 minutes      **Key Skill:** —

**Duration:** 5 rounds

\*plus a focus worth 10,000 gp (np) (6 dreaming surges if you scry another plane)

This ritual works exactly like the *observe creature* ritual with a few exceptions. First, there is no component cost or market price. Secondly, it has a shorter performance time and set duration. Thirdly, there is no key skill. Lastly, this ritual can scry the Mortal Realm (and other planes). However, in order to scry outside of the Dreamlands you must expend 6 dreaming surges.

**Greater Dreamlord’s Summons**

*You summon creatures to the Dreamlands to do your will.*

**Level:** 24                      **Component Cost:** 50,000 \*

**Category:** Binding and Travel      **Market Price:** —

**Time:** 5 minutes              **Key Skill:** —

**Duration:** Special

\*plus 1 dreaming surge/level of summoned creature(s)

You may summon creatures whom you have observed for at least 5 rounds via the *Greater Dreamlord’s Scry* ritual. Only creatures whose level is at least 2 lower than yours can be summoned by this ritual. The targets can be summoned to any area you have observed through the *Greater Dreamlord’s Scry* ritual.

In addition, you may place the targets that are summoned under a powerful binding to help you or a person designated by you. A Diplomacy check made at the end of this ritual determines what sort of help you or your designate can request. The targets that refuse to help are cursed for 24 hours or until they help you or your designate. While cursed, they suffer a -2 penalty to all d20 and damage rolls.

The targets remain in the dreamlands until the task you set for them is finished or until 24 hours (3 cycles) have passed. Once the duration ends, you must decide whether to renew the summons, return the targets back to where they were summoned from, or free them.

**Renewing the Summons:** You can renew a summons up to two times, for a total of 72 hours (or 9 cycles). If the targets refuse to help you or your designate, they only suffer a -1 penalty to all d20 and damage rolls.

**Return the Summoned:** If you choose to return the summoned creatures, the targets immediately teleport back to the place you summoned them from.

**Free the Summoned:** If you choose to free the summoned, the targets are free to teleport back to the place you summoned them from or remain where they are. This choice is made at the moment the task is finished or the duration of the summons ends.

Table 9.4: Greater Dreamlord’s Summons

Diplomacy Check Result*	Effect
19 or lower	The targets are bound to perform an easy task that lasts up to 24 hours. If this task becomes moderate or hard, or doesn’t offer some perceived benefit to them, they may refuse to help.
20–29	The targets are bound to perform a moderate task that lasts up to 24 hours. If this task becomes hard or doesn’t offer some perceived benefit to them, they may refuse to help.
30–39	The targets are bound to perform a hard task that lasts up to 24 hours. If this task becomes suicidal or doesn’t offer some perceived benefit to them, they may refuse to help.
40 or higher	The targets are bound to perform a hard task that lasts up to 24 hours. If this task becomes suicidal, they may refuse.
* Apply the Diplomacy Check modifier to your roll.	
Target is...	Diplomacy Check Modifier
Hostile	-10
Unfriendly	-5
Currently summoned by you	-5 for each renewing of the summons

**Dreamlord’s Resurgence (30th level):** Once per day (cycle), when you die, you can return to life at half your maximum hit points and with 12 extra dreaming surges. You must spend these extra dreaming surges before the end of the encounter.

**GREATER DREAMLORD POWERS**

<b>Dreamlord’s Transformation</b>	Greater Dreamlord Utility 12
<i>Your inner psyche is made manifest in a new and more dangerous form.</i>	
<b>Daily</b>	
<b>Minor Action</b>	<b>Personal</b>
<b>Effect:</b> Chose an aspect. Whenever you use this power you gain this aspect and all its features and powers (except its daily attack power) until the end of the encounter. Your choice of aspect remains throughout your character’s life.	

# Chapter 10

## Feats of Nevermore



This chapter introduces new feats for use with the Nevermore campaign setting.

### Heroic Tier Feats

#### *Beloved by the Dreamlands*

**Benefit:** Once per day (cycle), you may use the dream assistance dreaming surge ability to call upon plausible assistance without expending dreaming surges. At 11th level, you may call upon implausible assistance without expending dreaming surges. At 21st level, you may call upon desperate assistance without expending dreaming surges.

#### *Dream Blood*

**Prerequisite:** Awakened background

**Benefit:** You gain three additional dreaming surges at each tier of play (1st, 11th, and 21st).

#### *Mark of the Faithful*

**Prerequisites:** You must worship Menhalig

**Benefit:** You have walked the Path of the Four Pillars and were found faithful, but were not called to one of the holy orders. This does not mean you failed the trials, but rather you are called to live as one of the lay faithful. Those who have the mark of the faithful may walk the Path of the Four Pillars again (via retraining and with the permission of your GM). You gain a +1 feat bonus to saving throws. If you already have such a

bonus, then once per day (cycle), you may gain a +5 feat bonus to any one saving throw.

#### *Mark of the Pillars*

**Prerequisites:** Channel Divinity class feature, you must worship Menhalig

**Benefit:** You have walked the Path of the Four Pillars and are now supernaturally marked by it. Choose one of the following marks and gain its special benefit.

*Mark of the Bride (Female only):* You have been chosen as a spiritual bride to Menhalig. Choose one of the other marks (celestial, elder, preacher, or deacon) you count as a member of that order for the purpose of meeting prerequisites for taking other feats and qualifying for paragon paths. In addition, you can invoke the power of your deity to use Bride's Protection.

*Mark of the Celestial (Male paladin or avenger only):* You are considered a member of the Order of Celestials and you can invoke the power of your deity to use Celestial's Advantage.

*Mark of the Elder (Male cleric or invoker only):* You are considered a member of the Order of Elders and you can invoke the power of your deity to use Elder's Guidance.

*Mark of the Preacher (Male cleric or invoker only):* You are considered a member of

## FEATS OF NEVERMORE

the Order of Preachers and you can invoke the power of your deity to use Preacher's Presence.

*Mark of the Deacon (Male cleric or paladin only):* You are considered a member of the Order of Deacons and you can invoke the power of your deity to use Deacon's Sacrifice.

### Bride's Protection Feat Power

*When you are in grave danger, Menhalig sends an angel of protection to defend you.*

#### Encounter • Divine

**No Action** **Personal**

**Channel Divinity:** You can use only one channel divinity power per encounter

**Requirement:** You must be bloodied

**Effect:** You only take half damage from melee and ranged attacks and gain a +2 bonus to AC until the end of your next turn.

### Celestial's Advantage Feat Power

*You can summon forth the light of Menhalig to gain the advantage against your enemies.*

#### Encounter • Divine, Zone

**No Action** **Personal**

**Channel Divinity:** You can use only one channel divinity power per encounter

**Effect:** You gain an aura 5 until the end of your next turn. This aura creates a zone of bright light and enemies within the zone grant you combat advantage.

### Elder's Guidance Feat Power

*You call upon Menhalig to guide your actions.*

#### Encounter • Divine

**No Action** **Personal**

**Channel Divinity:** You can use only one channel divinity power per encounter

**Effect:** You gain a +2 bonus to your next attack rolls or a +5 bonus to your next skill check. This bonus lasts until the start of your next turn.

### Preacher's Presence Feat Power

*Your mere presence is enough to afford you and your allies some protection from your enemies' attacks.*

#### Encounter • Divine, Zone

**No Action** **Close burst 5**

**Channel Divinity:** You can use only one channel divinity power per encounter

**Requirement:** You cannot be bloodied

**Effect:** You create of zone of protection, which moves with you. Attacks against you and allies within the zone of protection suffer a -2 penalty until the end of your next turn.

### Deacon's Sacrifice Feat Power

*You sacrifice a portion of your own life energy to sustain one of your allies.*

#### Encounter • Divine

**No Action** **Close burst 5**

**Channel Divinity:** You can use only one channel divinity power per encounter

**Requirement:** You must have at least one healing surge

**Target:** One ally in burst

**Effect:** You lose one healing surge. The target regains hit points as if they just spent a healing surge.

## Master Dream Crafter

**Prerequisite:** Dreamblood feat

**Benefit:** Once per day (cycle), you may create a temporary heroic tier magical item of your level or lower as a minor action without expending dreaming surges. At 11th level, you may create a paragon tier magical item of your level or lower. At 21st level, you may create an epic tier magical item. These temporary magical items last until the end of the encounter.



## FEATS OF NEVERMORE

### Master Dream Weaver

**Prerequisite:** Dreamblood feat

**Benefit:** Once per day (cycle), you may activate a heroic dream weave without expending dreaming surges. At 11th level, you may activate a paragon dream weave without expending dreaming surges. At 21st level, you may activate an epic dream weave without expending dreaming surges.

## Paragon Tier Feats

### Complete Aspect

**Prerequisite:** Both the Body and Spirit versions of a particular type of aspect (Draconic, Elemental, etc.)

**Benefit:** You gain a +1 bonus to all attack powers related to your chosen aspect and paragon path (which was used to gain another aspect).

### Additional Aura

**Prerequisite:** Dreamlord Aspect

**Benefit:** Your minor realm, major realm or greater realm comes under the effect of an addition aura. You may take this feat a number of times equal to one-fifth your level.

### Dreamlord Ritualist

**Prerequisite:** Minor Dreamlord Aspect

**Benefit:** Once per day (cycle) while you are within your minor realm, major realm or greater realm, you may perform a ritual that you have mastered as a standard action and without expending components.

### Greater Claim

**Prerequisite:** Minor Dreamlord Aspect

**Benefit:** Treat yourself as 5 levels higher than you are for the purpose of determining your realm's radius. If your effective level is 31 or higher, then use the following table to determine the radius of your minor realm, major realm or greater realm.

**Table 10.1: Greater Claim**

Type	Radius
Minor Realm	1 mile
Major Realm	50 miles
Greater Realm	500 miles



## Epic Tier Feats

### Aspect Attack Mastery

**Benefit:** When you use one of your aspect attack powers, you score a critical hit on a natural 18, 19 or 20.

### Lengthy Summons

**Prerequisite:** Greater Dreamlord epic destiny

**Benefit:** The targets of your *greater dreamlord's summons* remain in Nevermore until the task you set for them is finished or until 72 hours (9 cycles) have passed. Those who refuse to do your bidding are cursed for this duration or until they undertake your task.

### Paragon Attack Mastery

**Benefit:** When you use one of your paragon path attack powers, you score a critical hit on a natural 18, 19 or 20.



# Chapter 11

## Flora, Fauna and Foes



### Flora

The following section is a small sampling of the types of unique plant-life that can be found in the dreamlands.

#### Bladegrass

This dangerous grass can be found throughout Nevermore.

<b>Bladegrass</b>	<b>Level 1 Obstacle</b>
Hazard	XP 100
<i>This grass appears to be normal, but has extremely sharp edges.</i>	
<b>Hazard:</b> Bladegrass fills 5 contiguous squares turning them into difficult terrain.	
<b>Perception</b>	
• DC 20: The character notices the bladegrass.	
<b>Additional Skill:</b> Nature	
• DC 20: The character identifies the bladegrass.	
<b>Trigger</b>	
When a creature enters a square of bladegrass.	

#### Attack

**Opportunity Action**      **Melee**

**Target:** Creature that triggered the hazard

**Attack:** +4 vs. Reflex

**Hit:** 1d4 damage and the target is slowed (save ends).

**Miss:** Half damage.

#### Countermeasures

- With a DC 25 Acrobatics check and a move action, a character can move into a square of bladed grass without risk of attack. If the check fails or the character moves more than 1 square, the bladegrass attacks.
- A character can use a plank of wood or other solid material to cover the bladegrass and walk on it unharmed.

#### Upgrade to Elite (200 XP)

- Increase the Acrobatics, Perception, and Nature check DCs and attack modifier by 2.
- A creature hit by the bladegrass takes to 3d4 + ongoing 5 damage + slowed (save ends both).

## FLORA, FAUNA AND FOES

### Vice Fever

This disease is caused by taking the drug “Vice.”

Vice Fever	Level 12 Disease
<i>Vice is a highly addictive substance and those who become hooked become more and more criminal in their behavior.</i>	<b>Attack:</b> +16 vs. Fortitude <b>Endurance:</b> Improve DC 28, maintain DC 25, worsen DC 24 or lower
The target is cured.	<b>Initial Effect:</b> The target is addicted to Vice and must take it once every 24 hours or lose one healing surge that it cannot regain until it takes Vice again or is cured.
	<b>Final Stage:</b> The target must perform a chaotic evil act every 24 hours or become catatonic and unable to take any actions.

### Diabolus Weed

This vile weed can be found throughout Nevermore, especially in the Dreadlands.

Diabolus Weed	Level 10 Obstacle
Hazard	XP 500
<i>This smoldering black weed grows in patches throughout the dreamlands causes the terrain around it to take on an infernal appearance.</i>	

**Hazard:** Diabolus weed fills 1 square turning it into difficult terrain and has an aura 5. The area affected by the aura is treated as if it is in the Dreadlands for the purpose of domain aura effects and Brimstone for the purpose of dreamlord auras. The effects of Diabolus’s weed, Warden pine, Mab poppies, and Mergia’s eye cancel each other, leaving whatever domain type normally prevails in the overlapping areas of effect.

#### Perception

- DC 24: The character notices the Diabolus weed.

#### Additional Skill: Nature

- DC 25: The character identifies the Diabolus weed.

#### Additional Skill: Arcana or Religion

- DC 25: The character knows how to make “Vice” from the Diabolus weed plant. A single dose of Vice grants you the benefits of the *consult oracle* ritual (component cost 250 gp/np; market price 1,250 gp/np) without the need to acquire, master, or perform the ritual. You may ask one question

of the oracle, but it must be related to how you might successfully commit an evil act (robbery, murder, etc.). After taking the Vice, you are diseased (see Vice Fever).

#### Trigger

When a creature enters or starts its turn in the Diabolus weed’s aura.

#### Attack

#### Opportunity Action Ranged aura

**Target:** The creature entering or starting turn in the aura

**Attack:** +12 vs. Fortitude

**Hit:** 2d6 +6 fire damage and ongoing 5 fire damage (save ends).

**Miss:** Half damage.

#### Countermeasures

- A character can attack the Diabolus weed (AC 20, other defense 17; 100 hit points; vulnerable 10 cold). Once the Diabolus weed is destroyed its aura and its effects end.

#### Upgrade to Elite (1,000 XP)

- Increase the Nature check DCs and attack modifier by 2.
- Increase the Diabolus weed’s size to 2 x 2 squares and its aura to 8. Each square of Diabolus weed that is destroyed reduces its attack range and aura’s radius by 1. All squares must be destroyed to end the Diabolus weed’s aura and other effects.
- An elite Diabolus weed is not vulnerable to cold.

## ***Dread Brush***

This frightening brush is primarily found in the Dreadlands and northern Heartlands, though at times it can be found in the other domains, especially if something terrible has happened in the area.

**Dread Brush** **Level 7 Obstacle**

**Hazard** **XP 300**

*This wicked looking patch of underbrush of thistles, briars, and brambles creates an overwhelming sense of fear in those who come too close to it.*

**Hazard:** Dread brush fills 10 contiguous squares turning them into difficult terrain.

### **Perception**

- No check is necessary to notice the dread brush.

**Additional Skill:** Nature

- DC 24: The character identifies the dread brush.
- DC 29: The character knows that burning a dread brush or one of its branches creates a thick cloud of fear-inducing smoke (see countermeasures for more details).

### **Trigger**

The brush attacks when a creature enters or begins its turn in or adjacent to a square of dread brush.

### **Attack**

**Opportunity Action** **Melee**

**Target:** Creature in or adjacent to the dread brush

**Attack:** +12 vs. Will

**Hit:** 2d6 +6 necrotic damage and the target must move twice its speed + 4 away from the dread brush and cannot come closer to the dread brush (save ends). The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes attacks of opportunity.

**Miss:** Half damage.

### **Countermeasures**

- A character can attack the dread brush (AC 18, other defense 15; 70 hit points; vulnerable 10 fire). A dread brush that is attacked by a fire based attack releases a cloud of smoke (close burst 3 that creates a zone of concealment until the end of the encounter or five minutes; all

creatures that enter or start their turn in the zone are attacked; +12 vs. Will; if successfully hit the target moves twice its speed +4 away from the smoke and cannot come closer to it (save ends). Once the dread brush is destroyed it cannot attack and is no longer difficult terrain.

### **Upgrade to Elite (600 XP)**

- Increase the Nature check DCs and attack modifier by 2.
- Increase size to 15 squares.
- An elite dread brush is not vulnerable to fire.

## ***Dream Berry Tree***

*The dream berry tree's lavender colored berry is one of the most sought after fruits in all of Nevermore.*

These wondrous trees are found throughout the dreamlands, though they are especially common in the Heartlands and Wyrd.

**Effect:** Any creature that eats a dream berry is poisoned.

### **Dream Berry Juice**

**Level 5 Poison**

*The juice of the dream berry tastes like a strong mint.*

**Poison** 250 gp (np)

**Attack:** +5 vs. Fortitude; target is dazed (save ends)

**Effect:** The target gains three temporary dreaming surges, which lasts until the end of the encounter or for five minutes.

**Special:** You can only gain the benefits of one dream berry at a time

## ***Hope Hollies***

*These evergreen trees bear small red berries when mature and emanate an aura of hope.*

These trees are most common in the Eye, but can be found within the other domains as well, although less so in the northern Heartlands and the Dreadlands.

**Effect:** Hope holly trees have an aura 5. This aura works exactly like the *sanctuary of hope* power of the Hopeful Aspect. Good and lawful good creatures are considered allies of the hope holly, while evil and chaotic creatures are considered enemies. Unaligned creatures are unaffected by the hope hollies aura.

## FLORA, FAUNA AND FOES

### Hornblower Vines

These intrusive vines can be found throughout the dreamlands and are often planted as a means of alerting their owners to the presence of intruders.

**Hornblower Vines** **Level 3 Warder**  
**Hazard** **XP 350**

*The hornblower vine has silvery trumpet-like flowers that emit a deafening noise when creatures are near them.*

**Hazard:** A strand of hornblower vine fills 10 contiguous squares, turning them into difficult terrain. Each square of the hornblower vine has an aura 5.

#### Perception

No check is necessary to notice the hornblower vine.

**Additional Skill:** Nature

- DC 20: The character identifies the hornblower vine.

#### Trigger

When a creature enters or starts its turn in the hornblower vine's aura.

#### Attack

**Opportunity Action** **Ranged 5**

**Target:** The creature entering or starting its turn in the hornblower vine's aura

**Attack:** +6 vs. Fortitude

**Hit:** 1d6 +3 thunder damage and the target is deafened (save ends).

**Miss:** Half damage.

#### Countermeasures

- A character can attack a square of hornblower vine (AC 16, other defense 13; 30 hit points; vulnerable 10 fire). When a square of hornblower vine is destroyed that particular square's aura and effects end.

#### Upgrade to Elite (700 XP)

- Increase the Nature check DC and attack modifier by 2.
- Increase the hornblower vine's size to 15.
- An elite hornblower vine is not vulnerable to fire.

### Mab Poppies

These psychotropic poppies can be found throughout Nevermore, but most numerous in the realm of Nightwood.

**Mad Poppies** **Level 10 Obstacle**  
**Hazard** **XP 500**

*These dark violet flowers produce a scent, which sickens humans and skews their perceptions of the world around them.*

**Hazard:** Mab poppies fills 1 square and has an aura 5. The area affected by the aura is treated as if it is in the Heartlands for the purpose of domain aura effects and Nightwood for the purpose of dreamlord auras. The effects of Diabolus's weed, Warden pine, Mab poppies, and Mergia's eye cancel each other, leaving whatever domain type normally prevails in the overlapping areas of effect.

#### Perception

- DC 25: The character notices the Mab poppies.

**Additional Skill:** Nature

- DC 25: The character identifies the Mab poppies.

#### Trigger

When a human enters or starts its turn in the Mab poppies' aura.

#### Attack

**Opportunity Action** **Ranged aura**

**Target:** The human entering or starting its turn in the Mab poppies' aura

**Attack:** +12 vs. Fortitude

**Hit:** The target is poisoned (see Mab Poppy Pollen).

**Miss:** Half damage.

#### Countermeasures

- A character can attack the Mab poppies (AC 20, other defense 17; 100 hit points; vulnerable 10 fire). When a square of Mab poppies is destroyed that particular square's aura and effects end.

#### Upgrade to Elite (1,000 XP)

- Increase the Nature check DC and attack modifier by 2.
- Increase the Mab poppies size to 2 x 2 squares and its aura to 8. Each square of Mab poppies that is destroyed reduces its attack range and aura's radius by 1. All squares must be destroyed to end the Mab poppies' aura and other effects.
- An elite patch of Mab poppies is not vulnerable to fire.



**Mab Poppy Pollen**

This poison is harvested from Mab poppies.

**Mad Poppy Pollen** Level 5 Poison

*This toxin is usually inhaled from Mab poppies.*

**Poison** 250 gp (np)

**Attack:** +8 vs. Fortitude; target is dazed (save ends)

**First Failed Save:** In addition to being dazed, the target is immobilized until the end of its next turn.

**Second Failed Save:** Roll a d6. The result indicates the effect the creature is under until it makes a successful saving throw:

**Result Effect**

1–2 The target makes a basic melee or ranged attack against nearest creature (save ends).

3–4 The target is stunned (save ends).

5–6 The target falls prone and cannot stand up (save ends).

**Mana Trees**

Mana trees produce golden fruits that resemble oranges and which have a blood red pulp inside that is infused with supernatural power.

A creature who eats a mana fruit (standard action) regains a number of dreaming surges dependent upon

your level. Heroic tier creatures regain 3 dreaming surges, paragon 6, and epic 9. A creature can only gain the benefits of a mana fruit once per day (cycle). Mana trees are common to most domains, except the Dreadlands where they are extremely rare.

**Mergia's Eye**

This flower can be found throughout Nevermore.

**Mergia's Eye** Level 10 Obstacle  
**Hazard** XP 500

*This golden-hued flower grows in patches and has a stabilizing effect on the landscape around it.*

**Hazard:** Mergia's eye fills 1 square turning it into difficult terrain and has an aura 5. The area affected by the aura is treated as if it is in the Eye for the purpose of domain aura effects and Golden City for the purpose of dreamlord auras. The effects of Diabolus weed, Warden pine, Mab poppies, and Mergia's eye cancel each other, leaving whatever domain type normally prevails in the overlapping areas of effect.

**Perception**

- DC 25: The character notices the Mergia's eye.

**Additional Skill:** Nature

- DC 25: The character identifies the Mergia's eye.

**Trigger**

When an evil or chaotic evil creature enters or starts its turn in the Mergia's eye's aura.

**Attack**

**Opportunity Action** **Ranged** aura

**Target:** The evil or chaotic creature entering or starting turn in the aura

**Attack:** +12 vs. Fortitude

**Hit:** 2d6 +6 radiant damage and ongoing 5 radiant damage (save ends).

**Miss:** Half damage.

**Countermeasures**

- A character can attack the Mergia's eye (AC 20, other defense 17; 100 hit points; vulnerable 10 necrotic). Once the Mergia's eye is destroyed its aura and its effects end.

**Upgrade to Elite (1,000 XP)**

- Increase the Nature check DCs and attack modifier by 2.
- Increase the Mergia's eye's size to 2 x 2 squares and its aura to 8. Each square of Mergia's eye that is destroyed reduces its attack range and aura's radius by 1. All squares must be destroyed to end the Mergia's eye's aura and other effects.
- An elite Mergia's eye is not vulnerable to necrotic.

## FLORA, FAUNA AND FOES

### Mesmerose

This mesmerizing flower found in the backcountry of the Heartlands, the unfettered lands of the Wyrd, and the foreboding wastes of the Dreadlands.

<b>Mergia's Eye</b>	<b>Level 7 Obstacle</b>
Hazard	XP 300
<i>The mesmerose is a tall and rainbow-hued flower, which fascinates those who look upon it.</i>	
<b>Hazard:</b> Mesmerose fills 1 square and has an aura 10. Creatures entering the aura or beginning their turn in the aura are attacked.	
<b>Perception</b>	
• No check is necessary to notice the mesmerose	
<b>Additional Skill:</b> Nature	
• DC 24: The character identifies the mesmerose.	
<b>Trigger</b>	
A creature enters or begins its turn in the aura.	
<b>Attack</b>	
<b>Opportunity Action</b>	<b>Ranged</b> aura
<b>Target:</b> The creature entering or beginning its turn in the aura	
<b>Attack:</b> +10 vs. Will	
<b>Hit:</b> The target is stunned (save ends)	
<b>Countermeasures</b>	
• A character can attack the mesmerose (AC 18, other defense 15; 70 hit points; vulnerable 10 fire). Once the mesmerose is destroyed its aura and its effects end.	
<b>Upgrade to Elite (600 XP)</b>	
• Increase the Nature check DCs and attack modifier by 2.	
• Add to the mesmerose's attack line: <i>Afterside:</i> The target is dazed (save ends).	

### Neverite Bloom

*The rainbow-colored leaves of this amazing flower are only outshone by the beautiful blooms they produce.*

Neverite blooms can be found throughout Nevermore, but primarily in the Hedge and the Eye. However, some dreamlords have laws about who can own and raise neverite blooms in order to keep these wondrous flowers out of the hands of those who might oppose them. Other dreamlords encourage their growth in return for a portion of the harvest. Neverite is the only known stable substance within the dreamlands, and items created out of it remain unchanged by domain shifts and other phenomenon that would normally change the stuff of dreams.

**Effect:** A rooted and unpicked neverite bloom has an aura 10. The area affected by the aura is treated as if it is in the Heartlands for the purpose of domain aura effects and creatures within it cannot use any dreaming surge abilities. If a neverite bloom is uprooted or picked, then it loses its aura until it is replanted or reproduces a new bloom.

These flowers and their gems are stable and do not change with the turning of the cycle and are immune to effects created by dreaming surge abilities. As such, objects created from these gems must be crafted with mundane tools rather than via dream crafting.

**Special:** Every year, during the last turning of Cadence each of these flowers produces a perfect neverite gem (worth 10 neverite pieces). If the neverite bloom was unpicked, then it simply sheds the old bloom for a new one. Sometimes areas of neverite blooms can be piled high with these gems. Outside of mining, this is the only other known source of neverite and is vigilantly protected by those who possess them.

### Neverwood Trees

*These colorful hardwood oak trees wear a multi-colored assortment of flecked leaves.*

These trees are found throughout Nevermore.

**Effect:** These trees are stable and do not change with the turning of the cycle and are immune to effects created by dreaming surge abilities. As such, items made from their wood must be crafted with mundane tools rather than via dream crafting.

**Special:** These trees only grow near patches of neverite blooms or in areas with neverite veins beneath them. This is because the tree's roots are drawn to neverite and tap into it as a primary source of nutrients. Neverwood trees can sometimes open portals to the Mortal Realm or to other parts of Nevermore. Each tree's portal opens up under a particular set of circumstances (time, actions, etc.) and leads to a different location. However, you should be careful of the dangers of these dream doors because one never knows what one might step into nor how long the dream door will remain open.

### Night Elm

*This pitch black tree is constantly surrounded by a supernatural darkness.*

These trees are primarily found in the northern Heartlands and the Dreadlands.

**Effect:** These trees are surrounded by a 5 square radius of darkness (dim light out to 10 squares). A branch taken from one of these trees continues to radiate darkness just like the tree for 1 hour. The night elm, shadow alder, and torchwood's auras cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of effect.

## Phoenix Shrubs

These burning shrubs are primarily found in the southern Heartlands and the Wyrd.

<b>Phoenix Shrubs</b>	<b>Level 7 (-1 every hour after Burst) Obstacle</b>
<b>Hazard</b>	<b>XP Varies</b>

*This shrub bursts into flame after the turning of the cycle and slowly burns away as the cycle progresses.*

**Hazard:** The phoenix shrub fills 1 square and has an aura 7. This aura is filled with bright light (dim light out to 14 squares) during the hour of Burst. Creatures entering the aura or beginning their turn in the aura are attacked. Every hour after burst decreases the aura by 1

### Perception

- No check is necessary to notice the phoenix shrub.

**Additional Skill:** Nature

- DC 25: The character identifies the phoenix shrub.

### Trigger

A creature enters or begins its turn in the aura.

### Attack

**Opportunity Action**      **Ranged** aura

**Target:** The creature entering or beginning its turn in the aura

**Attack:** +12 (-1 every hour after Burst) vs. Fortitude

**Hit:** 6d6 fire damage (-1d6 every hour after Burst). If the target takes any damage from this attack it also takes ongoing 5 fire damage (save ends).

**Miss:** Half damage.

### Countermeasures

- A character can attack the phoenix shrub (AC 18, other defense 15; 70 hit points (-10 every hour after Burst); vulnerable 10 cold). Once the phoenix shrub is destroyed its aura and its effects end. However, if any part of the plant is left rooted in the ground it will completely regenerate during the next turning of the cycle.

### Upgrade to Elite (XP Varies; depends on what hour it is)

- Increase the Nature check DCs and attack modifier by 2.
- Increase the damage to 12d6 (-2d6 every hour after Burst)
- An Elite phoenix shrub is not vulnerable to cold.

## Shadow Alder

*This tree is shrouded with supernatural shadows.*

These trees are primarily found in the northern Heartlands and the Dreadlands.

**Effect:** These trees are surrounded by a 10 square radius of dim light. A branch taken from one of these trees continues to radiate dim light just like the tree for 1 hour. The night elm, shadow alder, and torchwood's auras cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of effect.

## Silent Creeper

*This dark green creeping vine creates an aura of silence around it.*

These creeping vines have a stranglehold over many places in Nevermore, especially the Dreadlands.

**Effect:** Silent creeper vines have an aura 5. Sound within the aura is suppressed and all creatures within the aura are considered deafened.

## Smoking Cedars

These trees are found in the Hedge, Dreadlands, and Wyrd, especially near their borders, but are rarely seen in the Eye or Heartlands.

<b>Smoking Cedars</b>	<b>Level 18 Obstacle</b>
<b>Hazard</b>	<b>XP 2,000</b>

*The smoldering cracks within a smoking cedar's trunk cover the surrounding area in a thick cloud of smoke and ash.*

**Hazard:** The smoking cedar fills 1 square and has an aura 10. This aura is filled with pervasive smoke and ash and provides concealment for all creatures within it. Breathing creatures entering the aura or beginning their turn in the aura are attacked.

### Perception

- DC 25: The character notices the smoking cedar.

**Additional Skill:** Nature

- DC 25: The character identifies the smoking cedar.

### Trigger

A breathing creature enters or begins its turn in the aura

### Attack

**Opportunity Action**      **Ranged** aura

**Target:** The breathing creature entering or beginning its turn in the aura

**Attack:** +21 vs. Fortitude

**Hit:** 2d6 + 6 fire damage and the target is blinded, dazed, and weakened (save ends all).

**Miss:** Half damage.

## FLORA, FAUNA AND FOES

### Countermeasures

- A character can attack the smoking cedar (AC 20, other defense 17; 100 hit points; vulnerable 10 cold). Once the smoking cedar is destroyed its aura and its effects end.

### Upgrade to Elite (4,000 XP)

- Increase the Nature and Perception check DCs and attack modifier by 2.
- Increase the size to 2-by-2 squares and the aura to 20. The smoking cedar's AC increases to 22 and other defenses to 19. It also has 200 hit points, instead of 100.
- An Elite smoking cedar is not vulnerable to cold.

## Tanglefoot Thistles

These plants grow in patches throughout Nevermore.

<b>Tanglefoot Thistles</b>	<b>Level 3 Obstacle</b>
Hazard	XP 150

*Tanglefoot thistles are covered with sharp spines and topped with strange sticky blossoms.*

**Hazard:** The tanglefoot thistle fills 1 square, turning it into difficult terrain. When triggered it releases a burst of sticky thistles.

### Perception

- DC 20 to notice tanglefoot thistle.

**Additional Skill:** Nature

- DC 20 to identify tanglefoot thistle.

### Trigger

When a creature enters a square of tanglefoot thistle, or kicks or pokes at it from an adjacent square of attacks it in any way, the tanglefoot thistle releases a burst of sticky thistles.

### Attack

**Immediate Reaction**    **Close** burst 1

**Target:** Each creature in burst

**Attack:** +6 vs. Reflex

**Hit:** 1d6 damage and the target is slowed (save ends).

**Miss:** Half damage and the target is slowed until the end of its next turn.

### Countermeasures

- A character may move into a square of tanglefoot thistle without triggering it by making a DC 25 Acrobatics check. The character's move must end in the tanglefoot thistle's square.

### Upgrade to Elite (300 XP)

- Increase the Acrobatics, Nature, and Perception check DCs and attack modifier by 2.
- Increase the damage to 3d6 damage and the target is immobilized (save ends).

## Torchwood Trees

*This translucent tree is surrounded by supernatural light.*

These trees are surrounded by a 5 square radius of bright light (dim light out to 10 squares). A branch taken from one of these trees acts like an everburning torch for 1 hour. The night elm, shadow alder, and torchwood's auras cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of effect. Torchwood trees are primarily found in the southern Heartlands, but can be found throughout Nevermore, although they are rare in the Dreadlands.

## Warden Pines

Warden pines are found almost exclusively within the Hedge, however some have been transplanted to other domains.

<b>Warden Pines</b>	<b>Level 10 Obstacle</b>
Hazard	XP 500

*These evergreen trees can be recognized by the crown of snow-white needles that top each tree and are renowned for ability to protect against evil.*

**Hazard:** A warden pine fills 3-by-3 area. The center square of the hedge pine is impassible and the rest of the area is turned into difficult terrain. The tree has an aura 5. The area affected by the aura is treated as if it is in the Hedge for the purpose of domain aura effects and Ordan for the purpose of dreamlord auras. The effects of Diabolus weed, Warden pines, Mab poppies, and Mergia's eye cancel each other, leaving whatever domain type normally prevails in the overlapping areas of effect.

### Perception

- No check is necessary to notice the Ordo pine.

**Additional Skill:** Nature

- DC 25: The character identifies the Ordo pine.

### Trigger

When an evil or chaotic evil creature enters or starts its turn in the Warden Pine's aura.

### Attack

**Opportunity Action**    **Ranged** aura

**Target:** The evil or chaotic creature entering or starting turn in the aura

**Attack:** +12 vs. Will

**Hit:** The target is stunned (save ends).

### Countermeasures

- A character can attack the Warden Pine's (AC 20, other defense 17; 100 hit points; vulnerable 10 fire). Once the Warden Pine is destroyed its aura and its effects end.



**Upgrade to Elite (1,000 XP)**

- Increase the Nature check DCs and attack modifier by 2.
- Increase the Warden pine's size to 4 x 4 squares and its aura to 8. The warden pine's AC increases to 22 and other defenses to 19. It also has 200 hit points, instead of 100.
- An elite warden pine is not vulnerable to fire.

**Weave Root**

*Weave root is an ivory colored tuberous root crowned with multi-colored leafs.*

Weave root can be found throughout Nevermore though it is most numerous in the Wyrd.

**Effect:** Creatures that consume weave root may activate a minor or moderate dream weave without spending dreaming surges. This benefit lasts until the turning of the cycle.

**Special:** If you have the Master Dream Weaver feat, then you increase the category of dream weave you create without spending dreaming surges (minor to significant at 10th-level or lower; significant to major at 11th-level; major to massive at 21st-level).

**Wisewood**

*This curious family of trees mimics the appearance of other types from conifers to broadleaves, but is made up of an almost insubstantial substance reminiscent of heavy smoke.*

Wisewood are common throughout the Heartlands, though they often appear elsewhere in Nevermore.

**Effect:** These trees are insubstantial, but obscure sight through them as if they were real trees. Creatures can walk through them without resistance and hide within their trunks. While hiding inside a wisewood, a creature gains total concealment and is considered insubstantial. Unlike real trees wisewoods provide concealment instead of cover, though attacks that pass through them only deal half damage.

**Fauna and Foes**

The following section is a small sampling of the types of unique creatures that can be found in the dreamlands. GMs are encouraged to use the new rules presented in this chapter to create their own unique creatures to populate the world of Nevermore.

**New Keywords**

All non-classed creatures residing in Nevermore gain one of the following keywords: diabolic, mythic, or progeny.

**Diabolic**

**Prerequisite:** Any evil or chaotic evil immortal creature.

**Diabolic Traits:** Diabolic creatures have the following traits:

*Change Shape:* Diaboli can change their shape at will.

*Diabolic Vice:* Diaboli choose one of the following vices: avarice, envy, gluttony, greed, lust, pride, or wrath. The diabolus acquires and masters the *consult oracle* ritual in regard to asking questions about how to commit acts of this vice or encourage it in others and may use it without component cost.

*Diabolic Skill Focus:* Diaboli choose one of their skills and increase its total bonus by 3.

*Diabolic Dream Surges:* The creature begins each encounter with a number of dreaming surges appropriate to its type and level (see Dreaming

Surges and Non-Classed Creatures in Chapter 7 for more details).

*Diabolic Resistances:* Diaboli gain resist 15 necrotic. Increases to 20 at 21st level.

*Diabolic Vulnerability:* Diaboli gain vulnerable 10 radiant.

*Indestructible:* When a diabolic creature is reduced to 0 hit points, its body and possessions disintegrate, but it is not destroyed. It reappears (along with its possessions) in 3 days (9 cycles) within 1 square of its phylactery, unless the phylactery is also found and destroyed.

*Spawn Viceling:* Any humanoid killed by a diaboli rises as a free willed viceling at the start of its creators next turn, appearing in the space where it died (or in the nearest unoccupied square). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned viceling.

**Mythic**

**Prerequisite:** Any non-classed creature.

Mythic creatures have been infused with the surreal energies of the dreamlands.

**Mythic Traits:** Mythic creatures have the following traits, which are added to the base creature.

*Mythic Aspect:* Choose an aspect (see Chapter 8: Aspects of Nevermore). The creature gains the 1st-level features and the level 1 attack power of that aspect. Attack powers with the weapon keyword can use the creature's natural attacks.

## FLORA, FAUNA AND FOES

*Mythic Skill Focus:* Choose one of the creature's skills and increase its total bonus by 3.

*Mythic Dream Surges:* The creature begins each encounter with a number of dreaming surges appropriate to its type and level (see Dreaming Surges and Non-Classed Creatures in Chapter 7 for more details).

### Progeny

**Prerequisite:** Any minion or standard non-classed creature.

Progeny creatures are manifestations of the essence of dreams and only exist as extensions of the world of Nevermore. They populate almost every corner of the dreamlands, and like its landscapes, they change with the turning of the cycle.

**Progeny Traits:** Progeny creatures have the following traits, added to the base creature.

*Progeny Skills:* Choose one of the creature's skills and increase its total bonus by 3.

*Progeny Strike:* The creature gains the *progeny strike* power.

*Progeny Dream Surges:* The creature begins each encounter with a number of dreaming surges appropriate to its type and level (see Dreaming Surges and Non-Classed Creatures in Chapter 7 for more details).

#### Progeny Strike

Progeny Attack 1

*When you attack, you strike at the very essence of Nevermore found in all its inhabitants.*

**Encounter, recharge** ☼, ☼, ☼

**Standard Action**                      **Melee or Ranged**

**Target:** One target

**Effect:** Make a basic melee or ranged attack. If the attack hits, then in addition to damage, the target also loses 1 dreaming surge.

11th level: The target loses 2 dreaming surges.

21st level: The target loses 3 dreaming surges.

**Special:** If the target does not have enough dreaming surges to cover the dreaming surge loss, then it sacrifices healing surges instead. If it does not have enough healing surges, then it is knocked unconscious (save ends).

### Dreamspawn vs. Nightmares

There are two types of progeny in Nevermore: dreamspawn and nightmares. Each has their own unique role in the world of Nevermore.

**Dreamspawn:** 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:** 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 are the malicious monsters that populate the wilds and the cunning fiends which plot the destruction of ethereals and mortal alike.

### Airavata

Airavatas are ivory colored creatures with a close resemblance to elephants. However, unlike their Mortal World kin, these creatures have four golden tusks sprouting from their head along with seven massive trunks. They are imposing creatures and can be turned into fierce fighting mounts with the proper training. They are usually found in the Wyrd, but have been known to wander into the other domains from time to time. Airavatas are peaceful creatures, but once provoked they become determined and formidable foes attacking and trampling any creatures that threaten them or their herd.

#### Airavata

Level 12 Elite Brute

Huge immortal magical beast  
(mythic)

XP 1,400

**Initiative** +8

**Senses** Perception +19

**HP** 306; **Bloodied** 153

**AC** 24; **Fortitude** 28, **Reflex** 23, **Will** 25

**Saving Throws** +2

**Speed** 8

**Action Points** 1

**Dreaming Surges** 12

⊕ **Tusk Slam** (standard, at-will)

Reach 2; +15 vs. AC; 3d6+5 damage.

‡ **Double Attack** (standard; at will)

The airavata makes two tusk slam attacks.

‡ **Stamp** (standard, at-will)

+15 vs. AC; 2d10+5 damage, and the target is knocked prone.

↗ **Wyrd Bolt** (standard, encounter) • **Varies**

Ranged 20; +13 vs. Reflex; 3d8+7 damage. Choose one type of damage from among acid, cold, fire, force, lightning, and thunder. The attack deals damage of this type. The target's resistance to this type of damage is lowered by 5 until the end of the airavata's next turn. If the target has no resistance to the chosen damage type, then it gains vulnerable 5 to that type of damage until the end of the airavata's your next turn.

↖ **Airavata's Frenzy** (free, when first bloodied, encounter)

Close burst 2; +15 vs. AC; 2d10+5 damage, and the target is pushed 2 squares and knocked prone.

**Trampling Charge** (while mounted by a friendly rider of 12th level or higher, at-will) • **Mount**

See elephant entry in *D&D 4E Monster Manual* for more details.

**Wyrd Luck**

Whenever the airavata rolls a natural 1 on any d20 roll, it can roll a d6 and gain the following benefit.  
 1–3: The airavata can't use this feature again until the end of the encounter.  
 4–5: The airavata gains three extra dreaming surges, which it must spend before the end of its next turn.  
 6: The airavata treats its d20 roll as a natural 20.

**Wyrd Rejuvenation**

The airavata can spend an action point to regain an encounter power it has already used, instead of taking an extra action.

<b>Alignment</b> Good	<b>Languages</b> Supernal	
<b>Skills</b> Insight +16, Nature +16		
<b>Str</b> 27 (+14)	<b>Dex</b> 15 (+8)	<b>Wis</b> 20 (+11)
<b>Con</b> 23 (+12)	<b>Int</b> 16 (+9)	<b>Cha</b> 16 (+9)

**Cait Sith**

Cait siths come in a variety of colors, though all of them have black stripes and broad grins. They are solitary creatures and can disappear with a flick of their tails making them quite difficult to catch. They live throughout the dreamlands, though are quite fond of the Wyrd, especially Wonderland. Cait siths use their invisibility to avoid combat, but if cornered they will make a stand.



## FLORA, FAUNA AND FOES

### Cait Sith Level 5 Lurker

Small fey magical beast (mythic) XP 200

**Initiative** +10

**Senses** Perception +9,  
darkvision

**HP** 48; **Bloodied** 24

**AC** 19; **Fortitude** 16, **Reflex** 19, **Will** 17

**Saving Throws** +1

**Speed** 6, climb 4, teleport 6

**Dreaming Surges** 3

⊕ **Bite** (standard, at-will)

+10 vs. AC; 1d10+4 damage.

↩ **Stolen Luck** (standard; encounter)

Close burst 5; +8 vs. Will; the target suffers a -2 penalty to all defenses, attack rolls, saving throws, and skill checks until the end of your next turn. The cait sith gains a +2 bonus to all defenses, attack rolls, saving throws, and skill checks until the end of its next turn.

#### Combat Advantage

The cait sith deals an extra 2d6 damage against any target it has combat advantage against.

**Invisibility** (standard, at-will)

The cait sith is invisible until it makes an attack. It can end this effect on its turn as a free action.

**Tail Swish** (immediate reaction, when an enemy moves or shifts into a square adjacent to the cait sith, encounter) • **Teleportation**

The cait sith turns invisible and teleports up to 6 squares away.

**Alignment** Unaligned **Languages** Common, Elven

**Skills** Stealth +14

**Str** 12 (+3) **Dex** 18 (+6) **Wis** 14 (+4)

**Con** 12 (+3) **Int** 14 (+4) **Cha** 14 (+4)

### Cu Sith

Cu sith are enormous midnight black “fairy dogs” who roam throughout the dreamlands. They have gray eyes that change color in accord with their moods. Sometimes they trained as mounts by those who have won their trust and are ardently loyal to their masters defending them to the death, if necessary. They generally hunt in packs, chasing and exhausting prey until they can drag it down.

They also use their power over shadows to provide them with the concealment they need to get close to their prey and spring upon them from ambush. If cornered or outnumbered they will use their supernatural speed to flee to safety.

### Cu Sith Level 5 Skirmisher

Large fey magical beast (mythic) XP 200

**Initiative** +7

**Senses** Perception +9;  
darkvision

**HP** 67; **Bloodied** 33

**AC** 19; **Fortitude** 19, **Reflex** 18, **Will** 17

**Speed** 6

**Dreaming Surges** 3

⊕ **Bite** (standard, at-will)

+10 vs. AC; 1d10+4 damage, or 2d10+4 damage against a prone target.

↩ **Wave of Shadows** (standard, encounter) • **Psychic**

Close blast 5; +8 vs. Reflex; 1d8+4 psychic damage, and the cu sith becomes invisible to the target until the end of its next turn.

#### Combat Advantage

The cu sith gains combat advantage against a target that has one or more of its allies adjacent to it. If the cu sith has combat advantage against the target, the target is also knocked prone on a hit.

**Dim Light Aura** (minor action, at-will)

The cu sith sheds an aura of dim light on 5 squares in all directions. If this aura overlaps with a supernatural source of bright light or darkness, then the overlapping squares revert to their natural lighting. The cu sith may suppress and reactive this aura as a minor action.

**Pack Hunter** (while mounted by a friendly rider of 5th level or higher, at-will) • **Mount**

See dire wolf entry in *D&D 4E Monster Manual* for more details.

**Alignment** Unaligned **Languages** Common, Elven

**Skills** Athletics +11, Stealth +10

**Str** 19 (+6) **Dex** 16 (+5) **Wis** 14 (+4)

**Con** 19 (+6) **Int** 12 (+3) **Cha** 14 (+4)

## Diaboli

These infernal adversaries are a cunning and constant threat to the dreamlands and its inhabitants. Each of them is the personification of one of the seven deadly sins and their abilities reflect this inherent link. Heroes who face the diaboli should use extreme caution as they are corrupting spirits, who can corrode the metal of even the most virtuous of hearts. They are also fearsome foes in both martial and social encounters pitting their physical and mental resources against any who would dare to confront them.

Diaboli use their abilities to weaken, wound, and wipe out their opponents, though if they sense a connection to their enemy through their vice, they will attempt to aggravate, exploit, and ultimately unleash the evil inclinations within them for their own gain. Diaboli speak Common and Diabolic.

### *Diabolus Phylactery*

A diabolus' phylactery is its physical link to the dreamlands. It usually resides within the Dreadlands in one of the strongholds of the children of Mahr, either

the Isle of Dread or Brimstone. Some believe the entire city of Bal is a gigantic backup phylactery for those diaboli that have their personal phylactery destroyed. If a phylactery is destroyed the diabolus connected to it is banished from Nevermore until a new phylactery is created for it. The process of creating a new phylactery is rumored to involve human or ethereal sacrifice.

### *Acedia*

Acediae are quintessential creatures of sloth, the sin of apathy and sadness. They are ooze-like creatures of living muck and mire, breeding despair and indifference wherever they drag their bile-filled bodies. They have no discernable anatomy or shape and can squeeze themselves into openings many times smaller than their normal size. In addition, if they turn themselves inside out they can use a false skin to mimic the form of any humanoid. They prefer to ambush their enemies, seize them within their constricting skin, and control them like puppets.



## FLORA, FAUNA AND FOES

### Acedia Level 18 Lurker

Large immortal animate (diabolic, shapechanger) XP 2,000

**Initiative** +19 **Senses** Perception +18;  
Tremorsense 20

**HP** 136; **Bloodied** 68

**AC** 32, **Fortitude** 32, **Reflex** 20, **Will** 28

**Immune** disease, gaze, poison **Resist** 15 necrotic  
**Vulnerable** 10 radiant

**Speed** 4

**Dreaming Surges** 6

#### ⊕ **Acidic Slam** (standard, at-will) • **Acid**

Reach 2; +23 vs. AC; 2d6+7 acid damage, and the target is immobilized and takes ongoing 5 acid damage (save ends both).

#### ‡ **Seize Creature** (standard, at-will) • **Acid**

+21 vs Reflex (+23 against immobilized creatures); ongoing 10 acid damage (save ends) and the target is grabbed.

#### ‡ **Second Skin** (standard, at-will) • **Acid**

Targets a creature the acedia has grabbed; +21 vs Will; the target is pulled into acedia's space; the target is restrained and takes ongoing 15 acid damage until it escapes the grab. In addition, attacks against the acedia deal half their damage to the acedia and the other half to the restrained creature. A creature that escapes the grab shifts to a square of its choosing adjacent to the cube. The acedia can move normally while creatures are within its second skin.

#### **Change Shape** (minor, at-will) • **Polymorph**

The acedia can alter its physical form to take on the appearance of any Medium or Large humanoid, including a unique individual.

#### **Diabolic Vice**

An acedia acquires and masters the *consult oracle* ritual in regard to asking questions about how to commit acts of sloth or encourage this vice in others, and may use the ritual without component cost.

#### **Indestructible**

When an acedia is reduced to 0 hit points, its body and possessions disintegrate, but it is not destroyed. It reappears (along with its possessions) in 3 days (9 cycles) within 1 square of its phylactery, unless the phylactery is also found and destroyed.

### Meld into Shadows

An acedia is invisible in areas of dim light or darkness. Creatures that fail to notice the acedia might walk into it, automatically becoming engulfed.

### Spawn Viceling

Any humanoid killed by an acedia rises as an enslaved viceling at the start of its creators next turn, appearing in the space where it died (or in the nearest unoccupied square). The enslaved viceling serves the acedia that created it until its master is destroyed or it is freed. Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned viceling.

**Alignment** Evil **Languages** Common,  
Diabolic, Supernal

**Skills** Religion +15, Stealth +23

**Str** 26 (+17) **Dex** 22 (+15) **Wis** 18 (+13)

**Con** 22 (+15) **Int** 13 (+10) **Cha** 13 (+10)

## Avaritia

As the personifications of greed, the avaritiae are renowned for their cunning when it comes to the pursuit of possessions. They have an uncanny awareness of their surroundings and the ability to phase through objects and obstacles. They are able assassins and thrifty thieves using stealth and subtly to kill whom they will and take what they want.

### Avaritia Level 16 Skirmisher

Medium immortal humanoid (diabolic, shapechanger) XP 1,400

**Initiative** +17 **Senses** Perception +18;  
darkvision

**HP** 153; **Bloodied** 76

**AC** 30, **Fortitude** 29, **Reflex** 30, **Will** 28

**Resist** 15 necrotic **Vulnerable** 10 radiant

**Speed** 6

**Dreaming Surges** 6

#### ⊕ **Bite** (standard, at-will)

+21 vs. AC; 2d8+7 damage, or 3d8+7 against a prone target.

#### ‡ **Pounce** (standard, at-will)

The avaritia moves up to 6 squares and makes a bite attack. If the attack hits, the target is knocked prone.

**Avaricious Rituals**

The avaritia has acquired and mastered the following rituals: Detect Object, Instant Summons, Knock, and View Object. In addition, it can cast these rituals without paying the component cost.

**Blood Scent**

A avaritia takes no penalties to attack rolls from concealment against bloodied targets.

**Change Shape** (minor, at-will) • **Polymorph**

The avaritia can alter its physical form to take on the appearance of a dire wolf or any Medium humanoid, including a unique individual.

**Combat Advantage**

The avaritia gains combat advantage against a target that has one or more of the avaritia’s allies adjacent to it. If the avaritia has combat advantage against the target, the target is also knocked prone on a hit.

**Diabolic Vice**

An avaritia acquires and masters the *consult oracle* ritual in regard to asking questions about how to commit acts of avarice or encourage this vice in others, and may use the ritual without component cost.

**Indestructible**

When an avaritia is reduced to 0 hit points, its body and possessions disintegrate, but it is not destroyed. It reappears (along with its possessions) in 3 days (9 cycles) within 1 square of its phylactery, unless the phylactery is also found and destroyed.

**Phasing Form**

If the avaritia moves at least 2 squares, it gains the phasing quality until the end of its turn.

**Spawn Viceling**

Any humanoid killed by an avaritia rises as an enslaved viceling at the start of its creators next turn, appearing in the space where it died (or in the nearest unoccupied square). The enslaved viceling serves the avaritia that created it until its master is destroyed or it is freed. Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned viceling.

<b>Alignment</b> Evil	<b>Languages</b> Common, Diabolic, Supernal	
<b>Skills</b> Arcana +18, Athletics +19, Intimidate+16, Religion +18, Stealth +18, Thievery +21		
<b>Str</b> 22 (+14)	<b>Dex</b> 24 (+15)	<b>Wis</b> 20 (+13)
<b>Con</b> 17 (+11)	<b>Int</b> 20 (+13)	<b>Cha</b> 17 (+11)

**Gula**

These emaciated creatures may not look like they are the embodiment of gluttony, but once they sink their teeth into their victims there can be no doubt. They are covered with a sunken and shriveled skin, which hangs off their bones, however once they have feasted on flesh their bodies bloat to enormous size and they begin to release a terrible stench.

Once a gula has picked its next meal, it is relentless in its attacks. Though it prefers to pick off its foes one by one, it grows bolder and bolder as it increases in size until it fears nearly nothing. Once within a gula’s grasp, it is nearly impossible to escape and even if one does, they must fear the gula’s hunger taking hold of them and turning them into a viceling.

<b>Gula</b>	<b>Level 14 Brute</b>
Medium immortal humanoid (diabolic, shapechanger)	XP 1,000

**Initiative** +9      **Senses** Perception +15; darkvision

**HP** 173; **Bloodied** 86  
**AC** 26, **Fortitude** 27, **Reflex** 25, **Will** 24  
**Resist** 15 necrotic **Vulnerable** 10 radiant

**Speed** 6  
**Dreaming Surges** 6

⊕ **Slam** (standard, at-will)  
 +17 vs. AC; 3d6+6 damage, and the target is pushed 2 squares.

⊕ **Grasp** (standard, at-will)  
 Requires free hand; +15 vs. Reflex; 3d6+6 damage, and the target is grabbed.

‡ **Blood Drain** (standard, encounter, recharges when an adjacent creature becomes bloodied) • **Healing**  
 Targets a creature grabbed by the gula; +15 vs. Fortitude; 3d6+6 damage, and the target is weakened (save ends) and contracts gula’s hunger. The gula regains 40 hit points, but it grants combat advantage until the start of its next turn.

**Gluttonous Form** (when gula successfully uses blood drain, encounter) • **Polymorph**

The gula increases its size to Large, and pushes creatures within its new space to the nearest adjacent square. It gains an aura 5 after it enters its gluttonous form. Living creatures within the aura suffer a -2 penalty to attack rolls, skill checks, and ability checks. It remains in gluttonous form until the end of the encounter.

## FLORA, FAUNA AND FOES

### Gula's Hunger

This disease infects those who have been blood drained by a gula.

Gula's Hunger		Level 13 Disease	
<i>This disease is delivered by the gula's fangs. It slowly drains away the life force from a creature until they die and rise again as a viceling.</i>		<b>Attack:</b> +16 vs. Fortitude	
		<b>Endurance:</b> Improve DC 28, maintain DC 25, worsen DC 24 or lower	
The target is cured.	< <b>Initial Effect:</b> The target loses one healing surge that it cannot regain until cured.	< > The target must perform an act of cannibalism every 24 hours or become weakened.	> <b>Final Stage:</b> The target must perform an act of cannibalism every 24 hours or die.

#### Change Shape (minor, at-will) • Polymorph

The gula can alter its physical form to take on the appearance of a dire boar or any Medium humanoid, including a unique individual.

#### Diabolic Vice

A gula acquires and masters the *consult oracle* ritual in regard to asking questions about how to commit acts of gluttony or encourage this vice in others, and may use the ritual without component cost.

#### Indestructible

When a gula is reduced to 0 hit points, its body and possessions disintegrate, but it is not destroyed. It reappears (along with its possessions) in 3 days (9 cycles) within 1 square of its phylactery, unless the phylactery is also found and destroyed.

#### Spawn Viceling

Any humanoid killed by a gula or gula's hunger rises as an enslaved viceling at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied square). The enslaved viceling serves the gula that created it until its master is destroyed or it is freed. Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned viceling.

<b>Alignment</b> Evil	<b>Languages</b> Common, Diabolic, Supernal	
<b>Skills</b> Intimidate+13, Religion +15, Stealth +19		
<b>Str</b> 23 (+13)	<b>Dex</b> 18 (+11)	<b>Wis</b> 16 (+10)
<b>Con</b> 23 (+13)	<b>Int</b> 16 (+10)	<b>Cha</b> 12 (+8)

### Invidia

The invidiae are the epitome of envy. They are faceless creatures covered by hoary and withered skin. Their bodies are misshapen from their twisted faces to their crooked legs. They wander Nevermore in hopes of depriving others of all the goods of their lives.

Invidiae prefer subterfuge and backstabbing to open confrontation, but if forced to face their foes openly, they do not shy away from a fight. Usually they attempt to touch the strongest and most agile opponent in order to warp themselves into that form. When in its natural form, an invidia strikes with its powerful fists, but when shapechanged, it attacks with whatever weapon is appropriate. In such cases, it attempts to employ the same tactics and strategies as the person it is impersonating.

Invidia	Level 24 Elite Lurker*
Medium immortal humanoid (diabolic, shapechanger)	XP 12,100
<b>Initiative</b> +22	<b>Senses</b> Perception +23; darkvision
<b>HP</b> 344; <b>Bloodied</b> 172	
<b>AC</b> 38, <b>Fortitude</b> 35, <b>Reflex</b> 35, <b>Will</b> 38	
<b>Immune</b> fear <b>Resist</b> 20 necrotic <b>Vulnerable</b> 10 radiant	
<b>Saving Throws</b> +2	
<b>Speed</b> 6	
<b>Action Points</b> 1	
<b>Dreaming Surges</b> 18	
⚡ <b>Invidia's Touch</b> (standard, at-will) • <b>Necrotic</b>	

+27 vs. Ref; 2d6+7 necrotic damage, and the target is marked until the end of your next turn. An invidia can only have one creature marked by this attack at a time.



**Change Shape** (minor, at-will) • **Polymorph**

The invidia can alter its physical form to take on the appearance of any Medium or Small humanoid, including a unique individual. When used outside of combat, an invidia may also choose a functional or class template and gain it, modifying its statistics accordingly (except for its hit points, saving throws, and action points which have already been modified to Elite status). The invidia may change the template it has acquired through this power after taking a short rest or during the turning of a cycle.

**Diabolic Vice**

An invidia acquires and masters the *consult oracle* ritual in regard to asking questions about how to commit acts of envy or encourage this vice in others, and may use the ritual without component cost.

**Indestructible**

When an invidia is reduced to 0 hit points, its body and possessions disintegrate, but it is not destroyed. It reappears (along with its possessions) in 3 days (9 cycles) within 1 square of its phylactery, unless the phylactery is also found and destroyed.

**Mocking Shape** (free action; when first bloodied) • **Healing, Polymorph**

When an invidia is bloodied by a creature, it assumes a mocking shape of the creature that bloodied it and regains a number of hit points equal to that creature's surge value. While in its mocking shape, the invidia gains a +2 to all defenses and saving throws against attacks from the creature it is mocking. In addition, the mocked creature takes a -2 penalty to all d20 and damage rolls it makes against the invidia until the end of the encounter or until the invidia chooses to use its *change shape* power to shift into another appearance.

**Power Mimicry** (immediate reaction, when a creature of equal or lower level that the invidia has marked uses an at-will or encounter power, recharge ☒, ☒)

The invidia can immediately use the power used by the marked creature. The power's numerical effects are exactly the same as the creature's the invidia borrowed it from (including an exact copy of whatever implement or weapon was used), but the invidia is considered the user of the power and decide targets and other effects that a user of the power would normally decide.

**Sound Imitation**

An invidia can mimic the any voice or sound it has heard, anytime it likes.

**Spawn Viceling**

Any humanoid killed by an invidia rises as an enslaved viceling at the start of its creators next turn, appearing in the space where it died (or in the nearest unoccupied square). The enslaved viceling serves the invidia that created it until its master is destroyed or it is freed. Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned viceling.

<b>Alignment</b> Evil	<b>Languages</b> Common, Diabolic, Supernal	
<b>Skills</b> Bluff +29, Diplomacy +26, Insight +23, Religion +23		
<b>Str</b> 22 (+18)	<b>Dex</b> 22 (+18)	<b>Wis</b> 22 (+18)
<b>Con</b> 22 (+18)	<b>Int</b> 22 (+18)	<b>Cha</b> 28 (+21)

**Ira**

Irae are reapers of death and destruction and the perfect paragons of unbridled wrath. Their bloodlust can never be satisfied and their brutal efficiency in creating chaos and carnage is unmatched. The eyes of these infernal foes burn with an unfathomable fury, while their faces are contorted in malice and their maws froth with rage. The ira's blood and spikes are poisonous and cause their victims to become filled with uncontrollable rage. Ira are killers, first and foremost, they seek battle and revel in death. They use brutal but effective tactics when engaging their enemies and are relentless in their assaults.

<b>Ira</b>	<b>Level 21 Elite Artillery</b>
Large immortal humanoid	XP 6,400
<b>Initiative</b> +15	<b>Senses</b> Perception +20; darkvision
<b>HP</b> 316; <b>Bloodied</b> 158	
<b>AC</b> 35; <b>Fortitude</b> 37, <b>Reflex</b> 34, <b>Will</b> 32	
<b>Immune</b> fear <b>Resist</b> 20 necrotic <b>Vulnerable</b> 10 radiant	
<b>Saving Throws</b> +2	
<b>Speed</b> 4	
<b>Action Points</b> 1	
<b>Dreaming Surges</b> 18	
⚡ <b>Bite</b> (standard, at-will) • <b>Poison</b>	
+28 vs. AC; 2d6+7 damage, and the ira makes a secondary attack against the same target. <i>Secondary Attack</i> : +26 vs Will; see Ira's fury for the effect.	
⚡ <b>Claw</b> (standard, at-will)	
Reach 2; +28 vs. AC; 2d6+7 damage.	

## FLORA, FAUNA AND FOES

### ‡ Double Attack

Reach 2; the ira makes two claw attacks.

### ‡ Ira's Bloodlust (immediate reaction, when attacked by an adjacent enemy while bloodied; at-will)

The ira makes a claw attack against the enemy.

### ☹ Launch Spike (standard, at-will) • Poison

Ranged 10; +28 vs. AC; 2d6+7 poison damage, and the ira makes a secondary attack against the same target.

*Secondary Attack* : +26 vs Will; see Ira's fury for the effect.

### ↩ Burst of Fury (free; when first bloodied and again when reduced to 0 or fewer hit points) • Poison

Close burst 5; +26 vs. Reflex; 2d6+7 poison damage, and the ira makes a secondary attack against the same target.

*Secondary Attack* : +26 vs Will; see Ira's fury for the effect.

### ✱ Rain of Fury (standard; recharge ☹, ☹) • Poison

Area burst 1 within 10; +26 vs Reflex; 2d6+7 poison damage, and the ira makes a secondary attack against the same target.

*Secondary Attack* : +26 vs Will; see Ira's fury for the effect.

Miss: Half damage, and the ira makes a secondary attack against the same target.

*Secondary Attack* : +21 vs Will; see Ira's fury for the effect.

### Change Shape (minor, at-will) • Polymorph

The ira can alter its physical form to take on the appearance of a dire bear or any Medium humanoid, including a unique individual.

### Diabolic Vice

An ira acquires and masters the *consult oracle* ritual in regard to asking questions about how to commit acts of wrath or encourage this vice in others, and may use the ritual without component cost.

### Indestructible

When an ira is reduced to 0 hit points, its body and possessions disintegrate, but it is not destroyed. It reappears (along with its possessions) in 3 days (9 cycles) within 1 square of its phylactery, unless the phylactery is also found and destroyed.

### Spawn Viceling

Any humanoid killed by an ira rises as an enslaved viceling at the start of its creators next turn, appearing in the space where it died (or in the

nearest unoccupied square). The enslaved viceling serves the ira that created it until its master is destroyed or it is freed. Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned viceling.

<b>Alignment</b> Chaotic Evil	<b>Languages</b> Common, Diabolic, Supernal
<b>Skills</b> Athletics +22, Intimidate+20, Religion +17	
<b>Str</b> 24 (+17)	<b>Dex</b> 21 (+15) <b>Wis</b> 21 (+15)
<b>Con</b> 26 (+18)	<b>Int</b> 14 (+12) <b>Cha</b> 14 (+12)

### Ira's Fury Level 20 Poison

*This toxin infects a creature with an uncontrollable rage.*

**Poison** 31,250 gp (np)

**Attack:** +26 vs. Will; target must make a basic melee or ranged attack against the nearest creature at the start of its turn (save ends).

*Aftereffect:* The target is dazed and weakened (save ends).

## Luxuria

Luxuria are the perfect personification of lust. They are beings of beguiling beauty and deadly desire luring the living into temptation, torment, and death. They often use naive mortals to accomplish their goals, reveling in the irony of employing the innocent in their sinister schemes. They have slender and sinuous bodies adorned by lustrous hair, silken skin, and enthralling eyes and can appear as either male or female as it suits them. Luxuria flee combat whenever possible, but if forced to fight they prefer to turn their foes upon one another. If facing a lone foe they attempt to dominate them and if successful they gently caress the foe until they collapse helpless to the ground, drained of their life.

### Luxuria Level 12 Controller

Medium immortal humanoid (diabolic, shapechanger) XP 700

**Initiative** +11 **Senses** Perception +15; darkvision

**HP** 116; **Bloodied** 58

**AC** 26; **Fortitude** 21, **Reflex** 25, **Will** 26

**Resist** 15 necrotic **Vulnerable** 10 radiant

**Speed** 6; fly 6 (hover)

**Dreaming Surges** 6

### ☹ Necrotic Touch (standard; at-will) • Necrotic

+15 vs. Reflex; 1d8 + 6 necrotic damage.

### ‡ Kiss of Death (standard, encounter) • Healing

Requires combat advantage; +15 vs. Fortitude;



3d8+6 necrotic damage, the target is weakened (save ends), and the luxuria heals 26 hit points.

➤ **Dominating Gaze** (standard; recharge ☉, ☉) • **Charm**

Ranged 5; +15 vs Will; the target is dominated (save ends, with a -2 penalty to saving throws). Aftereffect: The target is dazed (save ends). The luxuria can only dominate one creature at a time.

↩ **Luxuria's Lure** (standard; sustain minor, at-will) • **Charm**

Close burst 10; deafened creatures are immune; +15 vs. Will; the target is pulled 3 squares and immobilized (save ends). Sustain Minor: Any target that has not yet saved against the effect is pulled 3 squares and immobilized (save ends).

**Change Shape** (minor, at-will) • **Polymorph**

The luxuria can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual.

**Diabolic Vice**

A luxuria acquires and masters the *consult oracle* ritual in regard to asking questions about how to

commit acts of lust or encourage this vice in others, and may use the ritual without component cost.

**Indestructible**

When a luxuria is reduced to 0 hit points, its body and possessions disintegrate, but it is not destroyed. It reappears (along with its possessions) in 3 days (9 cycles) within 1 square of its phylactery, unless the phylactery is also found and destroyed.

**Spawn Viceling**

Any humanoid killed by a luxuria rises as an enslaved viceling at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied square). The enslaved viceling serves the luxuria that created it until its master is destroyed or it is freed. Raising the slain creature (using the *Raise Dead* ritual) does not destroy the spawned viceling.

**Alignment** Evil

**Languages** Common, Diabolic, Supernal

**Skills** Bluff +20, Diplomacy +17, Insight +15, Religion +14

**Str** 13 (+7)

**Dex** 20 (+11)

**Wis** 19 (+10)

**Con** 12 (+7)

**Int** 16 (+9)

**Cha** 22 (+12)

## FLORA, FAUNA AND FOES

### Superbia

The superbia are archetypes of pride. They are vain and overbearing beings, commanding the submission of those beneath them. They are the leaders of the diaboli and ruthless in their quest to bring wrack and ruin on their enemies, namely all of the living. They are excellent strategists and tacticians and use their resources with disquieting efficiency. Their jagged claws and teeth of shadows erupt from their pitch-black hands and maws, their eyes burn with an infernal fire, and their skin is scaled in blackest ebony. They usually keep their large leathery wings folded behind their backs until they are needed for flight or intimidation.

Superbiae savor subtle strategy and diversionary tactics, preferring to divide and confuse their enemies. They use their frightening presence power to paralyze their enemies with fear at the most advantageous moment. They are devastating commanders of both diaboli and nightmares using its nightmarish aura to bolster their troops.

#### Superbia

#### Level 27 Elite Solider (Leader)

Large immortal humanoid  
(diabolic, shapechanger)

XP 22,000

**Initiative** +23

**Senses** Perception +26;  
darkvision, truesight 6

**Diabolic Marshall** aura 10; lower level diabolic and nightmarish creatures in aura gain a +2 bonus to their attack rolls

**HP** 500; **Bloodied** 250

**AC** 45, **Fortitude** 43, **Reflex** 39, **Will** 42

**Immune** fear **Resist** 20 necrotic **Vulnerable** 10  
radiant

**Saving Throws** +2

**Speed** 8, fly 8 (hover), teleport 10

**Action Points** 1

**Dreaming Surges** 18

⊕ **Claw** (standard, at-will)

Reach 2; +34 vs. AC; 3d8+9 damage and the target is marked until the end of the superbia's next turn.

⊕ **Double Attack** (standard, at-will)

Reach 2; the superbia makes two claw attacks.

⊕ **Superbia's Frenzy** (free, when first bloodied)

As per the Frightful Presence power. In addition, the superbia makes a claw attack against each adjacent enemy.

⊕ **Frightful Presence** (standard, encounter) • **Fear**

Close burst 10; targets enemies; +32 vs. Will; the target is stunned until the end of the superbia's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

⊕ **Diabolic Tactics** (standard, encounter, recharges when first bloodied)

Close burst 10; allies within the burst can shift 2 squares and make a basic melee or ranged attack.

**Change Shape** (minor, at-will) • **Polymorph**

The superbia can alter its physical form to take on the appearance of any dire animal or any Large, Medium, or Small humanoid, including a unique individual.

**Diabolic Mimicry** (immediate reaction, a diabolic creature in your line of sight uses an at-will or encounter power, recharge ☐, ☐)

You can immediately use the power used by the diabolic creature. The power's numerical effects are exactly the same as the creature's you borrowed it from, but you are considered the user of the power and decide targets and other effects that a user of the power would normally decide.

**Diabolic Vice**

A superbia acquires and masters the *consult oracle* ritual in regard to asking questions about how to commit acts of pride or encourage this vice in others, and may use the ritual without component cost.

**Indestructible**

When a superbia is reduced to 0 hit points, its body and possessions disintegrate, but it is not destroyed. It reappears (along with its possessions) in 3 days (9 cycles) within 1 square of its phylactery, unless the phylactery is also found and destroyed.

**Spawn Viceling**

Any humanoid killed by an superbia rises as an enslaved viceling at the start of its creators next turn, appearing in the space where it died (or in the nearest unoccupied square). The enslaved viceling serves the superbia that created it until its master is destroyed or it is freed. Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned viceling.

**Alignment** Evil **Languages** Common, Diabolic, Supternal

**Skills** Arcana +26, Athletics +28, Bluff +27, History +26, Insight +26, Intimidate +30, Religion +26

**Str** 30 (+23) **Dex** 26 (+21) **Wis** 26 (+21)

**Con** 26 (+21) **Int** 27 (+21) **Cha** 29 (+22)

## Hedge Lion

The hedge lion has a coat of silver and its claws have a metallic sheen to them. They hunt down and destroy evil creatures, which attempt to cross the Hedge. They relentlessly hunt down those whom they sense as evil. They will track their prey for cycles, but do not normally follow it outside of the Hedge. They are usually solitary hunters, but have been known to work together in pairs and even packs. A hedge lion can hold its own in combat thanks to its sharp claws. It attacks by running at its prey, leaping onto it, and pinning its foe to the ground.

**Hedge Lion** **Level 10 Elite Solider**  
Large natural magical beast (mythic) XP 500

**Initiative** +12 **Senses** Perception +14;  
darkvision, truevision 6

**HP** 212; **Bloodied** 106

**AC** 28; **Fortitude** 24, **Reflex** 25, **Will** 22

**Saving Throws** +2

**Speed** 8

**Action Points** 1

**Dreaming Surges** 6

⊕ **Claw** (standard, at-will)

+17 vs Armor Class; 2d6+5 damage.

‡ **Double Attack** (standard, at-will)

The hedge lion makes two claw attacks.

‡ **Hedge Lion Pounce** (standard, at-will)

The hedge lion moves up to 8 squares and makes two claw attacks against the same target. If both attacks hit, the target is knocked prone and grabbed (until escape). This power can be used as part of a charge.

↔ **Hedge Bound** (standard, encounter)

Close burst 5; 3d8 + 4 damage, and the target is immobilized and unable to teleport until the end of your next turn.

**Hedge Lion Anchor**

Adjacent enemies that attempt to use powers with the teleportation keyword suffer a -2 penalty to attack rolls (if any) and teleport 2 less squares (minimum 1 square).

### Hedge Lion Rejuvenation

A hedge lion can spend an action point to regain one encounter power it has already used, instead of taking an extra action.

### The Scent of Evil

The hedge lion gains a +10 bonus to Perception checks to track evil and chaotic evil creatures.

**Sin Eater** (immediate reaction, when the hedge lion destroys or kills an evil or chaotic evil creature, encounter) • **Healing**

The hedge lion regains 53 hit points and gains a +2 bonus to all defenses until the start of its next turn.

**Sin Hunter** (immediate reaction, while mounted by a friendly rider of 10th level or higher, encounter) • **Mount**

When a hedge lion's rider destroys or kills an evil or chaotic creature, the rider may spend a healing surge to regain hit points. In addition, the rider also gains a +2 bonus to all defenses until the end of the encounter.

**Alignment** Lawful good **Languages** —

**Skills** Athletics +17, Stealth +15

**Str** 19 (+9) **Dex** 21 (+10) **Wis** 18 (+9)

**Con** 18 (+9) **Int** 10 (+5) **Cha** 10 (+5)

## Hleapan

Hleapan are masters of the hunt. They have dark gray carapaces with claws upon its front legs and a violet stripe along the sides of its abdomen. They stalk all the domains of Nevermore, but are especially fond of the northern Heartlands and the Dreadlands.

Hleapan prefer to strike from hidden trapdoors within their burrows and use their poisonous fangs to make their prey helpless before they know what has happened. They use their powers to conceal themselves and confuse their enemies. If they are injured by their opponent or outnumbered they immediately flee back into their tunnels and safety. Unlike most spiders, hleapan do not spin webs, instead they secrete a fluid that strengthens their tunnel walls against collapse.

## FLORA, FAUNA AND FOES

### Hleapen Level 4 Skirmisher

Large natural magical beast (mythic) XP 175

**Initiative** +8 **Senses** Perception +9;  
tremorsense 5

**HP** 55; **Bloodied** 27

**AC** 20; **Fortitude** 17, **Reflex** 18, **Will** 16

**Resist** 5 poison

**Speed** 6, burrow 4 (tunneling), climb 6 (spider climb)

**Dreaming Surges** 3

#### ⊕ **Bite** (standard, at-will) • **Poison**

+6 vs Armor Class; 2d6+3 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

#### ⊕ **Death from Above** (standard, at-will) • **Poison**

See deathjump spider entry in *D&D 4E Monster Manual* for more details.

#### ⊕ **Wave of Darkness** (standard, encounter) • **Necrotic**

Clostr blast 5; +8 vs. Reflex; 1d8+2 necrotic damage, and the enemy is dazed and weakened until the end of the hleapen's next turn.

#### **Darkened Aura** (minor action, at-will)

The hleapen sheds an aura of darkness on 5 squares in all directions. If this aura overlaps with a supernatural source of bright light or darkness, then the overlapping squares revert to their natural lighting. The hleapen may suppress and reactive this aura as a minor action.

#### **Prodigious Leap** (move, encounter)

See deathjump spider entry in *D&D 4E Monster Manual* for more details.

#### **Soft Fall**

See deathjump spider entry in *D&D 4E Monster Manual* for more details.

**Alignment** Unaligned **Languages** —

**Skills** Athletics +10, Stealth +14

**Str** 17 (+5) **Dex** 18 (+6) **Wis** 14 (+4)

**Con** 15 (+4) **Int** 1 (-3) **Cha** 8 (+1)

## Neverant

Neverants appear much like giant ants with large obsidian-black abdomens streaked with a rainbow of florescent hues. They make their home deep beneath the dreamland's surface in large tunnel complexes and are frequently found within neverite mines collecting the material for their nests. They have an uncanny knowledge of the environment around them and tolerate no intrusion into their tunnel systems, which often brings them into conflict with neverite miners.

Neverants are hardy creatures and quite territorial. When attacking as a gang they seek to flank and surround their prey. They use their jaws to grapple their opponents and their stingers to weaken them.

### Neverant Guard Level 6 Skirmisher

Large natural beast (mythic) XP 250

**Initiative** +9 **Senses** Perception +9;  
tremorsense 10

**HP** 73; **Bloodied** 36

**AC** 20; **Fortitude** 19, **Reflex** 18, **Will** 18

**Immune** dream

**Speed** 9, burrow 6 (tunneling), climb 9 (spider climb)

**Dreaming Surges** 3

#### ⊕ **Bite** (standard, at-will) • **Acid**

+11 vs. AC; 1d6+4 damage, and the target is knocked prone and takes ongoing 5 acid damage (save ends).

#### ⊕ **Skittering Charge** (standard, recharge ☞, ☞☞)

The neverant guard must shift 2 squares before making the attack; +12 vs. AC; 2d8+4 damage, and the target is knocked prone.

#### **Bane of Progeny**

On a critical hit, the neverant guard deals +1d12 damage against creatures with the progeny keyword.

#### **Sense Neverite**

The neverant guard can sense neverite within 10 squares of it.

#### **Skitter** (while mounted by a friendly rider of 6th level or higher, at-will) • **Mount**

See giant ant entry in *D&D 4E Monster Manual* for more details.

**Alignment** Unaligned **Languages** —

**Str** 19 (+7) **Dex** 19 (+7) **Wis** 12 (+4)

**Con** 17 (+6) **Int** 1 (-2) **Cha** 7 (+1)

**Neverant Queen** **Level 10 Elite Soldier (Leader)**  
 Huge natural beast (mythic) XP 1,000

**Initiative** +13 **Senses** Perception +14; tremorsense 10

**Queen Ant's Presence** aura 5; allied neverants in the aura of the neverant queen gain a +2 bonus to attack and damage rolls.

**HP** 214; **Bloodied** 107  
**AC** 28; **Fortitude** 25, **Reflex** 26, **Will** 21

**Immune** dream

**Saving Throws** +2

**Speed** 9, burrow 6 (tunneling), climb 9 (spider climb)

**Action Point** 1

**Dreaming Surges** 6

⊕ **Bite** (standard, at-will) • Acid  
 Reach 2; +17 vs. AC; 1d8+5 damage, and the target is knocked prone and takes ongoing 10 acid damage (save ends).

⊕ **Skittering Charge** (standard, recharge ☼, ☽)  
 The neverant queen may shift up to 3 squares before the attack; +18 vs. AC; 3d6+5 damage, and the target is knocked prone.

⊕ **Acidic Spray** (standard, recharge ☼, ☽) • Acid  
 Close blast 5; +15 vs. Reflex; 3d6+5 damage, and the target takes ongoing 10 acid damage (save ends).

**Bane of Progeny**  
 On a critical hit, the neverant queen deals +1d12 damage against creatures with the progeny keyword.

**Queen's Gift**  
 An adjacent neverant may take a standard action to spend its healing surge. It regains one-quarter of its maximum hit points and gains a +2 bonus to all defenses until the start of its next turn.

**Sacrifice for the Queen** (free, at-will)  
 If a neverant is adjacent to the neverant queen when the queen is targeted by a melee or ranged attack, the neverant interposes itself and becomes the target of the attack instead.

**Sense Neverite**  
 The neverant queen can sense neverite within 50 squares of it.

**Threatening Reach**  
 This creature can make opportunity attacks against all enemies within its reach (2 squares).

<b>Alignment</b> Unaligned	<b>Languages</b> —	
<b>Str</b> 20 (+10)	<b>Dex</b> 22 (+11)	<b>Wis</b> 16 (+8)
<b>Con</b> 19 (+9)	<b>Int</b> 1 (0)	<b>Cha</b> 9 (+4)



## FLORA, FAUNA AND FOES

### Immune Dream Trait

A creature with the immune dream trait cannot be targeted or otherwise directly affected by dreaming surge abilities (dreaming powers, rituals, weaves, etc.). However, they can be affected indirectly, such as dream weaving a pit beneath the creature and similar effects.

### Redcap

Redcaps are astonishingly strong for their size and build. They are shrunken and shriveled creatures with crimson caps and iron boots. They have jagged claws and sharp hooked teeth, which they thoroughly enjoy using on their opponents. They often serve as bodyguards for Mab's minions and patrol the Nightwood with deadly efficiency.

Redcaps love a good straightforward fight. They are master grapplers and use their grappling abilities to wear down their enemies. They also have powerful jaws with hooked teeth that can attach to an enemy and make it near impossible to remove.

#### Redcap Level 8 Elite Brute

Small fey humanoid (goblin, mythic) XP 700

**Initiative** +8

**Senses** Perception +10; low-light vision

**HP** 214; **Bloodied** 107

**AC** 22; **Fortitude** 24, **Reflex** 23, **Will** 18

**Saving Throws** +2

**Speed** 6

**Action Points** 1

**Dreaming Surges** 3

⬇ **Slam** (standard, at-will)

+11 vs. AC; 2d8+5 damage, and the target is pushed 1 square.

⬇ **Iron Jaws** (standard, at-will)

+11 vs. AC; 2d8+5 damage, and the target is grabbed and takes ongoing 10 damage until it escapes. An attached redcap doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.

⬇ **Strong Slam** (standard; encounter, recharge when first bloodied)

+11 vs. AC; 2d8+5 damage.

*Secondary Attack:* +9 vs. Fortitude; 2d8+5 damage, and the target is knocked prone and weakened until the end of your next turn.

**Goblin Tactics** (immediate reaction, when missed by a melee attack, at-will)

See goblin entry in *D&D 4E Monster Manual* for more details.



#### Paradigm of Strength

The redcap gains a +2 bonus to Athletics and Strength checks. It is considered to have a Strength 4 higher than it actually does when determining how much weight it can carry, lift, and drag. When the redcap spends an action point to take an extra action, it also gains a +4 bonus to attack rolls, Athletic skill checks and Strength-based ability checks until the start of its next turn.

**Alignment** Evil

**Languages** Common, Goblin

**Skills** Athletics +14, Intimidate +13, Stealth +13

**Str** 20 (+9)

**Dex** 18 (+8)

**Wis** 13 (+5)

**Con** 17 (+7)

**Int** 16 (+7)

**Cha** 11 (+14)



## Wicked Willow

These sinister cousins of treants attack anyone who wanders within their reach. They are difficult to distinguish from mundane willows, but with careful observation a wicked willow's furrowed face can be seen as well as its two twisted legs. A wicked willow's leaves are a sickly pale green from spring through summer, changing to yellow in autumn and falling out in winter. Most wicked willows are about 40 to 60 feet tall with a canopy of branches nearly equal to their height. These tremendous trees are held up by a 2 to 3 foot diameter trunk, which is made up of two misshapen legs.

### Wicked Willow Level 16 Elite Controller

Huge fey magical beast (mythic, plant) XP 2,800

**Initiative** +9 **Senses** Perception +20; low-light vision

**Grasping Roots** aura 3; nonflying enemies treat the area within the aura as difficult terrain.

**HP** 316; **Bloodied** 158

**AC** 32; **Fortitude** 32, **Reflex** 25, **Will** 32

**Vulnerable** fire (a treant takes ongoing 5 fire damage [save ends] when damaged by fire).

**Saving Throws** +2

**Speed** 8 (forest walk)

**Action Points** 1

**Dreaming Surges** 12

⊕ **Slam** (standard, at-will)

Reach 3; +21 vs Armor Class; 1d10+7 damage.

↩ **Whomping Willow** (free, when first bloodied)

Close burst 3; +19 vs. Reflex; 1d10+7 damage, and the target is pushed 2 squares and knocked prone if it's Medium or smaller.

*Miss:* Half damage, but the target is not pushed or knocked prone.

↩ **Wave of Fear** (standard; encounter, recharge by expending action point) • **Fear, Psychic**

Close blast 5; +23 vs. Will; 1d8+7 psychic damage, and the target is dazed until the end of your next turn.

✧ **Awaken Forest** (standard; sustain minor, encounter) • **Zone**

See treant entry in *D&D 4E Monster Manual* for more details.

**Fearful Intimidation**

The wicked willow can roll twice when making Intimidate checks and use either result.

<b>Alignment</b> Evil	<b>Languages</b> Common, Elven	
<b>Skills</b> Nature +20, Intimidate +17, Stealth +14		
<b>Str</b> 24 (+15)	<b>Dex</b> 12 (+9)	<b>Wis</b> 25 (+15)
<b>Con</b> 22 (+14)	<b>Int</b> 14 (+10)	<b>Cha</b> 12 (+9)

## Viceling

Vicelings are perverse shells of their former selves and serve the diaboli who created them until either their master is destroyed they are freed. They are dedicated to encouraging their vice in others. Enslaved vicelings do as their master tells them to the best of their ability. The type of viceling created by a diaboli is dependent upon the diaboli that created it. Freed vicelings usually become exemplars of the baser instincts of their vice, but some of them are much more resourceful than others.

### Avarious Viceling Level 5 Minion

Medium natural humanoid (progeny [nightmare], undead) XP 50

**Initiative** +7 **Senses** Perception +9; darkvision

**HP** 1; a missed attack never damages a minion

**AC** 19; **Fortitude** 17, **Reflex** 18, **Will** 17

**Immune** disease, poison

**Speed** 6

⊕ **Bite** (standard, at-will)

+10 vs. AC; 5 damage (6 damage against a prone target)

⊖ **Progeny Strike** (standard, recharge ☐☐, ☐☐, ☐☐)

Make a bite attack. If the attack hits, then in addition to damage, the target also loses 1 dreaming surge. If the target does not have enough dreaming surges to cover the dreaming surge loss, then it sacrifices healing surges instead. If it does not have enough healing surges, then it is knocked unconscious (save ends).

**Diabolic Vice**

A viceling acquires and masters the *consult mystic sages* ritual in regard to asking questions about how to commit acts of avarice or encourage this vice in others, and may use the ritual without component cost.

<b>Alignment</b> Evil	<b>Languages</b> Common, Diabolic, Supernal	
<b>Skills</b> Athletics +9, Intimidate +7, Religion +9, Stealth +10, Thievery +13		
<b>Str</b> 14 (+4)	<b>Dex</b> 16 (+5)	<b>Wis</b> 14 (+4)
<b>Con</b> 12 (+3)	<b>Int</b> 14 (+4)	<b>Cha</b> 10 (+2)

## FLORA, FAUNA AND FOES

### Envious Viceling Level 10 Minion

Medium natural humanoid (progeny [nightmare], undead) XP 125

**Initiative** +12 **Senses** Perception +13; darkvision

**HP** 1; a missed attack never damages a minion

**AC** 24; **Fortitude** 21, **Reflex** 21, **Will** 23

**Immune** disease, poison

**Speed** 6

#### ⊕ **Touch of Envy** (standard, at-will) • **Necrotic**

+13 vs. Ref; 7 necrotic damage, and the target is marked until the end of your next turn. An envious viceling can only mark one target at a time.

#### ⊕ **Progeny Strike** (standard, recharge Ⓜ, Ⓜ, Ⓜ)

Make a touch of envy attack. If the attack hits, then in addition to damage, the target also loses 1 dreaming surge. If the target does not have enough dreaming surges to cover the dreaming surge loss, then it sacrifices healing surges instead. If it does not have enough healing surges, then it is knocked unconscious (save ends).

#### **Diabolic Vice**

A viceling acquires and masters the *consult mystic sages* ritual in regard to asking questions about how to commit acts of envy or encourage this vice in others, and may use the ritual without component cost.

**Alignment** Evil **Languages** Common, Diabolic, Supernal  
**Skills** Bluff +18, Diplomacy +15, Insight +13, Religion +13  
**Str** 16 (+8) **Dex** 16 (+8) **Wis** 16 (+8)  
**Con** 16 (+8) **Int** 16 (+8) **Cha** 20 (+10)

### Gluttonous Viceling Level 5 Minion

Medium natural humanoid (progeny [nightmare], undead) XP 50

**Initiative** +8 **Senses** Perception +9; darkvision

**HP** 1; a missed attack never damages a minion

**AC** 19; **Fortitude** 17, **Reflex** 18, **Will** 17

**Immune** disease, poison

**Speed** 6

#### ⊕ **Slam** (standard, at-will)

+8 vs. AC; 6 damage, and the target is pushed 1 square.

#### ⊕ **Grasp** (standard, at-will)

Requires free hand; +8 vs. AC; 6 damage, and the target is grabbed.

#### ⊕ **Progeny Strike** (standard, recharge Ⓜ, Ⓜ, Ⓜ)

Make a slam attack. If the attack hits, then in addition to damage, the target also loses 1 dreaming surge. If the target does not have enough dreaming surges to cover the dreaming surge loss, then it sacrifices healing surges instead. If it does not have enough healing surges, then it is knocked unconscious (save ends).

#### **Diabolic Vice**

A viceling acquires and masters the *consult mystic sages* ritual in regard to asking questions about how to commit acts of gluttony or encourage this vice in others, and may use the ritual without component cost.

**Alignment** Evil **Languages** Common, Diabolic, Supernal  
**Skills** Intimidate+10, Religion +8, Stealth +9  
**Str** 16 (+5) **Dex** 14 (+4) **Wis** 14 (+4)  
**Con** 14 (+4) **Int** 12 (+3) **Cha** 10 (+2)

### Lustful Viceling Level 5 Minion

Medium natural humanoid (progeny [nightmare], undead) XP 50

**Initiative** +4 **Senses** Perception +9; darkvision

**HP** 1; a missed attack never damages a minion

**AC** 19; **Fortitude** 16, **Reflex** 17, **Will** 18

**Immune** disease, poison

**Speed** 6

#### ⊕ **Necrotic Touch** (standard, at-will) • **Necrotic**

+8 vs. AC; 6 damage, and the target is pushed 1 square.

#### ⊕ **Progeny Strike** (standard, recharge Ⓜ, Ⓜ, Ⓜ)

Make a necrotic touch attack. As Progeny Power.

#### **Diabolic Vice**

A viceling acquires and masters the *consult mystic sages* ritual in regard to asking questions about how to commit acts of lust or encourage this vice in others, and may use the ritual without component cost.

**Alignment** Evil **Languages** Common, Diabolic, Supernal  
**Skills** Bluff +13, Diplomacy +10, Insight +9, Religion +9  
**Str** 12 (+3) **Dex** 14 (+4) **Wis** 14 (+4)  
**Con** 10 (+2) **Int** 14 (+4) **Cha** 16 (+5)

**Prideful Viceling** **Level 10 Minion**

Medium natural humanoid (progeny [nightmare], undead) XP 125

**Initiative** +10 **Senses** Perception +13; darkvision

**HP** 1; a missed attack never damages a minion

**AC** 26; **Fortitude** 23, **Reflex** 21, **Will** 22

**Immune** disease, poison

**Speed** 6

⊕ **Claw** (standard, at-will)

+17 vs. AC; 7 damage and the target is marked until the end of the viceling's next turn. A prideful viceling can only mark one target at a time.

‡ **Progeny Strike** (standard, recharge ☐☐, ☐☐, ☐☐)

Make a claw attack. As Progeny Power

**Diabolic Vice**

A viceling acquires and masters the *consult mystic sages* ritual in regard to asking questions about how to commit acts of pride or encourage this vice in others, and may use the ritual without component cost.

<b>Alignment</b> Evil	<b>Languages</b> Common, Diabolic, Supernal	
<b>Skills</b> Athletics +15, Bluff +14, Insight +13, Intimidate +17, Religion +13		
<b>Str</b> 20 (+10)	<b>Dex</b> 16 (+8)	<b>Wis</b> 16 (+8)
<b>Con</b> 16 (+8)	<b>Int</b> 16 (+8)	<b>Cha</b> 18 (+9)

**Slothful Viceling** **Level 5 Minion**

Medium natural humanoid (progeny [nightmare], undead) XP 50

**Initiative** +8 **Senses** Perception +9; darkvision

**HP** 1; a missed attack never damages a minion

**AC** 19; **Fortitude** 16, **Reflex** 17, **Will** 18

**Immune** disease, poison

**Speed** 6

⊕ **Acidic Slam** (standard, at-will) • **Acid**

+10 vs. AC; 5 acid damage.

‡ **Progeny Strike** (standard, recharge ☐☐, ☐☐, ☐☐)

Make an acidic slam attack. If the attack hits, then in addition to damage, the target also loses 1 dreaming surge. If the target does not have enough dreaming surges to cover the dreaming surge loss, then it sacrifices healing surges instead. If it does not have enough healing surges, then it is knocked unconscious (save ends).

**Diabolic Vice**

A viceling acquires and masters the *consult mystic sages* ritual in regard to asking questions about how to commit acts of sloth or encourage this vice in others, and may use the ritual without component cost.

<b>Alignment</b> Evil	<b>Languages</b> Common, Diabolic, Supernal	
<b>Skills</b> Religion +8, Stealth +12		
<b>Str</b> 16 (+5)	<b>Dex</b> 14 (+4)	<b>Wis</b> 14 (+4)
<b>Con</b> 14 (+4)	<b>Int</b> 12 (+3)	<b>Cha</b> 10 (+2)

**Wrathful Viceling** **Level 10 Minion**

Medium natural humanoid (progeny [nightmare], undead) XP 125

**Initiative** +10 **Senses** Perception +13; darkvision

**HP** 1; a missed attack never damages a minion

**AC** 22; **Fortitude** 23, **Reflex** 21, **Will** 21

**Immune** disease, poison

**Speed** 6

⊕ **Claw** (standard, at-will)

+17 vs. AC; 6 damage.

⊗ **Launch Spike** (standard, at-will) • **Poison**

Ranged 10; +17 vs. AC; 6 poison damage.

‡ **Progeny Strike** (standard, recharge ☐☐, ☐☐, ☐☐)

Make a claw or launch spike attack. If the attack hits, then in addition to damage, the target also loses 1 dreaming surge. If the target does not have enough dreaming surges to cover the dreaming surge loss, then it sacrifices healing surges instead. If it does not have enough healing surges, then it is knocked unconscious (save ends).

**Diabolic Vice**

A viceling acquires and masters the *consult mystic sages* ritual in regard to asking questions about how to commit acts of pride or encourage this vice in others, and may use the ritual without component cost.

<b>Alignment</b> Evil	<b>Languages</b> Common, Diabolic, Supernal	
<b>Skills</b> Athletics +14, Intimidate+14, Religion +11		
<b>Str</b> 18 (+9)	<b>Dex</b> 16 (+8)	<b>Wis</b> 16 (+8)
<b>Con</b> 20 (+10)	<b>Int</b> 12 (+6)	<b>Cha</b> 12 (+6)

# Chapter 12

## Items of Nevermore

The Nevermore campaign setting is a world where almost anything is possible, especially in regards to the supernatural. The items included in this section are just a sampling of what a hero might find within the dreamlands. Some of the magical item entries include a short history and adventure hook to help GMs and players get a sense of the magical item's role in the world of Nevermore. All prices are listed in gp, but for campaigns taking place in Nevermore, consider the listed prices in np.

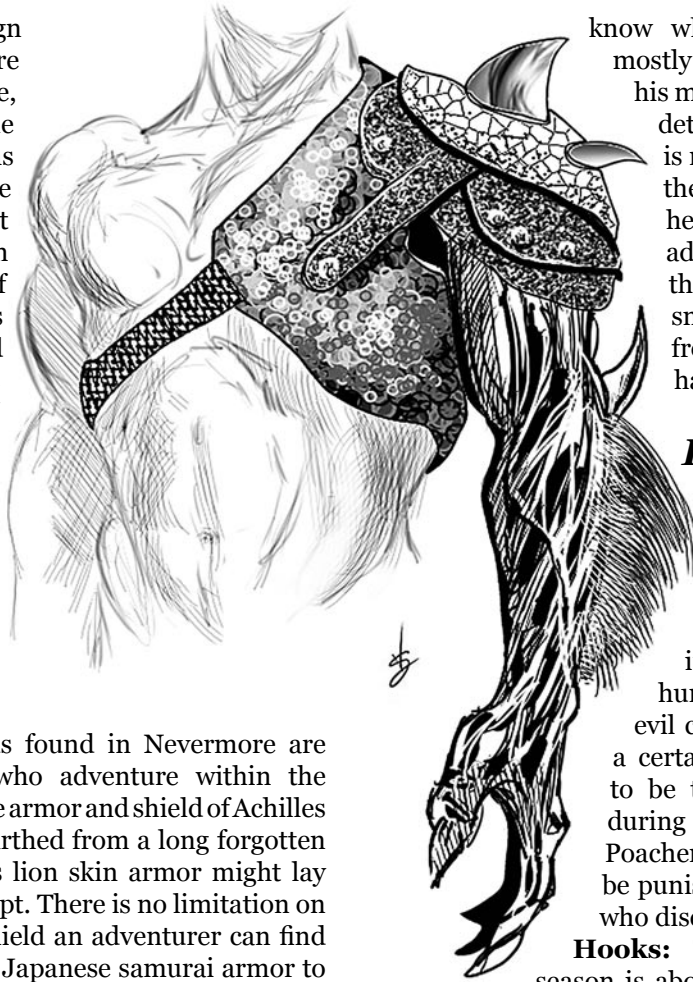
### Armor

Magical armors and shields found in Nevermore are as varied as the heroes who adventure within the dreamlands. In this world the armor and shield of Achilles might be waiting to be unearthed from a long forgotten battlefield, while Hercules's lion skin armor might lay buried within an ancient crypt. There is no limitation on what kind of armors and shield an adventurer can find in Nevermore from antique Japanese samurai armor to futuristic mechanical battle suits.

### Mount-Forged Armor

**History:** *Mount-forged armor* was first created by the dreamlord Aeden for the Order of the Mount and has served the realm's defenders well over the centuries. However, over the years these armors have become available to Aeden's trusted allies and those who are allowed access to the Tradesmen's Court.

**Hooks:** A young and gifted artificer with a special knack for forging items out of neverite has recently disappeared from his workshop. When the order of the Mount investigated one of the items hanging on his wall told them his master was abducted after discovering a secret technique for working with neverite. The item does not know what this discovery was, but he does



know where his master is. Well mostly. It can tell the direction of his master relative to itself. After determining that the artificer is no longer within the Mount the order has sought the help of a group of proven adventurers willing to follow the item's directions to the smith and keep his secrets from falling into the wrong hands.

### Hedge Lion Armor

**History:** These armors are worn by Ordo's hedge wardens and highly sought after by other groups and individuals dedicated to hunting down evil and chaotic evil creatures. Ordo only allows a certain number of hedge lions to be taken each year and only during specific hunting seasons. Poachers are not tolerated and will be punished by the hedge wardens who discover them.

**Hooks:** The hedge lion hunting season is about to begin and a hunting expedition is seeking out those interested in hunting down hedge lions and obtaining their hides and claws. As previous expeditions have proven, taking down a hedge lion can be very dangerous as they are elusive creatures and sometimes travel in packs. In addition, since hedge lions prefer to prey on nightmares and diaboli the hunters often run into these creatures during their expeditions. Ordo only allows a certain number of hedge lions to be taken each year and only from particular areas where they have begun to encroach upon civilization. This is because hedge lions have the ability to detect even the faintest vice and the few times hedge lions have wandered into settlements have been terrible demonstrations of their deadly efficiency at rooting out evil (even those who are merely selfishly evil, rather than criminally so).

### Resist Dream Trait

A creature with the resist dream trait subtracts the indicated number from the amount of damage it takes from attacks caused by dreaming surge abilities (dreaming powers, weaves, etc.) and from progeny creatures.

#### Mount-Forged Armor Level 5+

*This suit of armor is fashioned out of neverite and forged in the magical fires of the Mount etched upon its breastplate.*

Lvl 5	1,000 gp	Lvl 20	125,000 gp
Lvl 10	5,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp	Lvl 30	3,125,000 gp

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** The armor is immune to effects created by dreaming surge abilities.

**Property:** You are immune to the *progeny strike* attack power.

**Property:** You gain resist 5 dream.  
Level 15 and 20; Resist 10 dream.  
Level 25 and 30: Resist 15 dream.

**Power (Daily • Force):** Immediate Reaction. Use this power when you are struck by a melee attack from a devil, demon, diabolic, or progeny (nightmare) creature. Deal 1d10 + Charisma modifier force damage.

Level 15 or 20: Deal 2d10 + Charisma modifier force damage.

Level 25 or 30: Deal 3d10 + Charisma modifier force damage.

**Power (Daily):** Minor Action. You gain the immune dream trait until the end of your next turn. A creature with the immune dream trait cannot be targeted or otherwise directly affected by dreaming surge abilities (dreaming powers, rituals, weaves, etc.). However, they can be affected indirectly, such as dream weaving a pit beneath the creature and similar effects.

#### Hedge Lion Armor Level 3+

*This suit of armor is created from the silver hide of a hedge lion and is extremely useful for hunting down evil and chaotic evil creatures.*

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

**Armor:** Leather, Hide

**Enhancement:** AC

**Property:** Gain a bonus to Perception checks to track evil and chaotic evil creatures equal to twice the armor's enhancement bonus.

**Power (Daily • Healing):** Immediate Reaction. Use this power when you destroy or kill an evil or chaotic evil creature. Regain hit points as if you had spent a healing surge. In addition, you gain a bonus to all defenses equal to your armor's enhancement bonus until the start of your next turn.

#### Neverite Armor Level 3+

*Your armor has been laced with neverite and is resistant to the surreal energies of the dreamlands.*

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** The armor is immune to effects created by dreaming surge abilities.

**Property:** You gain resist 5 dream.  
Level 13 and 18; Resist 10 dream.  
Level 23 and 28: Resist 15 dream.

**Power (Daily):** Minor Action. You gain the immune dream trait until the end of your next turn. A creature with the immune dream trait cannot be targeted or otherwise directly affected by dreaming surge abilities (dreaming powers, rituals, weaves, etc.). However, they can be affected indirectly, such as dream weaving a pit beneath the creature and similar effects.

## ITEMS OF NEVERMORE

### Nyxian Armor

**History:** These armors were created by the servants of Nyxis, in order to protect Nyxia from the onslaught of the children of Mahr. They were one of the key components to allowing Nyxia's defenders to hold out for as long as they did against the armies of Sirena and Diabolus. Since the last battle of the Age of Strife, these armors have scattered throughout Nevermore. Some hang proudly upon walls, others are carried by adventurers, and some are still worn by the dour defenders of the realm of Nyxia.

**Hooks:** Someone has been hunting down the locations of Nyxian armor and stealing them. Some suspect the nemeses, also known as "frozen ones," are gathering these armors in order to stockpile them for what Nyxis fears will be another open war between herself and the children of Mahr. Others believe the diaboli seek to get rid the dreamlands of these armors so that they cannot be used against them in the coming conflict. There are even some rumors about a mad professor who has recently disappeared from the University of Illumination. It is claimed he was obsessed about the sons of Nyxis and swore if he could find the twin armors of Icelos and Phoebetor he could return them to life. Whoever or whatever is behind these thefts have also murdered many of the former owners. This has caused a number of incidents through Nevermore, since the armors are owned by all manner of individuals from unwitting adventurers to powerful dreamlords.

#### Nyxian Armor

Level 5+

*This armor is covered with a thick layer of hoarfrost.*

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

**Armor:** Any

**Enhancement:** AC

**Property:** Resist 5 cold

Level 15 and 20: Resist 10 cold.

Level 25 and 30: Resist 15 cold.

**Power (Daily • Healing):** Immediate Reaction.

Use this power when an enemy hits you with a melee attack. Deal 1d6 + Charisma modifier cold damage, and the target is immobilized until the end of your next turn.

Level 15 or 20: Deal 2d6 + Charisma modifier cold damage, and the target is immobilized until the end of your next turn.

Level 25 or 30: Deal 3d6 + Charisma modifier cold damage, and the target is immobilized until the end of your next turn.

## Weapons

Magical weapons have played a pivotal role throughout Nevermore's history. They are perhaps some of the most influential items within Nevermore's war torn history. Their masters wielded them in epic battles and legendary quests to determine the future of all the dreamlands. These renowned weapons include Excalibur, Thor's hammer Mjolnir, David's sling, and Cupid's arrows and each of these awaits the firm grip of a hero to return to its former days of glory.

### Dread Hunter's Weapon

**History:** These weapons were created for use by the dread hunters, an order of warriors dedicated to ridding the dreamlands of evil, especially diaboli, nightmares, and undead. These weapons have been very effective in keeping these creatures at bay since the beginning of the Age of Serenity and now they can be found for sell throughout the dreamlands, especially since the drastic increase in disturbances caused by nightmares and diaboli in the last few years.

**Hooks:** A neverite laden caravan seeks protection during its journey. It has been sent by a dreamlord in hopes of obtaining a stockpile of weapons to use against nightmares and diaboli that are harrying his realm. Due to its sensitive nature very few have been told about this caravan's nature or its destination, the Wending Refuge. Still there are a few trustworthy individuals who have been given the guardianship of this caravan and the task of hiring guards to see it to and from its destination.

#### Dread Hunter's Weapon

Level 5+

*This weapon is designed to seek out and destroy evil and chaotic evil creatures.*

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

**Weapon:** Any weapon

**Enhancement:** Attack and damage rolls.

**Critical Hit:** +1d6 damage per plus, +1d8 per plus versus evil or chaotic evil creatures

**Property:** Your attacks against evil or chaotic evil creatures ignore penalties from concealment, but not from total concealment.

**Power (Daily):** Free Action. Use this power before making an attack. Your attack ignores cover (but not total cover), total concealment, and invisibility as long as the target is evil or chaotic evil. If the target is unaligned, good, or lawful good, then you gain no benefit from this power, but it is still used.

### Free Rider's Weapon

**History:** These weapons were forged by Gwynudd during the Age of Strife when he was in the service of the children of Mahr. After the death of Menhalig, Gwynudd and his free riders became Glaseelie ethereals and have used their weapons to destroy the nightmares and diaboli, which threaten the dreamlands. Free rider weapons are rarely found or sold outside of the Free Camp as the only way to obtain one is to perform some service or complete a quest for Gwynudd or one of his free riders.

**Hooks:** The adventurers come upon the site of a recent battle between a group of free riders and diaboli. There is only a single free rider left alive and he is heavily injured along with his mount. He asks the adventurers to escort him back to the Free Camp so he can report his findings to Gwynudd. If asked what he has discovered he relates how his band of free riders stumbled upon the mouth of a heavily guarded cavern. He believes the diaboli are using the cavern to travel beneath the Hedge Mountains and infiltrate the Eye and other domains to the south.

Free Rider's Weapon		Level 5+
<i>These weapons are simple in design, but fearsome in effect.</i>		

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

**Weapon:** Any weapon

**Enhancement:** Attack and damage rolls.

**Critical Hit:** +1d6 damage per plus, +1d8 damage if you are mounted.

**Property:** Deal +1d8 damage on a successful charge, +1d10 if you are mounted.

**Power (Encounter • Fear):** Minor Action. Use this power when you make a charge attack. If you hit with your charge attack, all enemies within 5 squares of you take a -2 penalty to attack rolls until the end of your next turn.



Neverite Weapon		Level 3+
<i>Your weapon has been forged from neverite and is extremely deadly when wielded against progeny creatures.</i>		

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

**Weapon:** Any weapon

**Enhancement:** Attack and damage rolls.

**Critical Hit:** +1d6 damage per plus, +1d10 damage against progeny creatures.

**Property:** The weapon is immune to effects created by dreaming surge abilities.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. The attack deals an extra 1d6 damage. If the target has the progeny keyword, the attack deals an extra 3d6 points of damage.

### Implements

Magical implements are a common sight in the dreamlands with some of the most notable ones being the grimoires of King Solomon (which were certainly written by someone else) and Merlin's magical staff.

Neverite Holy Symbol		Level 3+
<i>This holy symbol is made out of neverite and allows you to turn progeny creatures.</i>		

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

**Implement:** (Holy Symbol)

**Enhancement:** Attack and damage rolls.

**Critical Hit:** +1d6 damage per plus, +1d10 damage per plus versus progeny creatures

**Property:** The holy symbol is immune to effects created by dreaming surge abilities.

**Property:** Your channel divinity class features that target undead (such as the cleric's *turn undead* and the invoker's *rebuke undead* features) can target progeny instead. You must choose which one to effect at the time of using your channel divinity power.

## ITEMS OF NEVERMORE

### Neverite Orb

Level 3+

*This orb is made out of neverite and increases the durations of your dream weaves.*

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

**Implement:** (Orb)

**Enhancement:** Attack and damage rolls.

**Critical Hit:** +1d6 damage per plus.

**Property:** The orb is immune to effects created by dreaming surge abilities.

**Property:** Add twice the enhancement bonus of this implement to your Will defense when dispel magic is used against one of your conjuration or zone powers that was created via the use of dreaming surges (dream powers, dream weaving, etc.).

**Power (Daily):** Minor Action. One of your conjuration or zone powers that is due to end at the end of this turn instead lasts until the end of your next turn. This power must be on created via the use of dreaming surges.

### Neverite Rod

Level 3+

*This rod is made out of neverite and grants you a boon whenever you curse a progeny creature.*

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

**Implement:** (Rod)

**Enhancement:** Attack and damage rolls.

**Critical Hit:** +1d6 damage per plus, +1d10 damage against progeny creatures.

**Property:** The rod is immune to effects created by dreaming surge abilities.

**Property:** Whenever you place a Warlock's Curse on a progeny creature, you gain a +1 power bonus to all defenses until the start of your next turn.

## Staves

### Neverite Staff

Level 3+

*This staff is made out of neverite and grants you protection against the surreal energies of the dreamlands.*

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

**Implement:** (Staff)

**Enhancement:** Attack and damage rolls.

**Critical Hit:** +1d6 damage per plus.

**Property:** The staff is immune to effects created by dreaming surge abilities.

**Property:** You gain resist 5 dream.

Level 13 and 18; Resist 10 dream.

Level 23 and 28; Resist 15 dream.

**Power (Daily):** Minor Action. You gain the immune dream trait until the end of your next turn. A creature with the immune dream trait cannot be targeted or otherwise directly affected by dreaming surge abilities (dreaming powers, rituals, weaves, etc.). However, they can be affected indirectly, such as dream weaving a pit beneath the creature and similar effects.

### Night Elm Staff

Level 5+

*This staff is shrouded in utter darkness and the bane of all good.*

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

**Implement:** (Staff)

**Enhancement:** Attack and damage rolls.

**Critical Hit:** +1d6 necrotic damage per plus.

**Property:** Your implement creates a 5 square radius of darkness. You may suppress and activate this property as a free action.

**Power (Daily •Necrotic):** Free Action. You increase the radius of darkness to 10 squares until the end of the encounter. In addition, all good or lawful good creatures within the radius of darkness at the start of their turn take necrotic damage equal to the implement's enhancement bonus.



**Shadow Alder Staff** Level 5+

*This staff is surrounded by an aura of dim light and wards off both good and evil.*

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

**Implement:** (Staff)

**Enhancement:** Attack and damage rolls.

**Critical Hit:** +1d6 psychic damage per plus.

**Property:** Your implement creates a 5 square radius of dim light. You may suppress and activate this property as a free action.

**Power (Daily • Necrotic):** Free Action. You increase the radius of dim light to 10 squares until the end of the encounter. In addition, all evil, chaotic evil, good, and lawful good creatures within the radius of dim light at the start of their turn take psychic damage equal to the implement's enhancement bonus.

**Torchwood Staff** Level 5+

*This staff glows like an everburning torch and burns all evil with its holy light.*

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

**Implement:** (Staff)

**Enhancement:** Attack and damage rolls.

**Critical Hit:** +1d6 radiant damage per plus.

**Property:** Your implement creates a 5 square radius of bright light. You may suppress and activate this property as a free action.

**Power (Daily • Radiant):** Free Action. You increase the radius of bright light to 10 squares until the end of the encounter. In addition, all evil or chaotic evil creatures within the radius of bright light at the start of their turn take radiant damage equal to the implement's enhancement bonus.

**Staff of the Eye**

**History:** These staves were created when the dreamlord Justina established the magi of the Eye as her servants and advisors after the Age of Strife. The unique image of the staff has become a symbol of the magi's power and prestige in the dreamlands. If a staff of the Eye is lost through battle or theft, the magi of the Eye will go to almost any lengths to return it. Artificers have learned to create staves loosely based on the concepts behind the staff of the Eye. These so called "staves of insight" grant all the powers of the staff of the Eye, but do not require the Magus of the Eye Aspect.

**Hooks:** A magus of the Eye seeks an escort to the domains of the Hedge, the Heartlands, the Wyrld, and the Dreadlands. He wishes to collect neverite gems from each of these domains in hopes of constructing a staff of the dreamlands, which would allow a magus to gain access to domain auras and be able to shape them to their will. No one has ever attempted to control domain auras in such a way before, but he believes the inherent stability of a staff of the Eye might allow such manipulation without fear of causing damage to the dreamlands.

**Staff of the Eye** Level 5+

*This staff is crowned by a rainbow hued neverite gem fashioned in the shape of an eye.*

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

**Implement:** (Staff)

**Enhancement:** Attack and damage rolls.

**Critical Hit:** +1d6 damage per plus.

**Property:** The staff is immune to effects created by dreaming surge abilities.

**Property:** You gain resist 5 dream.

Level 13 and 18; Resist 10 dream.

Level 23 and 28; Resist 15 dream.

**Property:** Gain a bonus to Insight and Knowledge checks equal to twice the staff's enhancement bonus.

**Power (Daily):** Minor Action. You gain the immune dream trait until the end of your next turn. A creature with the immune dream trait cannot be targeted or otherwise directly affected by dreaming surge abilities (dreaming powers, rituals, weaves, etc.). However, they can be affected indirectly, such as dream weaving a pit beneath the creature and similar effects.

## ITEMS OF NEVERMORE

### Wards

#### Neverite Wand Level 10+

*This wand is made out of neverite and allows you to more easily dispel surreal effects.*

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

**Implement:** (Wand)

**Enhancement:** Attack and damage rolls.

**Critical Hit:** +1d6 damage per plus.

**Property:** The wand is immune to effects created by dreaming surge abilities.

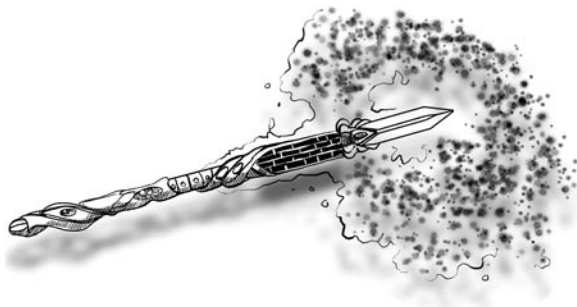
**Property:** Add twice the enhancement bonus of this implement to your attack roll when you use *dispel magic* against a conjuration or zone power created via the use of dreaming surges (dream powers, dream weaving, etc.).

**Power (Daily • Arcane):** Standard Action. As the wizard's *dispel magic* power.

#### Wand of the Wyrd

**History:** These wands were created by the dreamlord Helena to allow her weavers of the Wyrd to better shape and control the dreamlands. This noble society of dreamers protected her realm and studied the arts of dream weaving. However, when Elysium fell to Lilith's legion many of the weavers were killed or corrupted by madness. This once respected organization is in utter tatters, since the loss of their homeland and the madness, which struck much of its ranks. However, there are a few untainted wands left in the dreamlands, which require an imaginative nature in its wielder and have no curse.

**Hooks:** It has been rumored that there is a group of weavers of the Wyrd who have remained untainted by the fall of Helena and are striving to free their friends from whatever curse has befallen them. It is believed that Mergia, Justina, and Ordo are working with these remnants to restore their mother's lost order and have often used adventurers to help them in this pursuit.



#### Wand of the Wyrd, Tainted Level 3+

*This wand has a neverite shard fixed to its head.*

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

**Implement:** (Wand)

**Enhancement:** Attack and damage rolls.

**Critical Hit:** +1d6 damage per plus.

**Property:** The wand is immune to effects created by dreaming surge abilities.

**Property:** Once per day (cycle), when you roll a natural 1 while using this wand, you suffer a heroic backlash (even if you are not using the backlash rules). The GM determines what heroic power of your level or lower affects you.

Level 15 or 20: You suffer a paragon backlash.

Level 25 or 30: You suffer an epic backlash.

**Power (Daily):** Standard Action. You can create a heroic dream weave without expending dreaming surges.

Level 15 or 20: You can create a paragon weave without expending dreaming surges.

Level 25 or 30: You can create an epic weave without expending dreaming surges.

#### Wand of the Wyrd, Untainted Level 5+

*This wand has a neverite shard fixed to its head.*

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

**Implement:** (Wand)

**Enhancement:** Attack and damage rolls.

**Critical Hit:** +1d6 damage per plus.

**Property:** The wand is immune to effects created by dreaming surge abilities.

**Power (Daily):** Standard Action. You can create a heroic dream weave without expending dreaming surges.

Level 15 or 20: You can create a paragon weave without expending dreaming surges.

Level 25 or 30: You can create an epic weave without expending dreaming surges.

## Slotted Items

Slotted items can be found throughout Nevermore. Some of the most famous include the ring of Gyges mentioned in Plato's Republic and the belt worn by Sir Gawain when he encountered the Green Knight. Of course even more unique and amazing slotted items can be uncovered within the dreamlands through quests and the spoils of adventure.

### Arms Slot Items

Neverite Shield		Level 3+	
<i>Your shield is lined with neverite and can provide protection against the surreal energies wielded by others.</i>			
Lvl 3	680 gp	Lvl 23	425,000 gp
Lvl 13	3,400 gp		
<b>Item Slot:</b> Arms			
<b>Property:</b> The shield is immune to effects created by dreaming surge abilities.			
<b>Power (Encounter):</b> Standard Action. You and adjacent allies gain resist 10 dream until the end of your next turn.			
Level 13: Resist 15 dream.			
Level 23: Resist 20 dream.			

### Neck Slot Items

Neverite Amulet		Level 3+	
<i>Your amulet is made out of neverite and grants you a certain amount of protection against dream effects.</i>			
Lvl 3	+1 680 gp	Lvl 18	+4 85,000 gp
Lvl 8	+2 3,400 gp	Lvl 23	+5 425,000 gp
Lvl 13	+3 17,000 gp	Lvl 28	+6 2,125,000 gp
<b>Item Slot:</b> Neck			
<b>Enhancement:</b> Fortitude, Reflex, and Will.			
<b>Property:</b> The amulet is immune to effects created by dreaming surge abilities.			
<b>Property:</b> Gain a +2 item bonus to saving throws against effects created by the use of dreaming surges (dream powers, rituals, weaving, etc.). In addition, you gain resist 5 dream.			
Level 13 or 18: Resist 10 dream.			
Level 23 or 28: Resist 15 dream.			

## Rings

### Unseen Watcher's Ring

**History:** These rings are closely associated with the order of spies and informants known as the Unseen. These agents of the dreamlord Lokanan use their rings to keep an eye on other dreamlords and important figures since the end of the Age of Strife. Only artificers aligned with the Unseen know exactly how to create these rings. However, almost anything is for sale within the Shadow Keep's black market and it is not uncommon for a few rings to make their way into the hands of heroes and villains alike.

**Hooks:** There is a group of professional thieves who have performed a number of high profile heists over the past year stealing everything from shipments of neverite to priceless artifacts. They call themselves the "Seven Shadows" and it is believed that each of them wears an unseen watcher's ring. These Seven Shadows have prices on their heads in numerous realms, but no one has been resourceful or foolish enough to track them down to their hideout.

Unseen Watcher's Ring		Level 20
<i>This ring is carved out of the dark heartwood of a shadow alder and has a black opal set into its face.</i>		
<b>Item Slot:</b> Ring	125,000 gp	

**Property:** Gain a +2 bonus to Perception and Stealth checks in areas of dim light and darkness.

**Power (Daily):** Standard Action. You may only activate this power while you are in an area of dim light or darkness. You become invisible until the end of your next turn or until you enter an area of bright light. In addition, you can see invisible creatures as if they were visible and ignore the attack penalty for concealment or total concealment in regards to creatures within areas of dim light or darkness.

If you've reached at least one milestone today, using this power requires only a minor action.

## Wondrous Items

The wondrous items within Nevermore came in also all shapes and sizes. The inspiration for these items can spring from anywhere within the worlds of fiction and myth. Perhaps an Arabian magical carpet is needed to escape the evil vizier or a crystal ball to gaze into the future? No matter the need there is always a wondrous item to fill it.

## ITEMS OF NEVERMORE

### Banner of Hope

**History:** These banners were designed to be carried by the dreamlord Mergia's hopebearers after she founded the Golden City and have become an easily recognizable symbol of the Church of the Hallowed. Artificers have studied these items for years and have created lesser banners, which do not have the ability to transform into quarterstaves or its Hallowed Preacher requirement. Alternatively, others have created quarterstaves of hope, which do not have the banner abilities or its Hallowed Preacher requirement.

**Hooks:** Members of the hopebearers have been vanishing without a trace for over a decade, though most of these disappearances have occurred outside of the Golden City while hopebearers were on missions to other domains. Adding to the worry of the order is the appearance of bands of diaboli carrying crimson banners with an eerie, if askance resemblance to the banners of hope. These blood-red banners are said to cause despair in those who approach these creatures and can counteract the powers of the banners of hope. Furthermore, there are increasing reports of hopebearers and their guardians being ambushed and killed throughout the dreamlands as if they have been targeted by the children of Mahr. There are a number of adventuring groups who have been hired to investigate both the banners and the attacks by various dreamlords. Obtaining one of these baleful banners for further study is of utmost importance to the survival of the hopebearers and a top priority of the Church of the Hallowed as well as Mergia.

#### Banner of Hope

Level 10

*This banner bears the image of the crucified Menhalig and is carried upon an ornately carved branch of golden wood taken from Mergia's Garden in the Golden City.*

**Wondrous Item** 5,000 gp

**Power (Encounter • Healing, Zone):** Standard Action. When you plant the banner of hope in your space or an adjacent square, it creates a zone of healing and protective energy in a close burst 5. You and allies within the zone can immediately spend a healing surge. In addition, you and your allies gain a +2 bonus to saving throws against fear effects. This effect lasts until the end of the encounter or until the banner of hope is removed from the ground. Any creature in or adjacent to a banner of hope's square can remove it from the ground as a standard action.

### Book of Faehalig

**History:** The Books of Faehalig are the holy books of the ethereals. The first of these books was given to Oberon when he arrived in Nevermore and has grown over the centuries as he and other exarches of the Heart have added to it. After the sacrifice of Menhalig at the end of the Age of Strife many of the exarches have written much more thoroughly upon the role of mortals in Faehalig's plan.

**Hooks:** While doing inventory a librarian discovered an undocumented book among the shelves. It had the appearance of a Book of Faehalig, however the Heart Tree was replaced with an Obsidian Tree, the symbol of Mab's realm. After researching the book he realized that it was a rare copy of the Book of Lilith and began taking notes upon its contents. Soon afterward the book, the librarian, and his notes disappeared. The only clue left behind was the following phrase scrawled in blood, "The seeds of discord shall yield a bloody harvest." Some believe Lilith's nightspinners silenced the librarian before his work could be completed, while others wonder if he was dabbling in things best left alone, then there are a few who are most concerned with the message and what it means.

#### Book of Faehalig

Level 16

*This leather bound book has the image of the Heart Tree imprinted upon it or engraved upon a gem set into its cover.*

**Wondrous Item** 45,000 gp

**Property:** As long as you spend a short rest examining this book each day, you gain mastery of the following rituals: Consult Oracle, Raise Dead, and Remove Affliction.

**Power (Encounter):** Standard Action. Spend a healing surge and choose an ally within 5 squares of you. The ally regains hit points as if he had spent a healing surge.

**Power (Daily):** Standard Action. Spend a short rest examining this book before beginning to perform a ritual. You gain a +2 power bonus to any skill checks made as part of the ritual.



## Dream Fount

**History:** Dream founts emerged at the end of the Forgotten Age. No one is certain of their exact origin, but what is evident is that these dream founts amplify the dream weaving powers of those who use them. Dream founts are rare and for this reason the finding one can be a mixed blessing as its power will draw the attention of those who would use it for their own ends.

**Hooks:** After the last dream shift a series of pillars erupted from the ground and when it is revealed to be a dream fount all manner of trouble started. Some in the local area wanted to use it to better their lives, others wanted it for themselves, and then there were the outsiders that have started to flock to the pillars in order to study, use, or destroy them.

Dream Font		Level 10+	
<i>These areas of supernatural power manifest themselves in many forms, such as magical springs, glowing trees, or standing stones.</i>			

Lvl 10	5,000 gp	Lvl 30	3,125,000 gp
Lvl 20	125,000 gp		

### Wondrous Item

**Property:** Lower the number of dreaming surges needed to create dream weave effects by 1 (minimum 1).

Level 20: Lower the number of dreaming surges needed to create dream weave effects by 2.

Level 30: Lower the number of dreaming surges needed to create dream weave effects by 3.

**Power (Daily):** Standard Action. You can create a heroic dream weave without expending dreaming surges.

Level 20: You can create a paragon weave without expending dreaming surges.

Level 30: You can create an epic weave without expending dreaming surges.

## Fairy Dust

**History:** Fairy dust was first created by the Seelie ethereals during the Age of Rebirth and has grown in popularity ever since. There is an annual festival dedicated to fairy dust with events specifically designed to take full advantage of its effects.

**Hooks:** The annual Fairy Dust festival, celebrated in the Southern Heartlands and other Seelie ethereals strongholds, is about to begin. The Seelie ethereals have begun to seek out sources of fairy dust and many have invited their friends and associates to the upcoming celebration. There will be a number of tournaments, balls, and feasts to be had during the triad of festivities. The carnival atmosphere means plenty of opportunities for adventure and misadventure alike.

Fairy Dust	Level 10
------------	----------

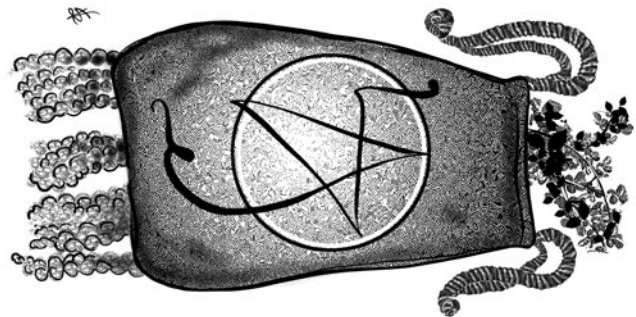
*This small leather pouch is filled with sparkling dust.*

**Wondrous Item (Consumable)** 5,000 gp

**Special:** There are 25 uses in each pouch of fairy dust. For each use less than 25 subtract 200 gp (np) from the purchase price and 40 gp (np) from the sale price.

**Power (Consumable):** Standard Action. Sprinkle a pinch of this dust on yourself or an adjacent creature. Gain a fly speed of 6 (hover) until the end of your next turn. Once per round you may attempt to sustain this power (up to 5 minutes) as a free action by making an Intelligence check to remember a happy thought. The base difficulty to remember a happy thought depends upon your tier. The Difficulty Class for heroic tier characters is 10, for paragon characters it is 15, and for epic characters it is 20. Increase the Difficulty Class by 5 if in combat and by 10 if bloodied. When the duration ends, you float 30 feet toward the ground each round until you reach it or a weight bearing surface. While floating downward in this way you are considered to have a fly speed of 2 (hover), but cannot increase your height.

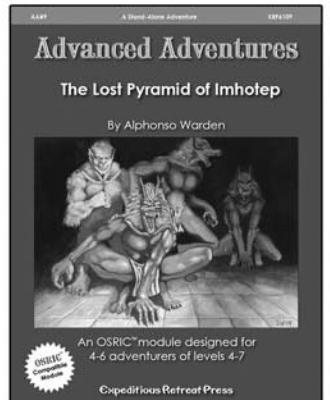
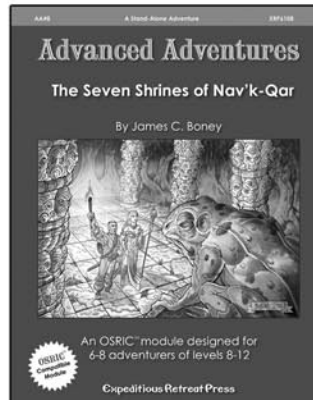
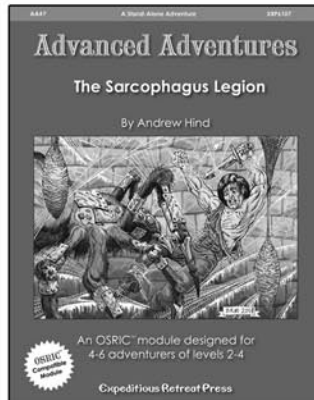
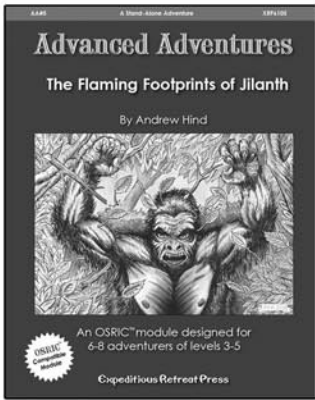
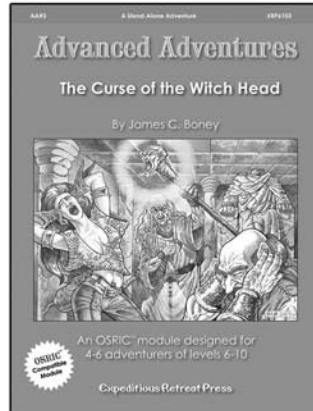
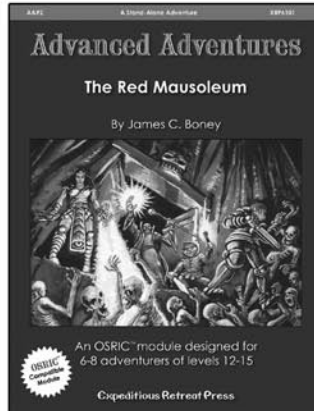
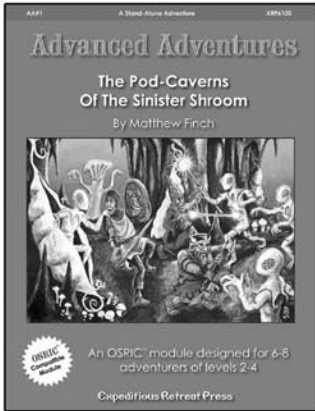
**Special:** Using fairy dust counts as a use of a magic item daily power.



# EXPEDITIOUS RETREAT PRESS

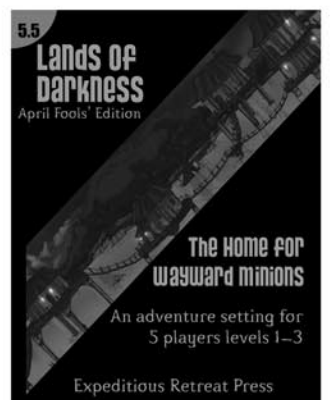
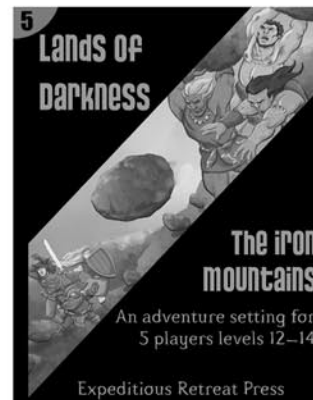
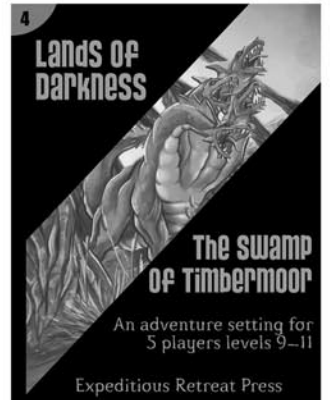
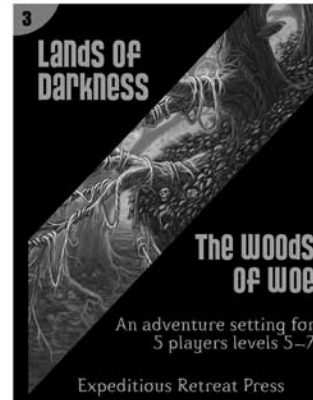
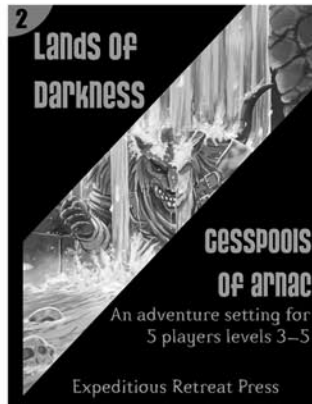
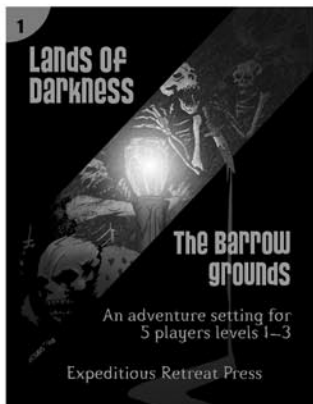
YOUR SOURCE FOR ADVENTURE IN ANY EDITION

## Advanced Adventures



## Lands of Darkness

There can be no points of light without Lands of Darkness!



For use with the 4th Edition

# DUNGEONS & DRAGONS


ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

# 1 ON 1 ADVENTURES

ADVENTURES DESIGNED FOR 1 PLAYER AND 1 GM

**1 on 1 Adventures #1**  
**Gambler's Quest**  
By William Christensen




An adventure designed for 1 GM and 1 player (Level 2-4 Rogue)

This module includes 20 adventure-packed pages, complete with detailed maps and descriptions, featuring a ready-made adventure. It has been crafted for one player and one GM or two GMs to run the module during play. The module includes a ready-made adventure with a ready-made plot. With some minor editing, the module is suitable for use with a traditional four-player party.

If you enjoy this module, look for future releases in the One on One Adventures line from Expedition Retreat Press.

**Expedition Retreat Press**

**1 on 1 Adventures #2**  
**The Star of Olindor**  
By Matthew J. Hanson




An adventure designed for 1 GM and 1 player (Level 6-8 Rogue)

This module includes 20 adventure-packed pages, complete with detailed maps and descriptions, featuring a ready-made adventure. It has been crafted for one player and one GM or two GMs to run the module during play. The module includes a ready-made adventure with a ready-made plot. With some minor editing, the module is suitable for use with a traditional four-player party.

If you enjoy this module, look for future releases in the One on One Adventures line from Expedition Retreat Press.

**Expedition Retreat Press**

**1 on 1 Adventures #3**  
**The Forbidden Hills**  
By Suzi Yee



An adventure designed for 1 GM and 1 player (Level 5-7 Barbarian or Ranger)

This module includes 20 adventure-packed pages, complete with detailed maps and descriptions, featuring a ready-made adventure. It has been crafted for one player and one GM or two GMs to run the module during play. The module includes a ready-made adventure with a ready-made plot. With some minor editing, the module is suitable for use with a traditional four-player party.

If you enjoy this module, look for future releases in the One on One Adventures line from Expedition Retreat Press.

**Expedition Retreat Press**

**1 on 1 Adventures #4**  
**The Sixth Cavalier**  
By Patrick Weekes




An adventure designed for 1 GM and 1 player (Level 9-11 Bard)

This module includes 20 adventure-packed pages, complete with detailed maps and descriptions, featuring a ready-made adventure. It has been crafted for one player and one GM or two GMs to run the module during play. The module includes a ready-made adventure with a ready-made plot. With some minor editing, the module is suitable for use with a traditional four-player party.

If you enjoy this module, look for future releases in the One on One Adventures line from Expedition Retreat Press.

**Expedition Retreat Press**

**1 on 1 Adventures #5**  
**Vale of the Sepulcher**  
By Suzi Yee




An adventure designed for 1 GM and 1 player (Level 9-11 Cleric)

This module includes 20 adventure-packed pages, complete with detailed maps and descriptions, featuring a ready-made adventure. It has been crafted for one player and one GM or two GMs to run the module during play. The module includes a ready-made adventure with a ready-made plot. With some minor editing, the module is suitable for use with a traditional four-player party.

If you enjoy this module, look for future releases in the One on One Adventures line from Expedition Retreat Press.

**Expedition Retreat Press**

**1 on 1 Adventures #6**  
**The Shroud of Olindor**  
By Matthew J. Hanson



An adventure designed for 1 GM and 1 player (Level 7-9 Rogue)

This module includes 20 adventure-packed pages, complete with detailed maps and descriptions, featuring a ready-made adventure. It has been crafted for one player and one GM or two GMs to run the module during play. The module includes a ready-made adventure with a ready-made plot. With some minor editing, the module is suitable for use with a traditional four-player party.

If you enjoy this module, look for future releases in the One on One Adventures line from Expedition Retreat Press.

**Expedition Retreat Press**

**1 on 1 Adventures #6.06**  
**The Pleasure Prison of the B'thuvian Demon Whore**  
By Doug Douglas




An adventure designed for 1 GM and 1 player (Level 7-9 Monk)

This module includes 20 adventure-packed pages, complete with detailed maps and descriptions, featuring a ready-made adventure. It has been crafted for one player and one GM or two GMs to run the module during play. The module includes a ready-made adventure with a ready-made plot. With some minor editing, the module is suitable for use with a traditional four-player party.

If you enjoy this module, look for future releases in the One on One Adventures line from Expedition Retreat Press.

**Expedition Retreat Press**

**1 on 1 Adventures #7**  
**Eyes of the Dragon**  
By Matthew Carson



An adventure designed for 1 GM and 1 player (Level 7-9 Monk)

This module includes 20 adventure-packed pages, complete with detailed maps and descriptions, featuring a ready-made adventure. It has been crafted for one player and one GM or two GMs to run the module during play. The module includes a ready-made adventure with a ready-made plot. With some minor editing, the module is suitable for use with a traditional four-player party.

If you enjoy this module, look for future releases in the One on One Adventures line from Expedition Retreat Press.

**Expedition Retreat Press**

**1 on 1 Adventures #8**  
**Blood Brothers**  
By Suzi Yee




An adventure designed for 1 GM and 1 player (Level 7-9 Paladin)

This module includes 20 adventure-packed pages, complete with detailed maps and descriptions, featuring a ready-made adventure. It has been crafted for one player and one GM or two GMs to run the module during play. The module includes a ready-made adventure with a ready-made plot. With some minor editing, the module is suitable for use with a traditional four-player party.

If you enjoy this module, look for future releases in the One on One Adventures line from Expedition Retreat Press.

**Expedition Retreat Press**

**1 on 1 Adventures #9**  
**Legacy of Darkness**  
By Creighton Broadhurst




An adventure designed for 1 GM and 1 player (Level 8-10 Wizard)

This module includes 20 adventure-packed pages, complete with detailed maps and descriptions, featuring a ready-made adventure. It has been crafted for one player and one GM or two GMs to run the module during play. The module includes a ready-made adventure with a ready-made plot. With some minor editing, the module is suitable for use with a traditional four-player party.

If you enjoy this module, look for future releases in the One on One Adventures line from Expedition Retreat Press.

**Expedition Retreat Press**

**1 on 1 Adventures #10**  
**Vengeance of Olindor**  
By Matthew J. Hanson



An adventure designed for 1 GM and 1 player (Level 8-10 Rogue)

This module includes 20 adventure-packed pages, complete with detailed maps and descriptions, featuring a ready-made adventure. It has been crafted for one player and one GM or two GMs to run the module during play. The module includes a ready-made adventure with a ready-made plot. With some minor editing, the module is suitable for use with a traditional four-player party.

If you enjoy this module, look for future releases in the One on One Adventures line from Expedition Retreat Press.

**Expedition Retreat Press**

**1 on 1 Adventures #11**  
**Unbound Adventures**  
By Peter Franke



A supplement for playing GM-less for any number of players of all levels

This module includes 20 pages of ready-made adventures, including a GM, crafted for any number of players of all levels. Unbound Adventures is a wonderful resource for adventures and inspiration.

If you enjoy this product, look for future releases in the One on One Adventures line from Expedition Retreat Press.

**Expedition Retreat Press**

COMING IN AUGUST 2009

1 on 1 Adventures The Pathfinder Roleplaying Game Edition, containing 11 adventures and new 1 on 1 Adventures titles powered by the Pathfinder Roleplaying Game!



WWW.XRPSHOP.CITYMAX.COM

Pathfinder and associated marks and logos are trademarks of Paizo Publishing, LLC, and are used under license. See [paizo.com/pathfinderRPG](http://paizo.com/pathfinderRPG) for more information on the Pathfinder Roleplaying Game.



# YOUR SOURCE FOR 4E MATERIAL

## ADVANCED PLAYER'S GUIDE



ARI MARMELL

EXPEDITIOUS RETREAT PRESS

## Plague



By

Creighton Broadhurst

Expeditious Retreat Press

## Castoffs and Crossbreeds



EXPEDITIOUS RETREAT PRESS

## FREEPORT COMPANION



THE CITY OF ADVENTURE  
SOURCEBOOK FOR 4TH EDITION

[WWW.XRPSHOP.CITYMAX.COM](http://WWW.XRPSHOP.CITYMAX.COM)





Expeditions Retreat Press presents the latest campaign setting for your 4<sup>th</sup> Edition game—Nevermore. Nevermore is a world where the imaginings of mortals come to life; every story ever told (or yet to be told) has its roots within this realm. From classical heroes to mythical creatures, the inhabitants of Nevermore and the land itself are gripped in a struggle between good and evil, between destruction and preservation, between dreams and nightmares. This is the promise and the peril of Nevermore. The question is... Are you willing to risk the nightmares of this world to live your dreams?

Nevermore includes 160 pages of campaign information, player and GM mechanics and unique magic items and monsters of Nevermore.

[WWW.XRP.SHOP.CITYMAX.COM](http://WWW.XRP.SHOP.CITYMAX.COM)



Nevermore 4e

Expeditions Retreat Press

# Nevermore



A 4th Edition Setting  
by Joseph Miller