

Lands of Nevermore



The Heartlands Land of Reverie

By Joseph Miller



Expeditious Retreat Press

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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

Welcome to the **Heartlands**, the ancient refuge of the fey 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 fey 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.

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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.

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 fey. The fey and men both lived on the earth, but Faehalig gave dominion of the dreamlands to the fey. 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 fey 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 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 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 fey and these became known as the Unseelie and each was reborn into the world of Nevermore shedding their ties to the Mortal World.

The Ascension

The Seelie court lost many of its number and Oberon cried out to Faehalig, who heard him and said, "Gather all the fey 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 fey drank of the sap and their eyes were opened to the world, but they knew no shame, for they followed Faehalig's command.

Age of Awakening

The fey 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 Dexus, Helena, Nyxis, and Mahr, who would become great dreamlords and whose deeds and offspring would fashion ages to come.

The Fey 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 fey 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 fey 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...

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 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 the child 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 fey 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 fey and few mortals venture into them and return. The Unseelie fey 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 fey 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 fey, 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 fey, which shaped them. Their appearances are vile and warped and their natures are duplicitous and wicked. Monstrous

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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

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 realm and warn travelers to keep at least a boulder's throw distance between them and the ancestral home of the fomorians. The fomorian 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: Balar, 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 Balar 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 Balar'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 fey 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.

Aura: Anyone within the Fomorian Foothills or on the Fomorian River gains a +3 bonus to their Drive checks, while those within the fortress of Tor gain a +5 to Craft checks. In addition, any mortals entering this realm must make a Will save or become infected by a wasting disease. This disease deals a point of Constitution and Strength damage each cycle the mortal remains within the realm. Once the mortal leaves the realm he needs only make one successful save to fight off the disease.

Nightwood

The Nightwood is a tangled and twisted forest constantly concealed within the gloom that emanates from the realm itself. An ominous canopy of shadow alders smothers

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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 realm 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, some in positions of great influence, and has begun to set her latest gambit into motion. She awaits only Lilith's order to unleash her vipers and plunge the land into chaos and confusion.

Inhabitants: The inhabitants of this realm 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.

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

Grenweald

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 fey 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 fey 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.

Aura: Anyone within the Grenweald suffers a -3 penalty to their Survival checks (-5 within the Green Man's Glade). They also must make a Will save or become entangled while within the Grenweald (or immobilized by vines and weeds within the Green Man's Glade).

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 fey were given sap from the Heart Tree and renewed their vows to Faehalig. Many of these fey 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 fey 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

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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 fey and mortals into their number, teaching them how to act and appear as Unseelie fey. Any nightwatchers who are caught can expect the worst sort of torture and death.

NightspINNers

NightspINNers are Unseelie fey 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 fey 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 fey 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 Fey War. On the other hand, the Outer Circle includes the less powerful or younger Unseelie and the Slauch, 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 fey 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 fey 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 realms convincing a number of mortal dreamlords to distrust the fey 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 fey alike.

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 fey 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 fey 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 fey 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 play, 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 fey 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

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.

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

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control over the powers of healing and illusion. She spends much of her time with her guests or crying 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 fey robed in feathered garments and have the ability to transform themselves into swans. They spend their time caring for and entertaining Morgaine's guests.

Aura: The Isle of Avalon can be teleported to any location within the Heartlands, except other realms. Those upon the shores or lake of Avalon come under the Suggestion to approach the Castle of Maidens and present themselves to its gates. Once upon the Isle of Apples, they come under the Suggestion (-2 penalty to Will saves) to strike a bargain with Morgaine for whatever need that has drawn Avalon to them.

Lumendhel

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 lantern 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 fey 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 fey 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 fey almost all of them recognize the need for sincerity of action, and once given, their word is their bond.

Aura: Lumendhel is illuminated by the bright light of the Heart Tree. In addition, during Cadence, the Heart Tree releases a supernatural sap which adolescent fey must drink in order to receive their powers. At the end of this ceremony, there is always a single drop of sap left over, which has the power to return one mortal or fey to life. This sap is reserved for only the most important figures and can only be used once upon any individual. Those within Lumendhel gain a +3 bonus to Medicine checks (+5 in the city of Lumen).

Mag Mell

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 fey 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.

Aura: All of Manannan's followers and guests come under the effects of the Cure power while within Mag Mell and those who are allowed entrance into the Fortress of Sidhe come under the additional effects of the Cure Blindness/Deafness, Cure Disease, and Cure Poison powers. Those who enter Mag Mell uninvited come under the effects of the Ward power hedging them out of the realm, while those who attempt to enter the Hall of Mirrors without Manannan's approval become confused. There is a 50% chance (1 to 10 on a d20) the subject moves in a random direction, a 20% chance (11 to 14) the subject undertakes a random action (tell a deep dark secret, sit on the floor, attack nearest creature or object, etc.), a 20% chance (15 to 18) the subject stands dazed for one round, and a 10% chance (19 or 20) the subject acts normal. This check is made each round until the subject leaves the Hall of Mirrors.

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 nightspinnars.

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 nightspinnars. Newly 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 fey 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 fey 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, nightspinnars 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 lantern 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 fey, 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 Narrator 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

- 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 fey 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 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 nightspinners 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 scene 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 fey and they are worried that an unscrupulous mortal or Unseelie fey 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.

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- 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 diabolis 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.

New Rules

The following section provides a number of new rules for use with the True20 core rules and Nevermore campaign setting. It includes new aspects for players and Narrators to use, a role progression path for the exarches of the heart, a number of new feats and a sampling of the flora and fauna found in the Heartlands.

New Aspects

The following are a few new aspects for use with the Nevermore campaign setting.

Glamoured Aspect

Choose one of the following types of glammers: bewitching, charming, concealing, evil-eyed, lucky, perceptive or wild.

Glamoured Powers: You can use certain powers based on your chosen glamour. Bewitching allows you to use Bliss and Mental Contact, Calm and Mental Contact or Heart Reading and Heart Shaping. Charming allows you to use Dominate and Mental Contact, Fascinate (works like the Fascinate feat, except only Will Saving throw can be used to oppose this power) and Suggestion or Mental Contact and Mind Shaping. Concealing allows you to use the Illusion power and one of the following: Light Shaping, Self-Shaping or Psychic Shield. Evil-eyed allows you to use Pain and Mental Contact, Mental Contact and Sleep (makes targets helpless; cannot effect creatures that do not normally sleep) or Psychic Blast and Psychic Shield. Lucky allows you to use one of the following powers per cycle: Combat Sense (and can increase Reflex saves by 2 for each point of combat bonus sacrificed), Elemental Resistance, Enhance Senses or Psychic Shield. This power can be chosen as a reaction or free action. Once chosen it cannot be changed until the next cycle, though you have access to it any time you activate this aspect. Perceptive allows you to use Heart Reading and

Truth Reading, Mental Contact and Mind Reading or Object Reading and Second Sight. Wild allows you to use Nature Reading and one of the following powers: Beast Link, Plant Shaping, or Self-Shaping.

Glamoured Skills: You can enhance your skills based on your chosen glamour. Bewitching enhances the Diplomacy, Handle Animal and Perform skills. Charming enhances the Bluff, Diplomacy and Gather Information skills (and also adds to Perform skill checks based on oratory). Concealing enhances the Bluff, Disguise, and Stealth skills. Evil-eyed enhances Concentration, Intimidate and Sense Motive skills. Lucky enhances any one skill. Perceptive enhances the Notice, Search, and Sense Motives skills (and also adds to skill checks to follow tracks). Wild enhances the Notice, Handle Animal and Survival skills. A Glamoured Skills check adds a bonus to your skills. The result of the check indicates the amount of the bonus.

Table 1: Glamoured Aspect

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

Time: Glamoured Skills is a move action. The bonus lasts for 10 minutes. If you take 20 when making this check, you spend 2 minutes and suffer a +20 increase to the fatigue Difficulty.

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Illumination Aspect, Mental

Choose one of the following types of illumination: brilliant, darkened, or shadowy. You can use the Combat Sense and Enhanced Senses while within your chosen illumination.

Illumination Blast: You have the ability to create a focused blast out of your chosen illumination. This blast works like an Elemental Blast power with brilliant dealing supernatural light damage against undead and supernatural creatures with the vice subtype, darkened dealing supernatural darkness damage, and shadowy dealing supernatural shadow damage against incorporeal creatures.

Illumination Shaping: Brilliant grants the Light Shaping power. Darkened and shadowy grant the Shadow Shaping power.

Illumination Ward: You can call forth a supernatural ward to fill an area up to 60 feet across. Maintaining the ward requires concentration. Brilliant wards only affect undead and supernatural creatures with the vice subtype. Darkened wards only affect supernatural creatures with the virtue subtype. Shadow wards only affect incorporeal creatures. Any affected creature must succeed on a Will save in order to enter the warded area, and another Will save each round to remain there. A failed save means the creature cannot enter the area and must leave immediately if it is already inside it.

Illumination Aspect, Physical

Choose one of the following types of illumination: brilliant, darkened, or shadowy. While within your chosen illumination you may use the following powers: Blink and Teleport. The effects of these powers cannot extend beyond the border of your chosen illumination type.

Illumination Aura (Fatiguing, Maintenance): This works like an Elemental Aura power. Brilliant deals supernatural light damage that only affects undead and supernatural creatures of innate evil (creatures with the vice subtype) such as fiends. Darkened deals supernatural darkness damage that only affects supernatural creatures of innate good (creatures with the virtue subtype) such as celestials. Shadowy deals supernatural shadow damage that only affects incorporeal creatures such as ghosts. Illumination aura is fatiguing, with a fatigue save Difficulty of 14.

Illumination Strike (Fatiguing, Maintenance): As a standard action, you can imbue your unarmed attacks with damaging energy. Brilliant deals supernatural light damage against undead and supernatural creatures with the vice subtype. Darkened deals supernatural darkness damage against supernatural creatures with the virtue subtype. Shadowy deals supernatural shadow damage against incorporeal creatures. The damage is equal to 1 + 1 for every four dreamer levels. Illumination Strike is fatiguing, with a Fatigue save Difficulty of 14 (+2 for every additional point of damage).

Illumination Weapon (Fatiguing, Maintenance): You can imbue any weapon you wield with supernatural

power. The weapon is considered supernatural for overcoming the defenses of creatures vulnerable to such weapons. You must personally wield the weapon for it to gain this benefit. In addition, the weapon has one of the following abilities based on your illumination type: +2 damage against undead or supernatural creatures with the vice subtype (brilliant), +2 damage against supernatural creatures with the virtue subtype (darkened), or Ghost Touch (shadowy). Illumination weapon is fatiguing, with a fatigue save Difficulty of 14.

Plant Aspect, Mental

Choose one of the following types of plants: flower, tree, or vine. You can use the Plant Shaping power in regard to your chosen group of plants.

Animate Plant (Fatiguing): This ability works like the Imbue Unlife power, but creates mindless and intelligent plants instead. The mindless plants have the same stats as skeletons (tree) or zombies (flower and vine) depending upon the type of plant you have chosen.

Plant Link (Fatiguing, Concentration): This link works like the Beast Link power except it only works on your chosen plant type and you can perceive the environment as if the plant could see its surroundings with Night Vision.

Plant Aspect, Physical

Choose one of the following types of plants: flower, tree, or vine. You gain the ability to use the Body Control power. In addition, you can use the Self-Shaping power to transform into a plant (flower, tree, or vine-based) and thereby gain the plant creature type.

Plant Manifestation (Fatiguing, Maintenance): As a standard action, you gain a unique ability according to your chosen plant type. Flower grants the ability to create a blissful scent, which works like the Bliss power centered on you with a radius of 5 feet. Tree grants two natural attacks (and the training to use them). Each slam attack (bludgeoning) has damage equal to +1. Vines can increase their reach by 5 feet when they perform an action. Add a +1 bonus to damage (tree) or an additional 5 feet radius (flower) or reach (vine) for every four dreamer levels. Plant manifestation is fatiguing with a Fatigue save Difficulty of 14 (+2 per four dreamer levels).

New Paths

The following are two new role progression paths for the Nevermore campaign setting. The exarches of the heart are intended for use by players and Narrators, while nightspinnars are designed to be played as adversaries.

Exarch of the Heart

Exarches of the heart belong to a religious order or priests who worship Faehalig. Exarches are granted miraculous powers by Faehalig from shaping light to

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their will to using purifying rays to destroy undead and evil supernatural creatures. He also provides his exarches a powerful guardian animal to protect them. As they grow in power exarches are able to wield more and more influence over the dreamlands and their inhabitants, which makes them exceptional allies and terrible foes.

Heroes: Exarches seek to protect Nevermore and its inhabitants from the forces of corruption and ruin, which stalk the dreamlands. They do not adventure out of a desire for glory or treasure, rather they do so because they see it as their duty as guardians of the dreamlands. All exarches are members (honorary or full) of the Seelie

Table 2: Exarch Path

Character Level	Role Level	Feats/Powers/Aspects
1	Dreamer 1st	Aspects (Brilliant: Physical or Mental), Dream Blood, Dedicated (Faehalig), Guardian of Faehalig
2	Dreamer 2nd	Dreamborn Familiar
3	Dreamer 3rd	Choose a Feat or Aspect ¹
4	Dreamer 4th	Dream Blood
5	Dreamer 5th	Choose a Feat or Aspect ¹
6	Dreamer 6th	Choose a Feat or Aspect ¹
7	Dreamer 7th	Celestial Familiar
8	Dreamer 8th	Dream Blood
9	Dreamer 9th	Choose a Feat or Aspect ¹
10	Level Lag ²	Celestial Template
11	Dreamer 10th	Choose a Feat or Aspect ¹
12	Dreamer 11th	Choose a Feat or Aspect ¹
13	Dreamer 12th	Dream Blood
14	Dreamer 13th	Half-Celestial Familiar
15	Dreamer 14th	Choose a Feat or Aspect ¹
16	Dreamer 15th	Choose a Feat or Aspect ¹
17	Dreamer 16th	Dream Blood
18	Dreamer 17th	Choose a Feat or Aspect ¹
19	Dreamer 18th	Choose a Feat or Aspect ¹
20	Level Lag ³	Half-Celestial Template

¹ Choose one of the following: Ability Aspect (Intelligence, Wisdom or Charisma), Animal Empathy, Armor Training, Aspect Mastery, Canny Dodge, Connected, Contacts, Eidetic Memory, Empower Aspect, Familiar's Sacrifice, Gifted Aspect, Glamoured Aspect (Charming, Lucky, Perceptive, or Wild), Illumination Aspect (Brilliant: Physical or Mental), Improved Aspect, Improved Familiar, Improved Shared Aspects, Innate Aspect, Leadership, Life Aspect (Life), Lucky, Minions, Plant Aspect (Any), Quicken Aspect, Second Chance, Totem Aspect (Any), Weapon Training or Widen Aspect.

² Instead of gaining a level, the exarch gains the Celestial template.

³ Instead of gaining a level, the exarch gains the Half-Celestial template. This template replaces the Celestial template.

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Court and sometimes they are sent out on missions or asked to watch over particular areas. If an exarch is summoned back to the Seelie Court for some reason they must return as quickly as possible, though as always protecting the innocent and helpless takes precedence.

Position: Exarches usually find themselves in leadership positions within adventuring parties because of their diplomatic skills and their inherent influence over Nevermore. Exarches are powerful forces of good in the dreamlands and are recognized as such by its inhabitants.

Abilities: The mental abilities are very important to exarches as they determine how well they can fulfill their mission. Intelligence is significant because it improves an exarch's pool of knowledge and skills. Wisdom is critical to an exarch's ability to wield his aspects without fatigue and perceive his surroundings. Charisma is vital to an exarch's interaction with others. Dexterity and Constitution are beneficial because exarches need to be nimble or tough in order to survive against the machinations of their enemies.

Background: Most exarches are reborn fey though some dream born humans have been accepted into its membership.

Skills: Pick a number of skills equal to 4 + the exarch's Intelligence modifier from the following list: Concentration, Diplomacy, Gather Information, Handle Animal, Knowledge (history, supernatural, and/or theology and philosophy), Language, Medicine, Notice, Sense Motive or Survival.

Nightspinnners

Nightspinnners are the nefarious followers of the fallen angel Lilith. In return for their obedience Lilith grants her followers power over darkness and shadows. Nightspinnners also have aliases they can create and use in their twisted plots as well as the ability to call upon nightmarish minions to serve their needs. Nightspinnners who have proven their abilities to Lilith are granted ever increasing supernatural powers and influence over the darker elements of the dreamlands.

Adversaries: Nightspinnners seek to ensnare the world of Nevermore in the insidious machinations of their patroness and bring about the extermination of the mortals and their allies. They weave their way throughout the dreamlands serving their mistress and themselves. They insinuate themselves into the circles of influence every domain and realm. They manipulate and orchestrate their way into positions of power. These positions need not be official, but they are often just as effective. Nightspinnners are usually members of the Inner Circle of the Unseelie court. However, neophyte nightspinnners must prove themselves worthy of this honor, which leads some of them to take extraordinary risks in their early careers.

Position: Nightspinnners are often the shadowy figures behind the intrigues and conspiracies that heroes must unravel. They prefer to be hidden in plain sight by becoming "upstanding" citizens. They can be just about anyone in a position to influence or compromise the plans of other dreamlords from a trusted advisor to an unassuming merchant with a good ear for gossip.

Abilities: Charisma is a key ability for many of a nightspinner's skills, while Intelligence is useful in expanding a nightspinner's knowledge base. Wisdom is important because it provides a nightspinner with insights into the individuals and situations he interacts with on a regular basis. Dexterity is the most important physical ability to nightspinnners because it allows them to conceal their activities from others and more effectively infiltrate hostile locales.

Background: All nightspinnners are reborn fey (which includes fey, non-human humanoids, monstrous humanoids, and some aberrations, elementals, outsiders and undead). They must choose the Darkened Physical or Mental Aspect as their bonus aspect.

Skills: Pick a number of skills equal to 8 + the nightspinner's Intelligence modifier from the following list: Acrobatics, Bluff, Concentration, Diplomacy, Disable Device, Disguise, Gather Information, Intimidate, Knowledge (any, though supernatural and theology and philosophy are recommended), Language, Notice, Perform, Search, Sense Motive, Sleight of Hand, or Stealth.

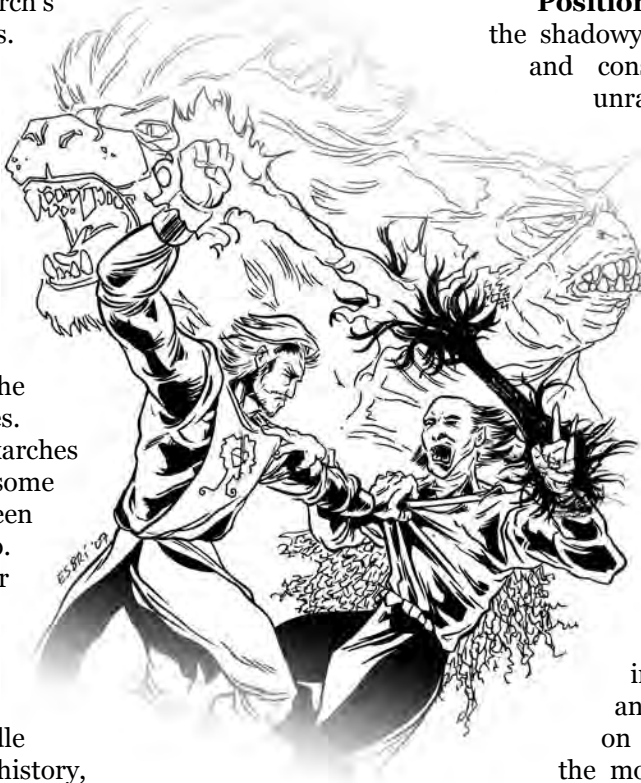


Table 3: Nightspinner Path

Character Level	Role Level	Feats/Powers/Aspects
1	Expert 1st	Alias, Dedicated (Lilith), Choose two feats ¹
2	Dreamer 1st	Servants of Lilith
3	Dreamer 2nd	Choose a Feat or Aspect ²
4	Expert 2nd	Choose a Feat ¹
5	Dreamer 3rd	Choose a Feat or Aspect ²
6	Dreamer 4th	Choose a Feat or Aspect ²
7	Dreamer 5th	Improved Minions
8	Expert 3rd	Choose a Feat ¹
9	Dreamer 6th	Choose a Feat or Aspect ²
10	Level Lag ³	Fiendish Template
11	Dreamer 7th	Choose a Feat or Aspect ²
12	Dreamer 8th	Choose a Feat or Aspect ²
13	Expert 4th	Choose a Feat ¹
14	Dreamer 9th	Improved Minions
15	Dreamer 10th	Choose a Feat or Aspect ²
16	Dreamer 11th	Choose a Feat or Aspect ²
17	Expert 5th	Choose a Feat ¹
18	Dreamer 12th	Choose a Feat or Aspect ²
19	Dreamer 13th	Choose a Feat or Aspect ²
20	Level Lag ⁴	Half-Fiendish Template

¹ Choose one of the following: Alias, Canny Dodge, Connected, Contacts, Eidetic Memory, Fascinate, Hide in Plain Sight, Improvised Tools, Inspire, Jack-of-All-Trades, Leadership, Mass Suggestion, Master Plan, Second Chance, Skill Mastery, Sneak Attack, Suggestion, Taunt, Weapon Training, or Well-Informed.

² Choose one of the following: Ability Aspect (Intelligence, Wisdom or Charisma), Armor Training, Aspect Mastery, Canny Dodge, Connected, Contacts, Dream Blood, Eidetic Memory, Empower Aspect, Gifted Aspect, Glamoured Aspect (Bewitching, Concealing, Evil-eyed, or Wild), Illumination Aspect (Darkened: Physical or Mental), Improved Aspect, Improved Minions, Improved Shared Aspects, Innate Aspect, Leadership, Life Aspect (Unlife), Minion Swarm, Plant Aspect (Any), Quicken Aspect, Second Chance, Shield Penetration, Sneak Attack, Taunt, Totem Aspect (Any), Weapon Training or Widen Aspect.

³ Instead of gaining a level, the nightspinner gains the Fiendish template.

⁴ Instead of gaining a level, the nightspinner gains the Half-Fiend template. This template replaces the Celestial template.

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New Feats

The following are new feats for use with the True20 system and Nevermore campaign setting and are primarily concerned with providing new options for aliases, familiars, and minions.

Alias (Expert)

You develop an alias that allows you to move in society without revealing your true nature. When you choose this feat create a specific identity, such as an influential merchant or unassuming guardsman with distinct mannerisms and appearance. You gain a bonus to Disguise checks equal to your character's level. Others don't get to make Notice checks against your disguise unless you draw attention to yourself or they are actively searching for you. While in your alias, you also gain a +2 bonus to Bluff checks.

You may replace your alias, however it takes one week and a Bluff check. The Difficulty of the check is determined by how much you change your identity's appearance and background (Difficulty 15 for minor details, 20 for moderate details, 25 for major details, and 30 for a completely different identity). If successful, you replace your old alias with a new one. If unsuccessful, you retain your old alias, but do not gain the new one. You may try again in a week with another Bluff check. You may take this feat multiple times; each time you take the feat you gain a new alias.

Aspect Mastery (Dreamer)

Choose one of your known aspects. When making checks with that aspect, you can take 10 even when distracted or under pressure. This feat does not allow you to take 10 with aspects that do not normally allow you to do so. You can acquire this feat multiple times. Each time you take this feat, choose another known aspect to master.

Celestial/Fiendish Familiar (Adept or Dreamer)

Prerequisite: Familiar or Guardian of Faehalig and Knowledge (theology and philosophy) 10 ranks
Your familiar gains the celestial (guardian or familiar) or fiendish (familiar only) template and uses your adept (if a familiar) or dreamer level (if a guardian) to determine its special abilities.

Dreamborn Familiar (Adept or Dreamer)

Prerequisite: Familiar or Guardian of Faehalig
Your familiar gains the dreamborn background. It gains Dream Blood as a bonus feat and also chooses one other bonus feat, two bonus skills, and two favored feats (or

one favored supernatural power or aspect). Because of the Dream Blood feat the familiar has access to 2 points of Dream Conviction, which it can spend on its actions.

Guardian of Faehalig (Dreamer)

Prerequisite: Dedicated (Faehalig), Knowledge (theology and philosophy) 4 ranks

You gain a familiar as per the Familiar feat, except you use your dreamer level to determine its ability scores, tricks, and special abilities. You also share activated aspects with your guardian or servant.

Familiar's Sacrifice (Adept or Dreamer)

Prerequisite: Familiar or Guardian of Faehalig
Once per round, you can have your familiar make a save (Fortitude, Reflex, Will or Toughness) versus a targeted effect instead of you. Your familiar must be within 5 feet of you and suffers any effects from the save as if it was the target.

Half-Celestial Familiar (Adept or Dreamer)

Prerequisite: Familiar or Guardian of Faehalig, Celestial Familiar, and Knowledge (theology and philosophy) 15 ranks

Your familiar gains the half-celestial (guardian or familiar) or half-fiendish (familiar only) template and uses your adept (if a familiar) or character level (if a guardian) to determine its special abilities.

Improved Familiar (Adept or Dreamer)

Prerequisite: Familiar or Guardian of Faehalig
Your familiar gains three levels in its creature type (usually animal). This feat may be taken multiple times, though the familiar may never have more levels than you.

Improved Minions (General)

Prerequisite: Minions or Servants of Lilith, Charisma +13 (+2 for each choice of this feat), 7th level

Whenever you take this feat you chose one of the following benefits: you can recruit minions of a level one-quarter higher than normal (one-half your level instead of one-quarter), you double the number of minion levels you have access to, or expand the size range of your minions by two categories.

You may take this feat multiple times, however each subsequent choice of this feat increases the Charisma prerequisite. Narrators may also set other limitations on the Improved Minions feat, such as capping the maximum minion level, how many minions you can have, and/or the size categories of your minions.

Improved Shared Aspects/ Powers (Dreamer)

Prerequisite: Familiar or Guardian of Faehalig
You can share aspects (guardian only) or powers (familiar only) with your familiar out to a range of 30 feet, instead of 5 feet.

Minions (General)

Prerequisite: 6th level

You gain minions as your loyal followers. You have a number of levels worth of minions equal to twice your character level. You can divide your minion levels however you would like, but your minions cannot exceed one-quarter of your level. Your minions must be Small or Medium creatures. Narrators may allow minions of any creature type, including constructs, undead and other creature types.

When you gain a level you may either add new minions or increase the level of existing ones up to the maximum allowed level.

If you lose or dismiss a minion you may make a Diplomacy check (Difficulty 20 + 5 if you were directly responsible for their death) to regain the lost minions. This Diplomacy check usually takes eight hours and for every point of success above the Difficulty you recruit one lost minion level. A Narrator may increase the Difficulty (depending upon the attitudes of those he is trying to recruit), time required to make the check (depending upon creature type), or even disallow the recruiting of minions depending upon the situation and whereabouts of the character.

Minion Swarm

Prerequisite: Minions or Servants of Lilith, 8th level
You can create minion swarms out of Small or Medium-sized component creatures. They act as if they are one creature and use the following rules.

Size and Type: The minion swarm's size is based off of the number of individuals in the minion swarm and

its type is determined by the component creature used to create the swarm. Minion swarms made out of Tiny, Diminutive, and Fine creatures use the normal swarm rules instead of those presented below (though they are dispersed on a "Wounded" result).

Space/Reach: A minion swarm has no reach and its space is determined based on the size and number of its component creatures as shown in the Minion Swarm Space table. Minion swarms made out of Tiny, Diminutive, or Fine creatures have a space of 10 feet and require the Improved Minion feat to create.

Speed/Abilities/Skills/Feats/Traits/Saving Throws: The minion swarm has the same speed, abilities, skills, feats, traits, and saving throws as the component creature.

Attack Immunities: A minion swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits. Minion swarms cannot be tripped, grappled or rushed, and they cannot grapple an opponent.

Immunity to Targeted Effects: A minion swarm is immune to any power or effect that targets a specific number of creatures (including single-target supernatural powers) with the exception of mass mind-influencing effects if the minion swarm has an Intelligence.

Vulnerability to Area Effects: A swarm takes half again as much damage (+50%) from powers or effects that affect an area, including Widened powers.

Distraction: Using or concentrating on supernatural powers within the area of a minion swarm requires a successful Difficulty 25 Concentration check. Using skills that involve patience and concentration requires a Difficulty 20 Concentration check.

Minion Swarm Attack: Minion swarms do not make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Minion swarm attacks are not subject to a miss chance for concealment or cover. A minion swarm's attacks are not supernatural, unless the minion swarm's base creature states otherwise. Damage reduction sufficient

Table 4: Minion Swarm Space

Creature Size	3–5	6–10	11–20	21–40	41–80	81–160
Small	20 ft.	25 ft.	30 ft.	40 ft.	50 ft.	70 ft.
Medium	20 ft.	25 ft.	30 ft.	40 ft.	50 ft.	70 ft.
Large ¹	40 ft.	50 ft.	60 ft.	80 ft.	100 ft.	140 ft.
Huge ¹	50 ft.	60 ft.	80 ft.	100 ft.	140 ft.	200 ft.
Gargantuan ¹	70 ft.	90 ft.	110 ft.	150 ft.	210 ft.	270 ft.
Colossal ¹	90 ft.	110 ft.	150 ft.	210 ft.	270 ft.	390 ft.

¹ You may have minion swarms of this size if you have chosen to increase the size of your minions via the Improved Minions feat.

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Table 5: Minion Swarm Trait

Traits	3–5	6–10	11–20	21–40	41–80	81–160
Damage Bonus	1	2	3	4	5	6
Toughness Bonus	0	2	4	6	8	10

to reduce a minion swarm attack's damage below 0, being incorporeal and other special abilities can give a creature immunity (or at least resistance) to damage from a minion swarm. Some swarms also have acid, poison, blood drain or other special attacks in addition to normal damage. The amount of damage a minion swarm deals is based on the component creature's damage (from natural or manufactured weapons) and the number of component creatures that make up the swarm as shown in the Minion Swarm Trait table.

Toughness Bonus: A minion swarm gains a bonus to toughness depending upon the number of creatures that make up the swarm as shown in the Minion Swarm Trait table.

Damage Track: A minion swarm responds differently to the damage track than a single creature. A minion swarm ignores any damage that results in a "hurt" condition on the damage track. Individuals in the swarm may be injured, but the swarm as a whole is unaffected. If a minion swarm is wounded (or worse) by a failed Toughness saving throw it causes the swarm to break up immediately. The half of the minion levels are considered permanently lost and must be regained as per the normal minion rules. The other half return after 24 hours.

Power Mastery (Adept)

Choose four of your known powers. When making checks with those powers, you can take 10 even when distracted or under pressure. This feat does not allow you to take 10 with powers that do not normally allow you to do so. You can acquire this feat multiple times. Each time you take this feat, choose four other known powers to master.

Servants of Lilith (Dreamer)

Prerequisite: Dedicated (Lilith), Knowledge (theology and philosophy) 5 ranks, 2nd level

You gain the ability to summon nightmarish minions to serve you. You gain the ability to summon your dreamer level in minions each cycle. You can divide your minion levels however you would like, but your minions cannot exceed one-half of your character level. In addition, to being minions they are fanatically loyal to you and have the disrupting attack and progeny skills traits. Your minions disappear at the end of each cycle. You may summon the servants of Lilith as a full round action.

Flora and Fauna

The flora and fauna of the northern Heartlands were born of the seeds of discord and reflect the insidious aspects of the Unseelie. Their appearances are vile and warped, while their natures are duplicitous and wicked. In contrast, the plants and animals of the southern Heartland have been shaped by generations of Seelie into beautiful and benevolent creatures. The following are a few examples of the types of flora and fauna found within the Heartlands.

Mab Poppies

These dark violet flowers produce a scent, which sickens non-fey creatures by skewing their perceptions of the world around them. A non-fey creature that comes within 30 feet of a cluster of Mab poppies must make a Fortitude save (Difficulty 12 + 2 for every additional cluster) or be sickened. A cluster of Mab poppies is considered to cover a 5 ft. by 5 ft. space. Individual poppies only affect creatures within 5 feet and require a Fortitude save (Difficulty 10). If a non-fey creature ingests a Mab poppy or is injured by a weapon rubbed with its pollen, it is considered poisoned and must make a Fortitude save (Difficulty 12) or become sickened for one minute. After one minute the affected creature must make another Fortitude save or be nauseated for one minute. Mab poppies can be found throughout Nevermore, but most numerous in the realm of Nightwood.

Weight: –

Cost: 15 (1 dose); 23 (10 doses)

Hleapan

Type: 2nd Level Vermin (Dreamborn)

Size: Medium

Speed: 40 ft., burrow 10 ft., climb 20 ft.

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

Skills: Climb 0 (+12), Jump 4 (+14)*, Notice 0 (+10)*, Stealth 5 (+13)*

Feats: Aspect^B, Dream Blood^B, Improved Aspect^B, Sneak Attack

Traits: Aspects (rank 5, Wis +2, save Difficulty 13, Mental Illumination [Darkened] +7), Darkvision 60 ft., Poison, Tremorsense 60 ft., Vermin Traits

Combat: Attack +5 (+1 base, +4 Dex), Damage +2 plus poison (bite), Defense Dodge/Parry +5/+0 (+1 base; +4 Dex/+0 Str), Initiative +4

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

Dream Conviction: 2

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

Poison: Bite; Fortitude Difficulty 12 resists; initial and secondary damage 1 Str. The save Difficulty is Constitution-based.

Skills: Hleapan have a +4 racial bonus on Stealth checks, a +8 racial bonus on Notice and Climb checks, and a +10 racial bonus on Jump checks. Hleapan can always choose to take 10 on Climb checks, even if rushed or threatened. Hleapan use their Dexterity modifier for Climb checks.

Tremorsense: Hleapan can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with its tunnels.

Hleapan are masters of the hunt. They have dark gray carapaces with 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.

A hleapan is about 4 to 6 feet long and weighs between 100 and 200 pounds.

Phoenix Shrubs

The phoenix shrub burns brightly during the hour of Burst of each cycle and radiates light in a 60-foot radius. The phoenix shrub also heats its surrounding environment and increases the temperature within 10 feet of it by 30 degrees. For each hour that passes the light radius decreases by 10 feet and the temperature decreases by 5 degrees. During the hour of Gloom the phoenix shrub crumbles to ash, only to be reborn again after the next turning. Phoenix shrubs are primarily found in the southern Heartlands and the Wyrld.

Lantern Trees

This translucent tree provides a soft supernatural incandescent light that emanates in a 30-foot radius around it. It also heats its immediate surroundings and increases the temperature within 5 feet of it by 20 degrees. A small branch taken from the lantern tree emanates light in a 20-foot radius and increases the



temperature of the air around the wielder by 10 degrees. The lantern tree's light and the night elm's darkness (or the shadow alder's shadow) cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of effect. If the lantern tree branch is used in combat, treat it as a one-handed improvised supernatural weapon that deals bludgeoning damage like a club. When used against supernatural creatures with the vice subtype it deals an extra +2 damage. Lantern trees are primarily found in the southern Heartlands, but can be found throughout Nevermore, although they are rare in the Dreadlands.

Weight: 1 lb.

Cost: 15 (1 branch)

Night Elm

This tree is constantly surrounded by a supernatural darkness that emanates in a 30-foot radius around it. It also cools its immediate surroundings and decreases the temperature within 5 feet of it by 20 degrees. A small branch taken from the night elm tree emanates darkness in a 20-foot radius and lowers the temperature of the air around the wielder by 10 degrees. The night elm's darkness and the lantern tree's light (or the shadow alder's shadow) cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of effect. Darkvision works within the night elm's darkness

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effect. If the night elm branch is used in combat, treat it as a one-handed improvised supernatural weapon that deals bludgeoning damage like a club. When used against supernatural creatures with the virtue subtype it deals an extra +2 damage. Night elm is common in the realm of Nightwood and the Dreadlands.

Weight: 1 lb.

Cost: 15 (1 branch)

Redcap

Type: 1st level warrior (Unseelie Fey, Goblinoid)

Size: Medium

Speed: 30 ft.

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

Skills: Climb 4 (+8), Intimidate 4 (+6), Jump 4 (+8), Notice 4 (+3), Stealth 4 (+9), Survival 4 (+3)

Feats: Aspect^B, Attack Focus (unarmed)^B, Improved Aspect^B, Improved Grab, Improved Pin, Night Vision^B, Toughness, Weapon Training

Traits: Aspects (rank 4, Int +1, save Difficulty 12, Ability [Strength] +5), Darkvision 60 ft.

Combat: Attack +3 (+1 base, +1 Dex, +1 size), Damage +6 (bite), +5 (claws), or +6 (javelin), Defense Dodge/Parry +2/+5 (+1 base; +1 Dex/+4 Str), Initiative +1

Saving Throws: Toughness +3 (+3 Con, +1 Toughness, -1 Size), Fortitude +5 (+2 base, +3 Con), Reflex +1 (+0 base, +1 Dex), Will -1 (+0 base, -1 Wis)

Conviction: 6

Organization: Solitary or Gang (2-5)

Skills: Redcaps have a +4 racial bonus to Intimidate checks due to their ghastly appearance and fiendish strength.

Redcaps are astonishingly strong for their size and build. They are shrunk 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.

A redcap stands about 5 feet and weighs about 100 pounds.

Redcaps speak English, Gaelic, and Unseelie.

Shadow Alder

This tree is constantly surrounded by a supernatural shadow that emanates in a 30-foot radius around it providing one-quarter concealment. It also cools its immediate surroundings and decreases the temperature within 5 feet of it by 10 degrees. A small branch taken from the shadow alder tree emanates shadow in a 20-foot radius and lowers the temperature of the air around the wielder by 5 degrees until the next turning. The shadow alder's shadow and the lantern tree's light (or night elm's darkness) cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of effect. Night Vision sees perfectly through the shadow alder's effects. If the lantern tree branch is used in combat, treat it as a one-handed improvised supernatural weapon that deals bludgeoning damage like a club. When used against incorporeal creatures it has the Ghost Touch special ability. Shadow alders are primarily found in the northern Heartlands and the Dreadlands.

Weight: 1 lb.

Cost: 15 (1 branch)

Wispwood

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. These trees completely obscure sight through them. However, one can easily walk through and hide within them without fear of suffocation. Wispwood trees provide concealment (20% miss chance) instead of cover. Wispwood are common throughout the Heartlands, though they often appear elsewhere in Nevermore. Wispwood trees can be tapped with the help of supernatural tools in order to draw out a substance known as wispwood syrup. Drinking wispwood syrup turns the imbiber into a heavy smoke-like creature. The subject and any items on him are essentially incorporeal. The subject has a fly speed of 10 feet (perfect maneuverability). The subject cannot pass through solid objects (including water and other liquids). However, he can pass through any narrow openings, even cracks. The subject cannot physically manipulate objects or activate items. Continuously active items remain active, though in some cases their effects may be moot. This effect lasts for 10 minutes.

Weight: -

Cost: 24 (vial of wispwood syrup)

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