

Credits

Author: Joseph Miller

Artists: David Esbri, Joan Guardiet and Scott Purdy

Editor: Suzi Yee

Design and Layout: Suzi Yee

Produced under license from Green Ronin Publishing, LLC

True20 Adventure Roleplaying and its associated logo are Trademarks of Green Ronin Publishing, LLC

Open Game Content and Product Identity Statement

All game statistics derived from the SRD are deemed open content. All names, stories, and visual representations are Product Identity.

Table of Contents

History of Nevermore: Part V	4	New Aspects	13
The Tears of Mergia	4	Aspect of the Eye	13
The Resurrection	4	Dreamlord Aspect	14
Menhalig's Last Words	4	Magus of the Eye Aspect	15
Age of Serenity	4	Progeny Aspect.....	16
Growing Concerns	4	New Paths	16
Postscript	5	Dreamlord	16
The Eye	5	Magus of the Eye	19
History	5	New Feats.....	19
Inhabitants.....	5	Gifted Powers (Adept or Dreamer).....	19
Geography	5	Innate Dream Weaver Powers (Dreamer) ..	19
Golden City.....	6	Improved Dream Weaving (Dreamer)	19
The Mount	7	Natural Dream Weaver (Dreamer)	19
Elfhome	8	Reckless Weaver (Dreamer)	20
Veratis.....	9	Flora and Fauna	20
Organizations.....	10	Cu Sith	20
Hopebearers	10	Mergia's Eye	20
Magi of the Eye.....	10	Hope Hollies.....	20
Order of the Mount	11	Neverite Bloom.....	20
Adventuring In the Eye	11	Neverwood Trees.....	21
Adventure Hooks	11	Weaver Flies	21
New Rules	13	Open Game License Version 1.0a.....	22
New Race.....	13		

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

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 fey 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.