

GLOSSARY

A comprehensive glossary of terms used in Nowhere Land

THE COUNT

The enigmatic keeper of The Ledger, tracking debts and bargains made by those who traverse the domains.

[→ The Count's Ledger](#)

[→ Character Sheet](#)

TRAVELER

A person who has crossed through portals into Nowhere Land, either by accident or design. Player characters are Travelers.

[→ Character Creation](#)

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TRICKSTER

The game master in Nowhere Land. Like The Count, the Trickster wears many faces: worldbuilder, referee, narrator, and antagonist.

[→ Quick Reference](#)

[→ Trickster Guide](#)

DOMAIN

A pocket dimension or realm within Nowhere Land, each with its own rules, inhabitants, and mysteries.

[→ Domains Chapter](#)

[→ Introduction](#)

PORTAL

A gateway between domains or from Earth to Nowhere Land. Portals can be natural, created, or facilitated by The Count.

[→ Domains Chapter](#)

[→ Introduction](#)

THE DROP

The core mechanic of rolling dice and selecting which results to keep for your action.

[→ Core Mechanics](#)

[→ Quick Reference](#)

DROP POOL

The pool of d6 dice rolled when attempting an action, equal to your relevant Essence modified by skills.

[→ Core Mechanics](#)

[→ Quick Reference](#)

VEIL

The target number you must meet or exceed for a successful action. Calculated as Essence × Difficulty Multiplier.

[→ Core Mechanics](#)

[→ Quick Reference](#)

EXPLODING DICE

When you roll a natural 6 on any die, it explodes—roll again and add the result (once per die).

[→ Core Mechanics](#)

FORMA

The Physical Essence, representing body, strength, and endurance. Ranges from -5 to +5.

[→ The Four Essences](#)

[→ Character Creation](#)

ANIMA

The Mental Essence, representing mind, perception, and willpower. Ranges from -5 to +5.

[→ The Four Essences](#)

[→ Character Creation](#)

UMBRA

The Social Essence, representing presence, charisma, and influence. Ranges from -5 to +5.

[→ The Four Essences](#)

[→ Character Creation](#)

REVERIE

The Imagination Essence, representing creative potential and wonder. Ranges from 0 to 10+.

[→ The Four Essences](#)

[→ Reverie Powers](#)

SACRIFICE

A maneuver where you discard dice before rolling to lower the Target Number by 4 per die.

[→ The Three Maneuvers](#)

[→ Quick Reference](#)

REACH

A maneuver where you borrow dice from your future, risking Wounds on rolled 1s.

[→ The Three Maneuvers](#)

[→ Quick Reference](#)

PUSH

A maneuver where you reroll non-1 dice after rolling, but can't Reach on your next check.

[→ The Three Maneuvers](#)

[→ Quick Reference](#)

UPEND

Spend Reverie to upgrade a die's size (d6 → d8 → d10 → d12...). Each step costs 1 Reverie point.

[→ Reverie Powers](#)

[→ Core Mechanics](#)

FORTIFY

Spend Reverie to establish a minimum result on a die. Natural 1s always fail regardless of Fortify.

[→ Reverie Powers](#)

[→ Core Mechanics](#)

ECHO

The flexible character prototype system combining Essences, Careers, and Potentials. Characters are built as Echoes.

[→ Character Creation](#)

[→ Character Sheet](#)

SKILL

Specialized training that adds dice to your pool. Skills range from -5 (Abyssal) to +15 (Axiom).

[→ Skills](#)

[→ Character Creation](#)

CAREER

A character's profession or background that shapes their skills and grants unique abilities.

[→ Careers](#)

[→ Character Creation](#)

POTENTIAL

Supernatural powers tied to specific domains. Travelers can acquire Potentials through domain attunement.

[→ Potentials](#)

[→ Domains Chapter](#)

WOUND

Physical harm that reduces Forma. Caused by combat, environmental hazards, or rolling 1s on Reached Forma dice.

[→ Combat](#)

[→ Harm & Recovery](#)

FRACTURE

Mental harm that reduces Anima. Caused by stress, fear, madness, or rolling 1s on Reached Anima dice.

[→ Harm & Recovery](#)

[→ Core Mechanics](#)

SCAR

Social harm that reduces Umbra. Caused by social defeat, betrayal, or rolling 1s on Reached Umbra dice.

[→ Social Exchange](#)

[→ Harm & Recovery](#)

LEDGER

The Count's record of debts and favors. A meta-currency system that tracks bargains made across domains.

[→ The Count's Ledger](#)

[→ Core Mechanics](#)