



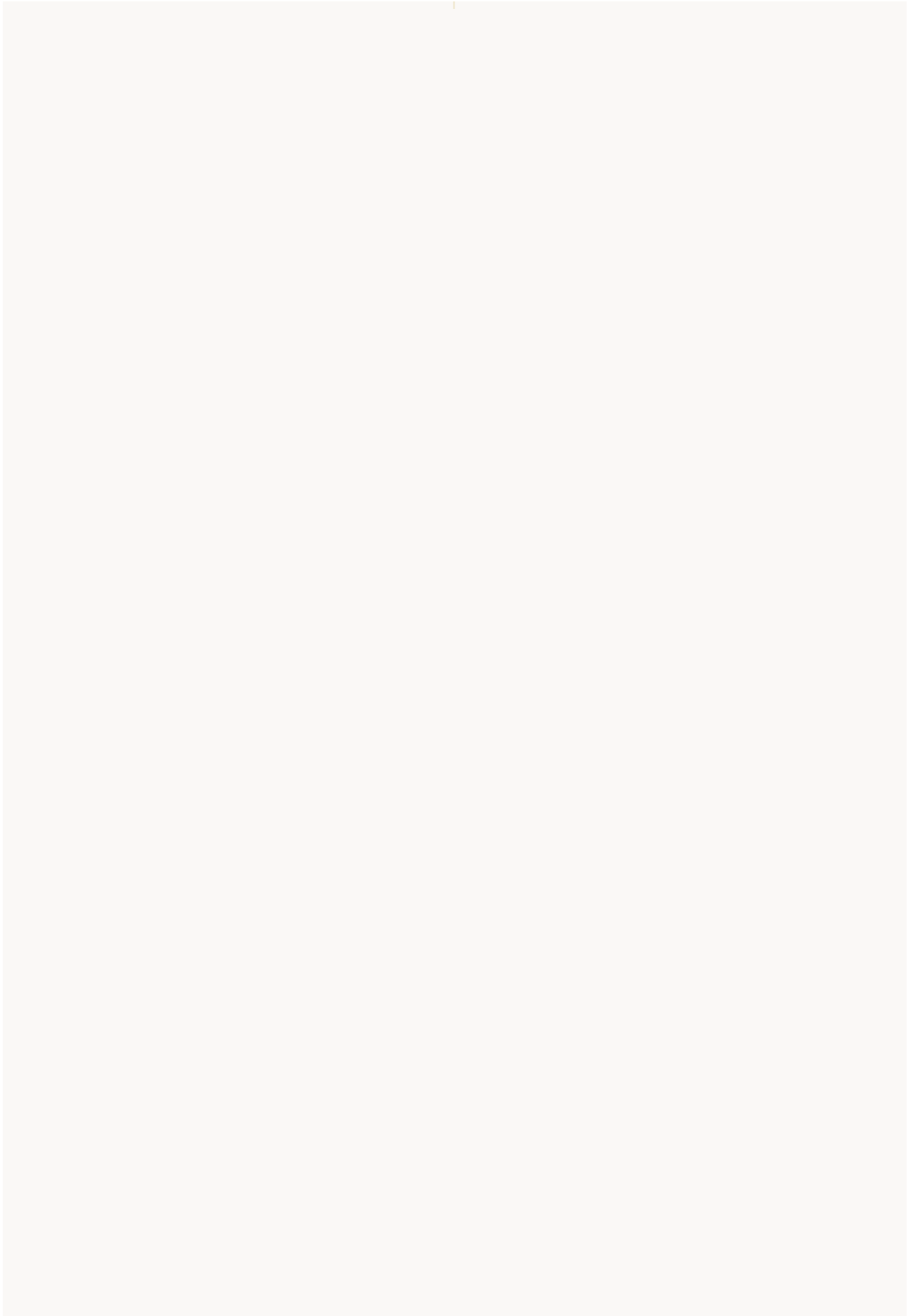
NOWHERE LAND

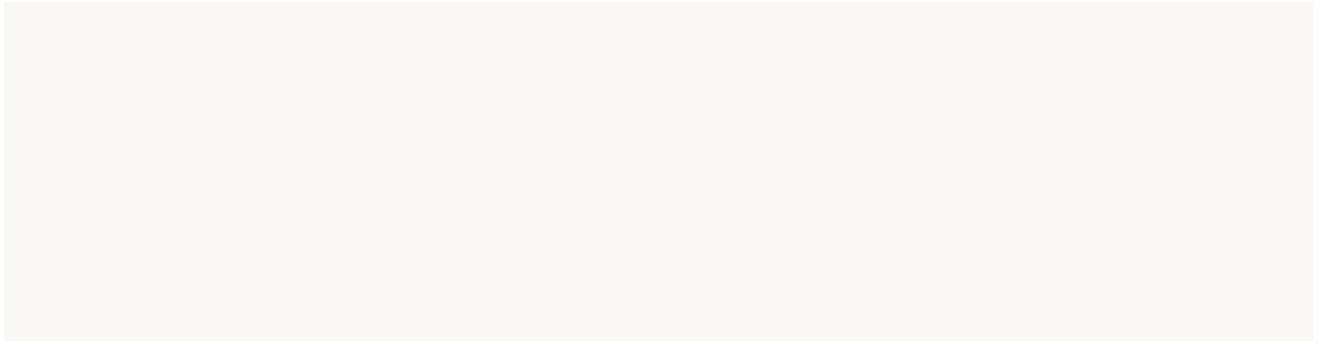
THE NULL HANDBOOK

A Tabletop Roleplaying Game of Portals, Domains, and
Mystery



Version 1.0.0





CREDITS

Game Design: Joachim Mouffron

Writing: Joachim Mouffron

Art Direction: AI-Assisted Generation & Community Contributors

Layout: Automated Professional Layout System

Editing: Community Review

Translation: Joachim Mouffron

Playtesters: The Nowhere Land Community

Special Thanks

To all the travelers who have explored the domains, tested the mechanics, and helped shape this game into what it is today.

This game is published under the Nowhere Land Open License.

www.nowhere-land.com

© 2025 Scriptale. All rights reserved.

TABLE OF CONTENTS

PART I: FOUNDATIONS

- ◆ Introduction to Nowhere Land
- ◆ The DROP System

PART II: CHARACTER

- ◆ Character Creation
- ◆ Skills
- ◆ Careers
- ◆ Backgrounds
- ◆ Essences & Drift

PART III: CONFLICT & EXCHANGE

- ◆ Combat
- ◆ Social Exchange
- ◆ The Count's Ledger

PART IV: DOMAINS & POWERS

- ◆ Domains & Portals
- ◆ Potentials
- ◆ Blessings & Curses

PART V: EXPLORATION & GEAR

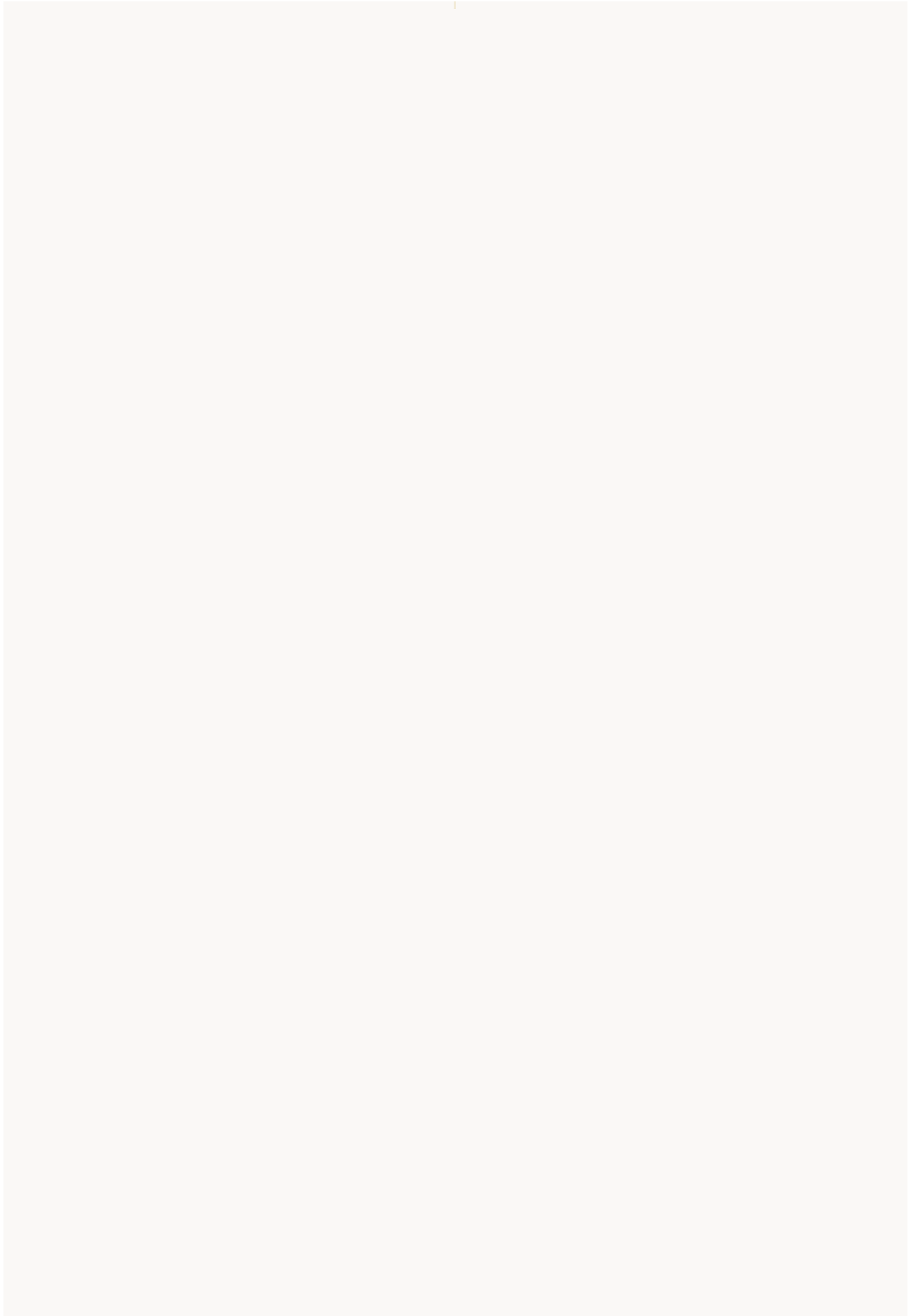
- ◆ Equipment
- ◆ Exploration
- ◆ Bastion Management

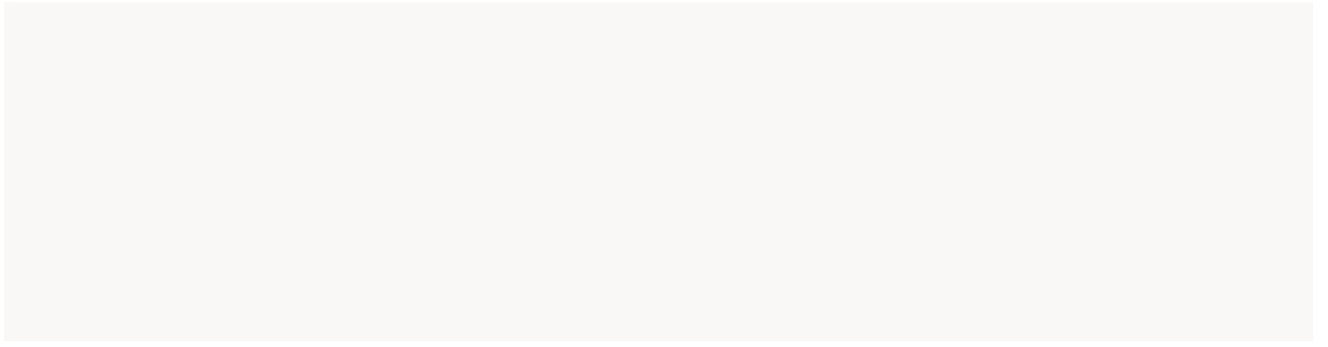
PART VI: FOR THE TRICKSTER

- ◆ Advanced Mechanics
- ◆ Environment Design
- ◆ Gamemaster Guide
- ◆ Bestiary

APPENDICES

- ◆ Appendix A: Quick Reference Tables
- ◆ Appendix B: Character Sheet
- ◆ Glossary
- ◆ Index
- ◆ Open License







PART I: FOUNDATIONS

INTRODUCTION TO NOWHERE LAND

INTRODUCTION TO NOWHERE LAND

***Example: Campaign Example:** In "There and Back Again," players are humans pulled into Nowhere Land. They awaken in *The Passage*—a liminal space—and must find portals home while navigating hostile domains, making pacts with the Count, and managing their own Bastion.*

WHAT IS NOWHERE LAND?

Nowhere Land (*Nulle Part*) is a tabletop roleplaying game set in realms between worlds—where portals open from our modern reality into infinite domains of imagination, danger, and wonder. It is the place where missing persons vanish, where Pythagoras hid, where the Bermuda Triangle leads, where dreams and nightmares take physical form.

You play as **Travelers**—people who've crossed through portals, either by accident or design. Your journey takes you through ever-shifting **Domains**, each with its own will, blessings, and curses. Navigate politics, survive hostile ecosystems, manage your own domain strongholds, and encounter the mysterious **Count**—a shapeshifting trickster who appears across all domains, always recognizable by a crown somewhere on his body.

Nowhere Land exists in the gaps between realities—a cosmic interstitial space where physics bends, time fractures, and imagination becomes tangible. Some domains mirror Earth's history; others defy all logic. Travelers walk roads made of frozen time, breathe air thick with memories, and barter with entities that predate language itself.

THE NOWHERE SYSTEM

This game uses the **NOWHERE System** (also called the **Drop System**), a universal engine for resolving challenges through tactical dice management. Unlike class-based games, characters are built as **Echoes**—flexible prototypes combining:

- ♦ **Five Essences** (Forma, Anima, Umbra, Reverie, Drift) representing body, mind, presence, imagination, and reality
- ♦ **Careers** that shape your skills and grant unique abilities
- ♦ **Potentials** (supernatural powers tied to domains)
- ♦ **Le Count's Ledger** (a meta-currency of debts and favors)

CORE RESOLUTION: THE DROP

Every action is resolved by rolling a pool of d6 dice equal to your relevant **Essence** rating. You can:

- ♦ **Sacrifice** dice to lower difficulty (certainty over risk)
- ♦ **Reach** to borrow dice from your future (desperation)
- ♦ **Push** to reroll failures (determination)
- ♦ **Upend** with Imagination to upgrade dice sizes (d6 → d8 → d10...)

WHAT MAKES THIS GAME DIFFERENT?

🌀 LIVING DOMAINS

Domains aren't just settings—they have **Willpower**, grant Blessings/Curses, and can awaken, sleep, merge, or die. Your actions reshape entire worlds.

DEBT-BASED MECHANICS

Every advantage is a loan from your future self. **Reach** for power now, but pay with weakened future rolls. Debt creates story.

THE COUNT AS SYSTEM

The Count isn't just an NPC—he's a mechanical force. His **Ledger** tracks favors and debts that drive quests, create drama, and reshape domains.

NO DEAD BUILDS

Multiple skills solve the same problem. Weak in one area? Use Imagination, Reach, or alternate approaches. Every character can contribute.

WHO IS THIS GAME FOR?

NOWHERE Land works for groups who enjoy:

- ♦ **Narrative-heavy exploration** (discovering strange worlds, solving mysteries)
- ♦ **Tactical combat** (positioning, risk management, resource depletion)
- ♦ **Political intrigue** (Bastion management, alliances, The Count's schemes)
- ♦ **Isekai/portal fantasy** (modern people in fantasy realms, culture clash)
- ♦ **Weird horror** (domains that defy logic, Lovecraftian domains)

CAMPAIGN MODES

Nowhere Land supports three distinct campaign framings, each offering unique narrative hooks and gameplay dynamics:

- ♦ **Outsiders (Les Étrangers):** You come from the real world. Whether you stumbled through a portal unknowingly, or sought Nowhere Land as a conspiracist, researcher, adventurer, or mercenary—you are new to this impossible realm. The mundane world's logic is your anchor, and every revelation shatters your understanding further. All Outsiders first arrive at *The Passage*, the liminal domain between worlds.
- ♦ **Settlers (Les Établis):** You were born in Nowhere Land, or crossed over long ago and made it your home. A new portal opening nearby, a domain's influence creeping into your territory, or whispers from The Count create your call to adventure. You understand the strange rules here—but even veterans can be surprised.
- ♦ **Travelers (Les Voyageurs):** You live between domains, wandering the impossible geography of Nowhere Land. Perhaps you're a courier for The Doctor, a merchant trading across portals, or a fugitive who can never stay in one place. You've seen wonders and horrors across a dozen domains, but every journey brings new dangers.

CHOOSING YOUR MODE

Each mode shapes the campaign's opening, the characters' relationship to Nowhere Land, and the types of stories you'll tell:

OUTSIDERS MODE

- ♦ A mysterious disappearance leads investigators to an abandoned building—and through a portal
- ♦ Online conspiracy theorists finally find proof of 'the other side' and organize an expedition
- ♦ Corporate mercenaries are hired to retrieve something from 'an alternate dimension'—no questions asked
- ♦ A support group for people with recurring dreams of impossible places discovers they're all dreaming of the same world

SETTLERS MODE

- ♦ A new portal opens near your settlement, and strange things begin emerging
- ♦ The Count requests your community's assistance—refusal is unwise
- ♦ A neighboring domain's influence is bleeding into yours, corrupting the local reality
- ♦ The Encyclopedist sends word: a critical piece of lost lore has been located in a dangerous domain

TRAVELERS MODE

- ♦ A delivery must cross three hostile domains before the next lunar shift
- ♦ You discover a route between domains that shouldn't exist—and others want to know how you found it
- ♦ The Doctor needs agents who won't be recognized in any single domain
- ♦ Something is following you through portals, getting closer each time you cross

MIXING MODES

A party can include characters from different modes. An Outsider team might encounter a Traveler guide; Settlers might host lost Outsiders. These combinations create rich inter-party dynamics and varied perspectives on Nowhere Land's strangeness.

THE PASSAGE: THE ARRIVAL DOMAIN

All Outsiders first experience **The Passage**—a liminal domain that serves as the threshold between the mundane world and Nowhere Land. Here, new arrivals are tested, transformed, and judged. Some are welcomed; others are *corrected*. The Passage has no fixed form—it manifests according to each traveler's fears, hopes, and hidden nature. See the dedicated section on *The Passage* for more details.

THE DROP SYSTEM

CORE MECHANICS: THE DROP SYSTEM

THE FIVE ESSENCES

Every character possesses five **Essences**—core attributes that define their capabilities. Four are rated from **-5 to +5**; one scales differently:

⚡ FORMA (PHYSICAL)

Your body's integrity and power. Used for Athletics, Brawl, Craft, Stealth. Damage reduces Forma. At -5, you're incapacitated.

🧠 ANIMA (MENTAL)

Your mind's coherence. Used for Lore, Insight, Survival. Stress, fear, and mental attacks reduce Anima. At -5, you break.

👤 UMBRA (SOCIAL)

Your presence and influence. Used for Persuasion, Conviction, Deception. Social defeats reduce Umbra. At -5, you're exiled.

✨ REVERIE (IMAGINATION)

Your creative potential. Ranges from **0 to 10+**. Spent to upgrade dice or establish minimums. Restored through rest and wonder.

🌀 DRIFT (REALITY)

Your anchor to the real world. Used to resist domain influences and maintain your identity. High Drift makes you more powerful but less human.

ROLLING THE DICE: THE DROP POOL

When you attempt an action with uncertain outcome, you roll a **Drop Pool** of d6 dice equal to your relevant **Essence** (modified by skills). Your goal: meet or exceed a **Target Number** (the Veil).

CONTEXT: EDGES & BANES

Situational modifiers are handled through **Context**. Instead of adding or subtracting from the total, they affect the dice pool or the Target Number:

🟢 EDGES (ADVANTAGES)

Favorable conditions (high ground, help, tools). Each Edge allows you to **reroll one die** for free, or **lower the TN by 2**.

🔴 BANES (DISADVANTAGES)

Hostile conditions (darkness, injury, pressure). Each Bane **increases the TN by 2** or **removes one die** from your pool.

THE VEIL: TARGET NUMBERS

Difficulty is measured in Veils**—barriers to success. The GM sets the difficulty based on the situation:

Difficulty	Multiplier	Example	(Forma +3)	-----
Trivial (Routine)	× 13	(auto-success)	Easy (Simple)	× 26
Moderate (Standard)	× 39	Challenging (Hard)		× 412
Daunting (Extreme)	× 515	Epic (Legendary)		× 618
Impossible	× 7+21+			

THE THREE MANEUVERS: RISK & REWARD

1. SACRIFICE (THE TITHE)

Before rolling, discard any number of dice from your pool. Each discarded die **lowers the Target Number by 4**.

Example: ##### 🗨️ *Example:*

Vesper (Forma +5) needs to climb a sheer cliff (TN 20, Epic difficulty). She Sacrifices 3 dice, lowering TN by 12 to 8. Rolling her remaining 2d6, she gets a 4 and a 6—total 10, success! She climbs slowly but surely.

📖 NARRATIVE INTERPRETATION:

You take extra time, use perfect technique, expend resources, or apply meticulous care. Sacrifice represents *certainty* over risk—trading potential for reliability.

2. REACH (THE DEBT)

Borrow dice from your future. Add extra dice to your current roll, but subtract them from your *next* roll using the same Essence (debt accumulates if you Reach again).

- ✓ Add +1d6 now, lose -1d6 later (can Reach multiple times)
- ✓ Debt carries over to subsequent rolls if needed
- ⚠️ **Critical Risk:** Any 1 rolled on a Reached die inflicts a **Wound** (Forma), **Fracture** (Anima), or **Scar** (Umbra)

Example: ##### 🗨️ *Example:*

Corvus (Anima +2) attempts to decode a cipher (TN 12). He Reaches for 2 extra dice, rolling 4d6 total. Result: 3, 5, 6, 1. Total 15—success! But the 1 on a Reached die inflicts a **Fracture** (mental strain). His next Anima check uses only 0 dice (2 - 2 debt = 0), forcing him to Reach again or auto-fail.

⚠️ NEGATIVE ESSENCE PENALTY:

If your Essence is **negative** (-1 to -5), you may only Reach for **1 die total** per check, each Reach **costs 1 Wound/Fracture/Scar upfront**, and you cannot Reach on your next check.

3. PUSH (THE ECHO)

After rolling, reroll any number of non-1 dice. You may Push dice equal to your **original Essence** (minimum 1).

- ✓ Cannot reroll 1s (they're locked failures)
- ✓ Cannot Push after Reaching on the same roll
- ⚠️ **Debt:** After Pushing, you cannot Reach on your next Essence check

Example: ##### 🗨️ *Example:*

Bram (Forma +4) attacks with a sword (TN 16). Roll: 2, 3, 4, 6 = 15 (failure). He Pushes 3 dice (rerolling the 2, 3, 4), getting 5, 5, 1. New total: 5 + 5 + 1 + 6 = 17—success! But his next Forma check cannot use Reach.

REVERIE: THE ARCHITECT'S GIFT

IMAGINATION INFUSION

Spend **Reverie** points to manipulate reality itself. Two options:

✨ UPEND (DIE ESCALATION)

Spend 1+ Reverie to upgrade a die's size: **d6 → d8 → d10 → d12 → d16 → d20 → d24 → d30 → d36 → d50 → d100**

🔵 FORTIFY (MINIMUM RESULTS)

Spend Reverie to establish a die's minimum result: **1 point = minimum 2, 2 points = minimum 3, ... 10 points = minimum 11**

⚠️ RESTRICTION:

Cannot combine Reverie with Reach or Push. Imagination requires focus—no desperate tactics allowed.

EXPLODING DICE: ECHO SURGE

When you roll a natural **6** on any die, it **explodes**—roll it again and add the result. This happens **only once per die** (no infinite loops).

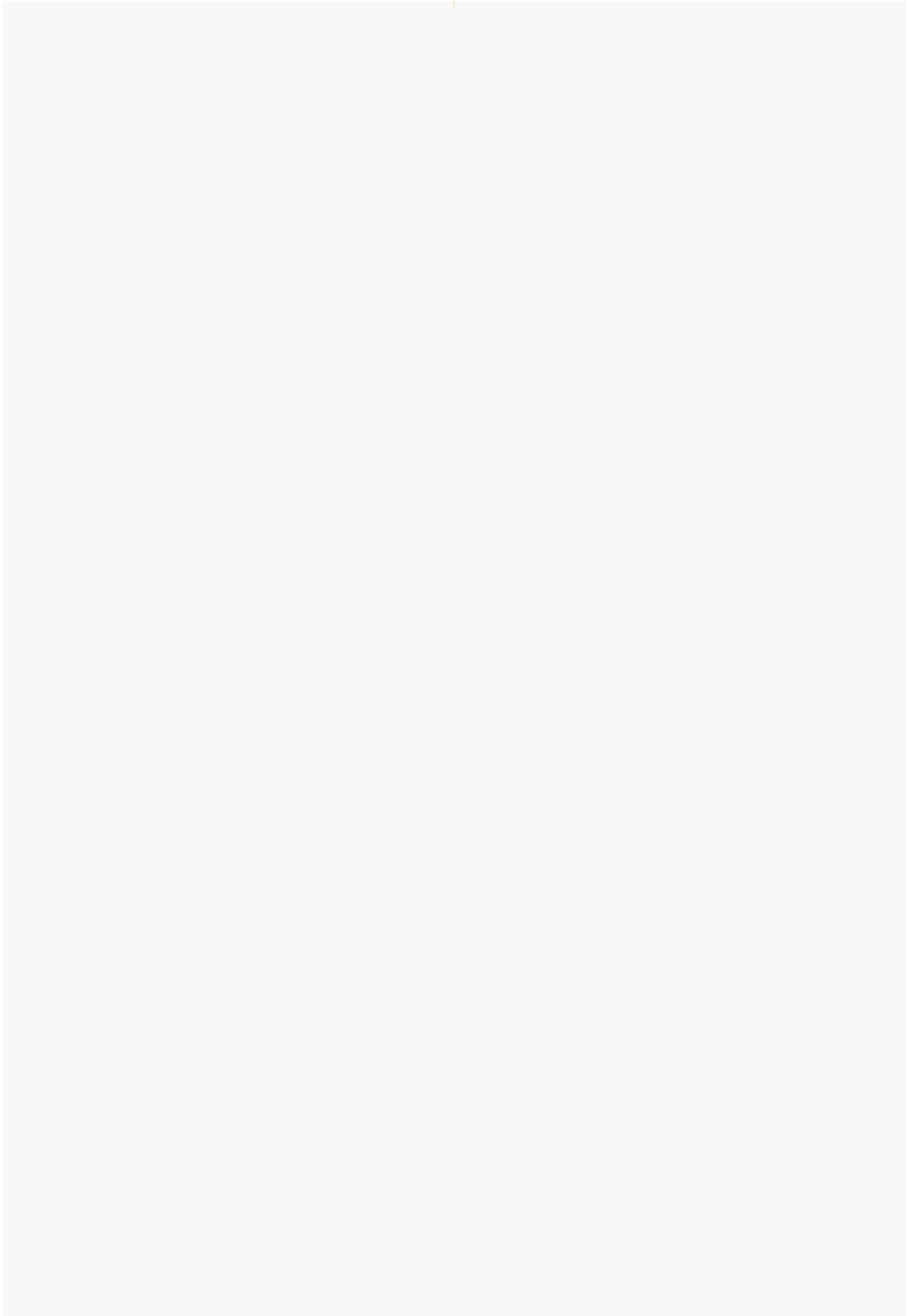


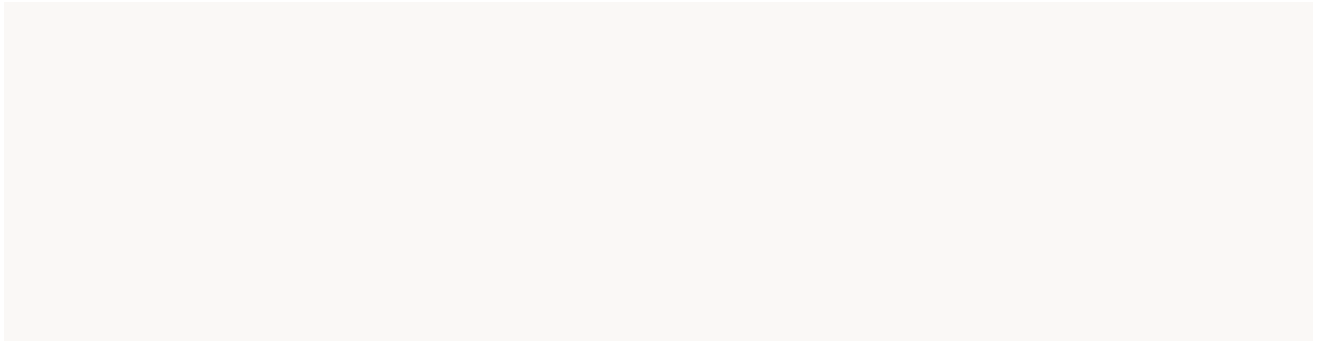
Note: Balance Note: Exploding 6s give negative-Essence characters a fighting chance. A lucky 6+6=12 can turn the tide!



QUICK REFERENCE: RESOLUTION FLOW

- ◆ 1. GM sets Difficulty (Veil) based on task
- ◆ 2. Player decides: Sacrifice dice? (Lower TN by 4/die)
- ◆ 3. Player decides: Reach for extra dice? (Risk Wounds on 1s)
- ◆ 4. Player decides: Spend Reverie? (Upend or Fortify)
- ◆ 5. Roll remaining dice, check for explosions (6s)
- ◆ 6. Player decides: Push to reroll non-1s?
- ◆ 7. Compare total to TN: Meet/exceed = success!
- ◆ 8. Apply consequences: Reach debt, Push restrictions



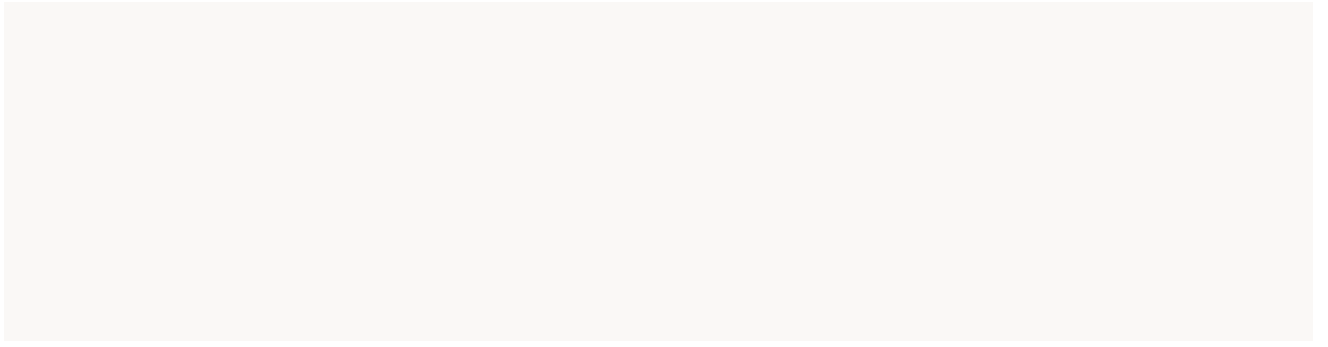




PART II: CHARACTER

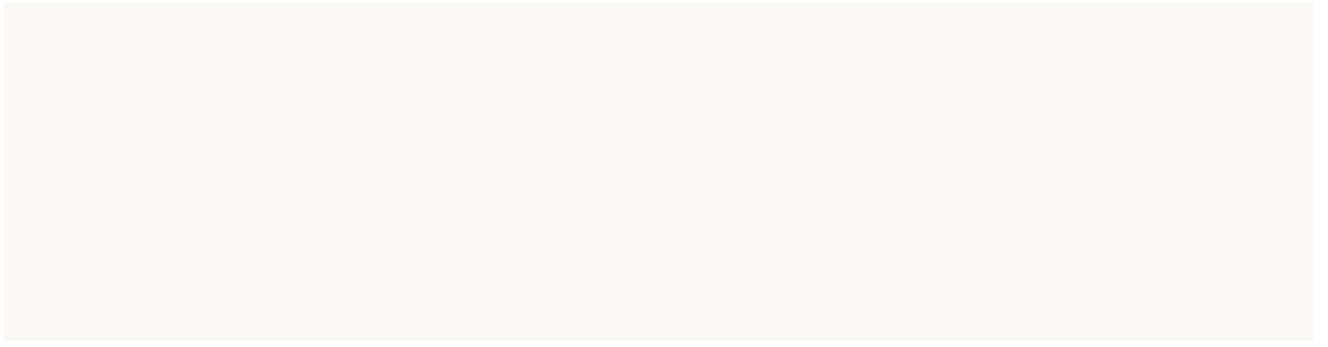
CHARACTER CREATION

Character Creation



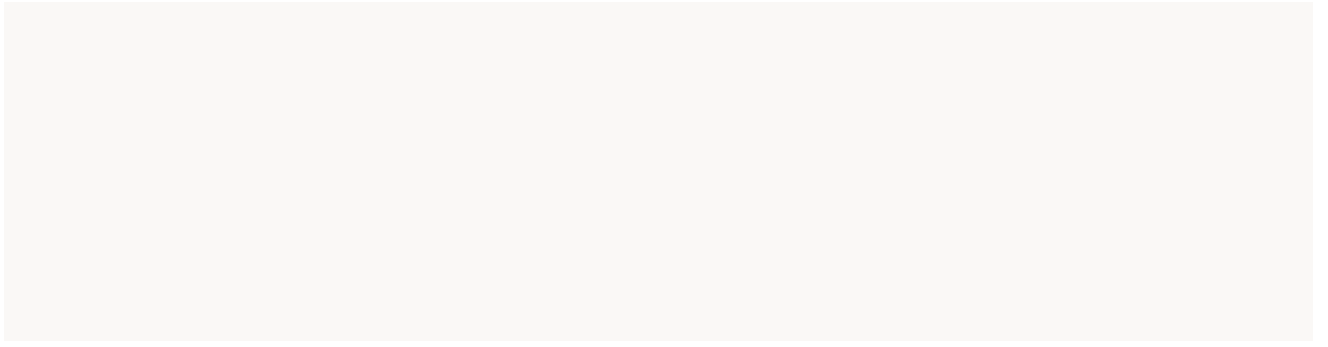
SKILLS

Skills



CAREERS

Careers



BACKGROUNDS

CHARACTER BACKGROUNDS

Your background defines who your character was before crossing into Nowhere Land, and shapes their initial skills, fears, loves, and starting equipment.

THE LOST SCHOLAR

A Scholar seeks forbidden knowledge to uncover the secrets of the domains.

You wandered too deep into the restricted section of an ancient library, and a book opened a door you couldn't close.

- ♦ **Fear:** Ignorance and forgotten truths
- ♦ **Love:** Ancient texts and hidden wisdom

THE CURIOUS INVESTIGATOR

An Investigator follows threads of mystery to their inevitable conclusion.

A missing person case led you down an alley that shouldn't exist.

- ♦ **Fear:** Unsolved mysteries and loose ends
- ♦ **Love:** The moment when everything clicks into place

THE RUNAWAY DREAMER

A Dreamer escapes reality to shape the world through imagination.

Reality was too harsh, too demanding. Night after night, your dreams grew more vivid.

- ♦ **Fear:** Waking up to find it was all a dream
- ♦ **Love:** The impossible made real

THE VISIONARY ARTIST

An Artist channels inspiration into reality-bending creations.

Your art always had something extra. Colors that shouldn't exist, sounds that lingered too long.

- ♦ **Fear:** Creative block and mundanity
- ♦ **Love:** Beauty that defies explanation

THE ACCIDENTAL TOURIST

A Tourist finds the wrong doors to explore places they shouldn't be.

You were just trying to find the bathroom at a strange party, but the door led somewhere impossible.

- ♦ **Fear:** Being permanently lost
- ♦ **Love:** The thrill of the unexpected

THE ETERNAL WANDERER

A Wanderer follows roads that others cannot see.

You've been walking the hidden paths between worlds for so long, you've forgotten which one you started in.

- ♦ **Fear:** Being trapped in one place
- ♦ **Love:** The road ahead

THE COUNT'S COLLECTOR

A Collector hunts cosmic debts to pay off their own impossible price.

You made a deal with the Count when you were desperate — maybe for love, power, or revenge.

- ♦ **Fear:** The day your own debt comes due
- ♦ **Love:** The satisfaction of a debt collected

THE SWORN GUARDIAN

A Guardian protects what matters most, no matter the cost.

You swore an oath to protect something precious—a person, a place, a secret.

- ♦ **Fear:** Failing those who depend on you
- ♦ **Love:** The weight of duty fulfilled

THE SURVIVOR

A Survivor escapes the unspeakable to endure against all odds.

Something terrible happened—a war, a disaster, an apocalypse in miniature.

- ♦ **Fear:** The past catching up
- ♦ **Love:** Another sunrise

THE BROKEN SOLDIER

A Soldier seeks escape from the wars that broke them.

The war is over—or maybe it never ends. You've seen too much, done things you can't forget.

- ♦ **Fear:** Becoming the monster you fought
- ♦ **Love:** Moments of peace

DOMAIN BORN

A Native calls Nowhere home to survive in a land that defies logic.

You were born here, in a domain that defies outside understanding. You've never seen the 'real world.'

- ♦ **Fear:** The outside world and its rigid rules
- ♦ **Love:** The familiar strangeness of home

THE FLUX-TOUCHED

A Flux-Touched was shaped by the raw chaos between domains.

You were born during a domain collision, touched by the raw Flux. Reality bends around you naturally.

- ♦ **Fear:** Losing control completely
- ♦ **Love:** The rush of power flowing through you

THE DOMAIN CHILD

A Child grows up in a world that defies explanation.

The impossible is your normal. You play in gravity wells and make friends with echoes.

- ♦ **Fear:** Growing up and losing wonder
- ♦ **Love:** New discoveries and adventures

THE COUNT'S SERVANT

A Servant knows the Count's will and carries out his designs.

You were born into service, raised in the Count's Domain. You know the rules of debt and credit.

- ♦ **Fear:** The Count's displeasure
- ♦ **Love:** Order and balance in all things

THE ORIGINAL PORTAL

An Original was among the first to cross between worlds.

You came through when the portals were new, when Nowhere Land was still a rumor in the real world.

- ♦ **Fear:** Forgetting who you once were
- ♦ **Love:** Stories of both worlds

THE LONG LOST

The Long Lost disappeared from their world long ago.

In your world, you've been missing for years. Search parties were called off. Memorials were held.

- ♦ **Fear:** Being found and forced to return
- ♦ **Love:** The freedom of a second chance

THE EXILED NOBLE

A Noble lost everything and fled to Nowhere Land.

Your house fell, your title stripped, your name a curse in polite society.

- ♦ **Fear:** Being truly ordinary
- ♦ **Love:** The memory of power

THE HUNTED CRIMINAL

A Criminal fled to a realm where earthly laws cannot reach.

They were closing in. The evidence was solid. The sentence would be harsh. So you ran.

- ♦ **Fear:** Someone from your past finding you
- ♦ **Love:** The thrill of getting away with it

THE MERCHANT OF LIES

A Merchant deals in things that shouldn't exist.

You've always had a talent for selling people exactly what they wanted to hear.

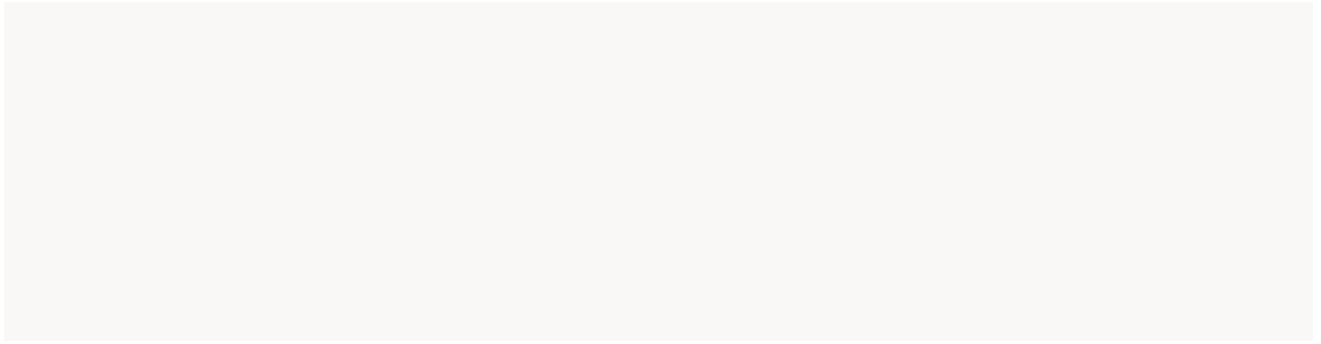
- ♦ **Fear:** Being caught in a lie too big to escape
- ♦ **Love:** The perfect con

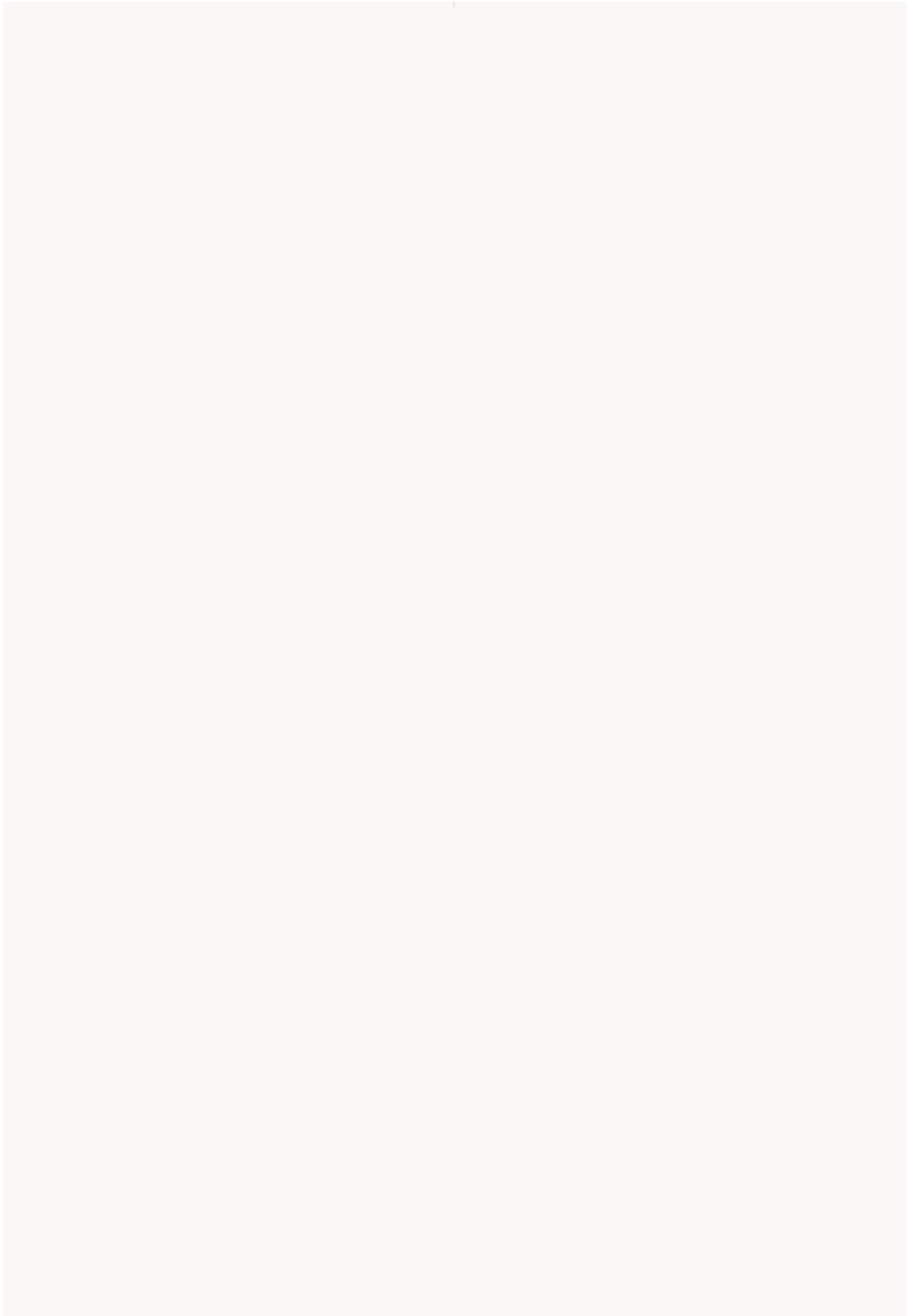
CUSTOM

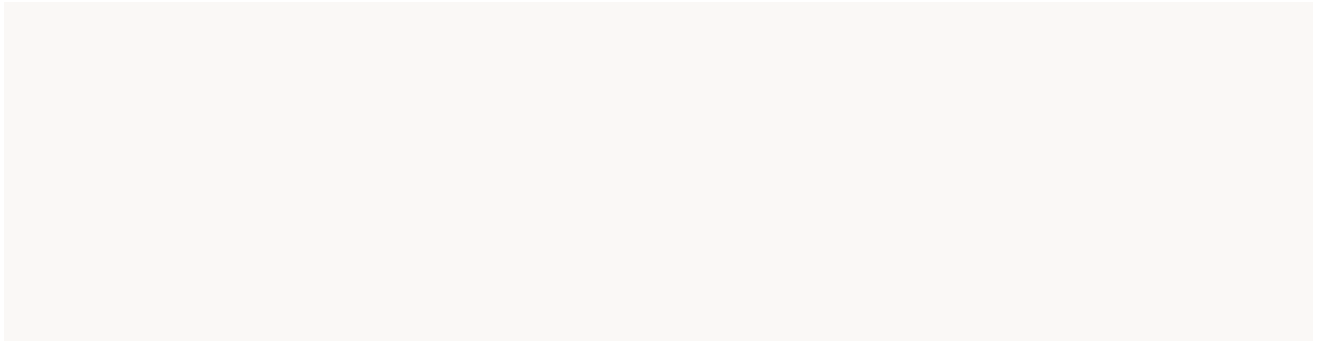
Write your own story

ESSENCES & DRIFT

ESSENCES & DRIFT MECHANICS









PART III: CONFLICT & EXCHANGE

COMBAT

COMBAT

POTENTIALS

Supernatural powers, domain magic, and reality-bending abilities in Nowhere Land.

POTENTIALS OVERVIEW

ACQUIRING POTENTIALS

USING POTENTIALS

DOMAIN POTENTIALS

UNIVERSAL POTENTIALS

TAINTED POTENTIALS

CORRUPTION & OVERUSE

LEGENDARY POTENTIALS

WHAT POTENTIALS DO

- ◆ **Bend Reality:** Teleport, phase through walls, manipulate elements, commune with domain entities
- ◆ **Enhance Abilities:** Superhuman strength, perfect memory, predictive insights
- ◆ **Access Domain Powers:** Channel a domain's Willpower to create effects aligned with its nature
- ◆ **Cost Reverie:** All Potentials require spending Reverie—your connection to dreams and possibilities

WHY "POTENTIALS"?

They're not magic—they're *potential realities* brought into existence. In Nowhere Land, reality is negotiable. Potentials are what happens when you negotiate hard enough.

ACQUIRING POTENTIALS

Potentials aren't learned like skills. They're **awakened** through exposure to domains, pacts, trauma, or enlightenment.

THROUGH BLESSING ACCUMULATION

When you accumulate **3 Blessings** from a single domain (or achieve a Paradigm Shift at 5 Blessings), you may awaken a Potential tied to that domain's Willpower.

***Example:** Example: After gaining 3 Blessings in The Verdant Tangle (jungle domain), you awaken Verdant Step—the ability to teleport between plants.*

THROUGH PACTS WITH ENTITIES

Genii, domain spirits, or The Count may grant Potentials in exchange for service, debt, or sacrifice. These Potentials come with **strings attached**.

***Example:** Example: A Genie grants you Firestorm in exchange for a year of service. If you betray the pact, the Potential turns Tainted.*

THROUGH TRAUMA OR ENLIGHTENMENT

Surviving near-death, witnessing paradoxes, or achieving spiritual breakthroughs can awaken latent Potentials. Test **Anima** (TN 20) during such moments. On success, awaken a Universal Potential.

***Example:** Example: You watch a domain die, collapsing into The Null. Test Anima TN 20—success! You awaken Null Walk, able to enter The Null safely.*

THROUGH STUDY OR RITUAL

Characters with **Arcane Resonance** +7 or higher can attempt to learn Potentials through research, meditation, or ritual. Requires 1 month of study + test Arcane Resonance (TN 20). On success, awaken a Universal Potential of Trickster's choice.

POTENTIALS ARE RARE

Most NPCs have 0-1 Potentials. Heroes who survive to campaign's end might have 3-5. They're not D&D spells—each should feel significant, earned, and narratively meaningful.

USING POTENTIALS

Activating a Potential requires spending **Reverie** and, often, making a check.

ACTIVATION RULES

- ♦ **Action:** Using a Potential takes 1 action (unless specified otherwise)
- ♦ **Cost:** Spend Reverie as listed (typically 1-3)
- ♦ **Check:** Some Potentials require a test (usually Arcane Resonance or a relevant skill). TN depends on the effect's power.
- ♦ **Failure:** If check fails, Reverie is still spent—but the effect doesn't occur (or misfires at Trickster's discretion).
- ♦ **Limits:** You can use each Potential once per scene unless specified. Some are once per session or once per arc.

REVERIE AS FUEL

Reverie represents your connection to dreams, imagination, and Nowhere Land itself. Most PCs have 3-6 Reverie. Spending it all leaves you tethered to mundane reality—unable to bend the world. Manage it like hit points, but for magic.

DOMAIN POTENTIALS

Domain Potentials are tied to specific domains. They reflect that domain's Willpower, ecosystem, and nature. You can only use them while *inside that domain* or within 1 mile of its portals.

- ♦ **Verdant Step:** You teleport from one plant (tree, bush, vine) to another within 60 ft. Both must be Large-sized or bigger.
- ♦ **Firestorm:** Summon a whirlwind of flame in a 20 ft radius. All creatures inside take 3 Wounds (no roll—automatic damage). You are immune.
- ♦ **Frozen Time:** Freeze one creature in place for 1 minute. They cannot move, act, or perceive time passing. You can move them (they're solid ice).
- ♦ **Shadow Walk:** Step into shadows and become incorporeal for 1 minute. You can pass through solid objects (except light sources) and are invisible in darkness. You cannot attack or be attacked.
- ♦ **Domain Communion:** Speak directly to the domain's Willpower. Ask one yes/no question or request guidance. The domain answers truthfully—but not necessarily helpfully.
- ♦ **Blessing Surge:** Amplify one of your Blessings by +2 levels for one scene. If you have "Verdant Growth" at +2, it becomes +4 temporarily.

DOMAIN-LOCKED POWERS

Domain Potentials work *only* in their home domain (or near portals to it). If you leave, the power fades. This keeps Potentials balanced and reinforces domain identity.

UNIVERSAL POTENTIALS

Universal Potentials work anywhere—real world, Nowhere Land, inside any domain. They're rarer and often tied to personal enlightenment or The Count's gifts.

- ◆ **Traveler's Leap:** Teleport up to 30 ft to a location you can see. Works anywhere, anytime.
- ◆ **Null Walk:** Enter The Null intentionally and navigate it safely for 1 hour. You can traverse between domains using The Null as a shortcut (bypassing portals).
- ◆ **Resonance Sight:** For 10 minutes, you see the "threads" of reality: Blessings, Curses, exaltations, portals, and domain boundaries glow with colored auras. You can identify them on sight.
- ◆ **Mind Palace:** Perfectly recall any memory you've experienced or information you've learned. Alternatively, share a memory with another person by touching them (they see/feel/hear it as you did).
- ◆ **Thread Severance:** Sever a supernatural connection: break attunement to an exaltation, end a Blessing or Curse (yours or an ally's), or close a portal for 24 hours.
- ◆ **Paradox Anchor:** Stabilize reality in a 30 ft radius for 1 hour. Domain shifts, reality tears, and involuntary teleportation are suppressed. Portals cannot form in this area.

CUSTOM POTENTIALS

Work with your Trickster to design Potentials tied to your character's story. Witnessed a friend's death? Awaken *Death's Echo* (speak to the recently deceased). Survived a paradox? Gain *Probability Shift* (reroll any die once per scene). Make them personal.

TAINTED POTENTIALS

Tainted Potentials are corrupted powers—gifts from malevolent entities, results of overuse, or abilities gained through terrible sacrifices. They are more powerful but come with **severe drawbacks**.

- ◆ **Bloodfire (Tainted):** Ignite your blood. Your attacks deal +2 Wounds (fire damage) for 1 minute. You glow with crimson flame—impossible to hide, enemies prioritize you.
- ◆ **Soul Rend (Tainted):** Touch a creature and tear its soul. Deal 5 Wounds (ignores armor). It must test Anima (TN 16) or gain 2 Fractures. You gain 1 Fracture automatically.
- ◆ **Flesh Weaving (Tainted):** Reshape your flesh or another's. Heal 1d6 Wounds, change appearance, or grow claws (+1 damage).

HOW POTENTIALS BECOME TAINTED

- ◆ **Overuse:** Using the same Potential 3+ times in a session without rest
- ◆ **Pact Betrayal:** Breaking a pact with the entity that granted it
- ◆ **Corruption:** Accumulating 5+ Fractures while possessing a Potential
- ◆ **Cursed Awakening:** Gaining a Potential through dark ritual, sacrifice, or consuming forbidden knowledge

TAINTED POTENTIALS ARE FAUSTIAN BARGAINS

They offer immense power—but destroy you over time. Use them as a last resort, for narrative climaxes, or as villain abilities. If a PC uses one regularly, start tracking their corruption arc.

CORRUPTION & OVERUSE

Using Potentials too frequently or recklessly can lead to **corruption**—your body and mind warping from channeling too much Willpower.

CORRUPTION RULES

- ◆ Whenever you use a Potential 3+ times in a session, test **Anima** (TN 12 + number of uses beyond 2). Failure: gain 1 Fracture.
- ◆ **Example:** You used *Traveler's Leap* 5 times today. Test Anima TN 15 (12 + 3). Failure: 1 Fracture due to reality warping your mind.
- ◆ At **5 Fractures**, test Anima (TN 16) or one of your Potentials becomes **Tainted** (The Trickster chooses which).
- ◆ At **10 Fractures**, you are **Lost**—consumed by Nowhere Land, becoming an NPC or monster (character retired).

MANAGING CORRUPTION

Rest heals Fractures slowly (1 per long rest in safe places). Alternatively, seek domain healers, The Count's favor, or rituals to cleanse corruption. Don't spam Potentials—they are tools, not D&D cantrips.

POTENTIELS LÉGENDAIRES

Les **Potentils Légendaires** sont des pouvoirs définissant la campagne—artefacts du Comte, dons de Génies mourants ou capacités éveillées au climax des arcs. Ils sont utilisables une fois par arc ou par campagne et remodelent la réalité.

- ◆ **Réécriture de Réalité:** Réécrivez un événement survenu dans la session actuelle. Annulez une mort, inversez un choix, changez le résultat d'un jet. La chronologie change—tout le monde se souvient des deux versions.
- ◆ **Naissance de Domaine:** Créez un nouveau domaine à partir de rien. Définissez sa Volonté (max 3), son écosystème, 3-5 exaltations et Bénédiction/Malédiction. C'est le vôtre—vous êtes son premier Génie.
- ◆ **Ascension:** Devenez un Génie—immortel, lié à un domaine, maniant sa pleine Volonté. Vous gagnez tous les Potentiels de Domaine de ce domaine. Mais vous ne pouvez jamais partir. Vous faites partie de Nowhere Land pour toujours.

POTENTIELS LÉGENDAIRES COMME MOMENTS D'HISTOIRE

Ne les verrouillez pas—offrez-les comme récompenses climatiques. *Réécriture de Réalité* sauve le groupe d'un TPK. *Naissance de Domaine* est l'épilogue de la campagne. *Ascension* est la fin douce-amère où un héros se sacrifie pour devenir légende.

SEE ALSO

- ◆ Skills - Arcane Resonance and Domain Weaving for using Potentials
- ◆ Character Creation - Reverie, Fractures, and starting Potentials
- ◆ Domains & Portals - How domain Willpower interacts with Potentials
- ◆ The Count's Ledger - Gaining Potentials through pacts
- ◆ Advanced Mechanics - Designing custom Potentials

CHARACTER CREATION

STEP 1: CONCEPT & IDENTITY

Start with the basics: **Name**, **Gender**, **Age**, and a brief **Concept**. Your concept should capture your character's role in one sentence.

- ◆ "A disillusioned historian searching for Atlantis"
- ◆ "A runaway teen who fell into a subway portal"
- ◆ "An exiled noble from a dying domain"

AGE MATTERS

Your age determines your starting **Careers**, **Reverie**, and **Essences**. Choose one:

YOUTH (15-25)

- ◆ • 2-3 Careers
- ◆ • +5 Reverie
- ◆ • -1 Forma (growing)

PRIME (26-45)

- ♦ • 4 Careers
- ♦ • +2 Reverie
- ♦ • No modifiers

ELDER (46+)

- ♦ • 5-6 Careers
- ♦ • +0 Reverie
- ♦ • -1 Forma, -1 Anima

STEP 2: DEFINE YOUR ESSENCES

Choose a method to determine your **Forma**, **Anima**, and **Umbra** (-5 to +5 each):

METHOD A: POINT BUY

You have **15 points** to distribute. Costs:

- ♦ • +1 Essence = 2 points
- ♦ • 0 Essence = 0 points
- ♦ • -1 Essence = refund 1 point

METHOD B: RANDOM ROLL

Roll **4d6**, **drop lowest** for each Essence. Subtract 10, divide by 2 (round down). Range: -4 to +4.

METHOD C: ARCHETYPES

Choose a pre-built template:

- ♦ **Everyman**: +2/+1/0, 0 Reverie
- ♦ **Specialist**: +4/0/-2, 1 Reverie
- ♦ **Balanced**: +2/+2/-2, 2 Reverie
- ♦ **Dreamer**: 0/0/0, 5 Reverie, +1 Career

STEP 3: INVEST CAREER POINTS

Career Points represent the life experience you bring to Nowhere Land. Unlike simple career slots, career points allow for nuanced character building inspired by Traveller, Barbarians of Lemuria, and Warhammer Fantasy.

 **Note:** Fresh but eager

 **Note:** Peak experience

 **Note:** A lifetime of learning

CAREER TYPES & COSTS

Careers are divided into three tiers based on narrative complexity and power:

STANDARD CAREERS (1 POINT)

HIGH CAREERS (2 POINTS)

MINOR CAREERS (½ POINT)

EXAMPLE BUILDS

CAREER SPECIAL ABILITIES

Each career grants a signature ability usable **once per rest**. These represent professional expertise that goes beyond simple skill bonuses:

 **Note:** See the full Careers list for complete special ability descriptions.

SAMPLE CAREERS

 **DRIFTER** (STANDARD: 1 POINT)

 **SCHOLAR** (HIGH: 2 POINTS)

 **SENTINEL** (STANDARD: 1 POINT)

 **GAMBLER** (MINOR: ½ POINT)

STEP 4: DISTRIBUTE SKILL LEVELS

Your Careers grant starting skill levels. Distribute any extra points from your age category.

CAREERS

- ♦ Survival
- ♦ Subterfuge
- ♦ Lore
- ♦ Investigation
- ♦ Martial Prowess
- ♦ Tactics
- ♦ Craft
- ♦ Perception
- ♦ Mendacity
- ♦ Persuasion
- ♦ Occult
- ♦ Willpower

EXAMPLE CUSTOM CAREER:

CREATING CUSTOM CAREERS

Work with your GM to define:

- ♦ 1. Two Signature Skills
- ♦ 2. One Boon (a minor mechanical advantage)
- ♦ 3. One Burden (a narrative or mechanical flaw)

SKILLS

PHYSICAL SKILLS (FORMA)

MENTAL SKILLS (ANIMA)

SOCIAL SKILLS (UMBRA)

Example: Maya has Athletics 3 with a specialization in Climbing. When climbing a cliff face, she rolls her Forma dice + 3 (Athletics) + 1 (specialization) = Forma +4 dice total.

SKILL LEVEL REFERENCE

No formal training, rely on natural ability Basic understanding, can handle simple tasks Competent practitioner, reliable in most situations Professional level, can specialize Master of the craft, few can match Peerless, capable of feats others think impossible

SEE ALSO

SOCIAL EXCHANGE

SOCIAL COMBAT OVERVIEW

Social Exchange treats social interactions as structured encounters, similar to combat but with different stakes: **Disposition** instead of Wounds, **influence** instead of damage, **Scars** (social trauma) instead of physical injury.

WHEN TO USE SOCIAL EXCHANGE

- ♦ The outcome is uncertain and both success and failure are interesting
- ♦ The NPC has strong opinions, goals, or resistance
- ♦ Multiple approaches are possible (logic, emotion, trust, lies)
- ♦ The consequences matter (alliances, information, betrayal)

DISPOSITION SYSTEM

DISPOSITION SCALE

STARTING DISPOSITION

When you first encounter an NPC, the Trickster sets their starting Disposition:

- ♦ **Default:** 0 (Neutral) for most NPCs
- ♦ **Reputation:** ±1 to ±3 based on your reputation, domain Blessings/Curses, or past actions
- ♦ **Context:** Enemy factions start at -2 to -4; allied factions at +1 to +3
- ♦ **Careers:** Some careers (Partisan Diplomat, Asylum-Born) modify starting Disposition

THE FOUR PATHS OF INFLUENCE

PERSUASION (LOGIC)

- ♦ Ineffective against emotional or irrational NPCs
- ♦ Can come across as cold or manipulative if overused
- ♦ Doesn't create deep bonds

CONVICTION (PASSION)

- ♦ Alienates moderates or rational thinkers
- ♦ Creates all-or-nothing outcomes (fervent ally or bitter enemy)
- ♦ Can escalate to violence if misused

SINCERITY (TRUST)

- ♦ **Cannot be used after Mendacity on the same target** (trust is broken)
- ♦ Ineffective against cynical or hardened NPCs
- ♦ Requires genuine vulnerability (can't be faked without Mendacity)
- ♦ If they discover you lied later, Disposition plummets to -3 or worse

MENDACITY (DECEPTION)

- ♦ **Contested by Insight:** Target can test to detect your lie
- ♦ **Blocks Sincerity:** Once you've lied to someone, you can't use Sincerity on them again
- ♦ Builds paranoia—even if you succeed, they may doubt you later
- ♦ Discovery can create permanent enemies

EXAMPLE SOCIAL EXCHANGES

EXAMPLE 1: THE MERCHANT'S DEAL

EXAMPLE 2: INTERROGATION UNDER PRESSURE

BASTION MANAGEMENT

BASTION OVERVIEW

Bastions are player-controlled strongholds that provide safe havens, generate resources, and serve as narrative anchors. They can be anything from a fortified tower to a thriving town.

WHAT BASTIONS PROVIDE

- ♦ **Safe Rest:** Full recovery without encounter checks
- ♦ **Resource Generation:** Gain supplies, coin, or specialized goods
- ♦ **Political Influence:** Negotiate with domains from a position of strength
- ♦ **Story Hub:** NPCs, quests, and domain events center around your Bastion

ESTABLISHING A BASTION

To establish a Bastion, you need: a suitable location, initial resources, and permission from the domain (or the strength to claim it by force).

STEP 1: CHOOSE LOCATION

Near a portal, resource-rich area, or strategic chokepoint. Trickster determines suitability and initial threats.

STEP 2: NEGOTIATE OR CONQUER

Use Social Exchange to negotiate with domain entities (TN = Willpower × 4) or clear the area by force. Either way, achieve Disposition +2 minimum.

STEP 3: INVEST RESOURCES

500 silver minimum + 1 month downtime. Hire workers, gather materials, construct core buildings.

STEP 4: DEFINE STATS

Set starting values: Population 1, Prosperity 1, Stability 1, Threat 0.

RESOURCE MANAGEMENT

Bastions are tracked with four core resources: **Population, Prosperity, Stability, and Threat.**

ResourceRangeEffect ----- Population0-5Number of residents. Determines workforce, defense, and project capacity. Prosperity0-5Economic wealth. Generates silver per season, enables trade projects. Stability0-5Social cohesion. Prevents revolts, improves morale, enables governance. Threat0-5Danger level. At 3+, trigger crisis events. At 5, Bastion is destroyed.

RESOURCE BENEFITS

POPULATION BENEFITS

- ♦ Pop 1: Can complete 1 project per season
- ♦ Pop 2: Militia (10 guards), market established
- ♦ Pop 3: Can complete 2 projects per season, attract specialists
- ♦ Pop 4: Town status, establish laws and governance
- ♦ Pop 5: City status, political power in domain

PROSPERITY INCOME (PER SEASON)

- ♦ Pros 1: 100 silver
- ♦ Pros 2: 250 silver
- ♦ Pros 3: 500 silver + 1 trade good
- ♦ Pros 4: 1,000 silver + 2 trade goods
- ♦ Pros 5: 2,500 silver + 5 trade goods (wealthy city)

BASTION PROJECTS

Projects improve your Bastion. Each takes 1 season (3 months) and costs resources.

DOMAIN RELATIONS

Your Bastion exists within (or adjacent to) domains. Managing relationships is crucial for survival and prosperity.

DOMAIN DISPOSITION

Track Disposition with each nearby domain separately (-5 to +5). This affects trade, threats, and Blessings/Curses affecting your Bastion.

THREATS & EVENTS

At the end of each season, roll on the Event Table. Higher Threat increases negative event chances.

SEASONAL EVENT TABLE (1D6 + THREAT)

CRISIS TABLE (1D6)

SEASONAL TURNS

Bastion management happens on a seasonal timescale (3 months = 1 turn). Between adventures, resolve one seasonal turn.

SEASONAL TURN SEQUENCE

- ♦ **1. Collect Income** - Gain silver based on Prosperity level.
- ♦ **2. Resolve Projects** - Complete any ongoing projects (1-2 per season depending on Population).
- ♦ **3. Roll Event** - 1d6 + Threat. Consult Seasonal Event Table.
- ♦ **4. Adjust Resources** - Apply event results. If Stability < 1, risk revolt (-1 Population). If Threat ≥ 5, Bastion destroyed.
- ♦ **5. Plan Next Season** - Choose new projects, assign resources, prepare for threats.

MULTI-DOMAIN MECHANICS

THE COSMIC WEB

DOMAIN CLUSTERS

Domains often form **clusters**—groups of 3-7 domains linked by stable portals or thematic resonance. Travelers moving through a cluster find that actions in one domain ripple through the others.

BOUNDARIES & THE BLEED

THE BLEED ZONE

Between closely linked domains lies **The Bleed**—a transitional zone where realities overlap. Here, the laws of physics are a compromise between two worlds.

NAVIGATING THE BLEED

The Bleed is not a void, but a chaotic mix of environments.

- ♦ Survival TN: 15 (Standard) to 25 (Volatile)
- ♦ Magic: All spells cost +1 Willpower to cast
- ♦ Time: Flows at the average rate of both domains

BLEED ENCOUNTERS

Creatures in The Bleed are often hybrids or refugees.

- ♦ Hybrid Beasts: Combine traits from both bestiaries
- ♦ Lost Travelers: Stuck between worlds
- ♦ Reality Storms: Deal 2d6 damage/round (Type varies)

CROSS-DOMAIN MECHANICS

INFLUENCE & CONSEQUENCES

In a multi-domain campaign, the Trickster should track how major events echo across the web.

THE RIPPLE EFFECT TABLE

Event in Domain A	Consequence in Domain B
(Linked) ----- Willpower Drop (-2 or more)	Weather becomes erratic; portals destabilize (TN +2 to open).
Ruler Deposed/Killed	Refugee crisis; prices for goods increase by 50%. New Blessing Created
"Envy" manifests;	NPCs demand similar power or seek to steal it. Curse Lifted
The curse energy seeks a new home; random minor curse appears in Domain B.	Massive Fire/Destruction
Ash rain falls for 1d6 days;	"Sympathetic Scars" appear on land.

CAMPAIGN STRUCTURES

DOMAIN MERGING

THE FUSION PROCESS

STEP-BY-STEP FUSION

Merging is rarely instant. It is a violent process that can take days or weeks.

HYBRID MECHANICS

ECOSYSTEM BLENDING

Roll 1d6 to determine dominance:

BLESSING/CURSE INTEGRATION

The metaphysical weight combines.

- ♦ Blessings: All persist. If contradictory (Fire Immunity vs. Flammable Skin), they cancel out.
- ♦ Curses: They *stack*. A merged domain is always more dangerous initially.
- ♦ Willpower: $(\text{Willpower A} + \text{Willpower B}) / 2$. Round down.

MERGED DOMAIN EXAMPLES

A jungle where trees burn eternally without being consumed. It rains hot ash instead of water. The river is flowing glass.

A boundless sea of oil and gears. Waves are driven by massive pistons beneath the surface. Mechanical fish swim in schools of thousands.

A vibrant, colorful festival where no sound is permitted. Mimes are the ruling caste. Laughter must be silent or face execution.

STABILITY & DISSOLUTION

STABILIZING A MERGER

Players can help stabilize a new domain by:

- ♦ **Forging a Crown:** Creating an artifact that embodies both aspects.
- ♦ **Marriage of Rulers:** Uniting the Exalted of both parents.
- ♦ **The Count's Seal:** Paying a massive Ledger debt to have The Count ratify the union.

DOMAIN SPLITTING

THE FRACTURE POINTS

WHY DOMAINS BREAK

A domain is held together by its Willpower and its defining Concept. When these are challenged, cracks appear.

MECHANICS OF DIVISION

THE SPLITTING PROCESS

DAUGHTER DOMAINS

The resulting fragments are called "Daughter Domains." They are often caricatures of the original—more extreme and less nuanced.

Example:

REUNIFICATION

 **Note: Healing the World:** Splitting is not always permanent. Players can launch a "Reunification Campaign."

DOMAIN SYNCHRONIZATION

Example: ##### The Twin Cities

Sun-High (Eternal Noon) and *Moon-Low* (Eternal Midnight) are synced. They rely on each other for agriculture (*Sun-High* grows food) and rest (*Moon-Low* provides sleep). If the sync breaks, *Sun-High* burns and *Moon-Low* starves.

HARMONIC RESONANCE

ESTABLISHING SYNC

Synchronization requires deliberate effort. It is not accidental.

SYNC EFFECTS

BENEFITS (THE MAJOR CHORD)

- ◆ **Portal Stability:** Portals between synced domains never close or fluctuate.
- ◆ **Shared Willpower:** Domains can "loan" Willpower to each other in times of crisis.
- ◆ **Blessing Exchange:** Travelers can choose *one* Blessing from either domain to be active.
- ◆ **Communication:** Telepathy works across the boundary without penalty.

RISKS (THE DISSONANCE)

- ◆ **Sympathetic Damage:** If one domain suffers a catastrophe, the other takes 50% of the damage.
- ◆ **Invasion Route:** Enemies can move instantly between synced domains.
- ◆ **Feedback Loop:** If the sync breaks violently, both domains lose 1d4 Willpower.

TEMPORAL SYNCHRONIZATION

TIME LOCKING

Time flows differently in every domain of Nowhere Land. Synchronization **locks** their timelines together.

PUZZLE MECHANIC: THE DE-SYNC

If the sync is damaged, time begins to slip.

- ◆ **Round 1:** 1 minute in Domain A = 1 hour in Domain B.
- ◆ **Round 2:** 1 minute in Domain A = 1 day in Domain B.
- ◆ **Round 3:** 1 minute in Domain A = 1 year in Domain B.

NEWBORN DOMAINS

GENESIS EVENTS

THE SPARK OF CREATION

A domain does not appear from nothing. It requires a seed—a concentration of emotion, energy, or belief.

PHYSIOLOGY OF A NEWBORN

UNSTABLE MECHANICS

Newborn domains are not fully formed. They glitch, shift, and struggle to exist.

MATURATION & NURTURING

Players can adopt a Newborn Domain, shaping it into a fortress, a home, or a weapon. This is a long-term downtime activity.

Growth Stage Willpower Characteristics ----- 1. The Spark1-2Chaotic, dreamlike. No permanent structures. 2. The Form3-5Geography stabilizes. First native creatures (Elementals) appear. 3. The Name6-8Domain gains a true Name. Blessings/Curses solidify. Exaltations form. 4. The Power9-10A major power in Nowhere Land. Can spawn its own portals.

HOW TO NURTURE

- ♦ Bring inhabitants (settlers).
- ♦ Establish laws and rituals.
- ♦ Defend it from "Reality Predators."
- ♦ Plant "Anchors" (powerful artifacts).

THREATS TO NEWBORNS

- ♦ **The Null:** Entropy seeks to reclaim it.
- ♦ **Domain Eaters:** Massive astral beasts.
- ♦ **Rival Domains:** Seeking to annex the new land.

THE COUNT'S LEDGER

THE LEDGER OVERVIEW

The **Count's Ledger** is a meta-currency representing your relationship with The Count. Unlike gold or resources, the Ledger isn't something you control—it controls you. Positive Ledger means The Count owes you favors. Negative Ledger means you owe him.

THE LEDGER IN PLAY

- ♦ **Resource:** Spend positive Ledger for powerful bonuses, rerolls, or interventions
- ♦ **Debt:** Negative Ledger compels you to perform tasks, answer questions, or accept consequences
- ♦ **Story Hook:** The Ledger drives narrative—The Count appears, makes offers, demands payment, or tests you
- ♦ **Risk/Reward:** You can deliberately go into debt for immediate power—but the bill comes due

WHO IS THE COUNT?

The Count (also known as Le Comte, Le Compte, The Account, The Earl, The Stranger, The Wanderer) is a protean figure appearing across domains in many forms: beggar, merchant, child, animal, noble. They are recognizable only by one constant: a **crown** somewhere on their person—tattooed, worn as jewelry, embroidered, branded, or marked on objects they carry.

WHAT IS KNOWN ABOUT THE COUNT

- ♦ **They transcend domains:** Can travel without portals, appear anywhere, and seem immune to Blessings/Curses
- ♦ **They make bargains:** Offers power, knowledge, or opportunities—always with a price
- ♦ **They collect debts:** Never forgets, never forgives, always finds you
- ♦ **They may be multiple entities:** Or one being with infinite forms
- ♦ **They know of the real world:** References Earth, talks to 'arrivals,' seems to orchestrate isekai events
- ♦ **They endorse Genii:** But also conflict with them. Relationship unclear

THE LEDGER SCALE

Your Ledger ranges from **-5 (Maximum Debt)** to **+5 (Maximum Credit)**. You start at **0 (Balanced)** unless you have the Count's Debtor career.

ValueStatusMeaning ----- +5Maximum CreditThe Count owes you greatly. Use sparingly—this is immense power. +4High CreditSignificant favors owed. You have

leverage. +3Good StandingThe Count is positively inclined. Useful resource. +2Minor CreditYou've done The Count a service. Modest benefits available. +1Slight CreditSmall favor owed. One useful intervention. 0BalancedDefault state. No debts, no favors. Neutral relationship. -1Slight DebtYou owe a small favor. Mild obligation. -2Minor DebtNotable debt. The Count may call on you soon. -3Serious DebtSignificant obligation. Expect demands. -4Heavy DebtYou're in deep. The Count owns a piece of you. -5Maximum DebtThe Count collects. Personal appearance, severe consequences.

GAINING LEDGER POINTS

You gain positive Ledger (The Count owes you) through:

COMPLETING COUNT-RELATED QUESTS

When The Count (or their agent) requests a task and you complete it, gain +1 to +3 Ledger depending on difficulty and danger. The Count always pays their debts.

MAKING PACTS

You can negotiate with The Count for immediate Ledger. Offer something valuable (memory, skill rank, permanent Wound, domain loyalty) in exchange for +1 to +3 Ledger. Trickster determines value.

SERVING DOMAIN INTERESTS

If you achieve a Paradigm Shift in a domain (reaching 5 Blessings and altering its Willpower), The Count may grant +1 Ledger as recognition of your influence over reality.

REFUSING THE COUNT

If The Count makes an offer and you refuse it (testing Anima to resist temptation, TN 12), you may gain +1 Ledger as 'respect' for your will. However, this angers The Count—expect complications.

SPENDING LEDGER POINTS

You can spend positive Ledger to invoke The Count's favor. This is powerful but depletes your credit. Once per session per point spent.

- ◆ Ask The Count one yes/no question about Nowhere Land (truthful answer)
- ◆ Reroll any single die on a check you just made
- ◆ Gain +2 dice on one check related to domains or portals
- ◆ Stabilize automatically if Dying (no death roll required)
- ◆ Force a reroll on any opponent's check (they must take the new result)
- ◆ Summon a portal to a known domain (appears within 1 hour, lasts 10 minutes)
- ◆ Gain +4 dice on one check, or automatically succeed on a Standard difficulty task
- ◆ Remove one Blessing or Curse from yourself or an ally
- ◆ Ask The Count one open-ended question (cryptic but truthful answer)
- ◆ Summon The Count to a scene (they intervene on your behalf, but with cost)
- ◆ Automatically succeed on a Difficult or Severe check
- ◆ Gain a temporary Potential (domain power) for one scene
- ◆ Resurrect a dead ally (they return with 1 Wound and 1 Fracture)
- ◆ Create a new portal between two domains (permanent, but The Count decides where)
- ◆ Gain immunity to one domain's Curses for 24 hours
- ◆ Force a domain to Awaken or Sleep (if it's on the edge)
- ◆ Undo one past event in the current session (retcon a death, failure, or catastrophe)
- ◆ Gain permanent access to The Count's domain (The Axiom)
- ◆ Create a new domain from scratch (work with Trickster on details)
- ◆ Learn one of The Count's secrets (campaign-altering information)

DEBT COLLECTION

When you have negative Ledger, The Count will eventually collect. This isn't a punishment—it's the price of doing business. You borrowed power; now you pay.

WHEN DEBTS ARE COLLECTED

- ♦ **At -1 to -2:** The Count may appear or send a message once per session, requesting information, a favor, or a task. Refusal shifts Ledger further negative (-1).
- ♦ **At -3 to -4:** The Count demands payment. Expect at least one significant task per session. Refusal shifts Ledger to -5 immediately.
- ♦ **At -5 (Maximum Debt):** The Count collects personally. Roll 1d6 on the Debt Collection table below. This is not optional.

DEBT COLLECTION TABLE (1D6)

COMPOUND INTEREST (OPTIONAL)

In some scenarios (particularly *The Ledger's Weight*), The Count introduces **compound interest**: debts that multiply over time if unpaid.

If you borrow Ledger with compound interest (explicitly agreed upon in a pact), your debt increases over time:

- ♦ **After 1 week:** Debt $\times 2$ (e.g., -1 becomes -2)
- ♦ **After 1 month:** Debt $\times 4$ (e.g., -1 becomes -4)
- ♦ **After 3 months:** Debt $\times 8$ (e.g., -1 becomes -8, capped at -5 but with additional consequences)



Note: Use this sparingly—it's a campaign-level threat. The Count offers quick power, but if you don't pay quickly, the debt spirals. Perfect for time-travel scenarios, curses, or Faustian bargains.

THE COUNT'S DEBTOR CAREER

Characters with the **Count's Debtor** career start with unique Ledger mechanics:

- ♦ **Starting Ledger:** +2 (The Count owes you from a past favor—but expects repayment)
- ♦ **Enhanced Spending:** When you spend Ledger, you get slightly better benefits (e.g., +3 dice instead of +2 at the +1 tier).
- ♦ **Marked for Collection:** At least once per session, The Count will contact you with a request. This is automatic and cannot be avoided without shifting Ledger negative.

ENCOUNTERING THE COUNT

The Count appears when least expected—and most needed. Tricksters should use The Count sparingly but memorably.

WHEN THE COUNT APPEARS

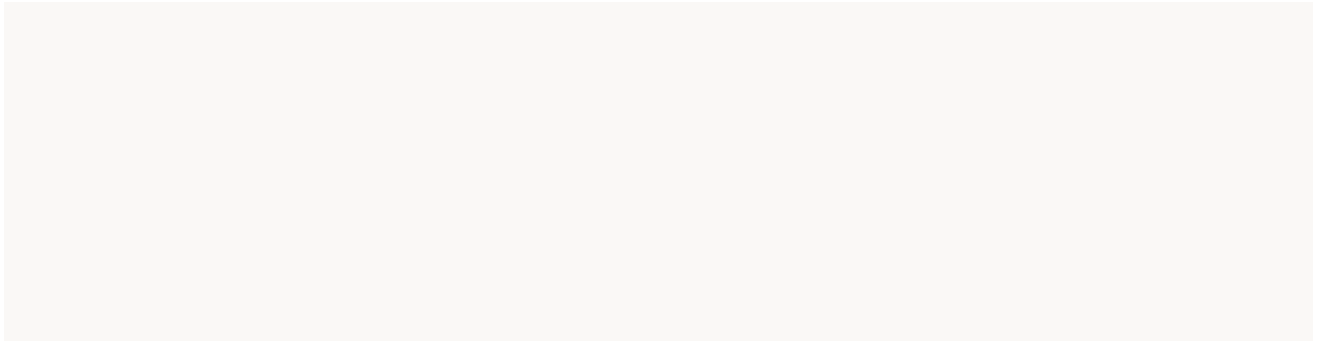
- ♦ A PC reaches -3 or lower Ledger (collection time)
- ♦ A PC reaches +4 or higher Ledger (acknowledgment or test)
- ♦ The narrative needs intervention (deus ex machina with cost)
- ♦ A domain is about to die or be born (The Count witnesses transitions)
- ♦ A PC makes a pact or desperate plea (The Count hears all bargains)
- ♦ The Trickster wants to introduce a major plot hook or twist

THE COUNT'S APPEARANCE

- ♦ **A beggar** offering cryptic advice in exchange for coin
- ♦ **A merchant** with impossible goods at steep prices
- ♦ **A child** asking innocent questions that reveal deep truths
- ♦ **An animal** (crow, fox, cat) with intelligent eyes and a crown-shaped marking
- ♦ **A noble** at a feast, seated at the head of the table
- ♦ **Your reflection** in a mirror, speaking when you're alone

SOCIAL EXCHANGE

Social Exchange



THE COUNT'S LEDGER

THE COUNT'S LEDGER

THE LEDGER OVERVIEW

The **Count's Ledger** is a meta-currency representing your relationship with The Count. Unlike gold or resources, the Ledger isn't something you control—it controls you. Positive Ledger means The Count owes you favors. Negative Ledger means you owe him.

THE LEDGER IN PLAY

- ♦ **Resource:** Spend positive Ledger for powerful bonuses, rerolls, or interventions
- ♦ **Debt:** Negative Ledger compels you to perform tasks, answer questions, or accept consequences
- ♦ **Story Hook:** The Ledger drives narrative—The Count appears, makes offers, demands payment, or tests you
- ♦ **Risk/Reward:** You can deliberately go into debt for immediate power—but the bill comes due

WHO IS THE COUNT?

The Count (also known as Le Comte, Le Compte, The Account, The Earl, The Stranger, The Wanderer) is a protean figure appearing across domains in many forms: beggar, merchant, child, animal, noble. They are recognizable only by one constant: a **crown** somewhere on their person—tattooed, worn as jewelry, embroidered, branded, or marked on objects they carry.

WHAT IS KNOWN ABOUT THE COUNT

- ♦ **They transcend domains:** Can travel without portals, appear anywhere, and seem immune to Blessings/Curses
- ♦ **They make bargains:** Offers power, knowledge, or opportunities—always with a price
- ♦ **They collect debts:** Never forgets, never forgives, always finds you
- ♦ **They may be multiple entities:** Or one being with infinite forms
- ♦ **They know of the real world:** References Earth, talks to 'arrivals,' seems to orchestrate isekai events
- ♦ **They endorse Genii:** But also conflict with them. Relationship unclear

THE LEDGER SCALE

Your Ledger ranges from **-5 (Maximum Debt)** to **+5 (Maximum Credit)**. You start at **0 (Balanced)** unless you have the Count's Debtor career.

Value	Status	Meaning
-----	+5	Maximum Credit
		The Count owes you greatly. Use sparingly—this is immense power.
+4	High Credit	Significant favors owed. You have leverage.
+3	Good Standing	The Count is positively inclined. Useful resource.
+2	Minor Credit	You've done The Count a service. Modest benefits available.
+1	Slight Credit	Small favor owed. One useful intervention.
0	Balanced	Default state. No debts, no favors. Neutral relationship.
-1	Slight Debt	You owe a small favor. Mild obligation.
-2	Minor Debt	Notable debt. The Count may call on you soon.
-3	Serious Debt	Significant obligation. Expect demands.
-4	Heavy Debt	You're in deep. The Count owns a piece of you.
-5	Maximum Debt	The Count collects. Personal appearance, severe consequences.

GAINING LEDGER POINTS

You gain positive Ledger (The Count owes you) through:

COMPLETING COUNT-RELATED QUESTS

When The Count (or their agent) requests a task and you complete it, gain +1 to +3 Ledger depending on difficulty and danger. The Count always pays their debts.

MAKING PACTS

You can negotiate with The Count for immediate Ledger. Offer something valuable (memory, skill rank, permanent Wound, domain loyalty) in exchange for +1 to +3 Ledger. Trickster determines value.

SERVING DOMAIN INTERESTS

If you achieve a Paradigm Shift in a domain (reaching 5 Blessings and altering its Willpower), The Count may grant +1 Ledger as recognition of your influence over reality.

REFUSING THE COUNT

If The Count makes an offer and you refuse it (testing Anima to resist temptation, TN 12), you may gain +1 Ledger as 'respect' for your will. However, this angers The Count—expect complications.

SPENDING LEDGER POINTS

You can spend positive Ledger to invoke The Count's favor. This is powerful but depletes your credit. Once per session per point spent.

- ◆ Ask The Count one yes/no question about Nowhere Land (truthful answer)
- ◆ Reroll any single die on a check you just made
- ◆ Gain +2 dice on one check related to domains or portals
- ◆ Stabilize automatically if Dying (no death roll required)
- ◆ Force a reroll on any opponent's check (they must take the new result)
- ◆ Summon a portal to a known domain (appears within 1 hour, lasts 10 minutes)
- ◆ Gain +4 dice on one check, or automatically succeed on a Standard difficulty task
- ◆ Remove one Blessing or Curse from yourself or an ally
- ◆ Ask The Count one open-ended question (cryptic but truthful answer)
- ◆ Summon The Count to a scene (they intervene on your behalf, but with cost)
- ◆ Automatically succeed on a Difficult or Severe check
- ◆ Gain a temporary Potential (domain power) for one scene
- ◆ Resurrect a dead ally (they return with 1 Wound and 1 Fracture)
- ◆ Create a new portal between two domains (permanent, but The Count decides where)
- ◆ Gain immunity to one domain's Curses for 24 hours
- ◆ Force a domain to Awaken or Sleep (if it's on the edge)
- ◆ Undo one past event in the current session (retcon a death, failure, or catastrophe)
- ◆ Gain permanent access to The Count's domain (The Axiom)
- ◆ Create a new domain from scratch (work with Trickster on details)
- ◆ Learn one of The Count's secrets (campaign-altering information)

DEBT COLLECTION

When you have negative Ledger, The Count will eventually collect. This isn't a punishment—it's the price of doing business. You borrowed power; now you pay.

WHEN DEBTS ARE COLLECTED

- ♦ **At -1 to -2:** The Count may appear or send a message once per session, requesting information, a favor, or a task. Refusal shifts Ledger further negative (-1).
- ♦ **At -3 to -4:** The Count demands payment. Expect at least one significant task per session. Refusal shifts Ledger to -5 immediately.
- ♦ **At -5 (Maximum Debt):** The Count collects personally. Roll 1d6 on the Debt Collection table below. This is not optional.

DEBT COLLECTION TABLE (1D6)

COMPOUND (OPTIONAL)

INTEREST

In some scenarios (particularly *The Ledger's Weight*), The Count introduces **compound interest**: debts that multiply over time if unpaid.

If you borrow Ledger with compound interest (explicitly agreed upon in a pact), your debt increases over time:

- ♦ **After 1 week:** Debt $\times 2$ (e.g., -1 becomes -2)
- ♦ **After 1 month:** Debt $\times 4$ (e.g., -1 becomes -4)
- ♦ **After 3 months:** Debt $\times 8$ (e.g., -1 becomes -8, capped at -5 but with additional consequences)



Note: Use this sparingly—it's a campaign-level threat. The Count offers quick power, but if you don't pay quickly, the debt spirals. Perfect for time-travel scenarios, curses, or Faustian bargains.

THE COUNT'S DEBTOR CAREER

Characters with the **Count's Debtor** career start with unique Ledger mechanics:

- ♦ **Starting Ledger:** +2 (The Count owes you from a past favor—but expects repayment)
- ♦ **Enhanced Spending:** When you spend Ledger, you get slightly better benefits (e.g., +3 dice instead of +2 at the +1 tier).
- ♦ **Marked for Collection:** At least once per session, The Count will contact you with a request. This is automatic and cannot be avoided without shifting Ledger negative.

ENCOUNTERING THE COUNT

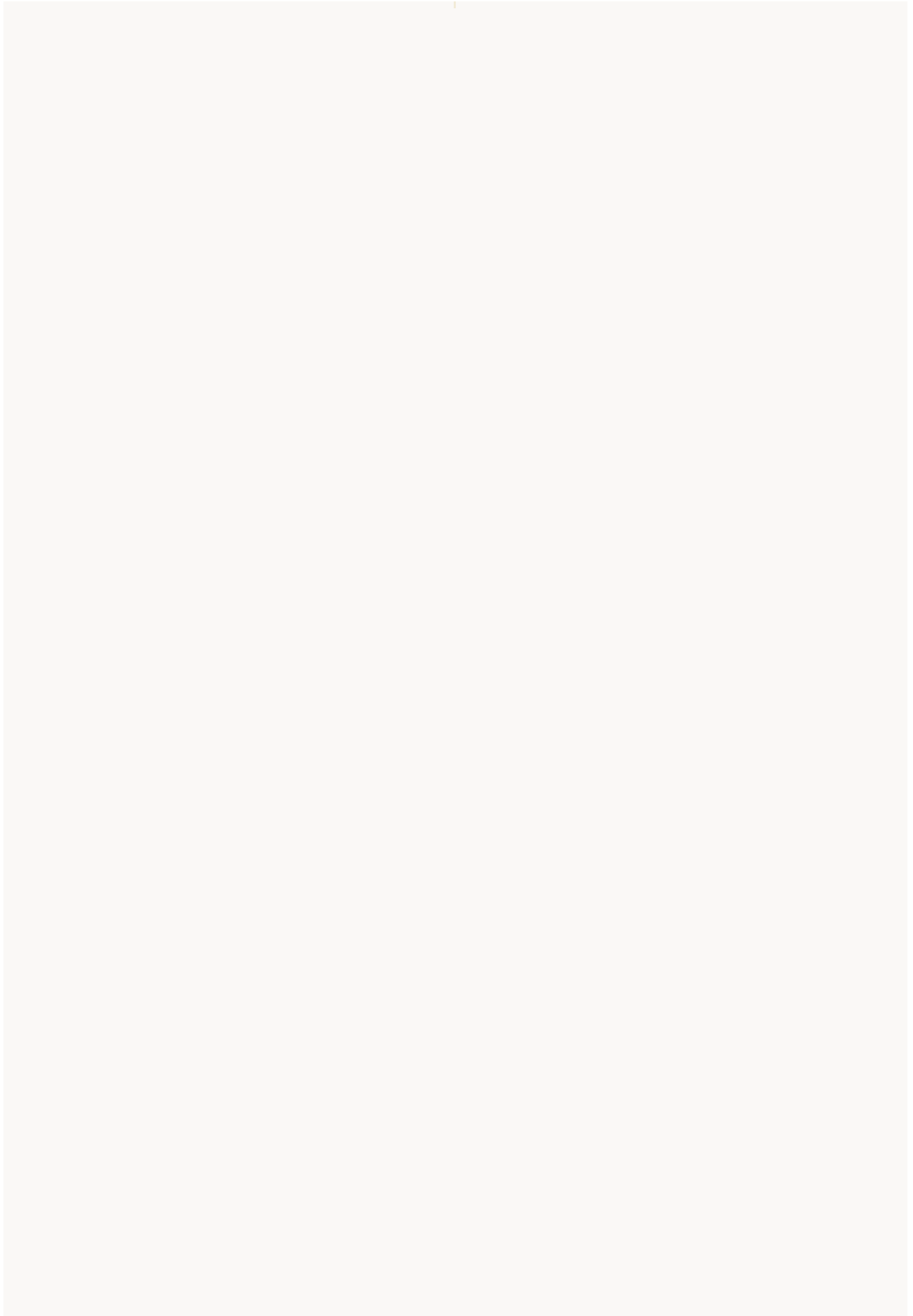
The Count appears when least expected—and most needed. Tricksters should use The Count sparingly but memorably.

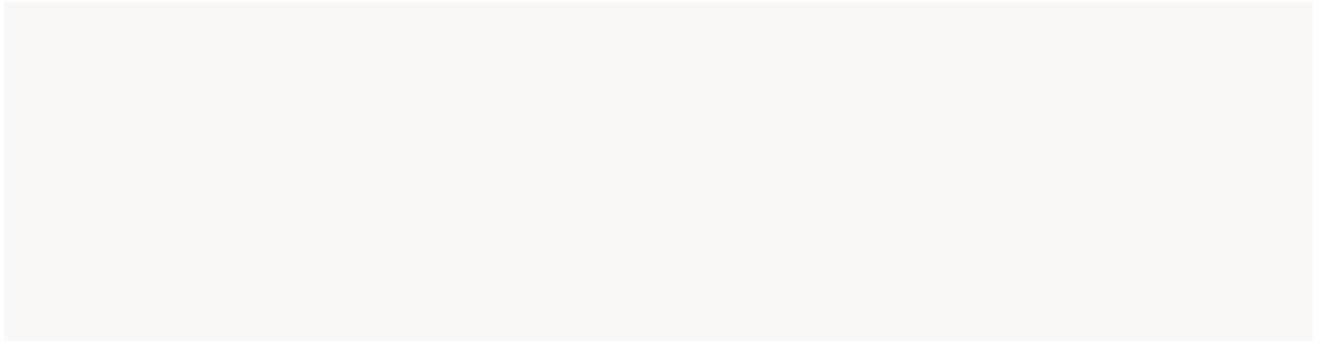
WHEN THE COUNT APPEARS

- ♦ A PC reaches -3 or lower Ledger (collection time)
- ♦ A PC reaches +4 or higher Ledger (acknowledgment or test)
- ♦ The narrative needs intervention (deus ex machina with cost)
- ♦ A domain is about to die or be born (The Count witnesses transitions)
- ♦ A PC makes a pact or desperate plea (The Count hears all bargains)
- ♦ The Trickster wants to introduce a major plot hook or twist

THE COUNT'S APPEARANCE

- ♦ **A beggar** offering cryptic advice in exchange for coin
- ♦ **A merchant** with impossible goods at steep prices
- ♦ **A child** asking innocent questions that reveal deep truths
- ♦ **An animal** (crow, fox, cat) with intelligent eyes and a crown-shaped marking
- ♦ **A noble** at a feast, seated at the head of the table
- ♦ **Your reflection** in a mirror, speaking when you're alone



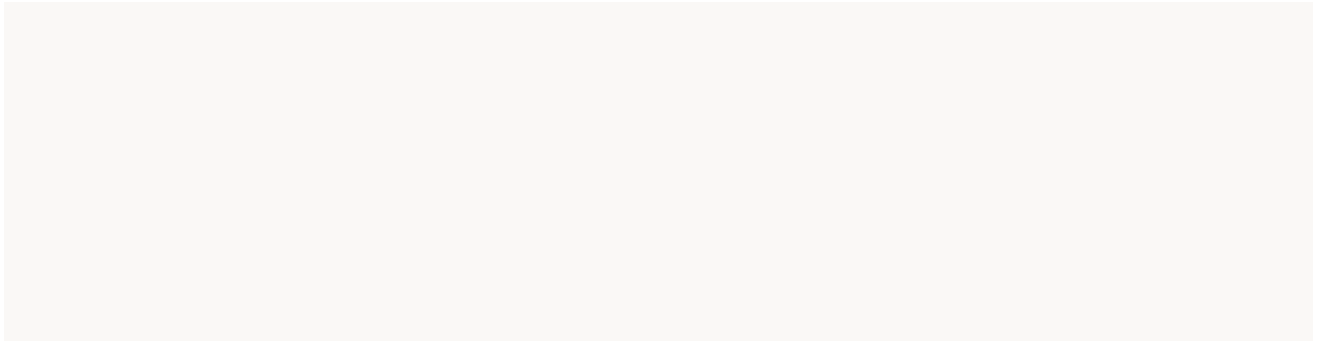




PART IV: DOMAINS & POWERS

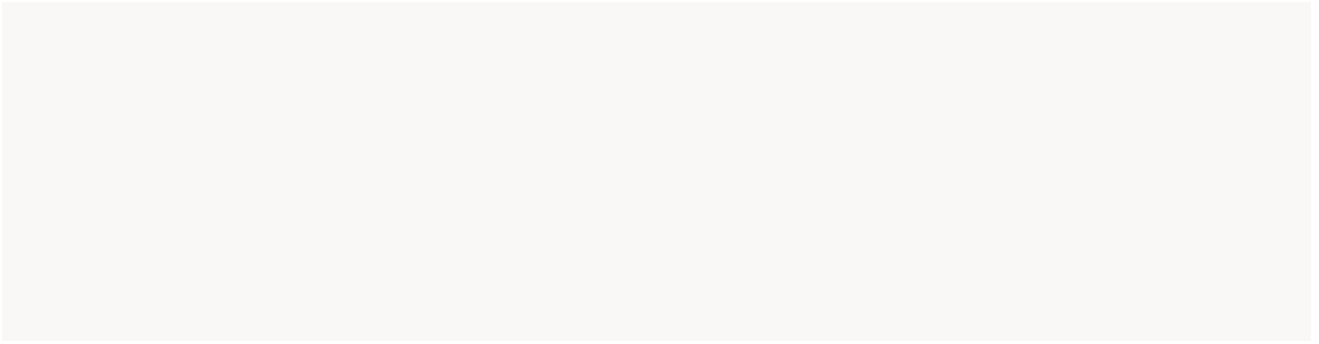
DOMAINS & PORTALS

DOMAINS



POTENTIALS

Potentials



BLESSINGS & CURSES

BLESSINGS & CURSES

Every domain in Nowhere Land carries its own **Blessings** and **Curses**—supernatural effects that bind to travelers who align with or oppose the domain's nature. These are not arbitrary rewards or punishments but reflections of the domain's deepest essence.

WHAT ARE BLESSINGS?

Blessings are positive supernatural effects granted by a domain to travelers who align with its nature, serve its Genius, or otherwise please its Willpower. They represent the domain's favor and can provide significant advantages.

BLESSING MECHANICS

Gaining Blessings: Perform actions that align with the domain's nature, serve its Genius, complete domain-specific quests, or reach high Disposition (+3 or higher)

Duration: Most blessings last while you remain in the domain or until you oppose its nature

Stacking: A traveler can have up to 3 blessings from a single domain, and blessings from multiple domains can stack

Transferring: Some powerful blessings can be carried to other domains, though they typically weaken (half effectiveness)

WHAT ARE CURSES?

Curses are negative supernatural effects imposed by a domain on travelers who oppose its nature, harm its Genius, or otherwise offend its Willpower. They represent the domain's displeasure and can create significant obstacles.

CURSE MECHANICS

Gaining Curses: Perform actions that oppose the domain's nature, harm its creatures or Genius, reach low Disposition (-3 or lower), or break domain taboos

Duration: Curses persist until removed through atonement, ritual, or leaving the domain (though some follow you)

Stacking: Multiple curses can stack, creating compound difficulties

Removal: Curses can be removed through atonement actions, The Count's intervention (costs Ledger), or powerful rituals

COMMON BLESSINGS

COMMON CURSES

DOMAIN-SPECIFIC BLESSINGS & CURSES

Each domain has unique blessings and curses that reflect its specific nature:

MANAGING BLESSINGS & CURSES

REMOVING CURSES

- ♦ **Atonement:** Perform an action that directly opposes what caused the curse (TN set by Trickster)
- ♦ **The Count's Deal:** Pay Ledger debt to have the Count intervene (typically 3-5 Ledger)
- ♦ **Ritual:** Perform a domain-specific cleansing ritual (requires rare components)
- ♦ **Time:** Some minor curses fade after leaving the domain for an extended period (1 month+)

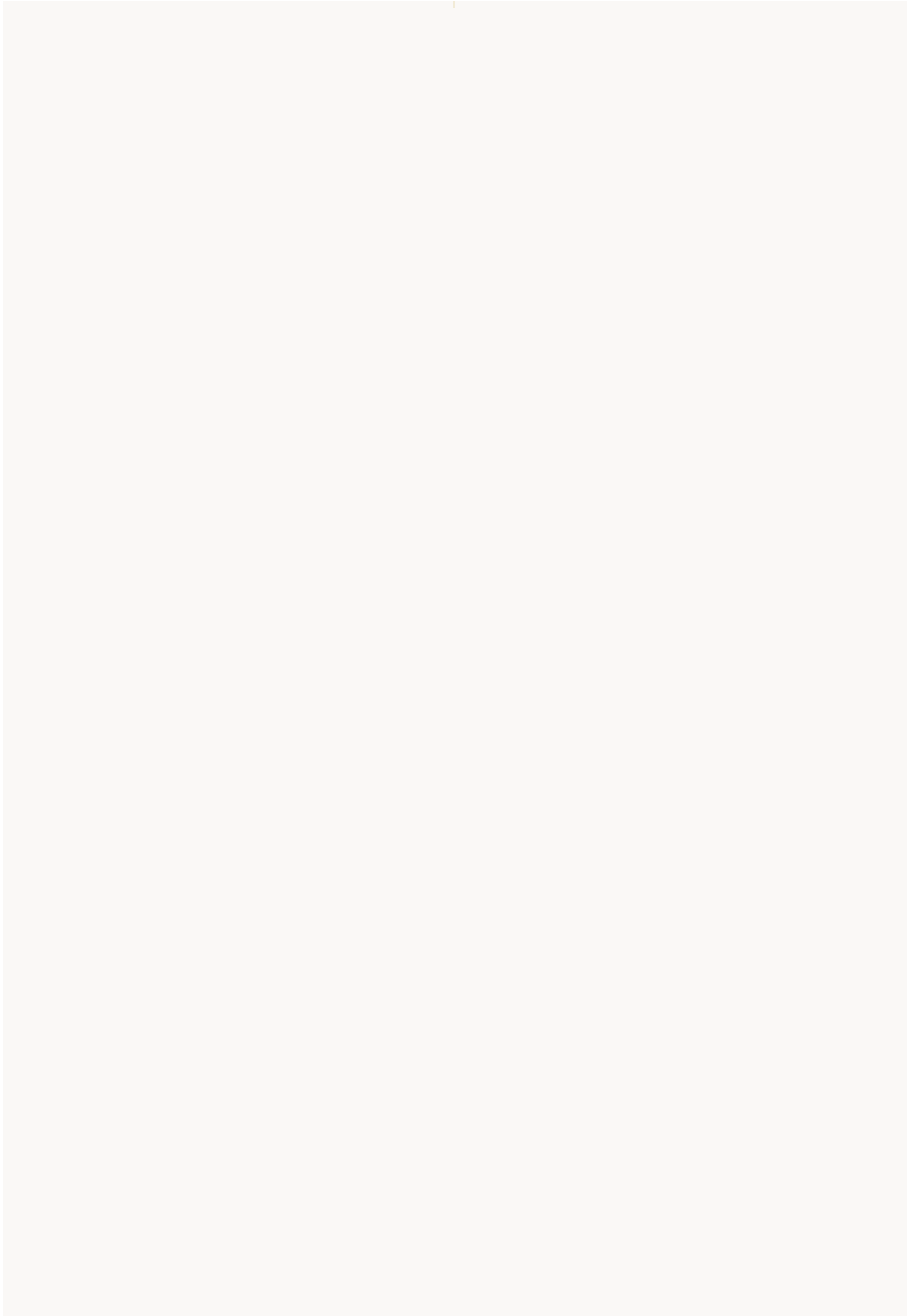
PRESERVING BLESSINGS

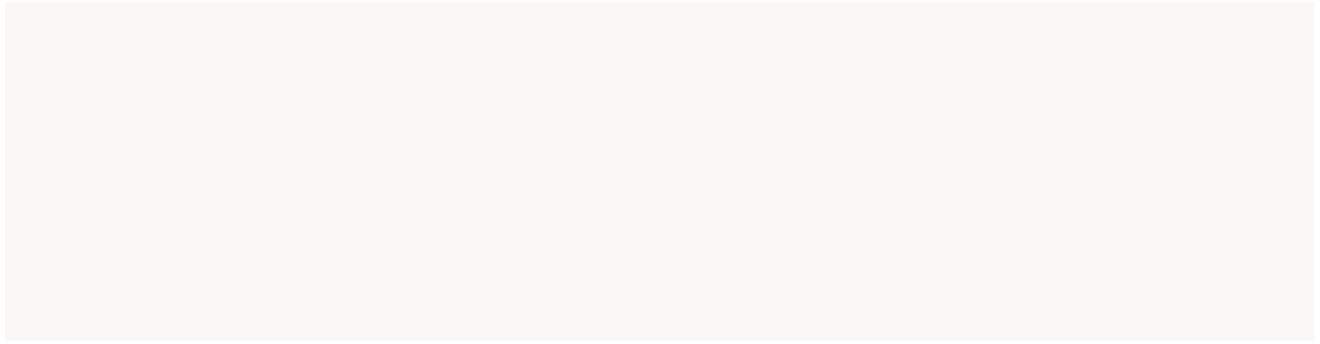
- ♦ **Alignment:** Continue acting in harmony with the domain's nature
- ♦ **Tokens:** Carry a domain artifact or token to maintain connection
- ♦ **Reputation:** High Disposition (+4 or +5) makes blessings more permanent
- ♦ **Genius Bond:** Formal pact with the domain's Genius can lock blessings in place

CREATING CUSTOM BLESSINGS & CURSES

Tricksters should create blessings and curses that reflect each domain's unique nature. Consider:

- ♦ What does this domain value? What does it despise?
- ♦ How would the domain reward alignment? Punish opposition?
- ♦ What unique resource or ability could the domain grant?
- ♦ What weakness or vulnerability would opposition create?
- ♦ How can the blessing/curse create interesting story opportunities?







PART V: EXPLORATION & GEAR

EQUIPMENT

EQUIPMENT

EQUIPMENT OVERVIEW

Characters carry gear measured in **Loads**. A typical traveler can carry 5-7 Loads comfortably. Exceeding this imposes penalties to physical actions. Quality matters: **Mundane** items work normally, **Domain-Forged** items have special properties, and **Cursed** items carry dark consequences.

WEAPONS

All weapons have three stats: **Damage** (Wounds dealt on hit), **Range** (reach category), and **Load** (encumbrance).

ARMOR

Armor reduces incoming Wounds but imposes penalties to stealth and agility. **Armor Value** subtracts from damage taken.

ADVENTURING GEAR

Essential equipment for domain exploration and survival.

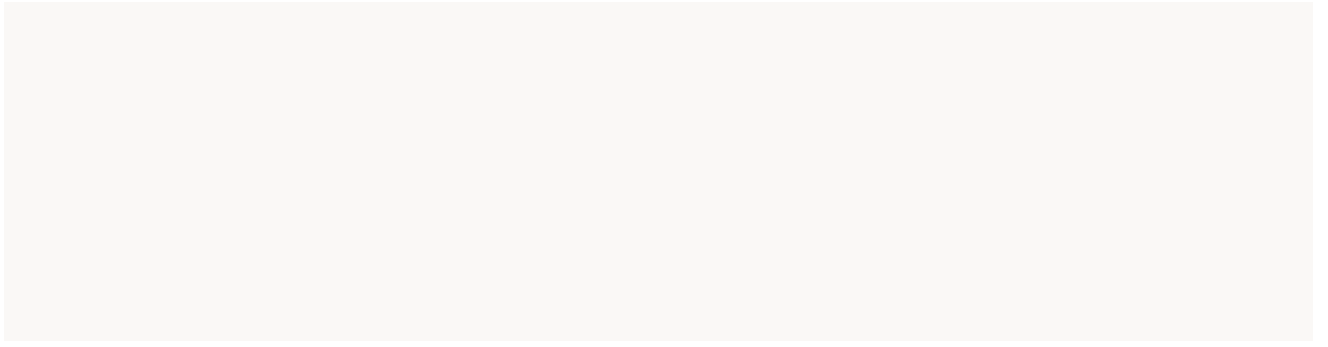
DOMAIN-FORGED EQUIPMENT

Items crafted within domains absorb their essence, gaining unique properties. These are rare, valuable, and often temperamental.

 **Warning:** *Domain-forged items may lose power outside their home domain. Some become inert; others become dangerous.*

CURRENCY & TRADE

Nowhere Land has no unified currency. Trade depends on context:



EXPLORATION

EXPLORATION

EXPLORATION OVERVIEW

Travel through domains uses a **hex-crawl** system. Each hex represents roughly 6 miles. Movement, encounters, and resource consumption are tracked per day. The domain's **Hostility Rating** determines danger frequency.

MOVEMENT & TERRAIN

Base movement is **3 hexes per day** on foot. Terrain modifies this:

NAVIGATION

Getting lost is easy. Staying found requires effort.

- ◆ Roll **Anima + Survival** once per day of travel
- ◆ TN varies by domain: 8 (mapped), 12 (known), 16 (unexplored), 20 (hostile/shifting)
- ◆ Failure: Go 1 hex in wrong direction or circle back to previous location
- ◆ Critical Failure: Completely lost—Trickster determines position secretly

ENVIRONMENTAL HAZARDS

Domains are not passive. They test travelers constantly.

DISCOVERY & POINTS OF INTEREST

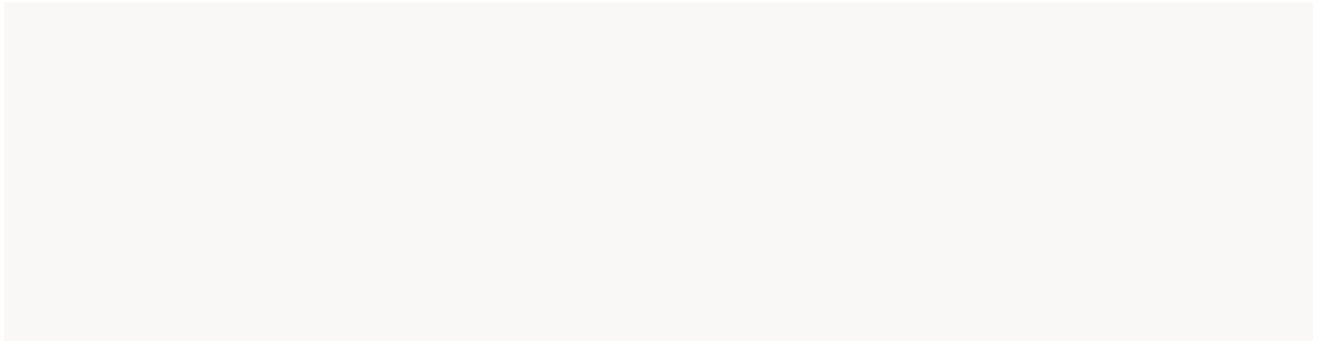
Exploration yields rewards for the observant.



Note: Roll once per hex entered. Modify by +2 if actively searching (half movement).

REST & RECOVERY

Rest is essential but dangerous in hostile territories.



BASTION MANAGEMENT

BASTION MANAGEMENT

BASTION OVERVIEW

Bastions are player-controlled strongholds that provide safe havens, generate resources, and serve as narrative anchors. They can be anything from a fortified tower to a thriving town.

WHAT BASTIONS PROVIDE

- ◆ **Safe Rest:** Full recovery without encounter checks
- ◆ **Resource Generation:** Gain supplies, coin, or specialized goods
- ◆ **Political Influence:** Negotiate with domains from a position of strength
- ◆ **Story Hub:** NPCs, quests, and domain events center around your Bastion

ESTABLISHING A BASTION

To establish a Bastion, you need: a suitable location, initial resources, and permission from the domain (or the strength to claim it by force).

STEP 1: CHOOSE LOCATION

Near a portal, resource-rich area, or strategic choke-point. Trickster determines suitability and initial threats.

STEP 2: NEGOTIATE OR CONQUER

Use Social Exchange to negotiate with domain entities ($TN = Willpower \times 4$) or clear the area by force. Either way, achieve Disposition +2 minimum.

STEP 3: INVEST RESOURCES

500 silver minimum + 1 month downtime. Hire workers, gather materials, construct core buildings.

STEP 4: DEFINE STATS

Set starting values: Population 1, Prosperity 1, Stability 1, Threat 0.

RESOURCE MANAGEMENT

Bastions are tracked with four core resources: **Population, Prosperity, Stability, and Threat.**

ResourceRangeEffect ----- Population0-5Number of residents. Determines workforce, defense, and project capacity. Prosperity0-5Economic wealth. Generates silver per season, enables trade projects. Stability0-5Social cohesion. Prevents revolts, improves morale, enables governance. Threat0-5Danger level. At 3+, trigger crisis events. At 5, Bastion is destroyed.

RESOURCE BENEFITS

POPULATION BENEFITS

- ◆ Pop 1: Can complete 1 project per season
- ◆ Pop 2: Militia (10 guards), market established
- ◆ Pop 3: Can complete 2 projects per season, attract specialists
- ◆ Pop 4: Town status, establish laws and governance
- ◆ Pop 5: City status, political power in domain

PROSPERITY INCOME (PER SEASON)

- ◆ Pros 1: 100 silver
- ◆ Pros 2: 250 silver
- ◆ Pros 3: 500 silver + 1 trade good
- ◆ Pros 4: 1,000 silver + 2 trade goods
- ◆ Pros 5: 2,500 silver + 5 trade goods (wealthy city)

BASTION PROJECTS

Projects improve your Bastion. Each takes 1 season (3 months) and costs resources.

DOMAIN RELATIONS

Your Bastion exists within (or adjacent to) domains. Managing relationships is crucial for survival and prosperity.

DOMAIN DISPOSITION

Track Disposition with each nearby domain separately (-5 to +5). This affects trade, threats, and Blessings/Curses affecting your Bastion.

THREATS & EVENTS

At the end of each season, roll on the Event Table. Higher Threat increases negative event chances.

SEASONAL EVENT TABLE (1d6 + THREAT)

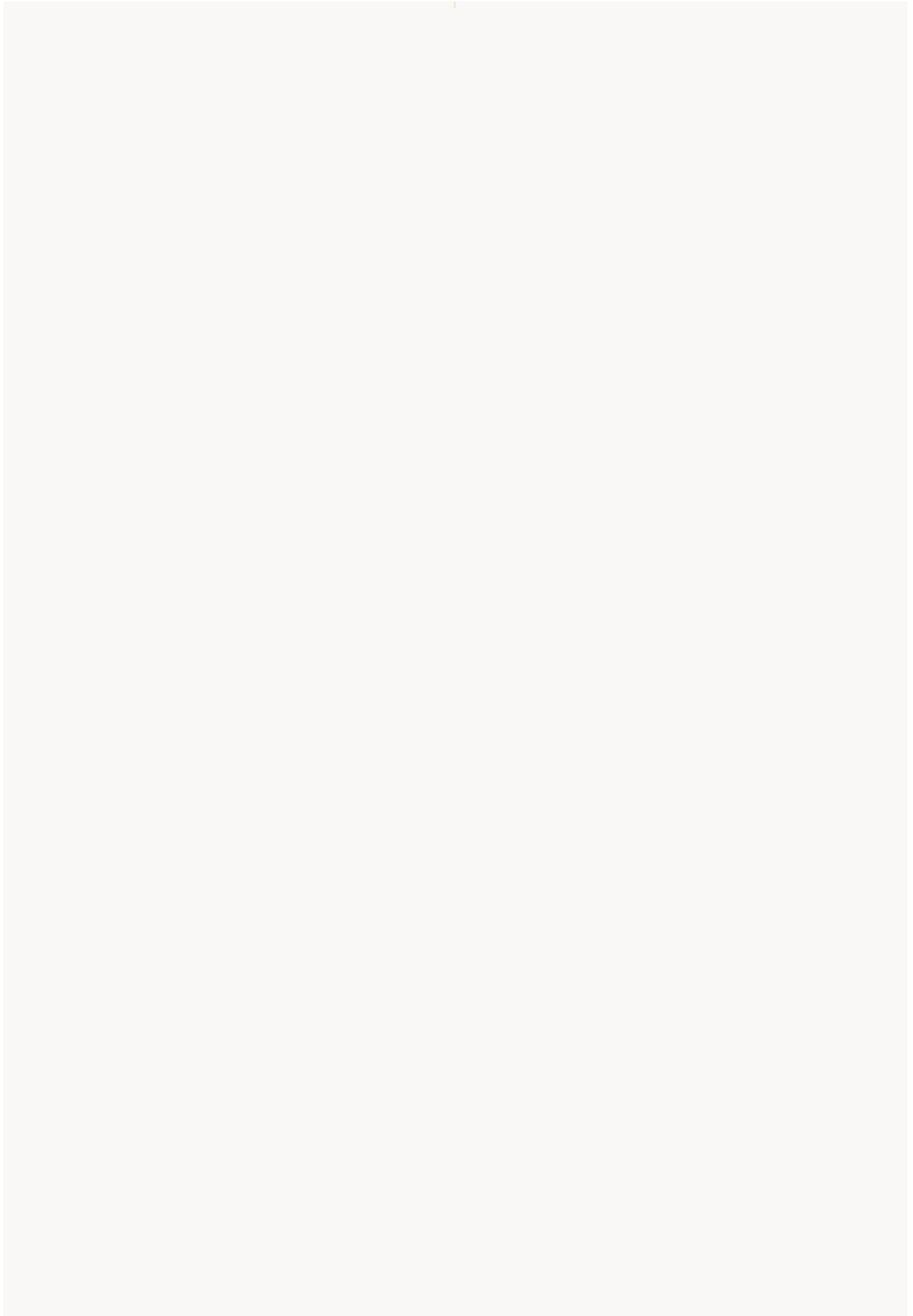
CRISIS TABLE (1d6)

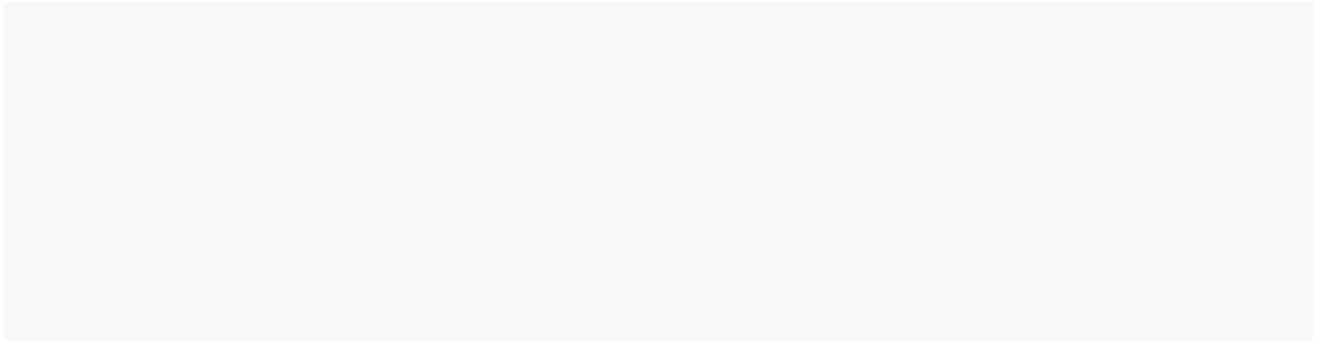
SEASONAL TURNS

Bastion management happens on a seasonal timescale (3 months = 1 turn). Between adventures, resolve one seasonal turn.

SEASONAL TURN SEQUENCE

- ◆ **1. Collect Income** - Gain silver based on Prosperity level.
- ◆ **2. Resolve Projects** - Complete any ongoing projects (1-2 per season depending on Population).
- ◆ **3. Roll Event** - 1d6 + Threat. Consult Seasonal Event Table.
- ◆ **4. Adjust Resources** - Apply event results. If Stability < 1, risk revolt (-1 Population). If Threat ≥ 5, Bastion destroyed.
- ◆ **5. Plan Next Season** - Choose new projects, assign resources, prepare for threats.







PART VI: FOR THE TRICKSTER

ADVANCED MECHANICS

ADVANCED MECHANICS

MOUNTED COMBAT

Fighting from horseback or stranger mounts changes the dynamics of battle.

- ♦ Rider uses mount's movement speed (typically +2 hexes/round)
- ♦ Charging grants +2 damage on first attack but -1 to hit
- ♦ Mount may be targeted directly (typically Forma 3, 5 Wounds)
- ♦ If mount is killed, rider must test Athletics TN 12 or fall prone
- ♦ Lance weapons deal double damage on charge but can't be used unmounted

AERIAL COMBAT

Some domains allow flight—through magic, technology, or domain physics.

- ♦ Flying creatures use 3D movement: altitude matters
- ♦ Ground-based ranged attacks at flying targets: -2 penalty beyond Close range
- ♦ Falling: 1 Wound per 10 feet, maximum 10 Wounds
- ♦ Diving attack: +3 damage, but must spend next round regaining altitude
- ♦ Wind conditions may impose movement penalties or bonuses

MASS COMBAT

When armies clash, individual actions matter less. Use these abstracted rules.

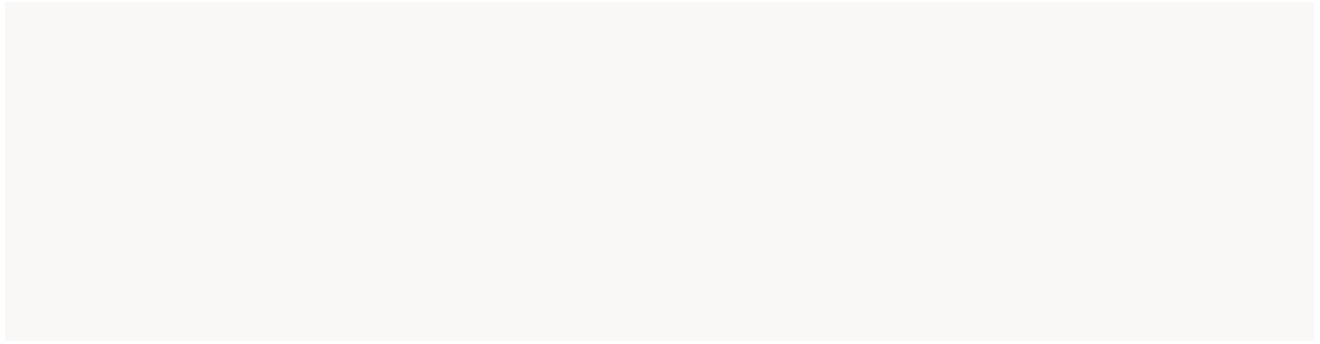
DOWNTIME ACTIVITIES

Between adventures, characters pursue personal projects.

CORRUPTION & TAINT

Prolonged exposure to dark domains leaves marks.

- ♦ Gain Taint from: Tainted Potentials, cursed items, dark pacts, domain exposure
- ♦ Track Taint (0-10). At 5, gain a permanent negative trait. At 10, character becomes NPC.
- ♦ Reduce Taint through: Cleansing rituals (rare), fulfilling redemption arcs, deep rest in pure domains
- ♦ Some abilities use Taint as fuel—powerful but dangerous



ENVIRONMENT DESIGN

ENVIRONMENT DESIGN

CREATING DOMAINS

Every domain needs a **Concept**, **Rules**, and **Soul**.

ATMOSPHERE TOOLKIT

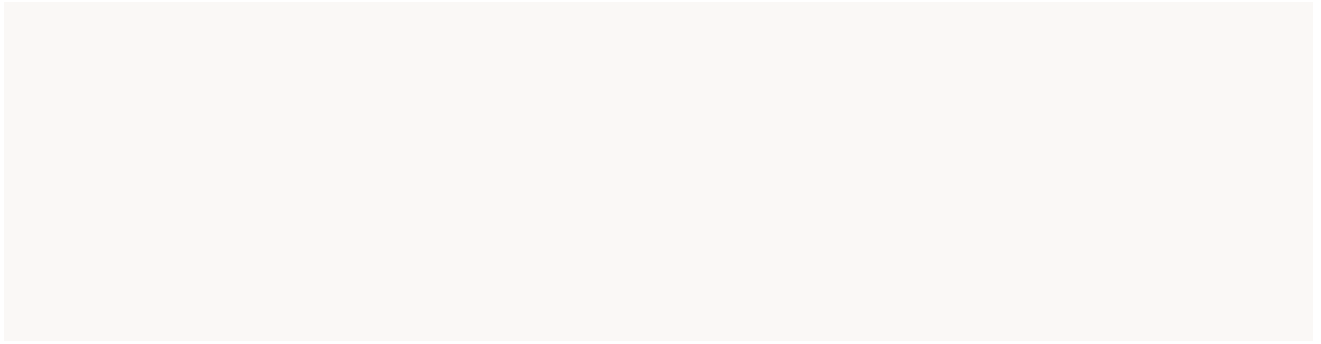
Engage all senses when describing domains.

ENCOUNTER DESIGN

Not all encounters are combat. Most shouldn't be.

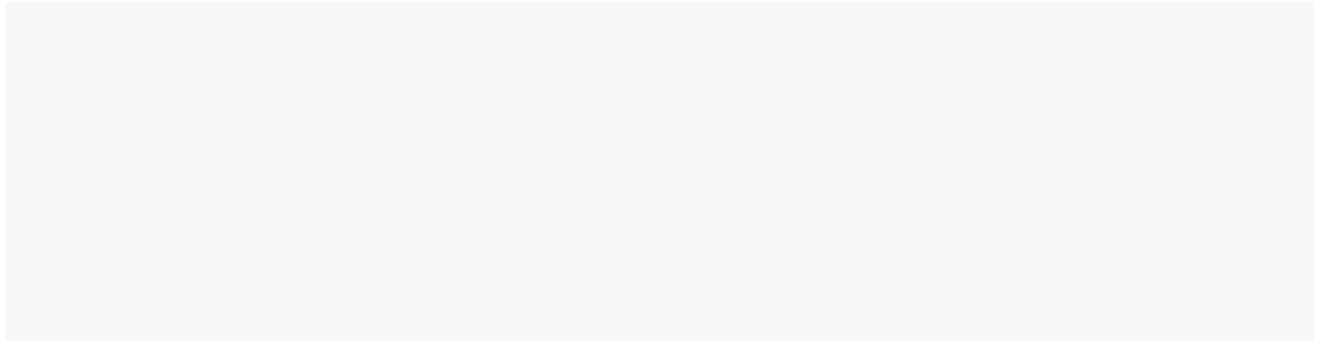
DUNGEON DESIGN

Even in strange domains, confined spaces follow design principles.



GAMEMASTER GUIDE

GAMEMASTER GUIDE



BESTIARY

BESTIARY

CREATURE TYPES

Creatures in Nowhere Land fall into several categories, each with distinct behaviors and weaknesses.

READING CREATURE STATS

 **Note:** *Creatures don't use the same rules as PCs. They have simplified stats for ease of play.*

SAMPLE CREATURES

A predator made of living shadow. Hunts by tracking emotional resonance—fear makes you visible.

- ◆ Shadow Meld: Invisible in darkness
- ◆ Fear Scent: +3 to track frightened targets
- ◆ Cold Touch: 2 Wounds + 1 Fracture (Anima save TN 12 negates Fracture)

A vine colony that mimics safe paths, then constricts prey. Digests slowly over days.

- ◆ Camouflage: Perception TN 16 to spot before triggered
- ◆ Grapple: Athletics TN 14 to escape, 2 Wounds/round while held
- ◆ Spread: Multiple vines can attack simultaneously

Former scholar who sought forbidden knowledge. Now feeds on memories, leaving victims with gaps in their past.

- ◆ Memory Drain: Touch attack, Anima save TN 14 or lose random memory (Trickster determines)
- ◆ Forgotten: Those who've lost memories to it cannot perceive it
- ◆ Knowledge Echo: Can use skills it has stolen (temporary)

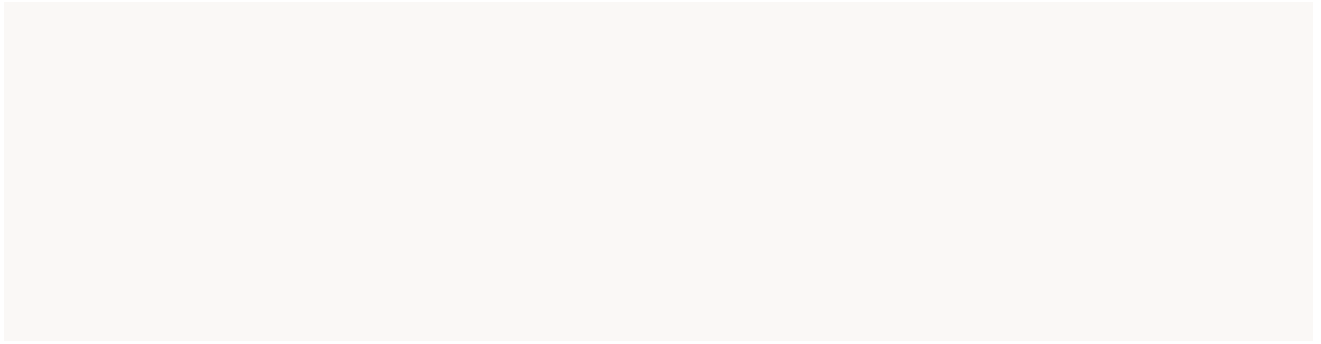
Guardian spirit of the threshold domain. Tests all who enter, judges all who pass.

- ◆ Domain Authority: Complete control within The Passage
- ◆ Truth Sense: Knows when spoken to falsely
- ◆ Marking: Can place invisible marks that other entities perceive
- ◆ Rejection: Can eject travelers back to mundane world

CREATING CREATURES

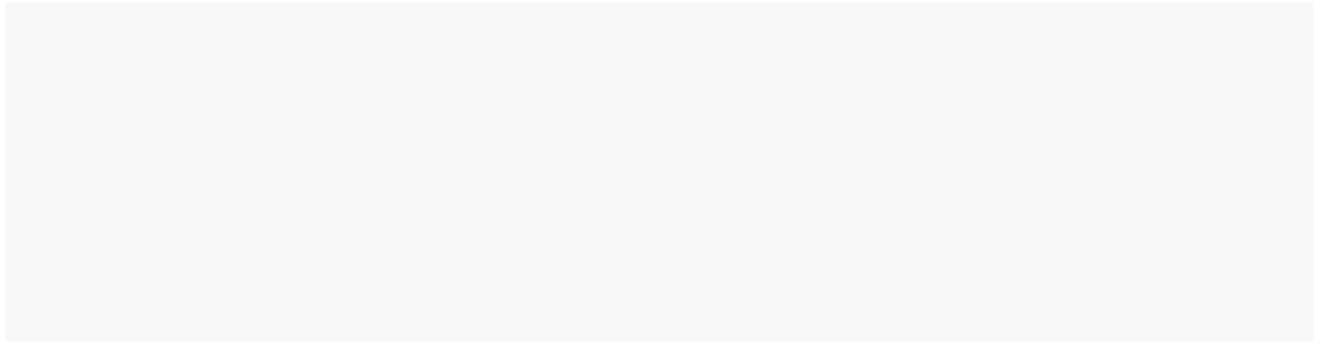
Design creatures that fit your domain's theme and challenge your players appropriately.

- ◆ Give each creature one memorable trait—players should recognize it instantly
- ◆ Include at least one weakness—invincible monsters aren't fun
- ◆ Consider behavior: Does it hunt? Guard? Negotiate? Flee?
- ◆ Tie it to the domain's nature—creatures reflect their home
- ◆ Balance combat power with narrative interest



APPENDIX A: QUICK REFERENCE TABLES

QUICK REFERENCE



GLOSSARY

alptrauuma: [object Object]

anima: [object Object]

career: [object Object]

deepRest: [object Object]

domain: [object Object]

domainHunt: [object Object]

drift: [object Object]

dropPool: [object Object]

echo: [object Object]

encyclopedist: [object Object]

explodingDice: [object Object]

faction: [object Object]

faunaAndFlora: [object Object]

forma: [object Object]

fortify: [object Object]

fountainOfAbyss: [object Object]

fracture: [object Object]

heavyRest: [object Object]

imaginationPool: [object Object]

ledger: [object Object]

lightRest: [object Object]

mapping: [object Object]

numbralDice: [object Object]

partizanBond: [object Object]

portal: [object Object]

portalDriftCheck: [object Object]

potential: [object Object]

push: [object Object]

reach: [object Object]

reverie: [object Object]

sacrifice: [object Object]

scar: [object Object]

skill: [object Object]

swarmTouched: [object Object]

theAbyss: [object Object]

theCount: [object Object]

theDrop: [object Object]

traveler: [object Object]

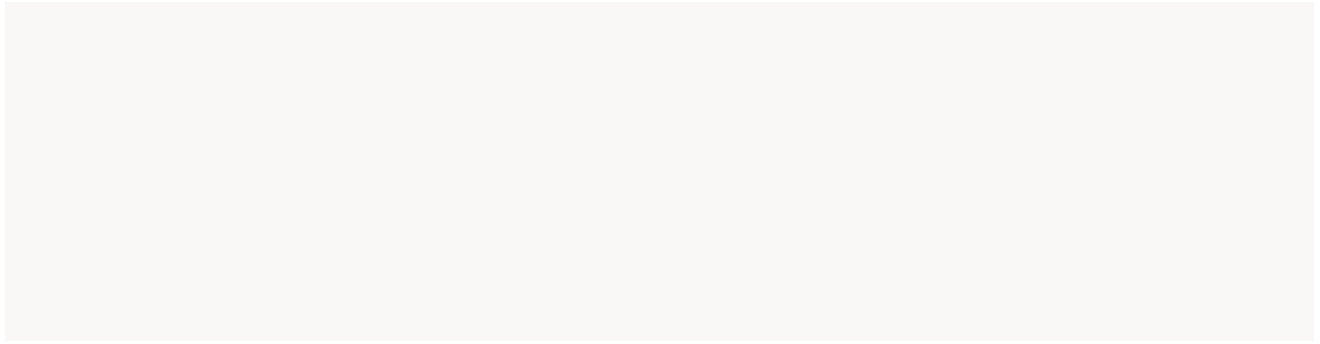
trickster: [object Object]

umbra: [object Object]

upend: [object Object]

veil: [object Object]

wound: [object Object]



INDEX

A

Actions, 12

Anima, 8

Armor, 45

Attacks, 38

Advanced Mechanics, 85

B

Bastion, 78

Bestiary, 92

Blessings, 65

Brawl, 23

C

Careers, 24

Character Creation, 18

Combat, 35

Count (The), 55

Curses, 67

D

Damage, 40

Domains, 60

Drift, 10

DROP System, 8

E

Equipment, 72

Essences, 8

Exploration, 75

Exploding Dice, 13

F

Fleeing, 42

Forma, 8

Fortify, 12

G

Gamemaster Guide, 88

Grapple, 44

I

Initiative, 37

Insight, 23

L

Ledger, 55

Lore, 23

M

Maneuvers, 11

Martial Prowess, 23

P

Potentials, 62

Persuasion, 23

Push, 11

R

Reach, 11

Reverie, 9

Resting, 77

S

Sacrifice, 11

Stealth, 23

Skills, 22

Survival, 23

Social Exchange, 50

T

Target Number, 10

Travelers, 5

U

Umbra, 9

Upend, 12

W

Wounds, 40

OPEN LICENSE

NOWHERE LAND OPEN LICENSE V1.0

This document and its contents are released under the Nowhere Land Open License.

YOU ARE FREE TO:

- ♦ **Share** — copy and redistribute the material in any medium or format
- ♦ **Adapt** — remix, transform, and build upon the material

UNDER THE FOLLOWING TERMS:

- ♦ **Attribution** — You must give appropriate credit, provide a link to the license, and indicate if changes were made.
- ♦ **Non-commercial** — You may not use the material for commercial purposes without explicit permission.
- ♦ **ShareAlike** — If you remix, transform, or build upon the material, you must distribute your contributions under the same license.

For more information, visit: www.nowhere-land.com/open-license