

Neverland: A Fantasy Role-Playing Setting

Version 1.5

By Cataquack Warrior



Welcome to A Neverland – home of Peter Pan. Many have heard the stories of the island, with pirates and mermaids and children who can fly.

What the stories don't tell you is how dangerous it all is. The kidnappings and threat of murder are fun and exciting from your bed, but it's very different when you're staring down the mouth of a Crocodile big enough to topple a castle; or running away from mummified, undead Pirates; or being given away by the Fairies as a "toll" for a debt to some unknown power.

And there are plenty of other wondrous things to discover on Neverland, many of which you may never have heard of before. Things get especially interesting during the Chime Hour (6 a.m. and 6 p.m.), where each part of the island has mysterious things happen. Adventure awaits!

You start out with +1000 CP. It's time to tell your own tales of Pirates and Mermaids and children who fly.

Background

There are many different people and things on Neverland, but here are a few different roles you can take in this exciting if dangerous adventure:

Drop-In- You come as you were from before this jump.



Lost Boy- You're a child taken to Neverland by Peter Pan, yet considered too rowdy for the Fairies to steal away to Elphame (yet). They tend to be feral and ill-behaved, believing Peter to be the wisest and smartest of them all. They revere adult women as mothers but view all other grown-ups as Pirates.

Fairy- Fairies come from Elphame, where fey steal away young babes to either bring up as their own or to sell as payment for a great debt owed in ages long forgotten. Some live in Elphame, some live in Neverland, and a few travel between the two linked worlds. You can be any sort of fairy creature, from a courtly fae to a Pixie like Tinkerbell to a simple Elphame farmer to even a bizarre fairy thing like a chimplike Psammead or a shapeless Brollachan. If you are a Pixie (which are the smallest of Fairies and cursed to speak only in the sound of bells), you get +50 CP.



Mermaid- You are one of the island's beautiful, mysterious, and clever Mermaids. The Mermaids pretend to be vapid and aloof but are in fact shrewd merchants (and thieves), using their guile to steal away treasures and information under everyone's noses. Mermaids are even able to shapeshift to walk onto land when they want, though they must stay hydrated in order to sing.





Pirate- Due to a terrible bargain Captain Hook made, you and your brethren are cursed to be undead. At night you may live and walk in full flesh, but during the day your body dies and turns into a skeleton until the next nightfall.

Tylwyth Teg- Dryad (tree) people who are indigenous to Neverland. They protect the natural parts and fauna of the island from harm, especially the Pirates. The Elders are patient and careful, believing that all enemies are eventually undone given enough time, while the Greensticks are more impatient and want to take more direct and immediate actions. Flip a coin or pay 50 CP to determine your overall age: heads makes you an Elder, while Tails makes you a Greenstick.



Gnome- Amiable and helpful, you are beloved by nearly all on the island, and your kind is renowned for promoting peaceful relations with everyone. Gnomes are also noted to be excellent tailors.



Spider- You are some kind of especially large arachnid, whether it be an actual Spider or a more friendly Father Long Legs. Most Spiders on the island are in cahoots with the Pirates, hoping to using their ship to expand beyond Neverland; in return, the Spiders are helping the Pirates mine deep beneath Neverland's mountains.



Giant- You are literally a gigantic, horse-sized ant. The Giants live at the northernmost end of the island and have an important role in local ecology, helping to clear away undergrowth and be food for the Great White Bird. However, the Giants are not happy with the latter role and would like nothing better than revenge on the birds.

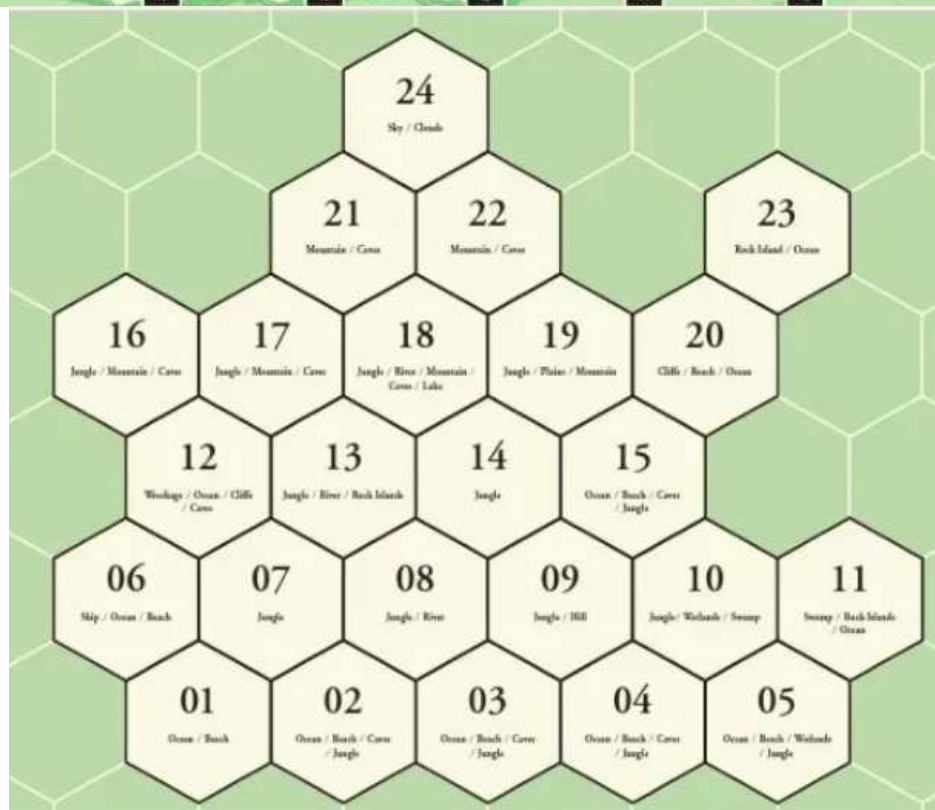
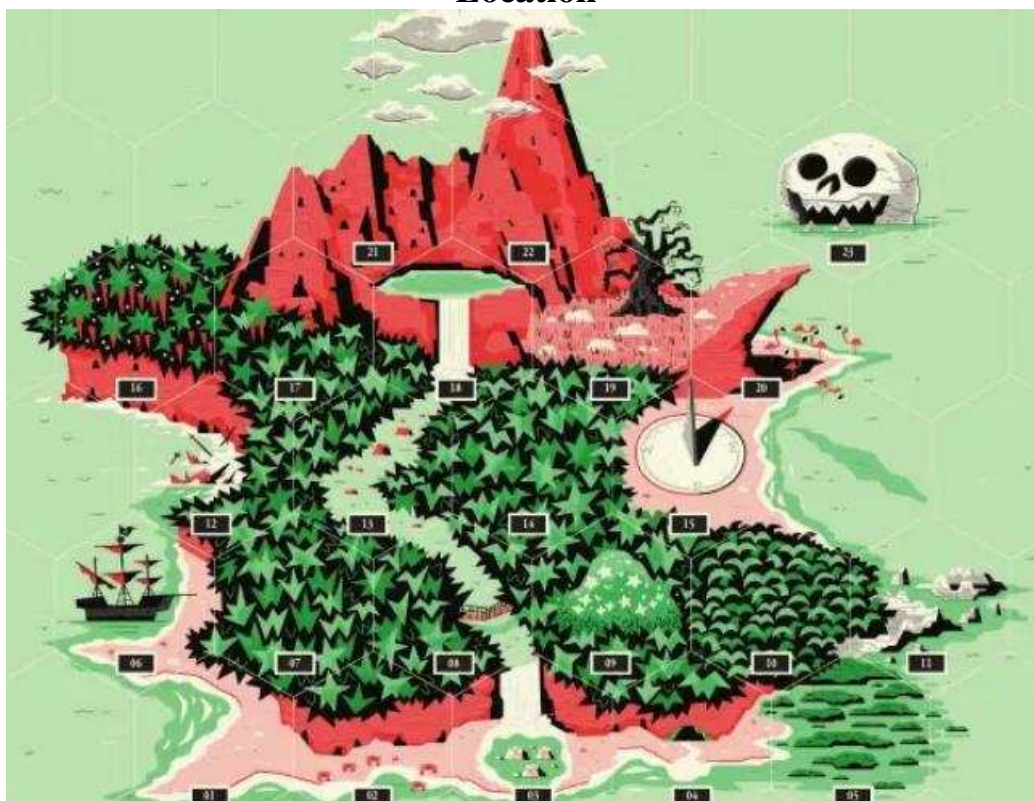


Cunning Folk- Elderly nomads who have recently and temporarily settled in the northern mountains. They are pacifists and indifferent to conflicts not related to themselves and their goals. They have an interest in learning more about the mystical arts practiced on the island, such as the wards of the Tylwyth Teg and the magic of the Swamp Hag.

Beast- There are plenty of other bizarre and frightening creatures on the isle, some friendly and some not so much. You can be any of the other various types of animals and monsters in Neverland, so long as they are not part of other background categories (no Fairy animals, for instance).



Location



Neverland is crammed full of exotic places to explore. Roll a D25 to determine your starting location or pay 50 CP to choose one.

Please note that each hex area on the island constitutes 2 miles and takes about 4 hours to cross.

1. Peninsula (Free Choice Drop-In)- A narrow beach at the southwest point of Neverland. Be careful about the Sand Golems and Sand Spiders patrolling the area. Mermaids and Pirates also sometimes conduct business here.

2. Beach Caves- This area of the beachfront has holes in the cliffside, leading into some of the island's endless caverns. The beach is full of debris, including a seemingly innocuous, overturned rowboat; this is actually the secret entrance to the inverted tower lair of the Lich Boy, formerly John Darling.

3. Mermaid Cove- Situated right next to a splendid waterfall, this lovely cove regularly hosts concerts and performances by the Mermaids (usually as a decoy so their sisters can search for Fallen Stars or other treasures elsewhere).

4. Coral Caves (Free Choice Mermaid)- Music pours out of a wide, algae-filled cave opening linked to the sea. From the surface, you can just see some Mermaids frivolously preening and relaxing, but though Mermaids would deny it, this is just a front covering up a full-fledged village beneath the water, where Mermaids stow their illicit goods and much larger community.

5. Wetlands- The jungle and the sea meet here to create boggy, ever-changing swamps, and structures built one day might collapse or be swallowed up the next day. Currents tend to carry small items here, but be wary, as many of the more aggressive waterfolk call this territory home.

6. Jolly Roger (Free Choice Pirate)- The Pirates' black ship tends to anchor at the natural harbor here. On the shore, the Pirates and Spiders train and work, so most people give this area a wide berth.

7. Iron Mines (Free Choice Spider)- The Pirates and Spiders are hard at work here, mining valuable ores from the shafts. Though their control over the mines isn't absolute; the local Knocker spirits regularly sabotage the intruders by rerouting tunnels and collapsing shafts.

8. Rope Bridges- With Neverland's river at its mightiest here and the remarkably crafted rope bridges crossing the rapids, this is certainly a picturesque if dangerous area all throughout. Then again, are most things of beauty also a bit dangerous?

9. Great Hill- Clear of all foliage except for flowers, this large hill is rimmed with an iron fence yet no gate. Wildlife seems tame here, and you can sometimes hear a harp being played on the other side. For this is where Elphame most directly connects to Neverland, and a portal opens during the Chime Hours.

10. Swamp- The ground turns spongy and submerges as the jungle shifts to mangroves. The area, however elegantly, seems to be trying to drive everyone away, with fierce mosquitoes, thick muck, and vines that seem to block your path forward. Really though, all this is done to protect the few

who call the swamp home, most notably the kindly Moss Mother/Swamp Witch (formerly Wendy Darling).

11. Marooner's Rock- Here the Swamp becomes rocky as small, desolate islands pop up on the edge of the coastline. When a Mermaid dies and is ritually petrified (see Skipping Stones/Petrifying Well), her sisters leave her statue on Marooner's Rock as a tribute and warning to those who would cross a Mermaid. Few people or beasts come here, seemingly pushed away by a sense of respect for the dead. If you search hard enough though, you can find a secret passage to the Coral Caves.

12. Shipwreck Shore- The treacherous rocks and choppy waters here make this area the central hub for wreckage, especially large items like vessels. Some like the Mermaids and Pirates try to salvage loot, but many would-be treasure hunters ultimately end up making this place their grave as well.

13. Skipping Stones- Here the river varies in length and depth, with logs and stones here and there allowing the nimble to safely cross. West of the river here is the infamous Petrifying Well, whose waters permanently turn one's skin to stone.

14. Gnome Hamlet (Free Choice Gnome)- Though no Gnome would admit to doing such a thing, this part of Neverland seems finely pruned, creating quite the charming atmosphere. The Gnomes open their village up to all, with brightly colored doors, immense gardens, and even a welcome center.

15. Sundial- It's as if someone assumed that the compass in an illustration of the island was actually a literal landmark on Neverland. The huge sundial points north and is believed to conceal a greater mechanism beneath the surface. Few wish to investigate, though, as this is where the Crocodile suns itself.

16. Tylwyth Teg Village (Free Choice Tylwyth Teg)- Protected by mystic wards that turn potential enemies away, the Tylwyth Teg is very hard to find, except during the Chime Hours. The area consists of a large tree grove surrounded by iron spikes.

17. Forge- Sounds of metalwork clang and echo in the valleys here, for the Mountain Smith (formerly Michael Darling) makes his home at the edge of the mountain. The cliffs, caves, and landscape blend together to make navigation difficult, but the Mountain Smith's echoing chimes act as sort of a guiding beacon.

18. Waterfall- Not to be mistaken with the seaside waterfall at Mermaid Cove, this majestic waterfall feeds Neverland's river with water from the mountains behind it. During the Chime Hours, a passage opens behind the waterfall, but beware of entering – that's where the Crocodile's nest is hidden. Due to the waterfall's deafening torrent drowning out all other sounds, many malicious beings use this place for dark deeds they don't want anyone learning about.

19. Hangman's Tree (Free Choice Lost Boy)- Arid and desolate aside from a wheat field, this is actually where Peter Pan and the Lost Boys hide the Home Underground, for Peter believes no one would suspect such a dull place to conceal such a marvelous boy such as him.

20. Deadman's Drop- The cliffs suddenly break away here at the edge of the shoreline. Little foliage grows here, as if afraid of the Skull. Many migrating birds roost here, including flamingos.

21. Peaks (Free Choice Cunning Folk)- The mountain ranges twist and mesh together, ditto for the complex labyrinth of caves within. The hungry, lizardlike, multi-legged Nathairs den here, so be careful if exploring the caves. Sometimes outsiders such as the Cunning Folk also camp here. Do no attempt to scale the north side of the mountains, for it's almost certain death.

22. Giant's Hill (Free Choice Giant)- The tallest mountain in Neverland is also the primary colony for the Giants. Other creatures in the area also use the cracks and outcrops for shelter.

23. Skull- A massive rock formation out in the water that seems to uncannily resemble a skull. In fact, this is what remains of an ancient monster, and said being isn't entirely dead yet. When you enter the foreboding rock, you are actually entering this alien being's mindscape, which twists and warps with each visit based on the specific adventurers trespassing within. You could encounter anything from a haunted house to a dragon's lair – or even something more personal. Many dangerous monsters also inhabit the Skull, including gargoyles, chimeras, zombies, and strange variants of enemies you'd find elsewhere.

24. Clouds (Free Choice Beast)- A cluster of foggy clouds hosting numerous birds and other flying creatures. Enough of the clouds has hardened to form roosts and nests, but the area remains unpredictable and subject to winds and storms at a moment's notice. Also high in the sky here, you can find the Great White Bird's nest – a humongous nest cluttered with many smaller nests, birdhouses, and various junk.

25. Elphame (Free Choice Fairy)- The Land of the Fairies is a world unto itself, with many strange locales and beings to encounter. Stranger yet are the fantastical rules that define this otherworldly reality, turning logic upside-down such that even chaotic Neverland seems orderly in comparison. If you're not a Fairy, please note that eating or drinking within Elphame's domain binds you to the land and makes you unable to leave without permission – it is safe, however, to dine with iron objects.

Perks



There are many strange and wondrous powers in Neverland that can be used for good or ill.

All discounted perks are 50% off.

Rhyme (300 CP)- It seems that you somehow learned the tricks of the Blue Men – insane humanoids that sleep face-down in water. If you speak a line of rhyme in front of the target, the target must reply with their own line of rhyme or else take mental damage and be paralyzed until the rhyme is completed.

Skull Smile (300 CP)- Like some monsters within the Skull, you can give yourself a perpetual grin that remains constant even when in pain. When you have this smile on your face, you become stronger whenever you see people visibly happy around you (this includes enemies and allies alike). Also, when you are healed, your attack power gets a boost.

Zombie Eater (300 CP)- Like zombies found inside the Skull, you can gain knowledge from the dead. Whenever you eat a brain – or even just a small piece of one – you learn 1D4 secrets or truths the person kept hidden while alive. If you can somehow pull this off on a living person, you'll still get the respective knowledge.

Partygoer (100 CP, Free Drop-In)- It's not all combat and conquest in Neverland. Even warring factions will sometimes take time away from their grievances to have some fun with various concerts, games, ghost stories, fairs, and more. This perk lets you freely enter festivals and parties regardless of your affiliation, as long as you do not intend to cause any harm to the hosts. Even if you're an old enemy of a group, they'll still welcome you in for the fun and games. Please note that while this perk also guarantees a safe departure, the perk alone does not ensure that the party hosts will be any friendlier to you outside of the festivities.

Only Rumors (200 CP, Discount Drop-In)- Though the Darlings never left Neverland, they've largely escaped people's notice, with most believing they left the island or died – and fewer yet connecting their current identities to their old selves as children. Even the few rumors postulating they might still be on Neverland often reach erroneous conclusions. When you want to go into hiding, rumors will bend to assist you, with gossip leading people on red herrings. In addition, if you take on a new identity, it becomes harder for people to realize the connection with your former identity.

Lich Wards (300 CP, Discount Drop-In)- You know how to create and use the magic wards that John Darling (now called the Lich Boy) uses to guard his secret lair. Unlike the Tylwyth Teg which are attuned to nature, these wards are more cut-and-dry, academic-style magic, though still capable of manipulating the elements. Effects from these runes/glyphs when triggered include but are not limited to: negating all magic in the area, causing fire (under daylight) or necrotic (under moonlight) damage, teleporting people away, and dropping the temperature to below freezing. With this perk, you also gain the ability to more easily build structures into surfaces that would otherwise be difficult, such as a dungeon under a sandy beach.

Sand and Bog Crafter (400 CP, Discount Drop-In)- John and Wendy alike have become quite capable mages in their own ways, especially with their artificial creations: John has his sand golems, while Wendy has her bog bodies and moss gallants. You are now incredibly gifted at constructing and commanding animated guardians from various materials, whether moss, sand, or something else like ice or milk. The more magic you pour into their creation, and the more of a boost they'll get when fulfilling whatever you define as their key prerogatives (guarding an area, carrying out knightly duties of chivalry and propriety, etc.). You can even place smaller golems inside larger golems – essentially two enemies in one.

House Parent (600 CP, Discount Drop-In)- You can now stimulate and manage the “growing” of houses you own/live in. At the very least, you can make it so that the building will gradually grow in size over time. Not only will the overall size of the house change, but individual rooms will also grow in size, with internal fixtures like beds increasing in size as well along with gaining additional decorations like extra furniture and nightstands. If they grow long enough, they might even gain entirely new rooms – or entire extra floors. But if you don't want your house to grow too big, you can instruct it to stop growing (which will halt further growth). Alternately, you can direct it to grow in one main direction such as upward (whether as a tower or as part of a massive tree). In addition, by treating the house the way you would your child, you can teach the home new tricks. Over time, with enough love and care, your home might even gain a sense of devotion towards you, making it hard for your enemies to use the structure against you. Once your house has been influenced by this perk long enough, it can even move about. Maybe eventually your house will in turn become a parent with children of its own, even?

Lost Boy Traps (100 CP, Free Lost Boy)- The Lost Boys love to hunt the wildlife of Neverland (and sometimes intelligent life, too), and they are quite good at it. You are now skilled at creating makeshift, effective traps out of anything you can find. You also know how to stealthily conceal the traps so they're hard to spot before it's too late.

Unwanted Child (200 CP, Discount Lost Boy)- Children value getting attention, but when it comes to the Fairies, it's sometimes better to be ignored. You have a knack of discouraging people from wanting you when you want to be left alone, and when their attention would cause trouble. The perk also gives you warning when people's desire for you will be dangerous for you.

Crow (300 CP, Discount Lost Boy)- Like Peter himself, you are a clever mimic. Not only are you good at imitating voices, you can successfully mimic (and cast) vocal spells and powers you have heard. However, you can only memorize one spell to mimic at a time, and must rehear a spell you have forgotten in order to cast it once you've shifted to mimicking a different spell. Also,

mimicking a spell costs (MP, energy, etc.) twice as much as it would if normally cast (even if the normal spell had no costs, the vocal mimicry will still get an extra cost attached).

Magic of Belief (400 CP, Discount Lost Boy)- Children have an unexplained power over the Fairies of Elphame and the Pixies of Neverland. This perk gives you a boost when fighting or defending against fairies or other magical beings, with an increased chance of dispelling or counterspelling magical effects. These powers are enhanced if you vocally express belief or disbelief in magical things.

To Die Will Be a Great Adventure! (600 CP, Discount Lost Boy)- When Lost Boys die, they are taken to Elphame. If while dying you dramatize your death with over-the-top acting, you will disappear in a cacophony of pollen and ringing bells and be sent to Elphame. There, you will be nursed back to full health and treated quite hospitably. Here, you will be safe from any harm. Following your summons to Elphame, a hidden gate offers passage between Elphame and the world you were in. You must successfully leave Elphame (which will be hard, since Queen Mab and the Fairies want you to stay forever) before the end of the jump, or else your stay in Elphame will constitute a jump failure. Once a gate has opened between Elphame and the world you are in and you have exited Elphame, you can choose to reenter Elphame as any time, but you will still have to escape again before the end of the jump. Please also note that due to the requirement of overacting, you must be conscious when dying for this perk to take effect, though it's fine if you go through the motions of acting at the start and fall unconscious midway through dying.

Mood Spells (100 CP, Free Fairy)- You gain the ability to cast different spells depending on your emotional state when you access this power. For instance, envy (green) unlocks things (locks, chests, doors, etc.), boredom/disgust (violet) lets you polymorph targets, and fear (orange) temporarily boosts the defense of your armor. Different emotions and variants of moods can lead to new kinds of spells, and you can expand your magic repertoire for a specific emotion if you embrace that emotion for an extended duration.

Steal Not From the Fae (200 CP, Discount Fairy)- Objects wrongfully taken in Elphame will turn into various, worthless objects – gold coins turning into wooden chips, diamonds turning into pebbles, gourmet meals turning into toadstools, magic rings turning into petals and bugs, etc. You can set spells on your possessions such that in the event someone takes them without permission, they will turn into other items. The items they turn into must be of considerably less value than their original form, and you must determine the preset curse before the items are stolen. You can also add a related geass to items you give away to others, binding the new owners to never tell others where they got the items from or to never show the items to others at all; breaking either condition you set will likewise cause the gifted items to turn into mundane, lesser things like petals or acorns.

Fairy Bargain (300 CP, Discount Fairy)- You are able to make magic trades with people, offering favors, blessings, and treasure in exchange for taking something precious from them in return. If you offer something incredibly powerful or valuable, you can request something strong in turn, even something abstract like their boredom, success, shadow, charm, or bad luck. The person you are trading with must willingly accept the exchange at the time; however, you need not be forthright about all the details of the arrangement, and you are not required to refund them later if

they change their mind. See *Fairy Trades* section for more details on potential trades you could get others to give away to you.

Power of Belief (400 CP, Discount Fairy)- When someone attacks you with a weapon that is not magically enhanced or made of silver, the attacker must thoroughly believe in you to cause damage. If they have any doubts regarding you (thinking you're an illusion, believing you and/or your race is imaginary, thinking they're in a dream/nightmare, etc.), the weapon strike will not harm you. Attackers with weapons can still damage you if they have a sufficient Wisdom stat (or equivalent stat), basically requiring their Wisdom stat to take the place of their Strength/Dexterity in determining the success of the attack. Attacks that do not use weapons are unaffected by this perk.

Name Protection (600 CP, Discount Fairy)- Powerful fairies like Queen Mab (and Peter Pan) cannot be truly killed unless their true names are known. Any damage to you dealt by people who do not know a true name you have (not a false identity you've made up) will be gradually healed. Even if you're killed, you will return to life in a few days unless your attacker knows your true name(s). That said, while the healing from damage happens regardless, the resurrection only applies if opponents have at least a sporting chance of finding your true name; if you have extra defenses protecting your name, there's an increasing chance of the death save failing, with 100% failure if your true name has absolute protection.

“Innocent” Charlatans (100 CP, Free Mermaid)- Mermaids may seem careless and self-absorbed, yet they run a thriving black market in the waters of Neverland. You are able to give off a seemingly innocent and vapid demeanor that makes others underestimate you and ignore trouble that happens around (is caused by) you. If items go missing, or someone drowns, that's just a coincidence, and even if you're caught in the act, your pretty demeanor makes people more likely to believe that your actions are out of innocent carelessness rather than deliberate maliciousness.

Secret Taker (200 CP, Discount Mermaid)- Mermaids trade not only [stolen] goods but also [stolen] secrets. They are experts at slyly pulling secrets out of people, tricking them into giving away “just one part” of the secret again and again until they have the full secret – with the person none the wiser that they gave away the entire secret! In fact, you can manipulate the conversation so people seem to come up with the idea of sharing parts of their secret to you on their own volition. You can easily get people to give away parts of secrets, just as long as you don't ask for the entire secret at once. But even if you ask for piece after piece of a secret, the target will readily give them up, not realizing that you can connect the different pieces together. Also, if you have allies, you can connect the different pieces of information you each individually together and see how they fit as a single secret.

Mermaid Games (300 CP, Discount Mermaid)- Mermaids play all sorts of “innocent”, devious tricks using their water magic, to distract people so they miss what the Mermaids are really up to. Charisma and deception-related abilities that you and allies use are enhanced whenever you are in the water or using water-related powers. In addition, your affinity for water-based powers increases.

Song Hierarchy (400 CP, Discount Mermaid)- Mermaid castes are named for their singing roles – baritone, tenor, soprano, and alto. With this perk, your charisma and overall social status increase

with the level of your singing skills. People will become increasingly respectful to you the better you are at singing. On the flipside, your singing skills improve whenever your social status rises. Also, by focusing on specific types of singing, you may find specific talents of yours growing in tandem.

Whirlpool Magic (600 CP, Discount Mermaid)- You can create and enchant whirlpools to become portals between other whirlpools. You can manifest whirlpools anywhere. If you enchant a single whirlpool, it will just take you to the closest random whirlpool in the area, but if you have enchanted multiple whirlpools, you can link them together for specific portals. While you can safely travel through these whirlpools, others lacking strong swimming skills will likely be torn to pieces before they even get through the portal – and then there’s the matter of escaping the second whirlpool on the other side. You can also enchant other forms of water to varying effects, like making a waterfall become a solid wall that unfurls like a curtain when you wish to pass, or enchanting rain to cause sleep, forgetfulness, or wild dancing.

Crooked Alliances (100 CP, Free Pirate)- The Pirates have managed to form a [temporary] alliance with the Spiders, as well as trade regularly with the Mermaids. You have an increased chance of forming decent alliances with beings and factions who are not of your present species. However, this only makes them open to forming an alliance, and does not require them to hold to it in the long-run; you’ll need to use other charisma abilities to ensure the partnership doesn’t lead to a backstab in the end.

Parry Defense (200 CP, Discount Pirate)- When you parry or block an attack, you get a boost to your defense. The boost also applies to any armor you’re wearing. These boosts can stack on each other if you parry/block multiple times. However, the boosts are temporary, and you’ll lose all your stacked boosts after either combat has ended or there has been a considerable lull in the battle (such as if it would take you at least several rounds or five minutes to reengage in fighting).

Fighting Experience (300 CP, Discount Pirate)- When you can never die, every battle and death becomes a learning experience. Whenever you have battled with someone and are defeated or retreat, you become more skilled at fighting that person or type of opponent and get a bonus when fighting them again. You get this bonus both when fighting against those specific individuals and when fighting against their overall faction or species. In addition, if you also buy *Parry Defense*, the level/strength of your parry boost to your defense/armor likewise increases with the amount of experience you have fighting your opponents.

Cursed Skeleton (400 CP, Discount Pirate)- When you die, your essence is preserved in your skeleton, and your body will regenerate in a day; until then, your skeleton will lie inert and unconscious. All body parts will reanimate after a day’s time, including severed ones, which can be reattached after that point. Please note that while your skeleton is nigh indestructible, enough force or magic can feasibly damage or break it. Also, when the perk is active (you can deactivate it when you wish), your skeleton will become inert during daytime hours, with regeneration only working at night or in darkness.

Fallen Star Heart (600 CP, Discount Pirate)- Like Captain Hook, you have placed a Fallen Star inside your chest cavity (you can choose an alternate part in your body if you wish). And as

everyone on Neverland knows, Fallen Stars are incredibly magical and cause magic to go awry. Any spell cast on you will flare up with uncontrollable magic and random effects. This also affects any spell you cast. The spell might fail, or be delayed, or hit a different target, or even invert its effect. That's not even getting into crazier possible effects such as making people and/or their body parts change size, summoning elemental spirits, causing snow or rain, or making shoes turn into wooden clogs. You can dispel the Fallen Star from your body when you want to avoid the chaotic effects and resummon it at will. See Notes for a longer list of potential star surge effects.

In addition, activating the perk eliminates the negative effects of daylight hours on the Pirate background and the Cursed Skeleton perk; however, you do not get this protection when you dispel the Fallen Star from your body.

Health of the Land (100 CP, Free Tylwyth Teg)- Due to your innate connection to nature, you can sense the overall “health” of the environment around you, as well as the health of wild animals and plants. Medical-focused perks may boost this perk and let you better determine how to improve the environmental, flora, and fauna health accordingly. The perk is less effective in understanding the health of domestic plants/animals.

Tylwyth Teg Wards (200 CP, Discount Tylwyth Teg)- You know how to set up mystical wards linked to plants around you. These wards can have a lot of different effects, from magnetizing together or chilling metal items to enhancing plant growth to setting traps to redirecting people away from an area. Experimenting with different plants may let you develop new kinds of wards.

Plant Portals (300 CP, Discount Tylwyth Teg)- You can teleport between plants as long as they're within 60 feet of each other. Your ease in teleporting between plants increases with their size.

Old as the Trees (400 CP, Discount Tylwyth Teg)- The Elder Tylwyth Teg follow their own pace and do not let others dictate their speed or actions. In addition to gaining the patience to carefully think over challenges, you gain immunity to mind-altering magic and resistance to mind-altering effects in general.

Animate Plants (600 CP, Discount Tylwyth Teg)- Your bond with the natural world lets you animate trees and other plants to aid you. This can range from trees coming to life to even forming knights out of moss and vines. You start out being able to animate up to four large plants per day and can potentially expand past those limits with enough time.

Hospitable (100 CP, Free Gnome)- Gnomes are renowned to their friendliness to all, even to the point of a fault. You have a knack for setting up villages, festivals, and other locales that exude a welcoming spirit, such that everyone who comes there will feel obliged to be friendly or at the very least act as under a truce. Even wild animals will become tame while present there. However, this truce only lasts within the areas you've set up, and only as long as they maintain that welcoming spirit. If you or allies take hostile actions against anyone in the area, the truce effect will end.

Gnome Spells (200 CP, Discount Gnome)- You know some various spells that only Gnomes can use. For instance, you can change the size (shrinking/growing) of up to 6 willing subjects (this can include yourself) or 1 unwilling target. You can also create or destroy up to 10 gallons of any liquid. In addition, you can change the warmth level of up to 6 willing individuals or 1 single unwilling target; this causes their body's temperature to drastically rise or drop.

Mender (300 CP, Discount Gnome)- You can instantly fix any damage that would have taken less than an hour of hard labor to repair. For damage that will take longer than an hour, the perk will cut down repair time by at least an hour (more if you practice this skill long enough).

Strength of a Giant (400 CP, Discount Gnome)- Despite their short stature, gnomes are quite strong, even able to easily carry huge logs. You can now at the very least carry or handle things twice your size or weight. Furthermore, your strength boosts inversely with your size; you'll get an incredibly strong boost from the perk if you're small, but a lower boost if you're huge.

Stitcher (600 CP, Discount Gnome)- Sewing in Neverland has a bit of magic to it, as the Gnomes know from experience in the craft. You can use sewing for a wide range of mystical abilities. For instance, Knots of Fate lets you foresee the future (immediate present) luck of up to three targets and swap their fated lucks with each other. Backstitch undoes effects on yourself, Running Stitch teleports targets up to 60 feet, and Hemming Stitch fuses limbs together. If you work on developing your sewing skills, you can potentially find new sewing-related magic to cast as well.

Spider Skills (100 CP, Free Spider)- You have proficiency in the various basic talents the different kinds of Neverland Spiders have: chaotic berserking (Camel Spider); digging and construction (Sand Spider); attacking while on/swinging from webs, ropes, or similar things (Spiny Spider); diplomacy and strategy (Spitting Spider); and stealth and camouflage (Trapdoor Spider).

Favor for a Favor (200 CP, Discount Spider)- In Neverland, a favor can have great significance, and Spiders aren't afraid of using that to their advantage. You know how to situate things so people owe you favors in return for your service, and you know how to milk the most out of those favors or get multiple favors out of what should be just one favor.

Barbed Arrows (300 CP, Discount Spider)- Father Long Legs regularly shed their barbs, which can be used as arrows. Similarly, you can shed barbs from your body. In addition to serving as a physical attack/defense, these barbs can be fashioned into weapons such as arrows or spear points. Any physical qualities that your body has at the time of the shedding will be passed onto the barbs; for instance, if your bite can deliver poison, your barbs can carry the same poison.

Arachnid Venom (400 CP, Discount Spider)- You are able to produce the Spiders's (and Father Long Legs') venom. You can deliver it in a bite, or spit it out at targets. One poison sedates victims and hinders mental activity. Another venom has a chance of reducing a target's HP to 0 unless resisted; even if successfully resisted, the poison will cut their current HP in half.

Allies? (600 CP, Discount Spider)- The Spiders are working for the Pirates at the moment, but once they have what they're after (revenge on the birds and a way out of Neverland), they have no intention of holding their end of the bargain. Yet the Pirates are none the wiser and treat their

allies amiably, even tolerating their cultural differences. With this perk, you and companions are able to more easily make alliances with other groups and situate the alliance such that you get the better end of the deal. And if you or your faction are planning to betray your allies, your allies are less likely to suspect a betrayal until after you break the alliance.

Falling Immune (100 CP, Free Giant)- Given how the Giants live in the mountains, they're used to falling into chasms now and then – but it's just a matter of getting back up and resuming work for the colony. You are now immune to damage taken from falls. At worst, you'll be a little shaken, but no actual injuries.

Power Word: Halt (200 CP, Discount Giant)- You have the regal charisma of a Giant queen, or at least that of a princess. In addition to the perk making it easier for you to tame and command arthropods (but not arachnids), by shouting "Halt!" you can make anyone lacking royal status stiffen and stand at attention for at least a minute (longer if you have extra charisma boosting your speech); however, if you take any direct actions against the halted subjects like attacking, the targeted individuals are no longer obliged to stand still any longer.

Pheromone Sacs (300 CP, Discount Giant)- You can release specially scented pheromones with messages that you and your family, companions, and allies will instinctively understand. The green scent directs them to places you've designated as home or safe spots. The yellow scent indicates that there is an important resource here that should be gathered. Finally, the red scent warns of danger and asks for help. Also, unlike Giants' normal pheromones, your scents won't dissolve in water.

Instinctive Navigation (400 CP, Discount Giant)- With your colony's tunnels always getting redone, not to mention the forays into unexplored caves, it's vital not to get lost. At the very least, this perk gives you an increased sense of direction, letting you navigate through and remember the path through even mazelike areas. Furthermore, once you are familiar with an area, you will always be able to instinctively navigate through it, even if the place's layout suddenly changes. Even if the pathways are switched around, as long as you understood how to get around there before, you'll still understand the basics for navigating the new set-up.

Ever-Changing Tunnels (600 CP, Discount Giant)- The Giant colony is always changing, with tunnels being rerouted in new directions. When you own a structure (building, mine, boat, etc.), you can change its interior set-up daily. Items and fixtures inside won't be added or removed, but you can still change the pathways and rooms. However, you can't affect anything on the exterior. In addition, you can only change a structure's interior once per day.

Spark of Youth (100 CP, Free Cunning Folk)- The Cunning Folk have always been old, yet they move about the mountains with the ease and energy of youth. Essentially this perk ensures that your physical capabilities will not be reduced with age, and that you'll retain a youthful vigor no matter your age. Also, the perk allows you to resist aging and de-aging effects (if you choose to do so).

Seeker of the Hidden (200 CP, Discount Cunning Folk)- Traditionally the Cunning Folk were called upon to hunt down witches, criminals, and missing people. You now have exceptionally

tracking abilities, especially when you are searching for criminals, missing persons, or witches. On the flipside, you become more skilled at staying hidden from pursuers. In addition, you get a minor boost when fighting or defending against opponents that could be considered witches.

Mystic Charms (300 CP, Discount Cunning Folk)- You can create various magic charms that protect against magic forces/beings to varying degrees. You are also capable of divination rituals to discover hidden secrets, such as the toad bone ritual (you use frog or toad bones to either find what other people are seeking or see the unseen). Or you could try burning a list of names or locations and seeing which one burns brightest or least. There's also scrying by looking into a pool and seeing an answer to your question or the guilty party in the reflection. In addition, you know a spell to resurrect the dead, but it can only be done twice a year.

Luck Fighter (400 CP, Discount Cunning Folk)- You have the power to bestow good or ill luck on yourself and/or targets. Generally, you can give yourself temporary good luck to boost your attack power or enhance a single ability of your choice. On the other hand, by making physical contact with a target (weapons/tools you are wielding count), you can temporarily give that opponent bad luck, which makes them more vulnerable to damage and hinders one random ability they have. You could flip these around (give yourself bad luck and give others good luck), though it's probably not a good idea.

Magic is Neutral (600 CP, Discount Cunning Folk)- The Cunning Folk believe that spells are not inherently good or bad, but rather defined by the wielder and their intention. Any spells you cast can have their "good/evil" alignment/karma be determined by your own level of good/evil and your good/ill intentions for the spell. That said, keep in mind that magic that requires performing evil actions to cast like human sacrifices, due to such actions being evil, would make the spell likely still count as evil under this perk.

Item Breaker (100 CP, Free Beast)- As a wild force of nature, you are the natural enemy of artificial creations. You now deal double damage to any objects you attack. The perk's definition of object is rather broad, including among other things buildings and even animated constructs like golems.

Skull Sharing (200 CP, Discount Beast)- You have learned a special trick used by pairs of creatures within the Skull. When you activate this perk, you can choose another willing person to be paired with you. If one of you two dies, the other can sacrifice half their current HP to bring the dead partner back to life (the restored partner gains the amount of HP used up). This only works if the paired persons are close to each other. However, even if they are separated from each other, they can choose to rejoin each other as if they are magnets pulling each other together; neither partner will be subject to attacks of opportunity when reuniting. You get to choose who to pair up with each time you use this perk.

Bath Body (300 CP, Discount Beast)- It appears that some Bath Bear blood runs in you, for you were able to safely bathe in the Petrifying Well and gain some stone-hard armor. At will, you can cover your body with a rock coating (you can also dismiss the covering when you want). Your body will still be able to move/function normally, though the weight may slow you down a bit. The rocky exterior makes you more durable, but a strong enough force striking you in a single hit

can crack off a bit of the armor. This perk also effectively makes you immune to petrification powers, for anything that causes petrification instead triggers this power and safely gives you the rock skin instead (any extra effects from the petrification will enchant your new coat). However, in the case you gained the stone armor via petrification rather than summoning it yourself, you cannot automatically dismiss it and will instead need to break it.

Monstera Reflect (400 CP, Discount Beast)- Like the tadpole forms of Monstera (tree frogs that flatten themselves to resemble leafs), any spells cast on you are reflected back at a target of your choice for double the spell's original strength/power (please note that this reflecting does not cost you anything, since it's just using the spell already cast by the original caster). In addition, like the adults, you can reflect ice and fire, but now fire and cold spells/attacks are reflected for 2.5 times the original power.

Time's Up (600 CP, Discount Beast)- Many of the creatures of the island like the Crocodile are from long-lost ages, and they've lived long enough to no longer fear time. You (this includes all body parts) are now immune to all time-based magic and effects as long as this perk is active. Furthermore, nothing, whether physical or magical, can slow you down – this accounts for not only time magic that might slow your speed, but physical things that slow down your speed like mud, ice, breaking through barricades, etc. Please note, however, that this perk only eliminates things that reduce your speed; it does not actually increase your speed beyond what your speed would be without things to slow you down. In addition, you can cause a ticking clock sound to echo from your body, which triggers deafness in nearby listeners and lowers their overall stats. Plus, you are able to keep perfect time.

Items



Many mysterious treasures can be found all over Neverland, just waiting to be discovered and used.

All discounted items are 50% off. All items, unless otherwise stated, will reappear in full condition in your Warehouse within a month if destroyed or lost.

Game Book (50 CP)- A print copy of the *Neverland: A Fantasy Role-Playing Setting* gamebook, along with a print copy of J.M. Barrie's novel *Peter Pan*. You'll also get some poster-size versions of Andrew Kolb's whimsical illustrations and art sketches. Not only that, but you'll get game figures of yourself, your companions, and notable characters, enemies, and allies found in Neverland. In addition, if you take the *A Roleplaying Adventure* drawback, you will also receive a full set of gamebooks for whatever respective RPG settings you're connecting the jump to.

RPG Music (50 CP)- The gamebook recommends two potential sources for background music for the RPG: [Brian Davis](#) and [Tabletop Audio](#). This purchase not only gives you physical music copies of the music (CDs, records, etc.) but also a playlist for all said music that can play around you at will. You can select certain songs or set it to automatically play whatever fits the current mood best.

Trinket (50 CP)- Some sort of minor keepsake item you keep close to you, such as a wood carving of a beetle, a coral ring, a walnut "coffin" for a bumblebee, a stubby paintbrush, or a shark's glass tooth. The item has some sort of personal tie to an adventure you've had, and it gives you a small boost of bravery and comfort as long as you have it close to you.

Wind-Up Key (50 CP)- A small windup key previously inserted into a monster in the Skull. It has a 75% chance of opening a non-magical lock; failure destroys the key, but you'll get a new one in a week.

Corkscrew (50 CP)- A magic corkscrew that can drill a small hole through any non-magical material.

Drawers (50 CP)- Floor-to-ceiling (60 ft) wooden drawers. A few drawers might have miscellaneous treasure inside when opened, but the rest will have whatever the opener (and whoever is close by or in their party) is currently wearing. These clothes copies will lack any magic or special powers associated with the original clothing.

Kite (50 CP)- A kite with a 10-foot string. It naturally remains aloft and can lift anything under 500 lbs up to 10 feet off the ground.

Hoop (50 CP)- A silver hoop that easily rolls when pushed or on an incline. If someone jumps successfully through the hoop when it's spinning and moving, they regain full health and get the beneficial effects of a brief rest. However, failure to jump through the hoop will sever a body part.

Big Hammer (100 CP)- A magic hammer that grows/shrinks to be oversized compared to the current holder, with whatever penalties the wielder has for oversized weapons carrying over accordingly. When thrown – and it can easily be thrown 100 feet – the hammer safely carries the thrower along with it. However, the hammer wants to hit things, and it will behave erratically if the user throws it for the sake of travel alone rather than towards a target.

Hag Stone (100 CP)- A seafoam-colored stone that floats in water. Gives holder a better chance of seeing through glamors/illusions.

Ghost Drum (100 CP)- A hand drum with the words “Ni neart go cur le cheile.” By playing on the drum and saying the magic words, you summon ghostly knights who attack on your command.

Porcelain Bowl (100 CP)- A huge porcelain bowl with paintings of violent monsters, humanoids, and other creatures (whatever beings/creatures most frightened you as a child) on the side. The bowl is filled with whatever drink you disliked the most as a child, and drinking the liquid from the bowl lets you understand (but not necessarily speak) any language for an hour. You can bottle the liquid, but the bottled liquid will turn poisonous after several days. The bowl remains constantly full but never overflowing – except in the case that the bowl is destroyed, in which case everyone within range is at risk of being hit by the liquid and in this scenario taking damage from contact with the liquid; if destroyed, the bowl repairs itself and refills in a week.

Bell Earrings (100 CP)- Two silver earrings that, when worn together, protect you from being fooled by lies, with the protection increasing if the lies are enhanced by magic. Both earrings must be worn at the same time to work.

Clover Honey (150 CP)- A small jar of clover honey that protects whoever consumes it against the effects of eating Fairy food. Also protects against enchantments, poisons, and other effects from foods and drinks you consume. Jar refills a day after being used up.

Chimera Head (150 CP)- The severed snake head of a Chimera, still able to talk after being cut off the tail. It is able to speak all languages. The snake head has soothsaying powers and will answer three questions honestly, but it will do its best to obscure the truth as much as possible without lying. After three questions are asked, it will turn to smoke and die; it will regenerate and return to your possession after a year.

Cyclops Eye (150 CP)- The mystical eye of a cycloptic statue, fashioned out of whatever gem is your birthstone in real life. When used in battle, it causes everyone in its line of sight to suffer elemental damage (random elemental type each time). After being used 6 times, it shrivels up like a raisin, but it will regenerate in a week's time.

Gargoyle (150 CP)- A stone, winged creature (whatever your favorite animal is) that obeys your every command. It is able to fly and can also merge with stone surfaces. When merged with stone, it cannot attack or be attacked, and it leaves behind a carving of its face. When merging with stone, it can also safely take along whatever it can carry.

Chess Board (150 CP)- A 40-foot chessboard of black and red tiles – each 8 x 8 ft. Standing on a red tile makes you immune to physical harm, and standing on a black tile makes you immune to magic. Touching more than one color of tile gives you no immunities.

Clone Vat (150 CP)- A 10-ft vat filled with blue goop that tastes like your favorite childhood food. Touching the goo creates a clone of the toucher in under a minute. The clone only has 10 hp and a moderate armor [defense] level at most. While the clone copies everything, it can't do anything magical (or anything that can't be done in real life).

Menhirs (150 CP)- Six massive, sentient rocks that share a collective mind as a single entity. You can give them basic orders like guard, patrol, or destroy. The Menhirs can attack by unleashing psychic waves that deal mental damage and push opponents back. In addition, if a Menhir is destroyed, a still-living Menhir can absorb the broken rock's pieces; this causes the fused Menhir to gain a permanent bonus to its total HP and attack power. If all six Menhirs are destroyed, you will get another full set in a month.

Magic Iron Sword (400 CP, Discount Drop-In)- A mighty sword forged by Michael the Mountain Smith. After three successful hits on a target, the sword damages either the opponent's weapon (reducing its attack power) or their armor (reducing their defense).

Hook's Mother (400 CP, Discount Lost Boy)- A self-portrait of Hook's very own mother – an elegant woman seated proudly in a brightly decorated room wearing clothes fit for royalty. Although it has an elegant frame, if you break the frame (it repairs itself) and look on the back, you'll find a treasure map containing something precious to Hook and/or his mother. In each jump, you'll gain a new painting with a portrait of the mother of your current or future worst enemy in that setting. Each new painting will likewise have a secret map leading to something precious to that enemy and/or their mother.

Fae Farm (400 CP, Discount Fairy)- A copy of one of the many farmlands found in Elphame, complete with enchanted crops and livestock. Your farm includes but is not limited to: cabbage (which either turns you into a donkey or turns you back to normal), hungry grass (cursed wheat that triggers mad, endless hunger if one walks through before it's cut), witch herbs (only grown in the dark for dark mystic powers), fairy cattle, and the Arkan Sonney (a nigh-uncatchable white pig that brings good luck to whoever manages to catch it).

Coral Caves Market (400 CP, Discount Mermaid)- This purchase gives you access via a safe whirlpool to the Mermaids' undersea marketplace. Don't worry, you'll still be able to breathe down there with this purchase, though you can't go outside the market. It's half flea market, half black market. Many other aquatic species also ply their trade here, selling various items grown or deposited in the oceans. Whenever you enter a new jump, the market will update to include aquatic races from the new jump and items that could be found in that jump's seas. Just keep in mind that

the Mermaids and other vendors are shrewd merchants, so hopefully you have a lot of money or can bargain well.

Belly the Butcher's Knife (400 CP, Discount Pirate)- A magical knife from a pirate cook that perfectly skins animals every time you use it; this attribute might also come in handy in combat.

Foliate (400 CP, Discount Tylwyth Teg)- Head-shaped plants (vines, mushrooms, grass, cacti, seaweed, etc.). They are all insane but follow your commands. Aside from different plant types, they come in two main variants. The Bloodsucking Foliate is aggressive and carnivorous. They use spores to leach life from prey to replenish their own health. Muttering Foliate is shy and photosynthetic, but still dangerous. Their spores are poisonous, and any vomit from someone who's taken enough poison damage from them will produce a new Foliate. Both kinds of Foliate can also spit a sap-like substance at targets to make their appendages stick together. Foliate can grow even on rocks, and they can merge with whatever they're planted in to reappear up to 60 feet away.

Wishing Well (400 CP, Discount Gnome)- If you drop an item down the well, a wish of yours can be granted. However, the level of the wish is directly proportional to the monetary value of, power of, and personal value placed on the item you drop into the well; for especially potent wishes, you'll need something exceptionally powerful or valuable. Anything dropped into the well cannot be replaced. Items that would be replaced via jump fiat or similar means, or are nigh indestructible, will not grant you a wish if thrown into the well and will be simply spat back out.

Fire/Ice Fundamental (400 CP, Discount Spider)- Giant elementals embodying fire and ice respectively, one resembling a tortoise made of hardened magma and the other resembling a turtle made out of ice. They live at opposite ends of the Iron Mines used by the Spiders, since their opposing elements hurt each other. Their hot and cold influences affect large areas around them accordingly. You can choose one or the other with the purchase, or you can purchase this option twice to get both; the Spider discount only applies to the first purchase.

Fallen Throne (400 CP, Discount Giant)- A throne made out of a Fallen Star. Please note that this item does not trigger chaotic Star Surges with magic casting unless you want it to. Instead, the throne enhances charisma and mind control-oriented powers when sitting upon it.

Corn Dolly (400 CP, Discount Cunning Folk)- An animated corn doll made from grains grown around Hangman's Tree. If you add some part of a person (hair, fingernails, etc.) into the doll, any damage or effects inflicted on the dolly will be redirected at that individual. You can only tie the doll to a single individual, but once you modify your doll, you'll get an unbound copy in a week's time.

Gecko Puppet (400 CP, Discount Beast)- A towering wooden puppet (it can be shaped after either your favorite reptile or whatever reptile freaked you out the most as a kid). Each appendage has a hole bored into it and contains a cat-sized gecko piloting that appendage. Together, the geckos form a hive mind to run the puppet as a whole. If part of the wooden puppet is carved and repurposed into something else, the gecko piloting it will instinctively know how to use the new

carving accordingly. The lizards also can cast some mind control spells. Both the lizards and the puppet are immune to electricity, though the puppet is weak against fire.

Companions



Neverland's fantastic wonders can sometimes be overwhelming and frighten, so it's good to have companions along to liven up the mood.

Joining the Party (50/300 CP)- You can import/create up to 8 companions, each receiving a free background and +400 CP. Each companion costs 50 CP, and a group import for all 8 costs 300 CP.

Pet (200 CP)- You befriend one of Neverlands many fascinating, strange, and dangerous wildlife species. Your choices include Fairy animals such as Cait Siths and Dandy Dogs. Please note that while your chosen pet is perfectly loyal and well-behaved towards you, that same sense of obedience does not carry over to others, so be mindful of their natural behaviors and what might set them off. As a pet, it does not count against companion limits under normal circumstances. You can pay extra CP to purchase this option multiple times.

Named Character (300 CP)- You can take a notable named character from the setting as a companion, assuming you know their true name. Possibilities include Captain Hook, the Darlings, Smee, and Tinker Bell, though for some you may need to do extra sleuthing to uncover the full name. In particular, Peter Pan and Queen Mab's names are very securely hidden away in some unknown place, and discovering their names would require incredible feats. You can pay extra CP to purchase this option multiple times.

Fairy Trades



If you want extra CP besides the drawbacks, you can make some trades with fey here. Be warned, these trades are absolute for the duration of the jump, and even seemingly innocent offers can have hidden catches to them. Each trade grants you +50 CP. Roll a D20 to determine which trade you must make. You can roll multiple times to make more trades, but you cannot retake trades you've already done for extra points, with the exception of #3 and #9 (#9 can only be taken twice). Companions may also gain bonus CP from Fairy Trades, but they can only roll up to 6 times.

1. Your Patience	<i>You must always be the first to take action. This includes not only in combat but in daily things like tasting food/drink, entering a room, getting in line, etc.</i>
2. Your Magic	<i>You either lose all your highest-level spells or full access to a specific kind/slot of magic.</i>
3. Your Gift of ---	<i>You lose all bonuses for a noncombative skills of your choice. Must be something you are fairly skilled at or use regularly.</i>
4. Your Voice	<i>In addition to losing your physical voice, in the case that you have telepathy, you can only send</i>

	<i>a single telepathic thought at a time unless physically touching the person you are communicating with.</i>
5. Your Speed	<i>In addition to becoming exceptionally slow, this favor is very much the opposite of the Patience option. You are always the last to act, and always in the rear. Whenever you are traveling with others, you cannot go faster than anyone else with you.</i>
6. Your Fear	<i>It's impossible for you to be intimidated or become afraid. This also means you can never retreat from a fight.</i>
7. Your Feet	<i>The Fairy you traded with gives you a new set of feet. The new feet are completely silent. Also, once per day they act of their own accord.</i>
8. Your Legs	<i>These new legs are longer and give you greater speed, but they can't resist dancing. Whenever you hear music, your legs will break out into dancing – and they're quite talented – and will not stop dancing until you cannot hear any music whatsoever.</i>
9. Your Hand	<i>Your new hand is a kleptomaniac pickpocket and will always steal when given the opportunity. If you take this a second time, your other new hand is a serial killer and will kill when given the chance. If either hand is prevented from doing what it wants, it will misbehave and cause you other trouble.</i>
10. Your Success	<i>Any monster you slay, lock you pick, or treasure you steal is undone after 30 minutes. Helping others gets around this.</i>
11. Your Spectrum	<i>You can no longer see in color.</i>
12. Your Bad Luck	<i>Please note that the Fairy does not take your bad luck away. Instead, any bad luck that would happen to you is transferred over to allies and companions.</i>
13. Your Indecision	<i>You always make the right choice. While this can mean "correct" in some cases, the directional equivalent always applies when possible. You'll always turn right, drink from the right cup, follow the right path, etc. You can try to resist, but doing so will make you fall unconscious.</i>
14. Your Anger	<i>1 hour per day you cannot attack, provoke an attack, or be violent in any way. This hour</i>

	<i>tends to occur whenever it's most inconvenient.</i>
15.Your Honesty	<i>You cannot tell the truth, or else you will take mental damage.</i>
16.Your Charm	<i>Others will always do the opposite of what you intend or request (even reverse psychology won't work). On the other hand, you become more resistant to others' attempts to charm or persuade you.</i>
17.Your Boredom	<i>You can't repeat the same action twice in a row (asking two questions in a row, casting the same spell twice in a row, etc.).</i>
18.Your Uncertainty	<i>Whenever asked a question or required to make a decision, you must act immediately and never regret that choice.</i>
19.Your Shadow	<i>You lose all sense of direction and have trouble flying. Intelligent lifeforms will unconsciously find you unsettling. However, you are now immune to attacks by Shadows.</i>
20.Your Name	<i>The Fairy who owns your name can make you do whatever they ask when they speak the name aloud (even when not in your presence). If someone accidentally speaks the traded name, the Fairy will appear and demand something from them (this cannot be negotiated, and there will be no reward in exchange).</i>

Drawbacks



Remember, Neverland may be full of wonders, but it is also full of potential nightmares – and the two are not mutually exclusive.

You can earn up to +600 CP in drawbacks.

Peter's Story (+0 CP)- If you have already taken the *Peter Pan* jump, the things you did there will apply to the current version of Neverland accordingly. See Notes for information on how this drawback will interact with scenarios and drawbacks from the *Peter Pan* jump.

A Roleplaying Adventure (+0 CP)- The game designers intended this RPG to connect to player's preexisting campaigns in other tabletop games – in fact, it was meant to apply to 5th Edition Dungeons & Dragons. With this drawback, any tabletop game(s) and D&D you have already been in jumps of are accessible from Neverland – whether across the sea or in another dimension. Anything you have done or affected in the previous jumps carries over accordingly.

Game Campaign (+50 CP)- Rather than actually being in Neverland, you'll be playing the tabletop RPG campaign in real life. The game will be run either by your jump benefactor (Jumpchan, etc.) or a sufficiently clever and creative A.I. who will be fair yet challenging towards players. While your perks/items/etc. will be converted into equivalent powers/treasures within the jump, you cannot use any powers you have to influence your outside play of the game (for example, luck perks won't make you luckier at rolling the dice). The jump lasts for 10 years of real time as you play the game (including occasional breaks), which will likely be longer than the time covered within the game's setting. Your RPG character's death in-game, or the fulfilment of any other failure conditions within the game, will cause you to fail the jump. Any gains from the campaign will be converted into real powers/items/companions/etc. at the end of the jump.

Forgetful (+50 CP)- You easily forget things, even things that happened less than a day ago. You also become careless and don't really care about what you might have forgotten.

Lazy (+50 CP)- You dislike doing work and prefer to just play games and relax all day long. If anybody tries to convince you to put some effort in, you'll get snappy and aggressive. This also means if an activity takes too long, you'll lose interest and abandon it without a second thought.

Mischievous (+50 CP)- You like playing tricks on people – both lighthearted and potentially more dangerous ones – and your penchant for mischief could get you into trouble one day.

Short-Tempered (+100 CP)- You are easily angered and quick to violence. Moreover, you have a certain trigger in others' behavior (poor manners, slowness, lies, stupidity, trespassing, etc.) that always makes you dangerously mad.

Skeptical (+50 CP)- Despite being on a magical island, you still pride yourself on having a rational mind and are skeptical of the wild tales of strange magics and beings on the island. You are likely to dismiss stories you hear as too fantastic to ever be real and won't investigate them any further.

Arrogance (+100 CP)- You have a strong feeling of self-importance and are dismissive of others. Your dismissiveness of others increases with how different they are from you. This also makes you self-confident to a fault. In addition, you become hostile towards anyone who starts to rival or surpass your own achievements.

Greed (+100 CP)- You become murderously driven for wealth and treasure, willing to risk it all for just a little coin – even if you have to get rid of some people to acquire the goods.

Naïve (+100 CP)- You are overly trusting of others' good intentions, even when they do not have your best intentions in mind. Be careful; while some things on Neverland can be trusted to a degree, many others should not be trusted with anything.

Distrustful (+100 CP)- Deception seems to be in your blood, and you expect it in turn from others. It becomes hard to trust others on any level, even when doing so is in your best interest.

Speciesist (+200 CP)- Whatever background you chose, you believe your kind is the best type of being alive, and have difficulty respecting or trusting any other backgrounds. You will only willingly associate with others of your kind, and you become more hostile to anything that your background's group typically sees as an enemy or threat. On the flipside, you get along better with others of the same background and are less willing to see those of your background in a bad light. In addition, whenever you are making a decision, you set the good of your race/group (which includes your personal welfare, too) as the primary determinant above all other considerations.

Weak Mind (+200 CP)- Your mind is very susceptible to mental-altering and controlling powers.

Tricky Traps (+200 CP)- From pirates to dryads to mermaids to spiders to liches, there are tons of hidden traps strewn about the island. Now you not only have increased likelihood of encountering traps, but also less of a chance of noticing or neutralizing them before they activate.

The Story of Jumper's Secret (+200 CP)- It's a secret, so don't tell anyone else, okay? You have an abysmally poor ability at keeping things secret. The longer you keep something secret, the more chance you have of forgetting the secret. You can get around that by telling other people parts of your secret as a back-up, but then it's not really a secret anymore, is it? Sometimes you'll freely give away secrets without realizing you've even done so.

Peter is Everything (+300 CP)- You have a steadfast, zealous admiration for and faith in Peter Pan, believing him to be undisputedly the wisest and smartest person on Neverland – or anywhere, for the matter. Even when Peter does something you are personally opposed to, you become more inclined to forgive him, believing that eventually he'll mature and become a better person. Unfortunately, Peter with his short-term memory and chimerical nature is not likely to reciprocate the favor. In addition, your desire to please and help Peter can easily be manipulated by others.

Never the Same Tricks (+300 CP)- The roleplaying book encourages gamemasters to spice things up as players encounter old foes, with places they previously broke into gaining new defenses in reaction to the previous visit and so on. Any enemy location you explore gets its details changed around and defenses improved each time you return there. Likewise, foes that fight you and survive will return with new ways of attacking you and countering your powers.

Alp! (+300 CP)- An Alp-Luachra (an invisible Fairy creature resembling a newt) has made its home inside your stomach and won't come out until the end of the jump. It parasitically steals half of your body's resources (food, water, healing, etc.). What's worse, this variant is immune to damage from salt water (something other Alp-Luachras are weak against).

Conceptual Weakness (+400 CP)- Many of the different beings on Neverland are weak against specific elements or conceptual things – cold, fire, water, iron, etc. You now have a specific elemental/conceptual weakness that will severely harm or hinder you when you are exposed to it. Furthermore, something about your physical appearance will make figuring out your weakness fairly intuitive. Can be taken multiple times.

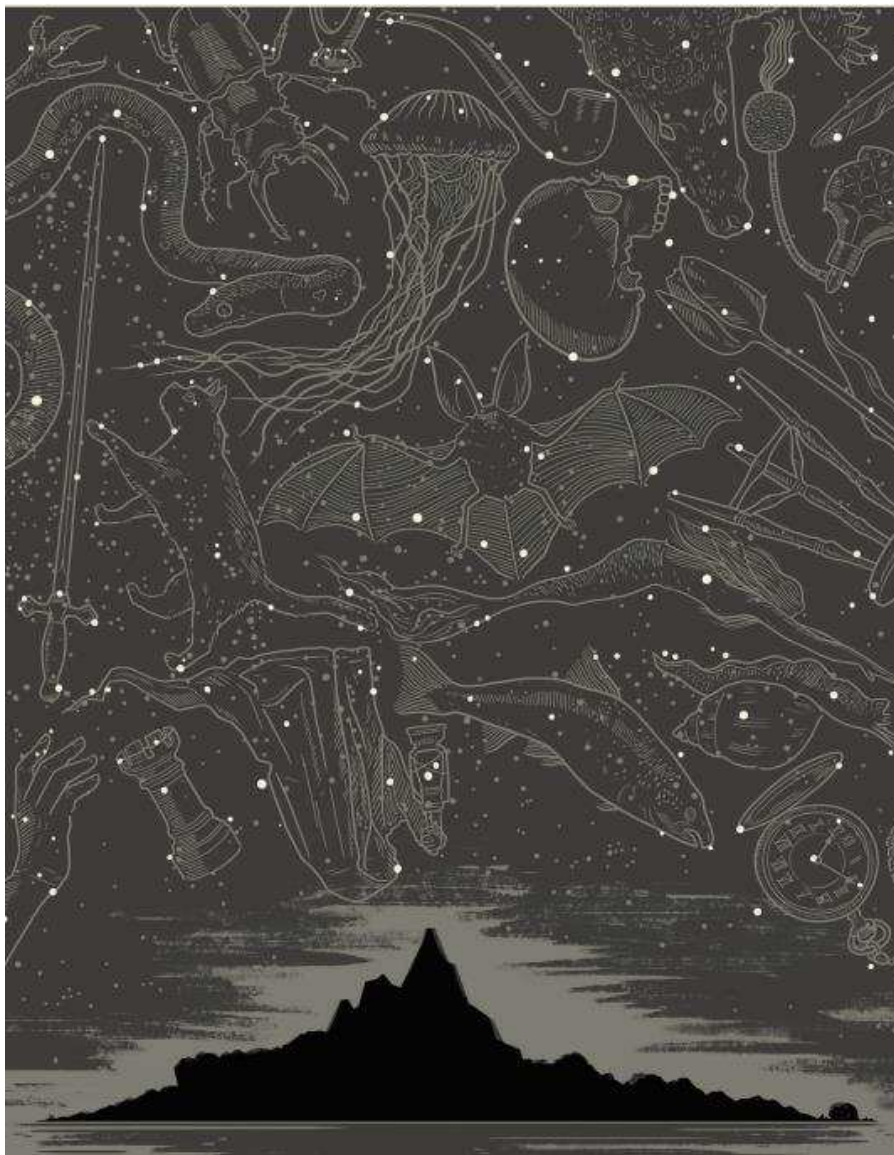
Infected (+400 CP)- You have been infected by a mysterious spore that has become a pandemic across Neverland, tainting all sorts of creatures big and small. It starts with a pollen-filled cough, and then your limbs and muscles start to grow asymmetrically. Finally, your mind twists toward getting to the highest point possible, before your body explodes to spread more spores. With enough searching, you may be able to find a cure, but cures for the epidemic are far and few between, and there's little time to waste. Be careful, or you might affect companions, too.

The Hunt is On (+500 CP)- The Huntsman – a faerie gentleman who hunts other living beings for sports – has chosen you as his ultimate quarry. He will tarry you throughout the jump, riding atop an immortal steed [Kelpie] of brimstone and fire and accompanied by a hunting pack of Dandy Dogs. Beating him is hard but possible; however, you should beware of killing him for good, as doing so to the knighted servant of Queen Mab herself will make you a sworn enemy of Queen Mab and Fairykind, and Queen Mab in particular is nigh impossible to kill for good.

Severed Shadows (+500 CP)- The terrible Shadow being has taken away your shadow and those of all your companions. You must retrieve your shadows before the end of the jump, or else you will fail the jump. The loss of your shadow makes you lose all sense of direction and have trouble flying, while also giving you an unnatural, frightening aura that makes other living things wary. It might be possible with magic and the right help to reattach the shadows, but you'll have to find where the Shadow hid them all. And wrangling your shadows is easier said than done, as they're hostile and violent. Severed Shadows retain the attack power of their original counterparts, leave damage that can't be healed except with hours in sunlight, are healed by light, can merge with surfaces, and can interact with shadows to affect objects (cut a rope's shadow, turn a key's shadow, etc.); on the other hand, full darkness can hinder or damage them. If you take this drawback, you cannot take option #19 from the Fairy Trades section.

Mab's Bargain (+600 CP)- When you entered this jump, you made a deal with an unearthly power, promising to deliver to it mortal children as payment. You must pay the immense debt in full by the end of the jump, or your own soul is forfeit and you'll fail the jump.

Fin



Well, that's the end of this jump. What's next for your campaign?

Go Home- Time to close the book on this story and move on with your life in your original world. You return to your original world just after you left for the jumpchain. You keep all perks, items, companions, and other things you have obtained during the jumpchain.

Stay- You decide to stay in Neverland – between the mystical island and the even more mysterious world of Elphame, there are plenty more adventures and discoveries to be had. You keep all perks, items, companions, and other things you have obtained during the jumpchain.

Next World- Your campaign goes on, as you head on to a new jump and a new adventure.

Notes

Credits- The tabletop RPG book *Neverland – A Fantasy Role-Playing Setting* was written and illustrated by Andrew Kolb.

Link- A free PDF of the tabletop game book can be found on *The Trove* [here](#).

Pirate's Curse- To clarify on how the curse applies to the Pirate background the Cursed Skeleton perk, the gamebook states that the pirates are cursed to “dying and turning to skeletons during daylight hours.” This suggests that the curse takes effect during daylight hours – any hours that the sun is up. However, the pirates are affected by the curse whether or not they're exposed to direct sunlight, as seen in how they build underground hideouts to stash away their vulnerable, immobile skeletons during the day. So even if you are somewhere that the sun won't shine down on you, or if something like cloud cover is blocking out the sun, as long as you are in what would normally constitute daytime hours, the curse will still take effect.

Star Surge Effects- Here is a lengthy – though not fully comprehensive – list covering possible outcomes of Star Surges via the *Fallen Star Heart* perk (or in the case that you encounter a Fallen Star during your adventures in the jump).

Star surge effects include but are not limited to:

1. <i>Spell doesn't work.</i>	2. <i>Randomizes target.</i>
3. <i>No magic works for the next minute.</i>	4. <i>Target forgets (for next 10 minutes) how to do last action they performed.</i>
5. <i>The spell does extra damage.</i>	6. <i>All written text (as in the words, not what they're written on) burns up.</i>
7. <i>Spell turns the target invisible.</i>	8. <i>Plants come to life and run away.</i>
9. <i>Teleports caster to the left or right – or even into the air.</i>	10. <i>Caster's voice now comes out of random objects for the next half hour.</i>
11. <i>Forces the target to fight only physically.</i>	12. <i>Target and/or caster temporarily turns into something else (wood, bull, etc.).</i>
13. <i>Caster or target or everyone goes blind for a minute.</i>	14. <i>Spell delayed for between a minute and an hour.</i>
15. <i>Minor elemental spirit appears and aids the caster.</i>	16. <i>Doubles or halves spell's potency.</i>
17. <i>Random small animals are summoned.</i>	18. <i>Summons face of smoke and fire who announces latest crime and faces whoever did it.</i>
19. <i>Shoes become wooden (gain clogs if not wearing any footwear).</i>	20. <i>Target's healing and damage are maximized for several turns.</i>
21. <i>Ground begins to shake.</i>	22. <i>Area is magically silenced.</i>

23. <i>Everyone becomes color-blind.</i>	24. <i>Caster's hands magically separate and float in air (can be controlled from up to 30 feet away for an hour).</i>
25. <i>Random noise such as trumpets.</i>	26. <i>Angry dwarf appears and attacks target.</i>
27. <i>Anyone who knows about the spell announces what the spell was supposed to be.</i>	28. <i>Random person's neck temporarily vanishes; bodily functions still work but can't be strangled or decapitated.</i>
29. <i>Everyone shrinks or grows a few inches permanently.</i>	30. <i>Everyone turns invisible until they speak.</i>
31. <i>All movable objects and people are repelled from caster with a loud clap like thunder.</i>	32. <i>People break out into hysterical laughter.</i>
33. <i>Target and/or caster gains a little money and must yell about their newfound wealth.</i>	34. <i>Caster's movement speed doubles and casting time is halved.</i>
35. <i>Next footsteps will trigger a lightning strike at that spot.</i>	36. <i>Oldest living being in the area spontaneously catches on fire.</i>
37. <i>Nobody can bend their joints for one minute.</i>	38. <i>All doors in area unlock.</i>
39. <i>Target and/or caster is healed by spell (or damaged if the spell was supposed to heal).</i>	40. <i>Vision abilities reverse (people who can't see in the dark can see in the dark, etc.).</i>
41. <i>Caster and/or target fall asleep.</i>	42. <i>Consumables necessary for spell are not used up for the spell or are replenished if already used.</i>
43. <i>Spell's intent inverts (heal instead of damage, compels lies instead of truth, etc.).</i>	44. <i>All physical attacks successfully hit for next 1/2 minute.</i>
45. <i>Weather effects (fog, rain, snow, wind, etc.).</i>	46. <i>Random person knows exactly what they need to do or where to go next.</i>
47. <i>Everyone drops what they were holding, sometimes gaining something like an ostrich egg in their hand instead.</i>	48. <i>Target's HP goes to exactly half (whether their HP was higher or lower at the time).</i>
49. <i>Caster and target switch places.</i>	50. <i>Random person's arms and/or legs double in length, thus doubling their reach and speed.</i>

Peter's Story- Remember that the Neverland in this current jump is just A Neverland, not the sole Neverland to exist. If you already took the *Peter Pan* jump, the current jump's version of Neverland will somewhat reflect the state of Neverland at the end of that jump, but the current Neverland will be its own entity and most influenced by the setup of the tabletop RPG. It will imprint somewhat on the old Neverland you visited, but it will be its own thing, so don't expect everything to be the same.

Drawbacks that affected the specifics of Neverland in the old jump will affect the new island accordingly, but only to the extent that they affected the previous island; for instance, *The Island Come True* will add in the various features/characters from other jumps that appeared in the previous version of Neverland, but it won't add in anything from jumps in between the *Peter Pan* jump and the present jump.

If you successfully completed the *Forever Neverland* challenge scenario, the friendly Neverland you brought along will exist as a separate Neverland somewhere in the larger setting that the current Neverland resides in. And just as it's hard to get between Neverland and the mainland, travel between the two Neverlands is feasible but difficult. Though the current jump's Neverland might feel slightly friendlier towards you than normal.

If you took the *Be the Pan* drawback which had you take the place of Peter, you will NOT take Peter's place in the current jump (or any alternate character you took the place of like Tinker Bell or Hook). Your actions as Peter and others in the past jump will influence the past actions of their present counterparts, but you won't have any further influence on them. And given how easily Peter Pan forgets things, it's doubtful your actions will have that much effect on his present self.

A Roleplaying Adventure- Even if Neverland is now connected to a roleplaying setting of your choice, the island is still meant to be a distant, hard-to-access location, with those on the "mainland" only having vague rumors about the magical isle. So while it's possible you could run into people from that other setting, off on missions leading them to Neverland, consistent travel between the settings is rare and difficult.

Names- If you are looking for in-setting names for your characters to match your chosen backgrounds, here are some suggestions from the gamebook:

Lost Boys: Toodles, Nibs, Slightly, Curly, First Twin, Second Twin, Twice, Latchkey, Trinket, Sharper, Buttons, Partial, Shorter, Weekly, Hustle, Bustle, Frock, Sleeves, Tippet, Twenty

Fairies (Pixies): Differ Pinch, Tackle Patch, Foster Gull, Borrow Grim, Harvest Goe, Gather Gob, Alter Sib, Trigger Tib, Focus Jin, Worry Win, Muster Pip, Wither Tick, Pedal Skip, Waver Mop, Bother Hop, Flourish Nit, Pardon Pin, Scramble Dip, Query Tip, Batter Bit

Fairies (Elphame Residents): Ashenputtle, Tom Hickathrift, Noggle, John Aubrey, Peerifool, Yallery Brown, Wild Edric, Young Tam Lin, Sili Ffrit, Sili-Go-Dawt, Terrytop, Tom Tit Tot, Whuppity Stoorie, Peerifool Habetrot, Oisin, Cherry of Zennor, Ainsel, Lucky Hans, Lutey, Tacksman, Tom Cockle, Lug, Billy Blind, Blue Burchess, Bodach, Pigwiggen, Fianna, Gwarwyn-A-Throt, Thomas Rhymer, Gwydion, Dinny-Mara, Elaby Gathen, Jenny Permuen, Fenoderee, Finvarra, Orfeo, Foul Weather, Jeannie, Jimmy Squarefoot, Lutey, Nanny Button-Cap, Oisin, Pokey-Hokey, Puddlefoot, Thrummy-Cap

Mermaids: Octave, Alla Marcia, Sempre, Ambitus, Dal Segno, Larghetto, Mano Destra, Adante, Cadenza, Fermata, Bellicoso, Colla Parte, Feurig, Immer, Lento, Lo Stesso, Mezzo, Prima Volta, Tosto, Sonatina

Pirates: Gentleman Starkey, Bill Jukes, Flint, Cecco, Cookson, Noodler, Morgan Skylights, Alf Mason, Robert Mullins, George Scourie, Chay Turley, Foggerty, Whibbles, Ed Tynte, Alan Herb, Canary Robb, Sharky, Peddle, Shines, Left-Eye Langdon

Tylwyth Teg (Elder): Albanicum, Amabile, Arboricola, Bolanderi, Iridollae, Xanthellum, Wardii, Taliense, Souliei, Nanum, Occidentale, Concolor, Fargesii, Cernuum, Bulbiferum, Eupetes, Formosanum, Leucanthum, Lophophorum, Sherriffiae

Tylwyth Teg (Youth): Tiger Lily, Fire Lily, Pine Lily, Orange Lily, Leopard Lily, Red Lily, Devil Lily, Panther Lily, Trumpet Lily, Martagon Lily, Stargazer, Altari, Belladonna, Brindisi, Brunello, Dizzy, Grand Cru, Gluhwein, Pumilum, Saltarello

Gnomes: Uncle Poppy, Uncle Basil, Uncle Ragwort, Uncle Dindle, Uncle Gall, Uncle Primrose, Uncle Moss, Uncle Clover, Uncle Blackshaw, Uncle Milifoil, Auntie Bean, Auntie Fern, Auntie Yarrow, Auntie Tulsi, Auntie Sorrel, Auntie Olive, Auntie Cress, Auntie Hay, Auntie Morel, Auntie Tansy, Cousin Tuber, Cousin Parsnip, Cousin Osier, Cousin Thimbleweed, Cousin Sneezewort, Cousin Huckleberry, Cousin Rantipole, Cousin Jugflower, Cousin Hellebore, Cousin Charlock

Cunning Folk: Klok Gumma, Klok Gubbe, Klok Kvinne, Klok Gammel Mann, Klog Mand, Klog Kone, Vitur Gamall Madur, Vitur Gomul Kona, Vis Mand, Klog Kvinde, Viisas Mies, Viisas Nainen, Viisas Vanha Henkilo, Weiser Mann, Weise Frau, Weiser Alter Mensch, Kluger Mentsh, Klug Froy, Wijze Man, Wijze Vrouw

Change Log

1.1- Made general updates upon finding new free downloadable copy of the book again for easy reference, added/updated Drawbacks, added Names section to Notes.

1.2- Renamed Fairy Trade perk to Fairy Bargain to avoid confusion with separate Fairy Trade section, added Zombie Eater perk, rearranged items and adjusted prices, added new items, edited Joining the Party companion purchase, edited drawbacks, reordered drawbacks, added Game Campaign drawback, added Peter's Story section to Notes.

1.3- Edited various items, added Menhirs item, edited various perks, rearranged placement of non-background perks, switched places of Psammead Wish Items and Fairy Bargain perks, moved Star Surges list to Notes.

1.4- Replaced Psammead Wish Items perk with Steal Not From the Fae, made Fairy Trades accessible to companions, converted Star Surge Effects list to table.

1.5- Changed image under Fairy background from Psammhead to Brollachan, edited Fallen Star Heart perk, edited Time's Up perk, added Pirate's Curse section to Notes.