

Neverland

Neverland is a little known secret in Faerie. Most think there is only the low land kingdoms of the Seelie and Unseelie and the Mountains that surround the two kingdoms. Few, know that there is a pass through the mountains that lead to Neverland.

Neverland is an island in the infinite ocean that Surrounds Faerie. It is the place of imagination, a place of dreams, a paradise for lost children. It is populated mostly by tiny fey, such as pixies beings of the dreams of children, and the lost boys and girls. The lost children are those that either the tiny fey or Peter Pan takes to Neverland to play with It is Ruled over by Peter Pan and Wendy Bell.

Neverland has two main factions, the lost boys and the lost girls. Peter Pan rules the lost boys and the lost girls look to Wendy Bell for guidance. There are also dream creatures, creatures created from the imagination of the lost children taking the forms of pirates, indians, mermaids and other figments of a child's dream. Neverland is a land of adventure and excitement where the only rule is never grow up. When one of the lost boys reached puberty Peter Pan takes him into the woods and gives them a choice to either be killed or return to the world of adults. Most chose death, but those that do not, Peter shows the way to home. When a lost girl reaches puberty Wendy takes her to the forest and makes them return home to the land they were born in. Both lost boys and lost girls who return to our world are known as the Neverland refugees.

Neverland Refugees

Neverland refugees usually have the hardest time adjusting to life in the real world. They are not used to government, rules, currency, or social niceties.

Neverland Refugees' Penalties

Like all changelings, a Neverland refugee has a bit of his soul killed off when he leaves this reality. A Neverland refugee gets -1 to Soul stat. He also has a hard time integrating into society since he spent his life up till his return in a society run by children, and is therefore greedy and self-centered. He would have a hard time thinking about how his actions influence anyone but himself, even after years being back among society. Iron, especially cold iron, will break their Glamour.

Neverland refugees' Bonuses

Note Neverland refugees get all the bonuses that all other changelings get.

1) Glamour

Like the normal fey stolen changelings, Neverland refugees get to use Glamour for illusions and enchantments. They also get to use it to Fly. It is a Glamour roll of Average to fly. To fly it only takes the time to think of a happy thought to lift you from the ground.

2) Call to Arms

Neverland is a place of adventure and excitement. There are glorious battles and many opportunities for heroism. All the lost child learn how to fight. All Neverland refugees get 5 points to put into any combat skill.

3) Rulers of the Land

The lost children truly ruled over the land of Neverland. They created creatures, weather, seasons. While it was Peter and Wendy that directly ruled, all the lost children had some control and they managed to retain that power after they left Neverland.

With a Social roll (1/2 Social + D20) with a difficulty level of Average, the Neverland refugee can have elements of nature (animals, plants, rivers) come to his aid. Inanimate elements of nature will animate to help the Neverland refugee. This power lasts for a minute plus one minute per degree of success. It only takes as long as calling out for help to use this power.

Neverland Refugees' Opinion of Other Cursed

Shamans - These guys are mostly cranky old people. We may be getting older, but we will never be like these dinosaurs.

Mystics - These guys can be fun, but they are too mellow. They are usually too busy meditating or taking to the trees to go on a glorious adventure.

Psychics - Dorks. They seem to be science geeks or antisocial rejects. Why should we waste our time with them?

Sorcerers - Dorkus Maximus. These guys are worse than psychics. All they do is sit in poorly lit sub-basement labs reading old books. How more lame can they get?

Summoner - Creepy. These guys are the reason you should never talk to strangers. When they offer you candy to get into the van, it better be the good stuff or tell them to take a hike.

The Blessed - They are all crazy with a capital c r a z y. These nut jobs have no idea what they are talking about and if you are kind enough to enlighten them on this fact, they get the stakes and fires ready.

Fey Stolen Changelings - These guys can be fun, unfortunately, they tend to get played with hard in the mainland and come back broken. What fun is a broken toy, no wonder they got sent back.

Spirit Found Changelings - Boring. These guys are like shamans, except with a more elitist attitude.

Demon Stolen Changelings - Run, just run. Once you hear the words demon stolen don't even stop running until your in another time zone.