



Written by Julian Bernick

COMPATIBLE WITH

DCC
RPG



Order
of the Quill



NOWHERE CITY NIGHTS

Welcome to Nowhere!

In Nowhere City, power-mad Sorcerers battle the righteous Gutter Knights for the final fate of Humanity, while selfish Free Agents seek to profit from the conflict.

The End Times are near! The only question is which of the dark Patrons of Chaos will finally conquer what's left of the Earth... and which side will YOU be on?

Nowhere City Nights is a 21st Century urban RPG setting for use with Dungeon Crawl Classics Roleplaying game!

This Book Contains:

- Three DCC RPG classes customized for Nowhere City
 - Three new sorcerous patrons
 - City setting information
- Urban adventure plot hooks
 - Modern weapons
- Vehicle chase rules

..and more!



NOWHERE CITY NIGHTS

MODERN OCCULT NOIR BASED ON DCC RPG

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Hi Lacus Sunt Potentes!



**Order of
the Quill**

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RPG**

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WELCOME TO NOWHERE!

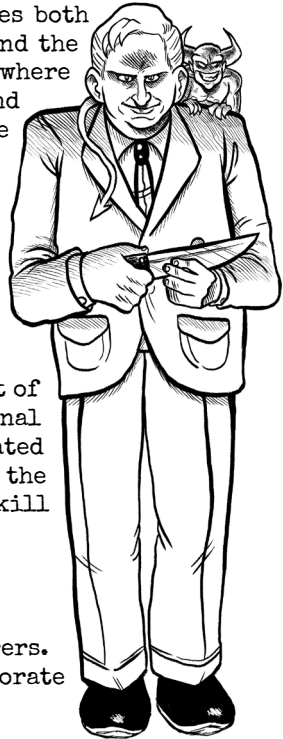
Nowhere City had a better name once, but no one calls it that any more. It's part of a bigger nation, or it once was, but those old power structures are mostly forgotten. Local corporate overlords rule the day and violent gangsters rule the night. The police are an army that serves both of those masters, depending on the neighborhood and the night and the sack of cash. The working people of Nowhere City pray that they can live their lives in peace and anonymity, without attracting the attention of the city's masters' or worse.

Behind the bald-faced municipal graft and the corporate corruption, even worse things lurk. Factions battle each other in the never-ending underground occult war that some call "The Shadow Conflict."

Sorcerer cults have turned their back on what's left of civilization in order to serve the extra-dimensional Veiled Ones. Cadres of Gutter Knights are dedicated to exterminating those cultists at any cost. And the slick, unscrupulous Free Agents will go anywhere, kill anyone, take anything... for a price.

Adventures in Nowhere City might involve:

- The Gutter Knights destroying a coven of Sorcerers.
- Free Agents stealing an arcane relic from a corporate headquarters.
- The power-mad Sorcerers stealing spells from rival cults.



What is Nowhere City Nights?

Nowhere City Nights is a roleplaying game based on the core rules in the Dungeon Crawl Classics Roleplaying Game. (DCC RPG). In Nowhere City, the players take the roles of Gutter Knights, Free Agents or Sorcerers as they scheme and plot and kill in the dim, noir-ish underground of a decadent and declining modern city.

NOWHERE CITY NIGHTS

What Do You Need to Play?

All you need to play are 1) this book. 2) the DCC RPG Core Rulebook and 3) the usual assortment of polyhedral dice. In addition, there are “funky dice” used in DCC RPG— d5, d7, d14, d16, d24 and d30; they can be purchased wherever fine dice are sold. But these dice can be improvised easily enough if needed through certain inviolable secrets first discovered in the heyday of the World’s Most Popular Roleplaying Game.

How is Nowhere City Nights Different from the Core DCC RPG Rules?

This book introduces some custom rules changes to the Thief, Warrior and Wizard classes, each of which are appropriately re-titled as Free Agents, Gutter Knights and Sorcerers respectively. Perhaps most notably, these classes must earn the same amounts of experience as other DCC RPG classes to rise in levels (see p. 26 of the DCC RPG Core Rulebook, Table 1-4). But each class earns experience in ways specific to their motivations. Otherwise, they are as detailed in the DCC RPG core rulebook.

The other classes are not supported in Nowhere City, and all citizens are Human, so there are no Elves, Dwarves or Halflings.

In addition, there are some modern weapons, armor and vehicle rules detailed in the equipment section. The last sections of the book will explore the setting, the Patrons, and some adversaries that can be used in Nowhere City Nights campaigns.

NOWHERE CITY NIGHTS

You destroyed your life; your sin almost destroyed you.

Forget your sins, forget your habits, forget the person you were. Take the vow and become a Gutter Knight. Just as you rose from the ashes of your sins, so did your order rise from its own disaster to become the last guardians of humanity.

Now -- Solemn. Trusted. Expert. Dedicated. You have one purpose left.

From beyond the nine planets, chaos is howling at humanity's door. A million planets have fallen—the infinite universe is a well of corruption; and yet, there are fools and nihilists who will bring final entropy to this Earth, the lone outpost of order.

You will find them, frustrate their aims and destroy them.

In the corrupted city, your fellow citizens chase their minuscule portions of power, food and flesh. Your blood is the only shield they have left.

Your name is already lost. Only the shadow of the habits that destroyed you remain—that and your purpose.

You will never be known, you will never be thanked, you will never have glory.

YOU'RE NO HERO

And you never will be.

CHARACTER CLASSES IN NOWHERE CITY



THE GUTTER KNIGHTS

The Gutter Knights are a solemn order of selfless warriors pledged to give up riches and pleasure until the last Sorcerer is destroyed. These fanatical warriors are always Lawful in alignment and their prime mission is the destruction of Chaos, especially the entropic entities known as the Veiled Ones and their servitors.

The Gutter Knights follow the same class rules as Warriors in all ways except the following:

Each Gutter Knight has a Vice declared or generated at character creation. (See Table 2-1) Nothing is sacred in Nowhere City and even these fanatical monastics have their weaknesses.

Sworn to poverty and humility, the Gutter Knights may own only three weapons and two to three sets of clothes. While armor may be used, nothing ostentatiously expensive will ever be worn by the Gutter Knights, unless as a ruse. The Gutter Knights live in communal safe houses and are funded by their secret Knights General, who provide weapons and funding for missions when assigned.

Otherwise, Gutter Knights will only have \$100 to \$200 worth of currency on hand at any time; the Gutter Knights spend most of their private lives in meditation, intense physical training and studying long-forgotten philosophers and scientists, now mocked by Nowhere City's ignorant celebrity-obsessed culture. Many Gutter Knights also pursue good works, helping the city's most wretched denizens when not actively seeking out Sorcerers to destroy.

Experience

Gutter Knights earn experience by slaying Sorcerers and any sorcerous creation (including supernatural monsters). Experience for slaying Sorcerers is different—a Gutter Knight earns 2 experience points + 2 points for each level of a Sorcerer slain. In the case of sorcerous creatures with more than one hit die, a Gutter Knight earns 2 experience points + 2 points per hit die of the creature slain. If more than one Gutter Knight participates in slaying a Sorcerer, they split the experience points evenly (and round any fractions upward.)

The Nine Rules: Code of the Gutter Knights

The Gutter Knights live by a strict code. Violation of this code is a serious offense and the Chapter captains will try the Knights in front of their peers. Since the Knights can never leave the order once they've entered, the final punishment for continually and willfully flouting this code may be death.

The Code of the Gutter Knights

1. Human life is sacred and must be protected from the powers and servants of Chaos.
2. The first rule takes priority over all other rules.
3. Members of the Order must comport themselves with modesty in thought, word, diet, habit and dress.
4. Members of the Order will never speak of the Order to non-Members.
5. Excepting acts of charity, Members of the Order will not interfere in worldly affairs of non-members.
6. Members of the Order will be as family to one another; no member shall harm another.
7. The Members of the Order own nothing; all property is owned by the Order.
8. The Members of the Order will honor no god.
9. The Members of the Order will obey the Knights General in all things and will not leave the Order.

Gutter Knights may not leave the Order. A seriously injured or mentally indisposed Gutter Knight will be retired to a quiet role in which he or she may work to help the order. (The order needs cooks, housekeepers, gardeners, bookkeepers and such.) Any other Gutter Knight seeking to leave the Order will be treated as a traitor, since a Gutter Knight may have many deadly and valuable secrets of the Order. The firm punishment for willfully betraying the Order is death.

By custom, each time a Gutter Knight achieves another level and a new title, he or she brings a gift for the safe house and chapter. These gifts can be anything from a small token to an expensive vehicle. The sentiment and meaning of the gift is worth more than the cash value of the gift.

Vices

Nobody is perfect, not even the Gutter Knights. To reflect this, the Gutter Knights should each have a vice. The player may roll randomly on the table 2-1 for a vice, choose one from the table that fits his or her character concept, or invent another one altogether, with the Judge's approval.

Table 2-1: Vices

Roll	Vice	Description/Effect
1	Alcohol / Drugs	The Gutter Knight has picked up a bad habit and usually foregoes it while on missions but sometimes disappears for a day or two at a time while on a bender.
2	Gluttony	The Gutter Knight may eat huge amounts of food or have a taste for very rare and refined culinary delights.
3	Lust	The Gutter Knight will engage in risky sexual behavior with others.
4	Greed	A most serious offense, the Gutter Knight will squirrel away money or valuables for his own use.
5	Envy	The Gutter Knight may envy another class of people or a particular person, which may lead to the Gutter Knight putting the envied people/person at risk in dangerous situations.
6	Sloth	The Gutter Knight exhibits subtle traces of sloth, perhaps burned out by years of service; or perhaps he has joined the Knights in order to flee what he or she viewed as "regular work".
7	Pride	The Gutter Knight exhibits excessive pride, concerned with being the best and letting peers know of his or her superiority.
8	Cigarettes	The Gutter Knight sneaks cigarettes carefully and quietly every chance he or she gets.
9	Pornography	The Gutter Knight has a pornography addiction, sometimes challenging to feed in the Gutter Knights' communal living situation.
10	Cowardice	The Gutter Knight has been traumatized by an incident in the field and is now fighting his own fear of battle.
11	Wrath	The Gutter Knight's anger exceeds the acceptable levels of outrage and leads to irresponsible behavior.
12	Gaming	The Gutter Knight is addicted to online games.
13	Gambling	The Gutter Knight is addicted to games of chance (poker, casino games, sports betting, etc.)
14	Religion	The Gutter Knight still worships the god of his or her upbringing, though forbidden by the order's code.

NOWHERE CITY NIGHTS

You're the only hero there ever could be.

You grew up amongst the blind and deaf, the fools counting pennies
and learning to masturbate to their own reflections.

But just outside, above and beneath, the universe teems with
secrets. God is real—but not like you were taught.

The only gods are beings of cosmic filth from beyond
Pluto. Chaos rages in what's left of the reality.

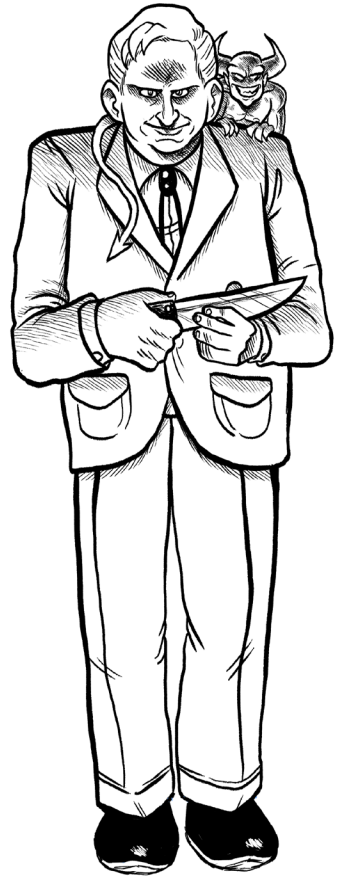
The infinite mass of reality is pressing down upon
us, and you are one of the few who knows.

If you learn their language, The Veiled Ones will speak to you; if you do
their bidding, the Veiled Ones will give you a tiny measure of Their power.

The powers that you unleash may destroy what's left
of Order, the last refuge of which is Earth.

Even if it seals the fate of every living thing in reality, you
can master the Last Secret and make its power your own.

YOU CAN JOIN THE VEILED ONES.



SORCERERS

SORCERERS

In Nowhere City Nights, Sorcerers are the problem that must be solved. The use of magic is predicated on alliances with the Veiled Ones. These powers are so evil that the greatest warriors in the world ignore the mundane corruption and perversity of Nowhere City in order to destroy Sorcerers. Sorcerers are always Chaotic.

Sorcerers are as Wizards in all ways except the following:

In Nowhere City, all magic is patron magic. All Sorcerers are in thrall to a powerful entity that grants them power in exchange for the treasures of the mortal world: Souls, secrets, books, intrigues, followers. There is no way to gain magic in Nowhere City, except to place yourself in service to a greater power. Thus, all Sorcerers start play with the spells Patron Bond and Invoke Patron. (Patron Bond counts as a spell known, Invoke Patron does not.)

And all Sorcerers are in the service of a Patron. They should also roll their Patron Bond result (see p. 148 of the DCC RPG Core Rulebook), with a bonus of D5+5 Spellburn, to find the exact results of their Patron Bond.

Mercurial magic does not exist in Nowhere City.

For a Sorcerer, experience is gained only by slaying other Sorcerers, and making their power your own. Every time a Sorcerer slays another Sorcerer, he gains 2 experience points + 3 per level of the slain Sorcerer, for a minimum of 5 for a first level Sorcerer. Also, if the Sorcerer steals spells from another Sorcerer (slain or not), the spell-thief gains experience points equal to three times the spell level. This is true even when the character is not yet able to learn new spells. If Sorcerers slay Sorcerers or gain spells together, they split the experience points so gained, rounding all points upward.

Virtues

In addition, though Sorcerers have pledged everything to the Chaos powers that live beyond the Veil, they are nonetheless fully functioning people who have chosen to swear their allegiance to entropy. Thus they still have Virtues (most of them) as determined on the table 2-2 below.

Table 2-2: Virtues		
Roll	Virtue	Description/Effect
1	Relative	The Sorcerer protects and perhaps funds a disabled, invalid or otherwise helpless relative.
2	Generosity	For some reason, the Sorcerer harbors a soft spot for orphans or other charitable causes and protects those types.
3	Artist	The Sorcerer was an artist before being absorbed in occult studies and still harbors a love for his art and its practitioners.
4	Vice	Sorcerer previously had a vice and harbors goodwill to those recovering from the same vice.
5	Righteous	Sorcerer protects the downtrodden and is always tempted to favor the underdog.
6	Ideology	The Sorcerer has a political ideology that he/she sometimes pursues, possibly even to his/her detriment.
7	Ascetic	Although sworn to the powers of Chaos, the Sorcerer eschews alcohol, drugs, meat, perhaps even music or laughter.
8	Loyalty	Who said the followers of Chaos are selfish? This Sorcerer is loyal to his allies, his leader, patron and henchmen.
9	Fallen	This Sorcerer was a paragon of justice, perhaps a Gutter Knight, who was turned to the powers of Chaos. Law still tugs at his/her heartstrings.
10	Honor	The Sorcerer may have sold his soul, but he still has nobility of character and will not break his word.
11	Soft spot	The Sorcerer will not harm animals, children, persons of the opposite sex or some other specific class of person.
12	Knowledgeable	The Sorcerer still pursues another form of non-sorcerous knowledge, such as literature, physical sciences, or religion.
13	Neighborhood	The Sorcerer has a connection to one neighborhood and generally protects it from harm if possible.

You're definitely no hero!

When you caught wind of the conflict between the Knights
and the cults, you knew you saw an opportunity.

The fanatics will pay any amount to destroy their enemies. The
Sorcerers will pay any amount to achieve their power. They'll even pay
you off from both directions at the same time if you can pull it off.

Because they need help.

One faction focuses on destruction. One faction focuses on power.
One claims to defend what's left of this decadent, corrupted world.
The other claims to have the true path to ultimate power.

You know what they don't focus on?

Contacts. Logistics. Getting in. Getting out. Working the system.
Cheating the system. Solving problems. That's where you come in.

For a price.

This struggle has raged for millennia; you long ago stopped
thinking your actions affect the ultimate balance between
humanity and the things that scrape at the door.

Let the fools fight over shadows.

IT'S ABOUT YOU,

And anybody who ever stood in your way or did you wrong-- is going to pay.

CHARACTER CLASSES IN NOWHERE CITY



FREE AGENTS

FREE AGENTS

Free Agents are those who seek to exploit the Shadow Conflict for their own gain. These rogues are entirely amoral and refuse to get caught in considerations of Law and Chaos except in the most dire of circumstances. Free Agents are always Neutral.

Free Agents are hired by both the Order of the Gutter Knights and various Sorcerer Cults as needed to further their own goals. Free Agents earn experience by gaining 1 experience for every thousand dollars earned on assignments.

Effective and competent Free Agents are esteemed, but not trusted. Sometimes they are even despised or shunned by their peers and others in the Shadow Conflict factions of Nowhere City. Gutter Knights generally loathe them, but will occasionally hire them to help destroy Sorcerers. Sorcerers engage them to achieve a short term goal such as the stealing of an ancient manuscript or destruction of a sorcerous enemy.

The Free Agents are as Thieves in all ways except the following.

Modern Thieving Skills

The modern skills below follow the same progression of their DCC equivalent for a Neutral thief. For example, at 3rd level, a Free Agent gets the same bonus for Computer Hacking as a Neutral thief does for Disable Trap, except that it is modified by Intelligence instead of Agility.

Modern Skill:	DCC Equivalent:	Modified by:
Computer hacking	Disable trap	Intelligence
Demolition setup	Find trap	Agility
Demolition disabling	Disable trap	Agility
Infiltration / Bluffing	Disguise self	Personality

Vendettas

Although they strive to be entirely mercenary, Free Agents have acquired vendettas from throughout their careers that sometimes corrupt their judgment. Free Agents can be downright irrational in the service of these hatreds.

Table 2-3: Vendettas		
Roll	Vendetta	Description/Effect
1	Sorcerers	The Free Agent hates Sorcerers and will go out of his way to destroy them.
2	Gutter Knights	The Free Agent hates Gutter Knights and will go out of his way to destroy them. In game terms, he may negotiate a sum to work against them for XP and not accept the dollars.
3	Politicians	The Free Agent hates the political class of Nowhere City and will always go out of his way to humiliate the mayor or city council.
4	Police	The Free Agent hates the police force of Nowhere City and will always go out of his way to humiliate the police or the paramilitary.
5	Criminals	The Free Agent hates the criminal underground of Nowhere City and will always go out of his way to humiliate the thugs and crime lords who comprise it.
6	Priests	The Free Agent hates the priests of Nowhere City and will always go out of his way to humiliate the priests and affiliated religious personnel.
7	Wealthy	The Free Agent hates the elite classes of Nowhere City and will always go out of his way to humiliate the bankers, lawyers and other white collar professionals who comprise them.
8	Liars	The Free Agent hates anyone caught in a lie.
9	Authority Figures	The Free Agent can not abide anyone in a position of authority, whether Judge, Crime Lord, Boss, etc.
10	Hypocrites	The Free Agent is enraged by those caught doing the opposite of what they profess and will always work to expose and humiliate them, if not outright harm them.
11	Neighborhood	The Free Agent had a bad experience in one part of the city and would destroy it if possible.

WEAPONS AND GEAR IN NOWHERE CITY

Modern Weapons

Most characters in Nowhere City Nights favor modern, deadly weapons. The intent of the weapons rules in the game is to reflect the lethal nature of such weapons while keeping the action fast and flowing. There are several other third party published supplements for DCC RPG that have firearms rules; see Crawl Magazine #8 and Crawling Under A Broken Moon #1 for more details.

Name	Damage	Magazine holds	ROF	Reload	Range	Cost
Tazer	1d3	1	1	1 round	5/10/20	500
Pistol	1d8	6	1	1 round	40/80/120	100
Semi-Automatic Pistol	1d8	10	2	1 round	60/120/180	300
Pistol Clip	-	-	-	-	-	25
Rifle Clip	-	-	-	-	-	35
Shotgun	1d12	8	1	1 round	50/100/200	250
Rifle	1d10	8	1	1 round	120/240/360	250
(Full) Automatic Rifle	1d10	25	3	1 round	160/200/300	1500
Black Market Grenade	3d6	N/A	1	N/A	10/20/30	100
Military Grenade	6d6	N/A	1	N/A	15/25/35	250

Semi-Automatic weapons: If fired on semi-auto, the attacker can take two shots per round, the second at -1d.

Fully Auto: Fully automatic weapons can be used in one of three ways:

1. **Fire as normal** - Can choose to fire just one burst as normal attack.
2. **Focused Burst** - You make three attack rolls on one target, with a -2 on the second attack and -1d on the third attack. Uses entire clip.
3. **Killzone** - 3dice of damage to all targets in a 10 foot square centered on the target. The target and all in are can make a DC 10 Reflex save for half. Uses entire clip.

Shotgun: Double damage at short range, including all persons within short range behind target. At long range, there is no -1d on the attack roll, but all damage is at -2 per die.

Rate of fire: Semi-Auto firing uses half a clip, Full Auto uses a whole clip, otherwise clips have 10 bullets.

Grenade: Successful hit indicates that the attacker has hit the target. Black Market grenades (made with the best non-military engineering materials) have a radius of 15'. Military grenades have a radius of 30'.

WEAPONS AND GEAR IN NOWHERE CITY

Taser: Taser fire charged objects at a target. A taser hit will drop a target who fails a DC 15 Fortitude save. Though not necessarily losing consciousness, a tased target is stunned and prone for d3 rounds.

Armor

Most traditional forms of armor are out of place in the modern context of Nowhere City. A few modern variations survive, primarily to protect the head and torso.

Conspicuous and not readily available to those without contacts either in the police force or the underworld, armor is generally used with discretion. Prices depend largely on leverage and contacts.

Name	Armor Bonus	Check Penalty	Fumble die	Speed	Cost
Bullet resistant vest (soft)	+3	-2	D6	-	100
Military vest (with plates)	+6	-6	D8	-10	1000
Riot Helmet	+1	-	-	-	250
Riot Shield	+1	-1	+1d	-5	400
Full body armor (with plates)	+8	-8	D10	-10	2500

Sainted Steel

Modern weapons are fine for dispatching Sorcerers, their hirelings and other mortals. But sometimes supernatural creatures come into play, when summoned or created by Sorcerers or even when transported from beyond the Veil by other means.

Only specially made weapons are fully effective in fighting foes of a sorcerous nature. These weapons are known as “sainted” weapons and are made with a special alloy known as “Sainted Steel”—a compound made only in a few ancient forges in the old world, far away from Nowhere City. The secret process of crafting these weapons is laborious, time consuming and expensive. For this reason, bullets are far too expensive to be manufactured in Sainted Steel. Only 2d6 arrows, which may be collected and reused (with Luck) and hand-held weapons are crafted of Sainted Steel.

These weapons are ornately crafted, covered with blessed sigils and other markings that denote their properties. A Gutter Knight, trained with these weapons, can tell by the heft of a blade or mace that it's made with Sainted Steel. A Sorcerer can identify it with a DC 10 Intelligence Check (although there may be obvious markings on a blade, they may be counterfeit or totally unrelated to the properties of Sainted Steel).

NOWHERE CITY NIGHTS

Sorcerous monsters (those created or summoned by sorcerous spell or ritual) are only fully affected and harmed by magic and weapons made of Sainted Steel. Other weapons do 1/4 damage and a sorcerous creature of over 5 hit dice can make a Fort save against the attacker's attack roll number to take no damage.

Sorcerers may not handle Sainted Steel-- the very touch of this sacred metal does 1 hp of damage to one who has been Patron Bonded to a Veiled one. A Sainted Steel weapon that strikes a Sorcerer does +1 hit point of damage.

Other Gear

Nights in Nowhere City is not a game of scrupulous resource tracking. Generally speaking, the Judge is encouraged to let the characters have gear appropriate to their backgrounds and classes. Adopt the following as rules of thumb:

The Gutter Knights are always provided weapons and gear for missions, including one weapon of Sainted Steel per Knight. However, these weapons are precious and if a Sainted Steel weapon is lost, the Knight will not quickly be given another. Weapons and gear so provided are the property of the Order, not the Knights, and they are expected to be returned to the Order.

Reflecting their wealth and fly-by-night nature, Free Agents have "Spy Kits". At the start of a session, the Free Agent declares any two items he has available in his Spy Kit. Beyond these two items, the Free Agent may make a Luck check in the course of the adventure to pull another item from his Spy Kit. All items considered reasonable for a Nowhere City spy kit are subject to the Judge's discretion. As Free Agents earn money in a long-term campaign, they may spend the money on other items, including weapons. Free Agents often seek out Sainted Steel too as these weapons are quite valuable when dealing with Sorcerers and their summoned minions. The cost of Sainted Steel is near-priceless, however. Usually, a Sainted Steel weapon must be stolen or given only in trade for a valuable service.

Sorcerers often live double lives and shun ostentatious weapons. They usually favor concealable weapons such as pistols, knives and daggers.

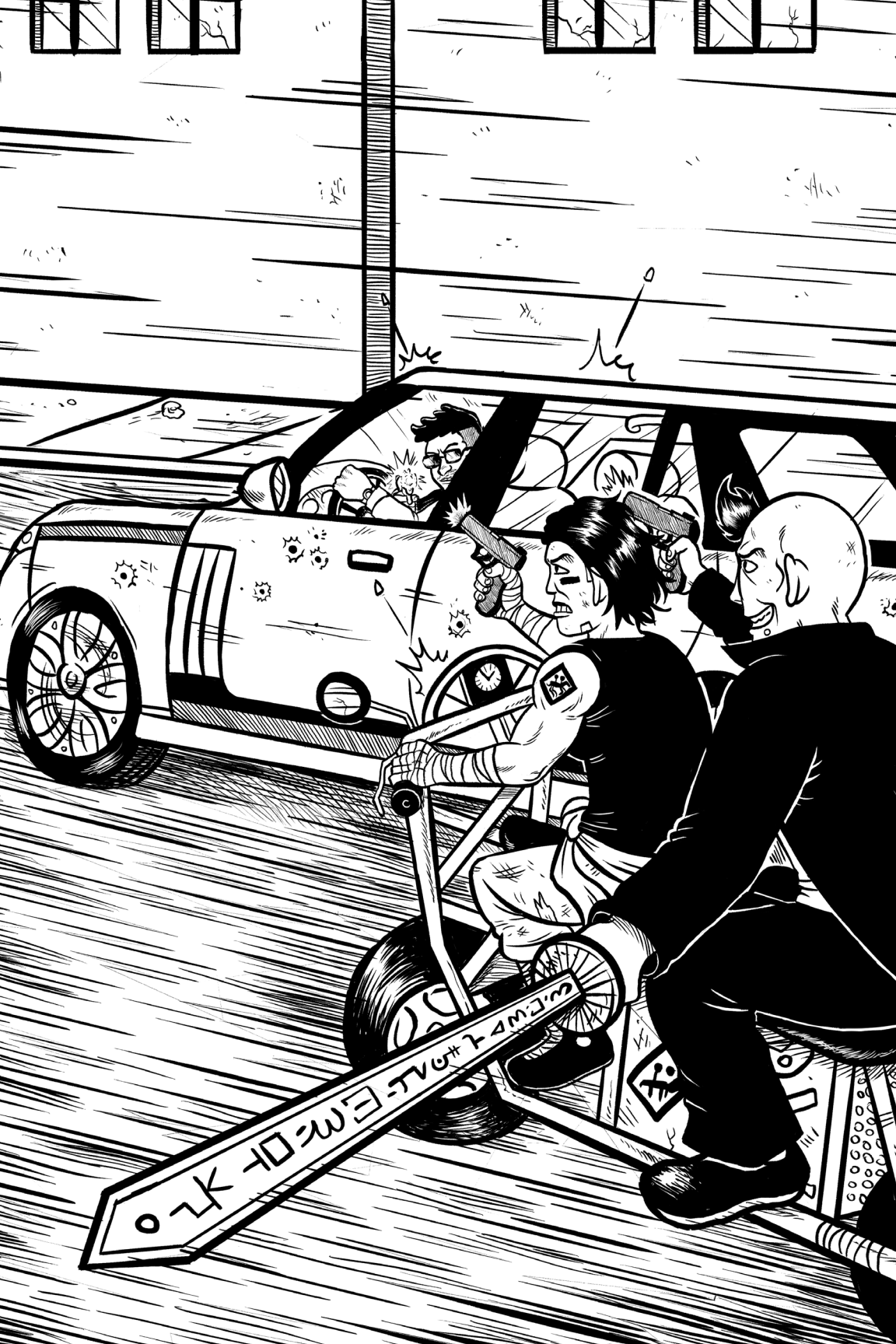
BACKGROUNDS IN NOWHERE CITY

The traditional DCC RPG Funnel may not make quite as much sense in a grim, semi-civilized setting such as Nowhere City. However, it is still useful for each character to have a background to represent broad strokes of their character's prior life. It's entirely appropriate for the players and Judge to collaborate on creating their own backstory if desired, but the following table is provided for random generation or inspiration.

Starting items are not provided, but the Judge is encouraged to be flexible in allowing typical mundane items for characters based on their backgrounds.

Roll	Background
1-3	Delivery guy
4-5	Musician
6	Writer
7-11	Police Officer (Patrol)
12-13	Police Officer (Detective)
14-15	Politician
16-17	Bodyguard
18-20	Bartender / Waiter
21-22	Artist
23-25	Stripper
26-30	Criminal (Petty Crime)
31-32	Criminal (Corporate)
33-35	Bureaucrat
36-39	High School student
40-42	College student
43-45	Homeless

46-48	Prostitute
49	Pimp
50-55	Tradesman (Carpenter, Plumber, etc.)
56-58	IT worker
59-64	Entrepreneur / Small business
65	Executive
66	Professor
67-69	Schoolteacher
70-71	Journalist
72	Athlete
73-75	Cabdriver
76-78	Shopkeeper / Retail
79-84	Fast Food worker
85-87	Chef / Cook
88-89	Janitor
90-00	Unemployed



VEHICLE CHASES

There are a lot of vehicle chase rule systems out there, and Nowhere City is not supplying a comprehensive new system. In this Judge's campaigns, such things are usually kept light and fast. The author recommends these guidelines in lieu of anything more complicated:

For Races:

1. The Judge lays out the number of rounds the race will last. Typically, five for longer races, and three for shorter races. The Judge should use even numbers of rounds only if tie results, i.e. drivers arriving at the same time, are acceptable in a given scenario.
2. Sum up each driver's Luck, Agility and Intelligence scores (the entire attribute scores, not the modifiers). Then divide that sum by three. This number is the character's "Drive Score". (For NPCs, the Judge may simply dictate stats-- 10 is reasonable for an average civilian-- or roll 9d6 and divide by three to generate the "Drive Score".)
3. Grab a D20 or other die. Assuming the drivers are fairly well matched in vehicles, they should each receive a D20. If not well matched, the Judge may decide to slide them up or down the die chain. (A bike is lousy on the freeway but better in narrow alleys with tight turns. The Judge adjudicates the dice awarded according to the characteristics of a given race.)
4. Each driver rolls the die and adds it to the Drive Score. The highest total result wins that round.
5. For races, the driver who wins the most rounds arrives first.

For Chases:

1. The rules are the same except that the chase lasts until either the pursuer has won three rounds or the pursued party has won three rounds.
2. If the pursued party wins three rounds, they are free and have escaped the pursuer.
3. If the pursuer has won three rounds, they may make an attack of their choice for two rounds. Attacks between moving vehicles are at -4 due to the target's cover and the difficulty of attacking. (After two rounds, at the Judge's discretion, the pursued party can try to escape again and start a new chase if the other party decides to resume pursuit.)

Criticals and Fumbles and Mishaps

If at any time, one driver rolls a natural 20 or other highest result on his die, they get the immediate win (escape home-free, reach the goal of the race, catch their quarry, etc.)

If at any time, a driver rolls a natural 1, they have lost the race, allowed their pursuers to catch them, or let their quarry escape. Then the driver makes a Luck roll. If the driver fails, their vehicle has crashed. Roll the die again and the driver and all passengers take that amount of damage—the driver makes a DC 15 Reflex save for half. (If successful, the passengers also take only half damage.)

Lastly, if the two parties both roll the same number on the die (regardless of Drive score), a vehicular mishap has occurred—Roll D14 and consult the following table.

Car Chase Mishaps	
Roll	Mishap
1	Your reckless driving has attracted the police. D4+1 police officers join the pursuit in 1-2 vehicles and will follow until the race/chase is complete. There is a 3% chance they serve Scutigera. Treat as “Bodyguards” in the “Enemies and Opponents” section for statistics if needed.
2	Both vehicles crash through a vegetable stand (or other appropriate lightweight obstacle) and everyone in both vehicles takes d3 damage from the jostling.
3	The Rolling Ghosts biker gang see this race going and take an interest. They will follow until the chase/race is complete and opportunistically join the fight. Roll 2d7 to see how many join the race! (Rolling Ghosts stat as thugs in the “Enemies and Opponents” section.)
4	Oil slick or ice-- Both parties have crashed! The drivers and all passengers take the amount of damage on the die—the driver makes a DC 15 Reflex save for half. (If successful, the passengers also take only half damage.)
5	Untouchables! Woman and baby carriage are crossing the street in front of the lead driver. Both drivers must make a DC 15 Reflex save to avoid the innocent mother and child. (Striking down such hapless targets will probably lead to attention from the media and, maybe, from law enforcement...)
6	TV journalists in the area—they smell trouble and will investigate the chase, bringing a news van to the race's destination or trying to follow the racing parties if possible.
7	The driver with the worst Luck is broadsided by an idiot texting and driving. The drivers and all passengers take the amount of damage on the die—the driver makes a DC 15 Reflex save for half. (If successful, the passengers also take only half damage. If one party is a NPC, roll 3d6 to generate them a quick Luck score!)
8	The driver with the worst luck has struck a car and killed the other party, while remaining unharmed. The other party is: 1. A relative of a politician 2. A Sorcerer (determine Patron randomly) 3. A police car 4. 1-4 gangsters - 50% suitcase full of cash, 50% suitcase full of drugs

Car Chase Mishaps (Continued)

9	The player with the worst Luck has lost control of the vehicle and crashed it into a building (Judge's discretion). Though passengers take only d4 damage, the crashed vehicle is totally destroyed. Any pursuing vehicle will have to make a DC 15 Reflex save to avoid also crashing into the first vehicle. If save is missed, both drivers and all passengers take all damage on the original die result.
10	The chase has led through some abandoned alleys or backstreets and the driver with the worst luck has actually crashed through a sinkhole that has led them to an underground service tunnel. Though they will have escaped any pursuit, the car will either have to be abandoned or the driver and passengers will have to drive through the warrens of the undercity to find a way out. God only knows what dwells down there.. probably Pollutigators and Annihilated covens.
11	Both drivers make Luck checks. If failed, that driver's car stalls out and can only be fixed with several hours of work.
12	Both drivers make Luck checks. If failed, that driver's car has run out of gas. You may be able to refill quickly but you probably have lost a race or a chase.
13	Epic crash! Both drivers make Luck checks. Each who fails has a colossal crash. Roll two dice of the chase die type and take full damage. Any passengers in the vehicle make a Luck check to be thrown clear and only take d5 points of damage.
14	Double mishap! Roll twice; if same result is generated twice, double the effects!

NOWHERE CITY FOR THE JUDGE

The next section is intended to help the Judge make Nowhere City come alive for the the players. None of this is written in stone, but is meant to provide a jumping off point for the Judge's and players' own ideas. This section merely scratches the surface; if there is sufficient interest in future releases of Nowhere City, more expansive campaign material may be forthcoming.

Mood, Atmosphere, Tone

The Nowhere City setting is intended to be that of a middle-sized city in the middle of a dystopian near future. This city was never New York or Los Angeles, the center of its own universe. But it was once prosperous, cultured and teeming. Now portions of it are almost normal and thriving, but other areas are wasted, empty streetscapes.

The trains don't run on time, the roads are full of potholes and there might even be occasional blackouts. Vermin and bacteria plague the denizens, unemployment is rampant and the pollution of more than a century has even corrupted the weather. The rain is brown, sometimes even black. The wind is dusty and gritty. The sun, when the smog breaks, only reveals the stains and the filth. The summer heat just adds to the rot.

The denizens of Nowhere City are of many ethnicities or tribes but in many cases, these distinctions long ago ceased to matter to anyone. Location is everything—the neighborhood one is born into and can afford to live in determines one's life for almost all citizens of the City. Cronyism and corruption determine hiring and firing at every level of employment. The honest citizens of Nowhere City are exploited by the corporate warlords who buy and sell the politicians and police from above, and also bullied by the organized and petty criminals who brutally rule the world below. The city has hung on for decades, but everyone has the sense that it's just a few years, if not months, from total disintegration and chaos. And they may be right.

The Shadow Conflict

Against this backdrop, a constant battle rages in the occult underworld. Sorcerers grapple for power by serving the Veiled Ones. The Gutter Knights are all that stand between them and sorcerous apocalypse. Almost none of the citizens of Nowhere City know of these shadowy worlds or their conflicts, and even fewer understand what's at stake in this battle. Only a few enlightened citizens know of the Veiled Ones and the factions that serve and oppose them.

Sorcerer Cults

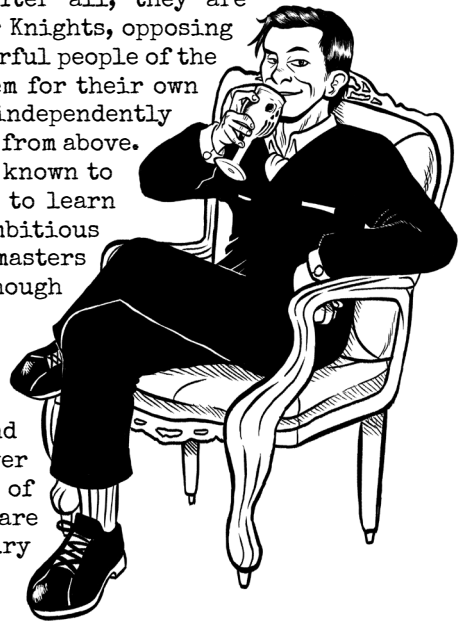
Though the battle between the Gutter Knights and the Sorcerers is almost completely hidden, there are many secret societies within the confines of Nowhere City. Many citizens are anxious for a leg up on their peers, or for any advantage in the rat race. Thus they join lodges, clubs, secret societies, hoping for a sense of belonging and some social advantage. Some of these organizations are nothing more than social groups dedicated to debauchery and mutual aid.

But others are the recruiting grounds for Sorcerous ranks. The truly ruthless initiates of these groups are groomed for higher and more intense learning until the first few secrets are exposed. Loyalties and aptitudes are rigorously tested—and some fail. Many new cultists don't survive the initiations and many more are eliminated by their own competing rival cultists. Only the strongest and least principled arrive at the dark rank where the first spell is taught and the bonds to an organization's true Veiled One are forged.

Thus Sorcerers tend to be self-obsessed and distrustful even of their colleagues and superiors. After all, the Veiled Ones are so far above humanity that concepts such as loyalty and purpose have no meaning. Power is all. As they rise in power by learning new spells and enacting new rituals, even their virtues fall away.

Sorcerer cults are very secretive. After all, they are surrounded by potential enemies: Gutter Knights, opposing Sorcerers from rival cults, and even powerful people of the mundane world who would seek to use them for their own purposes if they could. Covens operate independently with only one handler passing directions from above. The highest ranking Sorcerers have been known to sacrifice whole organizations in order to learn one blasphemous spell, so even the most ambitious initiates hesitate to serve their masters without second-guessing them, even though total obedience is demanded.

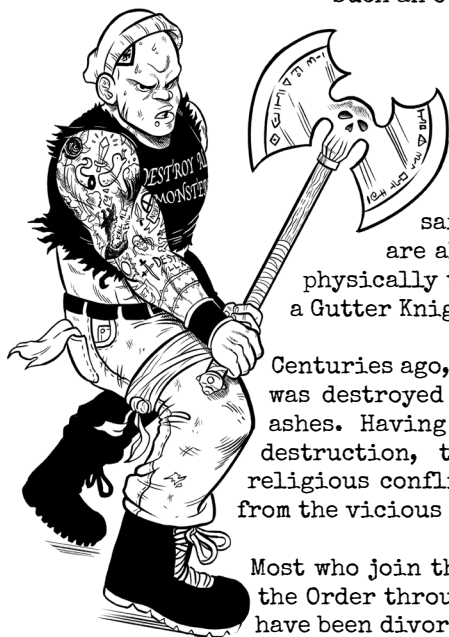
In the meantime, the cult supplies purpose, money and prestige to those within its ranks; it is full of thugs, poseurs and hangers-on. These pawns, though never having the slightest knowledge or hope of learning of the Veiled Ones' existence, are often the first to fall to the avenging fury of the Gutter Knights.



Each Sorcerer Cult is different and is discussed in more detail in the Patrons section, but the above should serve as guidelines for creating your own, and for understanding the perspectives of the Sorcerers within them.

A typical Sorcerer Cult has dozens of members in the lowest echelons, perhaps up to five first level Sorcerers and no more than a handful of higher level Sorcerers. Each Sorcerer Cult is dedicated to one Patron—the Veiled Ones are jealous entities. A Sorcerer who leaves a Cult is a potential source of secrets and spells for all other Sorcerers both within and outside of his former Cult.

Such an outcast's life expectancy is... limited.



The Righteous Orders of the Gutter Knights

The Righteous Orders are secret societies dedicated to modesty, justice and the safeguarding of humanity. Their numbers are always shrinking—for very few are truly physically talented and righteous enough to become a Gutter Knight. And survive.

Centuries ago, a decadent old order of warrior-knights was destroyed and a secret order was reborn from the ashes. Having learned the lessons of their tumultuous destruction, this reborn order was divorced from religious conflict and sought only to protect humanity from the vicious powers beyond mortal comprehension.

Most who join the Gutter Knights come to their place in the Order through a personal catastrophe. A Knight may have been divorced, disowned, homeless or a drug addict; in some way, he or she was dispossessed of almost all of life's comforts and connections. Only then was this individual approached by the Righteous Order for indoctrination into the Gutter Knights. Only those totally cut off from their former lives can achieve the single-minded dedication to dedicate their lives to the Knighthood.

Righteous Orders, or chapters, are small cells of about three to eight Gutter Knights. One of the Knights is appointed a Captain and another is a Lieutenant. The Captain is the only Knight who communicates with the Knights General, the masters of the Order. The Lieutenant has only some very basic contact information of how to contact the Knights General if the Captain is killed or indisposed.

The Gutter Knights give up their last names when they enter the Righteous Order. When a Gutter Knight achieves second level, the Gutter Knight may give himself a nickname or codename, with the Captain's approval.

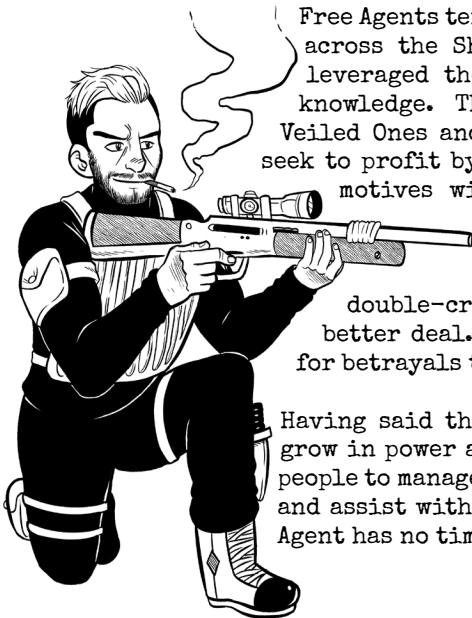
The Gutter Knights live in safe houses, sometimes a mansion, but often a small townhouse or even an apartment. These dwellings are typically in abandoned neighborhoods, slums or anywhere where the Knights will not draw attention to themselves. A Gutter Knight's meals and clothes are Spartan and functional. The Order provides weapons and training and funding for the Knights, but modesty is enforced by precept and by peer pressure. And, if need be, by the Captain.

The Gutter Knights are dedicated to the slaying of Sorcerers and those who serve them, thereby safeguarding the human race and planet Earth from the Veiled Ones. They live by a solemn code; violations of this code will be addressed by the Captain.

The Free Agents

Unlike the Sorcerers or the Gutter Knights, Free Agents tend to work alone. This is not always the case, as Free Agents occasionally team up to earn a large haul. But they do not usually operate with a group of other Free Agents.

Instead, each Free Agent has a network, composed of civilians, other Free Agents, Sorcerers and perhaps even Gutter Knights, who feed the Free Agent bits of information and the occasional job offer. These parties understand that the Free Agent is not necessarily to be trusted, but they enter into deals with Free Agents on a strictly mercenary basis: They expect to pay or give something of value to the Free Agent, and then to receive his or her services in return.



Free Agents tend to be individuals who have stumbled across the Shadow Conflict by accident but have leveraged their skills to make the most of this knowledge. They shun direct involvement with the Veiled Ones and the Sorcerer Cults, even if they do seek to profit by their knowledge of them. Mercenary motives will always be at the heart of their actions. Everyone knows that Free Agents work for the highest bidder and are not above switching sides or double-crossing their partners if they get a better deal. But of course, gaining a reputation for betrayals tends to be bad for business!

Having said this, Free Agents, particularly as they grow in power and wealth, often keep an entourage of people to manage their affairs, guard their real estate and assist with the mundane tasks for which the Free Agent has no time.

NOWHERE CITY NIGHTS

At 3rd level, the Free Agent may acquire up to 1d4 (modified by Personality bonus, minimum result of one) retainers, assistants and bodyguards. These are zero-level staff that will help manage his property and affairs. Each one will cost roughly \$1000 per month of work. At the next level and each time the Free Agent rises a level, he or she can roll again to add more assistants, keeping those already employed if there is money to pay them.

Running a Nowhere City Campaign

Longer-term play in Nowhere City will usually center on compatible groups as mentioned above. There are two most common ways to organize these campaigns:

1. A series of mostly unrelated one-off adventures where the characters come together to achieve one goal at a time. This is a good structure for campaigns that may not always feature the same player characters in every session.
2. A series of related adventures that might culminate in a final high-stakes climax. This requires a little more careful design and perhaps multiple ways for the characters to find their way to a denouement. In addition, the players should buy into the overall purpose of the campaign to avoid "railroading" them.

Examples of a long-term campaign goal might be: The total rooting out and destruction of a sorcerous cult, the acquisition of many objects needed to perform a ritual or the invisible battle in the shadows to prevent the election of (or even to elect) a demonic mayor.

ORGANIZATIONS AND EMPLOYERS IN NOWHERE CITY

Chapters of the Gutter Knights

Holly House: This old Gothic style mansion on the West Side wasteland has given its name to the chapter that inhabits the house. Holly House is known in Gutter Knight circles as being very strict and well-organized. It was the first chapter in Nowhere City and it has destroyed many sorcerous Cults. The members are proud of this heritage-- and some whisper, perhaps too proud. Nonetheless, there is no disputing their valor and bravery. It's said that the Knights General give the toughest assignments to Holly House. Their current captain is Penny, a 38 year old woman who has served in this role for nearly 10 years after seeing her husband and children immolated by a gangster's firebomb.

The Gargoyles: This chapter takes its name from the hundred year old abandoned water tower covered with gargoyles that sits in a lonely section of Hightown. This windowless edifice has been bought by the order through shell companies and furnished comfortably as a safehouse, with tunnels that connect to nearby storage and garage. The current captain is Benjamin, one of the oldest serving captains (somewhere in his early 60s.) Benjamin is a fanatical zealot and has been tried for treason twice by the Knights General, acquitted both times. He is famous for doing what he thinks is right in spite of the orders, and the members of the Gargoyles are fanatically loyal to him. His record of rooting out and destroying Sorcerer cults is self-evident, but some feel that he has built up too much of a cult of personality around himself.

The Saviors: This chapter is unique in that they operate without a safe house, preferring to meet periodically and communicate through urban signals and underground networks. They meet as a chapter very rarely, if at all, and no one knows how many Gutter Knights belong to the Saviors or who their captain is. They get their name by the virtue of the good works to which they are committed; the Saviors consider it their job to feed the poor, avenge the injustices of the oppressed and right other wrongs when possible, in addition to rooting out and destroying Sorcery. Some whisper that this conflict in values is the reason that they have gone even deeper underground than most chapters—because the Knights General are trying to rein them in.

The Last Knights: This group of Gutter Knights is more apocalyptic than most and fight with a fervor based on their belief that the Sorcerers have already won and that they fight primarily for revenge. They are based in the abandoned Church of Saint Michael in the West Side and their Captain is the

enigmatic Solo, who rides a bicycle across the city in his never-ending quest to discover sorcery. Disowned by the Knights General for their callous acts of warfare, which sometimes endanger innocent civilians, the Last Knights are feared and disliked even by the other chapters of the Gutter Knights.

Sorcerer Cults

The Weeper: No one can say for sure whether the Weeper is human or whether the sounds associated with it are really any sort of crying as humans understand such things. All that's certain is the dreadful noise that the highest placed servants of the Weeper hear when the dreaded Patron makes its presence known.

The Weeper's cult has been well organized and rigidly hierarchical throughout most of recorded human history. Cult members tend to cluster in corporations, military organizations or governmental institutions to ensure that they can help each other gain power. Most members of the Weeper's cult believe that making their leaders more powerful ensures better access to power and knowledge for themselves. The Weeper's cult also has followers in its ranks—people who aren't Sorcerers but participate in cult rites, gain some benefits of membership and find purpose in submitting themselves to charismatic leaders. These "footsoldiers" are ready to give their lives to further the goals of the cult. Higher ranking Sorcerers sometimes are awarded followers as bodyguards and servants.

The Weeper communicates from beyond time and space to his servants, and they carry out his will. The cult is broken into "covens", each led by Sorcerer of third or higher level. The covens are given missions and domains within Nowhere City. They are generally forbidden from slaying each other, but of course a healthy rivalry exists between covens as they sometimes compete for the same sorcerous texts as well as the favor of their superiors.

Highly placed coven masters and higher level leaders are often awarded powerful posts in the shell corporations, institutions or even universities that the Weeper's servants have controlled for centuries. Thus they have worldly means to reward their followers with jobs, money and property. It's likely that some or all of a highly placed Sorcerer's followers may not even know that they serve an actual Sorcerer, perhaps thinking of him as a corrupt official or gangster who dabbles in esoterica.

Though there are a dozen or so institutions that are beholden to the Weeper and his covens, the most prominent is the Niobe Group, a small holding company that owns several smaller corporations and properties. The Niobe Group is headquartered in compact but luxurious offices in Hightown, with a small corporate campus of warehouses in Southbridge's eastern fringe. The warehouses, full of secret tunnels and sub-basements, are the meeting rooms of most of the covens associated with the Niobe Group. In bunkers deep beneath

ORGANIZATIONS AND EMPLOYERS IN NOWHERE CITY

the warehouses, certain officials of the covens, including the top leadership of the Weeper's servants in Nowhere City, live in sunless luxury, away from prying eyes but manipulating much of the politics and economics of the city. The Weeper's highest agents are rumored to never venture above ground, and some of them are said to be hideously twisted in shape and nearly immortal.

The Annihilated: The Patron known simply as Annihilation is dedicated to stealth and secrecy. His organizations don't hide in plain sight like the covens of the Weeper or Scutigera. Those who serve Annihilation are themselves hidden.

The Sorcerer cults dedicated to Annihilation are made up of hidden people. These are people in Nowhere City who have completely disappeared within the city itself. Some live in the sewers, some live in the burnt out no-man's-lands that make up the West. Some even live in the walls and attics and cellars of the very buildings where respectable, mundane people throng in the day and night, as unseen as mice and cockroaches.

These cults are well hidden and guard themselves from notice. To discover them in isolation is death—unless one survives their tests and succeeds in joining them. After a high-stakes initiation challenge, accepted initiates scout for food and supplies that are needed for their hidden societies; only after years of work are initiates tested for sorcerous talent. Those who fail the test remain as Gatherers. Those who pass the tests become the Hidden Lords, the elite who compete amongst themselves to build their power and rule the secret realms of Nowhere City.

As if to mock the Gutter Knights' own acceptance rites, those who serve Annihilation give up their names and identities, but they do not take new names when they join their new covens. Instead, each new initiate is given a code corresponding to their Hidden Lord and their number in the chronology of his or her initiates. Even the Hidden Lords do not have names, though they are allowed a letter. Thus a Hidden Lord whose letter is "A" will call the fifth member of his or her coven "A5." Identity is a lie. Individuality is an illusion. Meaning must be destroyed.

Since the Annihilated are notoriously hard to track, no one knows precisely how many covens exist in Nowhere City. Prominent covens are present in an abandoned rail station in the West Side, as well as hidden in the maze of unused tunnels beneath Merritt College in the Merritton.

Scutigera: The patron known as Scutigera is worshiped primarily by those who prey on others. The Hunter from the Stars attracts those who revel in defeating their enemies. All those of a competitive nature revel in the bloodlust of the Hundred-Legged. Many of Scutigera's followers are salesmen, gangsters, con men. His covens attract all those who enjoy preying on and subjugating the weak.

NOWHERE CITY NIGHTS

Most of Scutigera's covens are dominated by an autocratic leader; dissent is not tolerated and weakness is rooted out and punished. The hyper-competitive atmosphere breeds distrust because those below are always jostling to displace those above. They despise normal people too ignorant to sense the power of the Veiled ones, and put no value on human life except for what they might exploit for pleasure or gain. They consider the Gutter Knights deluded for spending their formidable strength on defending the weak. Though they respect the greed of Free Agents and the power of other Sorcerers and their patrons, they consider these rivals to be chasing a lost cause, as they have sided with the Hunter because he is a winner. In their eschatology, the hundred-legged beast will soon arrive in the world of men and devour our weak civilization, replacing it with His own.

As noted in the Locations section, some of Scutigera's own have heavily infiltrated police departments where they can hunt the weak and destitute under the cover of legitimate social purpose. It is rumored that some of the wealthiest Scutigera covens even hunt people for sport, staging these chases in the abandoned industrial tracts of the Western Wastes. Typically, these hunts are used to groom and identify the most sadistic individuals for induction into the inner circles of the covens, where their intelligence and lust for power can be examined more closely. Once initiated into the coven itself, they are not only rated on their power and skill with sorcery but also in the number of kills they've made.

Though the Weeper prefers to operate secretly and the Annihilated would prefer to disappear altogether, the followers of Scutigera are the most likely to revel in some semblance of worldly power. Their leaders enjoy political games and, given the chance, might even impose a form of martial law upon the city where the strong may more and more openly impose their will on the less-deserving. They look forward to the endgame of humanity, where the only rule left will be that of Scutigera's enforcers, imposing their will on a bullied, broken world.

Free Agents

The closest thing to an employment agency that the Free Agents have is Sanctum, just West of downtown in RiverCross. Frequented by mundane new agers, esoteric occultists and other crooks and hipsters, Sanctum is occasionally visited by Free Agents, and the Sorcerers who hire them. (For more info on Sanctum, see page 49).

The five best-known Free Agents in Nowhere City are as listed below. These are all good resources for giving assignments or information to Nowhere City characters.

Adrian Diggs: A British ex-patriot in his early sixties, who has made a fortune for himself in playing both sides against each other. He has retired from day-to-day assignments, but does help broker missions for lesser-known Free Agents, while taking a hefty commission for himself of course. Adrian looks like a biker, has a thick cockney accent and despite the fancy clothes and flashy sports car, is still very obviously a rough character. Adrian has a vendetta against those posh types who look down on a working man made good.

Laetitia Davis, "Tisha": As a young woman, Tisha Davis found her way into Free Agency after escaping the fate of sacrificial victim. She has a vendetta against Sorcerers, particularly the Weeper. Though she favors working for the Gutter Knights, she has taken assignments from the Annihilated or Scutigera covens, perhaps just to learn more about their operations. She is hard-headed and practical in the extreme.

Jose Vega: A young Free Agent who's made most of his money helping the Weeper covens acquire various texts. He is a careful planner and merciless when it comes to executing missions. Some whisper that he wants to gain enough knowledge to start his own Sorcerer cult; others merely consider his guarded nature prudent and reasonable.

Jordan X.: No one has ever seen Jordan X. Jordan, if that's a real name, has mission documents and money left at Sanctum and then executes missions flawlessly. Some say that "Jordan X" must be a team of Free Agents working together secretly. Needless to say, no vendettas or motivations are known.

Young Guns: These Free Agents are a loose confederation sporting cowboy hats and boots with silver spurs. Whether these costumes are an ironic act or a true love affair with the mythology of The West is unknown. The key players have adopted code names such as Billy the Kid, Doc Holliday, Wyatt Earp and so on. Despite their gimmickry, they are professionals and are not averse to modern weaponry. They seem to enjoy taking assignments that put them at odds with the Gutter Knights.

Free Agent Fees

Since Free Agents earn experience points by earning money, here's a table for Judges to use as a rough guide in how to set the prices for Free Agent assignments. Savvy Free Agents may be able to negotiate higher prices, of course!

Note that if multiple Free Agents are involved, the prices will usually rise as the buyer is (theoretically) getting a better chance of success.

Difficulty	Dollar amount	Examples
Routine	\$1,000 - \$3,000	Stealing an item that is unprotected or acquiring information that has only one layer of defense.
Easy	\$5,000 - \$8,000	Missions where combat is expected; no conflict with Sorcerers or sorcerous creatures is expected.
Middle	\$10,000 - \$15,000	Armed guards, combat expected, low level sorcery expected.
Hard	\$20,000 - \$30,000	Combat expected, at least one 3rd-5th level Sorcerer is present (or equivalent sorcerous monster.)
Difficult	\$50,000 - \$75,000	A dangerous mission for 4th + Level Free Agents; multiple Sorcerers and sorcerous creatures expected. Coordinated action from multiple Free Agents required.
Impossible	\$100,000 - \$500,000	5+ Free Agents of 5th level would be needed; extremely dangerous mission in which loss of life is expected.

Religions in Nowhere City

Religion in Nowhere City is something each Judge must assess independently. Overall, the religion should match the tone and the placement of Nowhere City in its own cosmology. For instance, standard modern contemporary religions, with all their virtues and pitfalls, are a very natural feature of the city, although in and of themselves, they have very little to do with the various factions herein.

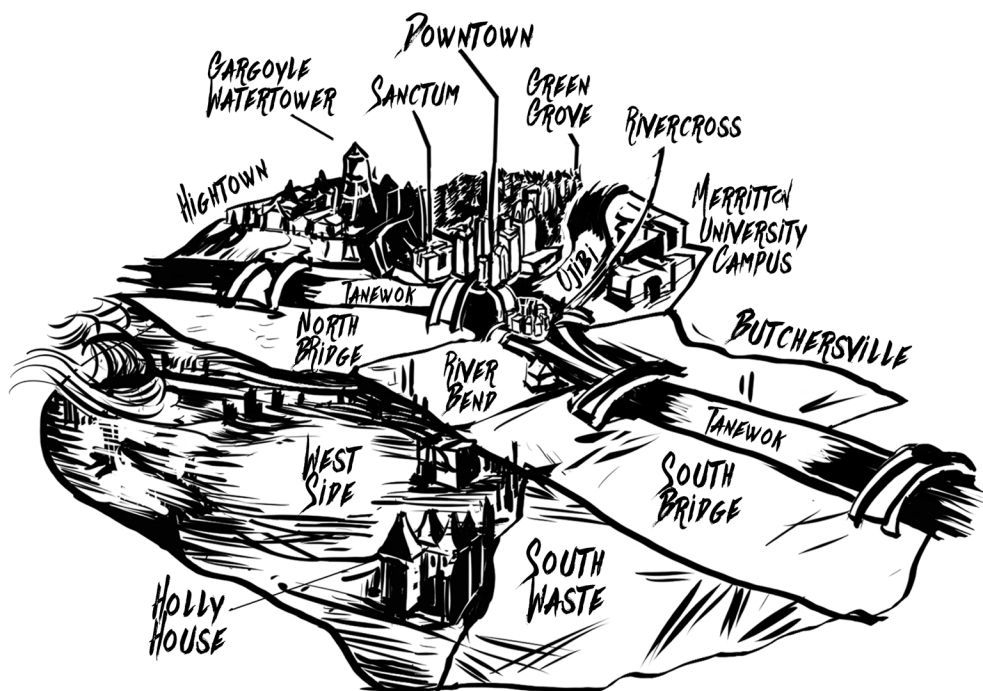
As designed, religion is a non-issue in Nowhere City. The various mainstream worldly religions exist, but have no power over sorcerous entities, no influence over Gutter Knights, Free Agents and Sorcerers, and no relevance to the Shadow Conflict. Judges may change this to suit their own ideas but, if they assign any powers to existing religions, they should be leery of unbalancing the Shadow Conflict and the characters' classes.

Despite this irrelevance, century-old churches, graveyards and the like can add some Gothic flavor to the cityscape. And even if the religions are not associated with any party in the Shadow Conflict, the tight-lipped hierarchies of some religious sects are perfect hiding places for the Weeper's disciplined covens.

If desired, Judges can "re-skin" the Gutter Knights as a religious order, and of course, the leaders of these mundane religions may indeed be living double lives as Sorcerers. Old crumbling churches, in use or out of use, can make wonderful hiding places for the Annihilated. And smaller-time cults are not uncommon, though only a few are hiding real sorcery and power.

Other possibilities include monstrous religions such as the worship of DAGON or MOLOCH. In a dark future or alternate reality, there are no limits to whatever religions hold sway over the minds and faiths of the denizens of Nowhere City.

A KEY TO THE CITY



Neighborhoods, Locations and Personages

Note on Nowhere City Geography: Depending on one's campaign, it may never be important to produce a map of the city. Such a map accompanies this edition of *Nowhere City Nights*, but it is not a detailed street map. The founding elders of this municipality were not well organized and over the almost two centuries since the city's founding, streets and avenues have been named, re-named and even misnamed. There are quirks of the city's layout and street names that only the longtime residents of those neighborhoods understand. The Judge should never feel that he is in the position of having to produce a clear, detailed street map to the players. Much more important are the neighborhoods of *Nowhere City* and the locations and people within them.

If you, as an enterprising Judge, feel that you wish to produce a more detailed map for your own campaign, have at it!

The list of neighborhoods that follows is not necessarily complete. The Judge should add locations and even neighborhoods as required by the needs of individual campaigns.

The Neighborhoods of Nowhere City

Downtown & RiverCross: The oldest neighborhoods are Downtown and RiverCross Island, where the original settlers of the town put down their roots.

Downtown Nowhere City is a collection of corporate skyscrapers, institutions housed in crumbling brick buildings, and of course, hotels and condominiums. As many of the city's neighborhoods steadily decayed, many of those who work downtown wanted to live nearer their places of work, so as to cross the city less frequently. Thus, Nowhere City's wealthiest denizens live Downtown in luxury apartments, condos and hotels, as well in the once-opulent mansions that are being refurbished here and there in the shadow of its business district. Many corporate offices and headquarters are housed here, primarily those for industrial and financial businesses. The city is large enough to have all typical downtown amenities: Restaurants, hotels, bars, athletic clubs, department stores, strip bars, theaters and cinemas. It also hosts the seats of the city and county government.

RiverCross is an island and neighborhood opposite Downtown across the point at which the Obiji and Tanewok rivers intersect. This residential, upscale neighborhood is a favorite dwelling place for the executives and other downtown workers who can afford it. Though highly urban, it has extensive parks both on the island and along the riverfront. Unlike Downtown, which is full of fast-food and chain restaurants, RiverCross is host to fashionable bistros and trendy bars. Younger office-drones and aspiring executives live in Hightown because they can't afford RiverCross.

RiverCross also has a reputation as being a haunted island. Legend has it (completely inaccurate) that the island is cursed because it is built on sacred Native American land. Unbeknown to most of the citizens, the strange stories associated with the island are a result of its age; it has several old bookshops and some old mansions that were the first headquarters of the Gutter Knights in Nowhere City (long before the city was called that.) The first Sorcerers also lived here. They mixed and sometimes fought and died in the riverfront saloon now called Sanctum.

Merritton: This neighborhood, near Downtown, is home to both Merritt College and the University. Home to two full academic campuses within walking distance of one another, there are plenty of bars, cheap restaurants and all the other businesses that serve college students and academics. Merritton has the reputation of being somewhat unsafe, as muggers prey on drunk students occasionally. One coven of the Annihilated exists in the sub-sub-basements of Merritt College, stealing food from the kitchens of the dormitories and recruiting from the drop-outs and drug addicts that live on the edge of any community of students.

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Merritt College was founded by A. Raymond Merritt, who was secretly Nowhere City's first captain of the Saviors chapter of the Gutter Knights. The College has a good (but not sterling) academic reputation, and its mascots are called the Templars, though it is no longer associated with any religious denomination.

The University is a fairly typical land-grant college, accepting a broad array of students from all over the state. Its mascot is the "Mad Otter."

Hightown: Up on the gentle hills that overlook downtown and the RiverCross island is the quarter of Hightown. Once a humble area of professional servants, grocers and laborers, the factories have been removed and it's now the neighborhood of trendy bars and restaurants as well as luxury condos for the younger set. All sorts of entertainments are here, but few for children as the residents of Hightown tend to be single. Hightown also holds Delaney Pond Park, sometimes known as "Penetration Park" by the locals, where all sorts of sexual congress used to happen on the sly in more conservative times.

Though initially "Hightown" referred to the hilly area of town, small businesses have been expanding the neighborhood's borders steadily for the last few decades, hoping to benefit from the good reputation of the neighborhood. The area now known as Hightown now includes some flat lowlands near the Eastern bank of the river.

Green Grove: Tucked away in the NorthEast side of the city, the Green Grove neighborhood is the residential area for those wealthy, family-oriented people who don't live in RiverCross. Green Grove has the benefit of being much further from the Downtown and somewhat isolated from the rest of Nowhere City. The residents of this neighborhood often speak of it being like a small town in its own right. There are no bars in Green Grove, though there are some very reputable and well-known restaurants. Most of the neighborhood is idyllic parks, small independent shops and large spacious residential homes.

Riverbend: The Riverbend neighborhood sits in the elbow of the Tanewoc River. A collection of old manor houses that now are divided into apartments and condos, the hipsters of Nowhere City have taken over Riverbend and converted it into fermentation bars, speakeasies, vegan chocolate shops, craft breweries, etc. Many college students, grad students and academic hangers-on live here, as well as some of the hipper set that refuses to live in Hightown and can't afford RiverCross. Cut off from the city by the rivers and bordered by the West side, the citizens of Riverbend have actually started some "neighborhood committee" (vigilante) patrols. Far from respectable society and infrequently visited by the police or other licit officials, Riverbend is an excellent place for citizens to pursue their passions with less municipal interference.

Butcherville / Southbridge / Northbridge / Southwest ("SouthWaste"):

These working class neighborhoods are largely similar in that they host many of the city's working people and have for over a century. The homes are small and cozy and many of these neighborhoods are close-knit. Though under-served by the police, the residents look out for each other and occasionally administer their own justice. Many of the small businesses here have existed for generations and outsiders are viewed with suspicion at best and sometimes all-out resistance (in the case of gentrification). These neighborhoods are famous for great bars and authentic ethnic restaurants, reflecting the food and culture of immigrants both old and new. The citizens are proud of their heritage and their neighborhoods. Crime here is mostly the province of gangsters who live here and who rein in excessive violence in the presence of civilians.

The West Side / "Wild Wild West / Waste": Decades ago, this neighborhood, always humble and impoverished, became rougher and rougher and was finally overrun by criminal gangs, homeless drifters and drug addicts. The police department became so dysfunctional that it could not patrol the area, and in time, its leaders no longer even wished to do so. Various other elements moved in as they saw the benefits of an area where anyone who could hold property could do with it as they wished. The West was once the host to many industrial parks and factories, and those old complexes are largely abandoned or have been re-purposed without permission. Plenty of churches, residences and other buildings still dot the landscape known as the Wild Waste, many of which are abandoned, others of which are full of... only god knows what, if even he is permitted to know.

Twenty years ago, many high school students dared each other to explore a house or an abandoned factory in the Waste for initiation rites. Today, it's simply too dangerous. Even the criminal bosses in the West have small armies to protect their off-the-grid mansions. And it's not because they fear the police—it's because they fear their neighbors.

Note on the West Side / Wild Wild Waste: Obviously, this neighborhood is a great setting for all sorts of crazy schemes, sorcerous cults and other madness. There is no limit to what the West Side can contain, so Judges should use it for their wildest and unlikeliest urban denizens. In that spirit, we also provide...

Plot Hooks for the Wild, Wild Waste

Werewolves?: An overgrown park that is now a thick forest is home to some bizarre creatures including "Wild dogs" (feral teens who fancy themselves werewolves). A teen from RiverCross has gone missing, and his trail leads here. Has he ditched respectable bourgeois life to live as a werewolf or is something more sinister going on?

Crypto-military Base: A small, insular department of the military has discovered the existence of sorcerous cults and is working on a sorcerous super-weapon. Can the Gutter Knights stop him? Can Free Agents steal it? Can the covens claim it?

Abandoned Factory Containing a Sorcerous Portal: The coven who opened this portal were slain by the Ones they called forth. Now, guarded by the denizens of Limbo, the portal spews dark creatures into the streets of the Waste. The Gutter Knights want to close it and kill these monsters; the Sorcerous Cults want to study it and claim its power as their own.

True Way Survivalists: The evangelical preacher who leads them is a follower of the Weeper. In a few short weeks, he will do a ritual, fueled by the apocalyptic fervor of his followers, that seeks to open a rift in the time continuum and destroy time and space as we know it. Can the Gutter Knights stop him?

Alchemy Oblivion: A coven of the Annihilated live in an abandoned chemical plant and are working on an alchemical dirty bomb that will destroy almost all matter within a hundred miles. They must be stopped.

86th Avenue Street Barons: These merciless killers and drug-runners headquartered here in an abandoned high school and have taken an interest in sorcery, though they don't truly understand it. They have captured a member of a Scutigera cult and the Gutter Knights want to destroy him before the criminals join forces with his cult.

Well of the Ancients: A centuries old well that contains an evil intelligence has gathered a violent community of mindless madmen around it. Will the Gutter Knights destroy it before the Sorcerers can bargain with it and the Free Agents can try to learn and sell its secrets?

Secret of the Serpentine Sorcerers: Settlement of telepathic lizardmen from the ancient past, stranded here in time. These eternal enemies of the Weeper wish to make common cause with any enemies of that cult, but are their intentions (total permanent enslavement of humanity) any better?

Vigilante Justice: A clubhouse of amateur vigilante “superheroes” have no powers but have actually run across a sorcerous artifact in one of their many missions. Can someone steal it back before the well-intentioned nincompoops are murdered by the many factions out to claim it?

Travelers from the End of Time: Agents of the Weeper launching raids for artifacts and against targets in their past, Nowhere City’s present—perhaps even against other Weeper cults! Can the Sorcerous covens fight back?

The Weaponmasters of the Western Waste: These off-the-grid makers of exotic weapons have learned the secrets of Sainted Steel. Their handmade weapons would be of great use to Free Agents and Gutter Knights in the battle against sorcery; their destruction would aid the sorcerous cults that strive against them.

Easy Rolling: The Rolling Ghosts biker gang have found out about one of the Gutter Knights chapters and think that they’re a rival gang. Can the Gutter Knights resist their onslaught or convince them otherwise? Can the Sorcerers manipulate the Ghosts against the Knights? What if the SouthSide Troll Lords get there first?

The Most Dangerous Game in Nowhere City: Scutigera cultists have rigged up a “dungeon crawl” environment in the tunnels beneath Dahl Chemical’s old plant and they force people to go on real-life “delves” for their sadistic entertainment. But the Free Agents have found out that real sorcerous artifacts are buried beneath the plant—can they survive the sick games and claim the prize?

Assault on Precinct 14: The entirely corrupt police force maintains an illicit, secret headquarters in the Waste, with its own jail, weapons cache and actual leadership team. One of your faction has been captured by them. Can you talk, bribe or break them out?

The Brothel from Beyond: A high class brothel is maintained here for all the stuff that can’t be done in the respectable parts of Nowhere City. It’s a perfect place to nab a corrupt city official or a warlord of the Scutigera cult—but the brothel has its own security and its own secrets.

The IT Shoppe: Sorcerous nerds are bent on cracking the code that sends digital traffic to the outer void. If not stopped, the Veiled Ones (and their servant cults) will access the data and secrets of this mortal plane.

NOWHERE CITY NIGHTS

Alien Settlement: Extraterrestrials are using gangsters & the drug trade to conduct experiments on unsuspecting humans. When various personages around town go missing, sorcerous cults are suspected. But when the Gutter Knights converge on the abandoned factory to which they've traced the missing citizens, they are in for a huge surprise: The truth is in there!

Mansion of the Blood Lord: There are no vampires in Nowhere City. There are no Vampires in Nowhere City. There are no vampires in Nowhere City. Are there..? And if not, what is that European gentleman in the centuries-old mansion..?

Death to the Data Center: An international IT conglomerate has found extremely cheap real estate on the West Side, with every tax break imaginable. The Annihilated, obsessed with wiping out identities, can't let an opportunity to destroy that much data go, can they?

For Those About to Rock: George James, lead singer of the band DeathSun has built a heavily guarded studio and compound here, but his reputation as arch-satanist and party animal extraordinaire have aroused the curiosity of the Free Agents—if they find out what goes on in his compound, they can sell the info to the highest bidder—or perhaps break in and steal a priceless occult artifact.

NOTABLE LOCATIONS OF NOWHERE CITY

Location Name: Cellar Door

Neighborhood: Riverbend

Address: 811 Radcliffe Way

Description: This hidden speakeasy takes its name from the unmarked alleyway entrance in an old building that still exists as a furniture warehouse. Visitors step down into a basement bar that can seat only about 40. Though none of the drinks are illegal (any more), the clientele tend to be those who eschew more public meeting places. There is no wi-fi available and the bar's policy of no cell phone use (especially for pictures or video) is strictly enforced. Well compensated bartenders Raymondo and Evie know their cocktails and mind their own business.

Security: There are always a couple of burly bartenders, bouncers or cooks on-site, statistics as thugs.

Location Name: December House

Neighborhood: Green Grove

Address: 4736 Ligotti Drive

Description: This stately manor home is nestled amongst some of the wealthiest residences in Nowhere City. The owner is the reclusive and mysterious Anthony December, an ally of all Gutter Knights factions in the city. The completely bandaged December is rarely seen outside his home, but keeps a cache of weapons here and sometimes coordinates missions between the Gutter Knights. It is also the only safe house for those forces of Law that are not directly associated with the Gutter Knights.

Security: There are weapons in the home and but no standard retinue of bodyguards, though there may be various hangers-on such as unaffiliated Knights or Free Agents. Nonetheless, December has no security issues and no trouble with his uptight Green Grove neighbors.

Location Name: Fork in the Road Ministries

Neighborhood: Butcherville

Address: 6315 30th Avenue

Description: The charismatic Jenkins Bishop has established this Baptist mega-church in the blue collar bastion full of old abattoirs and mostly abandoned meat-packing plants. This is not your typical pyramid scheme. Bishop, renowned for shedding tears during his sermons, is a servant of the Weeper and the church's inner circle is dedicated to their power. A nest of Derro lurk in the sub-basement of the church, ready to his bidding.

Security: During services, 3d24+10 fanatical churchgoers will do whatever Bishop commands. At all times, he is accompanied by d3+1 thugs as bodyguards. During sorcerous rituals, there will always be d6 1st level Sorcerers, d3 of level 2-4 and 2-20 Derro.

NOWHERE CITY NIGHTS

Location Name: Headquarters of the Niobe Group

Neighborhood: Downtown

Address: 811 Ursula Square

Description: This stylish office suite takes up four floors of a small building near the center of downtown. Security is heavy. No one in the building really knows what the Niobe Group does, but it's the location of one of the offices that coordinates the Weeper's worldly affairs. That involves managing the financial details of his cults, real estate and other investments. There are several concealed back entrances with private elevators—employees are rarely seen and never use the front lobby and elevators, which do not even stop on the Niobe floors (10-13).

Security: 8-12 heavily armed thugs at any time with d4 Sorcerers levels 2-5.

Location Name: No Future

Neighborhood: Varies (usually Merriton or Riverbend)

Address: Varies

Description: This pop-up nightclub sets up shop quickly and with little warning wherever it can find space. The fairly lousy punk bands play for free beer and glory. Plenty of art-school types, bohemians and others attend the raucous shows. Different cells of the Annihilated meet and recruit at these shows.

Security: There will be d4+3 bouncers (treat as thugs) at any given show, but they mainly police lone troublemakers because they have no hope of controlling a crowd of several hundred concert-goers. If serious shit hits the fan, they run like everyone else.

Location Name: PetHealth Inc.

Neighborhood: RiverCross

Address: 1212 Howard Ave.

Description: This veterinary clinic has an emergency service and it's often used by the Gutter Knights as the place is owned by the matronly Rhea Finkel, a veterinarian who's done some emergency surgeries for the Knights for years. Her knowledge of the Shadow Conflict is limited but she does what she can without charging if they give her the name of their chapter and she recognizes it. Her services can heal 2-5 points of damage + another 2-5 per day if patients follow her orders and return for more care.

Security: There is no security at PetHealth except for the 5% chance that an injured Gutter Knight is there with 1-3 Knights.

NOTABLE LOCATIONS OF NOWHERE CITY

Location Name: Planetarium

Neighborhood: Downtown

Address: 902 Phillips St.

Description: The planetarium, attached to the Municipal Historical Society museum, has several simple shows a day of various stars as well as changing exhibits on different planets, new satellite missions, etc. Twice a year, it hosts a gala party for the wealthy and local celebrities ("Stars for the Stars") but it also hosts an extremely private annual summit of the various sorcerous factions in Nowhere City, where subjects of mutual concern can be addressed under a very secret star-map that shows the progress of the outer factions emerging from around Pluto. The chief scientist of the Planetarium, Vincent Scalia, is an sorcerous devotee of Scutigera. His special area of study is star charts of the distant past.

Security: Normally, a few security guards (treat as civilians). During the public gala, there will be dl4+10 bodyguards for the wealthy as well as D5+5 security guards. During the private sorcerous summit, there will be various Sorcerers, thugs, bodyguards and perhaps even some assassins or Free Agents there providing security.

Location Name: Sanctum

Neighborhood: RiverCross

Address: 242 Stephens Way

Description: This stylish bar has been a saloon since the early 19th century. Much of the original wood is intact and there are many cozy alcoves as well as private rooms. This bar is one of the few watering holes where members of the Shadow Conflict factions will occasionally rub shoulders. Because of this, there is a strict no-violence rule here. It is a common place for Free Agents to find work and to set up meetings.

Security: Aryk Bolling, the proprietor and at least two of his heavily tattooed, pistol-bearing bouncers: Grimm, Peggy, Jim and Bullfrog (for statistics, treat as Thugs)

Location Name: Shadetree Lounge

Neighborhood: Northbridge

Address: 8901 Shiel Way

Description: This humble bar has served as a local watering hole for many decades, and somehow even survived when most of its environs were torn down to make room for a huge overpass. Now it's the last remaining local color in a nest of serpentine freeway ramps and bridges. Beer is cheap and parking is free and plentiful if you can find it. The ubiquitous and laconic bartender Mitch seems to always be on-site and at work. Besides its usual crowd of semi-professional drunks, parole violators, and biker gangs, the Annihilated sometimes use this place as a neutral territory for cell leaders to meet. There are rumored to be Annihilated cells under the freeways nearby, perhaps connected by old sewer tunnels throughout the city.

Security: Mitch has a shotgun behind the bar.

NOWHERE CITY NIGHTS

Location Name: Sixth Precinct Police Department

Neighborhood: Southbridge

Address: 4500 54th Street

Description: Many police are corrupt in Nowhere City. But the Sixth Precinct aren't just in the pocket of corporate oligarchs, tawdry politicians and the gangsters they claim to hunt. The Sixth Precinct is commanded by Police Commander Earvin Lawton, a devotee of Scutigera who enjoys taking his officers and some paying "tourists" (rich businessmen or celebrities) out "hunting for perpetrators", sometimes even for "future perpetrators". With Lawton in command, most of the precinct's resources are at his command, including holding cells, riot armor and hundreds of weapons, up to military grade. Roughly 40 officers and 10 detectives work out of the Sixth, most of whom are thoroughly corrupt. But only Sergeant Luis Sanchez and Detective Randall "Randy" Birch are also devotees of Scutigera.

Security: Always a 2dl2+6 armed officers present in the precinct.

Location Name: Slow Paul's Pawn Anything

Neighborhood: Northbridge

Address: 5134 18th Avenue

Description: "Slow" Paul Bagan, the owner of this business got his name as an ironic dig at his fast-talking way of bargaining with customers. His mega-pawn shop in Northbridge is renowned for having just about everything for sale, but after hours, he is known amongst the factions of the Shadow Conflict for selling weapons, ammo and other hard-to-find items to Free Agents and occasionally, Gutter Knights. He hears things and can also be a source of information. There are other locations of Pawn Anything, but this mega-pawn shop in Northbridge is where he has his office.

Security: Slow Paul always has 2 bodyguards with him as well as d3+1 thugs working as security at the store.

ENEMIES AND OPPONENTS OF NOWHERE CITY

These statistics for the denizens of Nowhere City can be used for standard encounters. The Men & Magic section of the DCC RPG core book (p. 432-434) can be used to supply other statistics as needed with minimal conversion.

Assassins: (Please refer to DCC RPG core book, page 432).

Note: If Judges wish to allow it, players may wish to play Free Agent assassins as per the class published in the Gongfarmers' Almanac, Vol. 1, 2015.

Bodyguards: Init: +2; Atk: +1 unarmed (1-3+1), +0 revolver (1-8); Spd: 30; AC: 13; HD: 2d12; Act: 1d20; SV Fort: +2, Ref: +1, Will: +1.

- Bodyguards have some martial training and are tough customers compared to the average citizen. They are expensive to hire, so primarily serve the wealthiest citizens.
- Typically they carry revolvers, but deadlier weapons are not out of the question if expecting trouble
- They usually wear some light body armor if working in a professional capacity.

Civilian: Init: -1; Atk: +0 unarmed (1-3); Spd: 30; AC: 10; HD: 1d4; Act: 1d20; All saves: +0.

- Civilians are the common citizens of Nowhere City.

Free Agents: Init: +3; Atk: Dagger +1 (1-4/1-10+1) or Semi-automatic pistol +3 (1-8); Spd: 30; AC: 13; HD: 3d6; Act: 1d20; SV Fort: +1, Ref: +2, Will: +1; SP: Backstab as per 3rd level thief.

Gutter Knights: Init: +3; Atk: Sword +3 (1-8+3) or Semi-automatic pistol +3 (1-8+3); Spd: 30; AC: 13; HD: 3d12; Act: 1d20; SV Fort: +2, Ref: +1, Will: +1.

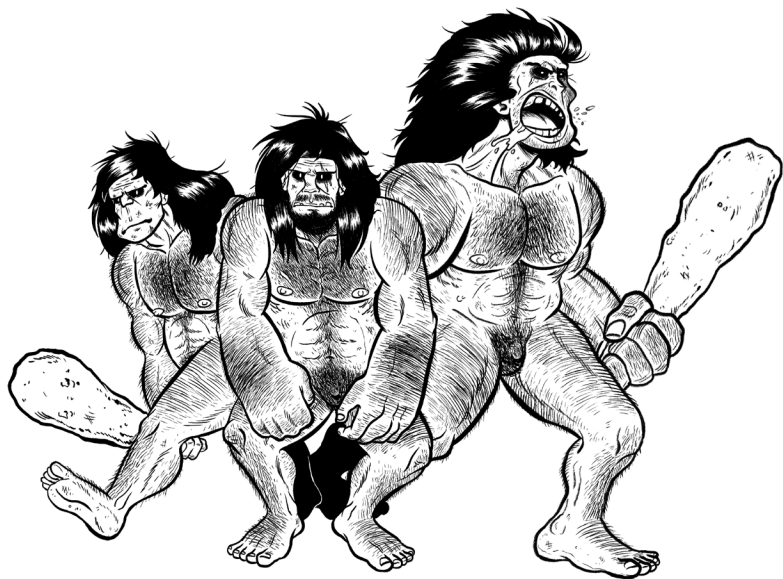
Sorcerer: Init: +1; Atk: Revolver +1; Spd: 30; AC: 10; HD: 3d4; Act: 1d20; SV Fort: +1, Ref: +1, Will: +2;

SP: Spells - each Sorcerer knows Invoke Patron & a 1st level Patron spell as applicable plus 1d3 of the following: (See DCC RPG core book with page number noted): Charm Person (131), Color Spray (135), Flaming Hands (142), Force Manipulation (143), Magic Missile (144), Sleep (155)

Thug: Init: +1; Atk: +1 (1-3); Spd: 30; AC: 10; HD: 1d10; Act: 1d20; SV Fort: +1, Ref: +1, Will: +0.

- Thugs make up most of the bouncers, gang members and tough guys of Nowhere City who are not trained bodyguards or otherwise tougher. Cultists who will fight are generally thugs.

MONSTERS OF NOWHERE CITY



Minions of the Weeper

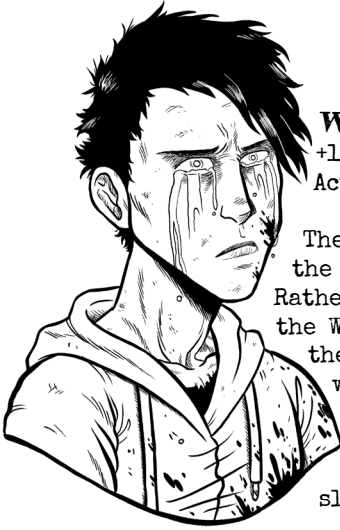
Derro: Init: +0; Atk: +2 unarmed (1-5+2) or by melee weapon+2; Spd: 25; AC: 14; HD: 2d10; Act: 1d20; SV Fort: +3, Ref: +1, Will: +1.

Derro Chieftain: Init: +2; Atk: +3 whip (1-7+3); Spd: 25; AC: 14; HD: 3d10; Act: 2d20; SV Fort: +3, Ref: +1, Will: +3.

The term “Derro” is short for “De-evolutionary Robots”—these near mindless subhumans have been planted in the depths of the earth throughout time by the deft machinations of the Weeper, and he calls upon their muscle when he needs it. Derro serve the Weeper and his lieutenants without thinking. The Weeper’s servants use a code of password grunting and sigils to identify themselves.

The Derro are slow and sadistic, eager to prey on weaker beings but reluctant to attack greater forces. In the presence of a Derro Chieftain, the Derro will not flee unless he gives the order. Normal Derro are too stupid to use any except the most basic firearms, but Chieftains are known to use more sophisticated weaponry sometimes.

Derro are large, heavyset pale-skinned men with black bushy hair all over their bodies, including thick black beards. There are no Derro females. How the Derro reproduce is unknown.



Weepers: Init: +1; Atk: Unarmed or melee weapon +1 (1-3+1 or by weapon); Spd: 25; AC: 11; HD: 1d8; Act: 1d20; SV Fort: +2, Ref: +1, Will: +0.

These near-mindless living creatures resemble the zombies of horror films but they are not undead. Rather, they are the living creatures corrupted by the Weeper and his minions. They weep copiously as they slay at the direction of their leaders. Those who battle them should beware as Weepers usually are nothing more than citizens who have been brainwashed—the police may be forced to take an interest if zombified high-profile citizens are slain in strange circumstances.

Minions of Annihilation

Nothing Golem: Init: +2; Atk: Smash +4 (2-12+4); Spd: 40; Act: 2d20; AC: 18; HD: 8d8; SV Fort: +10, Will: N/A, Reflex: +5;

SP: The Nothing Golem is immune to mind-affecting spells. The Nothing Golem can vanish and reappear every 3 rounds, up to 40' from its vanishing point. Any successful attack by the golem requires a DC 15 Fort save or the opponent's body part touched (even through clothes/armor) will vanish!

1) Left foot 2) Right foot 3) Left hand 4) Right Hand 5) Right arm 6) Left arm 7) Torso 8) Left leg 9) Right Leg 10-11) Head 12) Whole body

This 10' tall nearly transparent horror is a mindless automaton formed of the void's own non-substance and programmed by Annihilation's highest placed masters. It instinctively hates all creatures of the mortal plane to which it has been sentenced to serve. The 2-12 listed for damage includes both d6 impact damage and d6 cold damage.

These abominations serve only the Annihilated until destroyed and then return to the unholy oblivion from which they were born.

Void Demon: Init: -1; Atk: Touch +3 (Special); Spd: 20; Act: 1d20; AC: 10; HD: 4d8; SV Fort: +10, Ref: +2, Will: N/A;

SP: The Void demon moves to living targets intuitively and reaches to touch them. If successfully touched, the target must make a Fort save at DC 15 or be pulled into the vortex of its body and lost forever.

Special Defense: Anyone striking it must make a DC 10 Fortitude Save or lose their weapon to the vortex within. If a PC fails the saving throw and chooses not to surrender a weapon, the PC must save vs. DC 15 or be pulled bodily into the vortex and lost forever.

NOWHERE CITY NIGHTS

The void demon is another servitor of Annihilation. This mindless apparition has no purpose but to destroy. It appears as a vaguely human shaped whitespace and hisses with the sound of air escaping into its eternal vacuum. It has no mind but is just a roughly human-sized blob of null-energy so it is immune to all mind-based effects.

Minions of Scutigera

Centipede Servitor: Init: +6; Atk: Smash+5 (1-6+3 / 1-6+3) and (Special grab-n-bite +5 (2d5 with mandibles + poison); HD: 9d8; Act: 2d20; SV Fort: +7, Ref: +5, Will: +3; SP: If striking successfully with both front arms, the Servitor injects poison into the target and then lifts it off the ground to try to crush its head with its mandibles (gaining another free attack as noted.)

In the following round, the victim must make a DC 15 Fort save or be paralyzed for 1d4 turns.

These 12' tall hulking monstrosities serve the Scutigera cults. They are so horrific to view that they must be kept far away from the sight of any possible civilians, only seen by any cult's inner circle. They have rudimentary intelligence except for a great cunning when it comes to hunting, killing and eating their prey. There are rumors that some have been summoned from filthy cosmic backwaters and then lost by careless Sorcerers—so that these abhorrent creatures sometimes wander sewers or other quiet, hidden places with no Sorcerers to oversee them.



Centipede Hounds: Init: +4; Atk: Mandibles +4 (2d4+2); HD: 3d8; Act: 2d20; SV Fort: +2, Ref: +4, Will: +1.

These dog-sized centipede beasts are sometimes summoned to serve Scutigera cultists. They have insect/animal intelligence at best, though can be trained to follow 2-3 basic commands.

Other Monsters of Nowhere City

Lizard Lords (Serpent men): For statistics, see DCC RPG Core Rulebook, p. 425.

Throughout time, the Weeper has battled the primeval snake-men who dominated the Earth at the dawn of mankind. These users of super-science had once enslaved the human race and a few still live on today. Others have projected themselves forward through time to frustrate the plans of their

ENEMIES AND OPPONENTS OF NOWHERE CITY

eternal enemy. They generally travel in groups of 2-5 and may have access to magic or advanced weaponry at the Judge's discretion:

Molecular Blade (+4 to attack, 2d8 damage): A microscopic width blade that will cut almost anything.

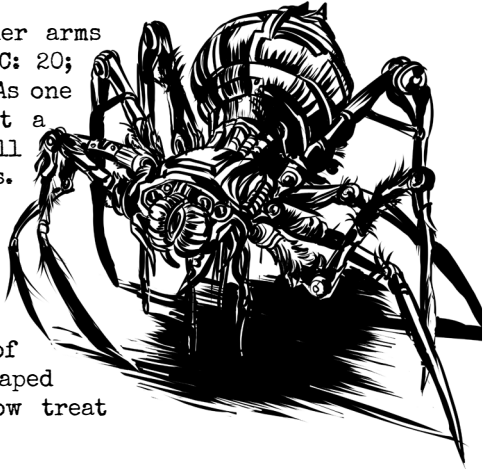
Holo-Images: Creates 2d6 mirror images that sustain 1 pt of damage each before disappearing.

Space Aliens: Init: -1; Atk: Stun dial +3 (Special); Spd: 25; Act: 1d20; AC: 11; HD: 1d8; SV Fort: +10, Ref: +0, Will: +15;

SP: The Space Aliens attack with Stun-dials, strange featureless oval-shaped devices of plastic. By pressing the devices, they can deliver one of two effects at an opponent. One is an electric charge that causes intense pain. If a DC 15 Fort save is not made, the target writhes in pain helplessly for 1d4 rounds. The other is a Stun attack. If a DC 15 Fort save is not made, the target falls unconscious for 1d4 turns and usually awakens in a white-lit chamber while being probed.

The Space Aliens are displaced by the various cosmic forces (the Weeper, Annihilation, Scutigera, et al) that are narrowing their war upon sentience to the planet earth. Their repeated probings and investigation of earth-people are taking on an increased urgency. Their motives are unknowable, perhaps not evil, but they have no regard for human life.

Robo-Spider: Init: +6; Atk: Spider arms +5 (1d7+2); HD: 6d10; Act: 4d20; AC: 20; SV Fort: +10, Ref: +6, Will: +10; SP: As one action, the Robo-Spider can project a 10x10 square foot electro-net—all caught in it must make a Reflex save vs. DC 15 or be paralyzed for 2d7 rounds.



These metallic creatures are the result of experiments in the crypto labs in the Western Waste. They are robots implanted with the brain patterns of spiders. Unfortunately, they have escaped their laboratory birthplace and now treat humans as their prey.

Pollutigators: Init: +6; Atk: Bite+4 (2d8+2) and tail lash +2 (1d8+2); HD: 5d8; AC: 16; Act: 2d20; SV Fort: +5, Ref: +2, Will: +2; SP: In water/ liquid environment, all initiative and attack modifiers are doubled.

These reptiles are the sad result of many decades of industrial pollution mutating the escaped pets and creating a hardy, winter-resistant alligator. Primarily, the Pollutigators are thought to be an urban myth, since they stick to the sewers, but they sometimes prowl the riverfronts and parks of Nowhere City.

APPENDIX 1: NEW PATRONS



THE WEEPER

He waits at the end of time, howling back through reality at his servants. He hates all that has ever existed because he knows the ultimate end. Reality is his plaything. Human destiny is a joke and he knows the punchline. But instead of laughing, he weeps.

At the end of time, God is dead and the Weeper may have been the one who killed him.

Invoke Patron Check Results	
Roll	Result
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (3 or less) corruption + patron taint; (4-5) corruption; (6+) patron taint.
2-11	Failure; other effects depend on the caster's Patron Bond result.
12-13	For an instant, the Weeper notices your plight. In addition, your enemies are discouraged by an unearthly cry- so human but so monstrous. All die rolls by enemies are at -2 for the next round.
13-16	The Weeper stirs. In addition, your enemies are discouraged by the unearthly cry- so human but so monstrous. All die rolls by enemies are at -2 for the next d3 rounds.
17-19	The Weeper hears you and deigns to take the merest interest. The moaning persists for d4+4 rounds, in which enemies are at -3. On round 1, enemies must make a Will save vs. the Spell check or drop all items they carry.
20-22	The Weeper encourages you. The terrible crying from beyond the cosmos conveys +5 on your next action. In addition, enemies are at -3 for all rolls for 2d5 rounds and must make a Will save (vs. spell check) or drop all items and weep for the duration of the moaning. Enemies may take actions while weeping.
23-27	The Weeper delights in your nihilism. The terrible crying from beyond the cosmos conveys +5 on your next action. In addition, enemies are at -3 for all rolls for 2d7 rounds and must make a Will save (vs. spell check) or drop all weapons and weep for the duration of the moaning. While weeping, enemies may take no other action besides moving at half-speed or blubbing in a barely intelligible fashion.
28-29	The Weeper takes a personal interest. The terrible crying from beyond the cosmos conveys +5 on your next action. In addition, enemies are at -3 for all rolls for 3d6 rounds and must make a Will save (vs. spell check) or drop all weapons and weep for the duration of the moaning. While weeping, enemies may take no other action, and they lose d4 points of Intelligence and Personality for the next 24 hours.
30-31	The Weeper takes a personal interest. Enemies must make a Will save (vs. spell check) or drop all weapons and weep for the duration of the moaning (3d7 rounds). While weeping, enemies may take no other action, and their grief is so tremendous that afflicted targets suffer 2d7 points of damage in round 1.
32+	Wretched glory from the end of time. A nimbus of pain and cosmic grief surrounds the caster. All hearers besides the caster weep with such abandon that after d7 rounds, they must make a Fort save vs. spellcheck or be struck unconscious for d24 hours, during which time of impenetrable magical slumber, they are haunted by dreams of utmost horror. These dreams will have a permanent effect on the dreamer's psyche: Save vs. spellcheck or lose d7 Personality points forever.

Patron Taint: The Weeper

All six effects are in play for as many times as indicated in the text, i.e. if the Sorcerer rolls all six results and then rolls the sixth a second time, he will incur the indicated “escalation taint”.

Roll	Result
1	Interaction with the Weeper has placed increasing strain on the timestream and it affects reality in subtle ways. Each time the Sorcerer needs an object, the player rolls a d100 to see if it is available. A result of 1-13% indicates the object is unavailable, though it will always inconveniently re-appear when not needed. After being rolled once, this effect ends.
2	Restless shadows. The Sorcerer’s shadow will be noticed acting out his subversive desires, strangling a co-worker, mocking a policeman or frolicking disrespectfully in the presence of authority. The Sorcerer may make a DC 10 Will save to rein in the shadow after it acts, but the damage is usually done by then.
3	The Sorcerer’s face, no matter how much he or she tries to act differently, is a beacon of despair. Every person that the Sorcerer interacts with must make a Will save vs. DC 10 or burst into tears for d4 rounds. While this has no mechanical impact, it is off-putting to friend and foe alike.
4	A faint sound of weeping and crying follows the caster, distracting and unnerving those to whom the Sorcerer wishes to speak. Unknowing non-followers of the Weeper start to avoid the Sorcerer’s presence due to the discomfort this strange effect causes.
5	Whenever the Sorcerer speaks (except when casting a spell), they struggle to complete sentences without crying. The voice cracks and quivers, the eyes tear up, the Sorcerer must make a Fortitude save vs. DC 10 to be able to complete more than 1-2 sentences at a time.
6	The caster weeps constantly, a steady flow of unnatural tears falling from his reddened eyes. The caster is constantly thirsty and is always drinking water—if not able to consume water for 30 minutes, he takes d4 points of damage until he is able to drink his fill. IF this taint is rolled a second time, the tears turn blood red. If this taint is rolled a third time, the tears become black, leaving dirty inky stains on the Sorcerer’s face and clothes.

Patron Spells: The Weeper

Level 1: Summon Agent

Level 2: Tears of Chaos

Level 3: Secrets of the Timestream

Spellburn: The Weeper

The Weeper is hierarchical and enjoys the obeisance of Sorcerers. He has his own subhuman Derro slaves in the earth, as well as his own hierarchy of servants who lust after power above ground.

Roll	Spellburn Result
1	The Weeper demands tears. The Sorcerer will lose a point of Intelligence each day unless the Weeper harvests the tears from an innocent. The Intelligence is not recovered until the tears are collected in a container and a short five minute ritual is conducted to dedicate them to the Weeper.
2	The Sorcerer casts himself on the winds of time and randomly determines that his sacrifice must come in the future. He picks from a deck of cards and the number on the card determines how many hours in the future he must take the appropriate Spellburn damage through self-hurt. Face cards count as follows: An ace counts as a one. Jack- 24 hours. Queen- 52 hours. King- 72 hours.
3	The Weeper takes your most precious commodity- time. The Sorcerer winks out of existence for d4 rounds, shuffling forward to reappear wholly intact in the exact place vacated, with no memory of the intervening time, in which the Sorcerer literally ceased to exist.
4	Slave to the Derro: The Sorcerer must go alone within 24 hours to the nearest Derro nest and bring them a slave, who will never be seen again. Failure to do so will result in d4 points of Stamina lost each day until death.

Summon Agent

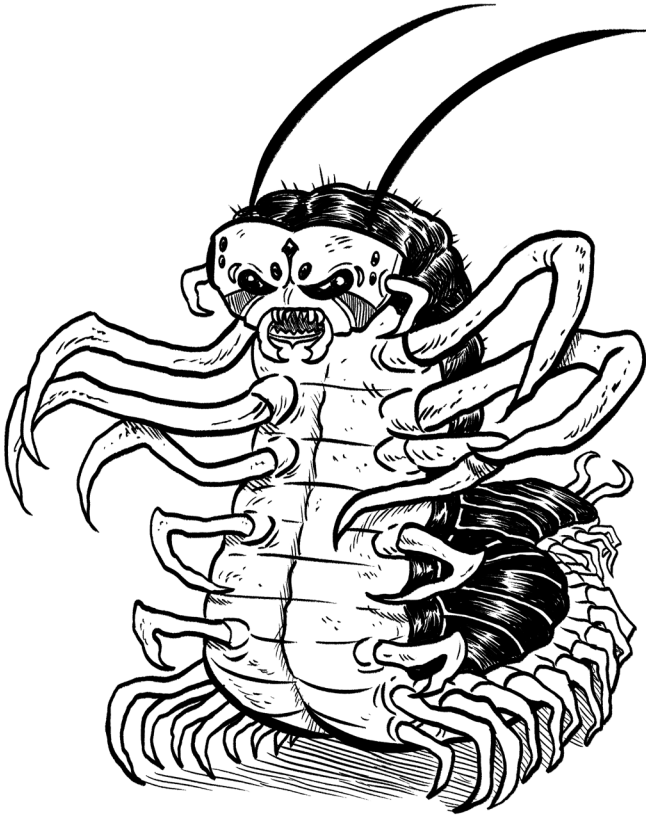
Level: 1	Range: 10'	Duration: Varies	Casting Time: 1 action	Save: None
General	The Weeper is served by vicious subhuman Derro ("De-Evolutionary Robots") who lurk in underground places throughout time doing his bidding. When this spell is cast, the Weeper sends Derro to aid his Sorcerer servant. The Derro will obey the Sorcerer as noted in the spell results. At the end of the spell duration, the Derro and anything- or anyone- he is holding are pulled back into the nether-regions of history, presumably lost forever.			
Manifestation	Roll 1d4: (1) A low rumble of thunder and the Derro appears; (2) The ground opens up and the Derro crawls up through the hole; (3) A rent in time opens with a blinding flash and the Derro pulls himself into the Sorcerer's era; (4) The Derro slowly fades into reality; when the spell ends or he dies, he fades out in the same blurry manner.			
1	Lost, failure, patron taint.			
2-11	Lost, failure.			
12-13	The Sorcerer summons a time-displaced Derro servant for d4 rounds. The near-mindless subhuman obeys any one-word command before disappearing and resuming his filthy life in a nest of depravity far under the earth. (See Derro statistics, page 52)			
14-17	The Sorcerer summons a time-displaced Derro servant for 2d4 rounds. The near-mindless subhuman obeys any one-word command before disappearing and resuming his filthy life in a nest of depravity far under the earth. (See Derro statistics, page 52)			
18-19	The Sorcerer summons a time-displaced Derro servant for 2d7 rounds. The subhuman obeys any commands given before disappearing and resuming his filthy life in a nest of depravity far under the earth. (See Derro statistics, page 52)			
20-23	The Sorcerer summons d4+1 time-displaced Derro servant for 2d7 rounds. The subhumans obey any commands given before disappearing and resuming their filthy lives in a nest of depravity far under the earth. (See Derro statistics, page 52)			
24-27	The Sorcerer summons d6+1 time-displaced Derro servant for 2d10 rounds. The subhumans obey any commands given before disappearing and resuming their filthy lives in a nest of depravity far under the earth. (See Derro statistics, page 52)			
28-29	The Sorcerer summons d4+1 time-displaced Derro servant for 2d7 rounds. The subhumans obey any commands given before disappearing and resuming their filthy lives in a nest of depravity far under the earth. (See Derro statistics, page 52) In addition, the Sorcerer gains the service of a Derro Chieftain for the same duration.			
30-31	The Sorcerer summons 2d6 time-displaced Derro servant for 2d7 rounds. The subhumans obey any commands given before disappearing and resuming their filthy lives in a nest of depravity far under the earth. (See Derro statistics, page 52) In addition, the Sorcerer gains the service of a Derro Chief for the same duration.			
32+	The Sorcerer summons 3d7 time-displaced Derro servants for d24 turns. The subhumans obey any commands given before disappearing and resuming their filthy lives in a nest of depravity far under the earth. (See Derro statistics, page 52) In addition, the Sorcerer gains the service of d4+1 Derro Chiefs for the same duration. If the Sorcerer makes a DC 10 Personality check, the Derro will stay and serve him/her permanently, assuming the Sorcerer can provide the food, lodging and degenerate entertainments that such beings require.			

Tears of Chaos

Level: 2	Range: Self	Duration: (spellcheck/3) rounds	Casting Time: 1 action	Save: Varies
General	The tears weep instantly and are not wet. Their substance dissipates entirely when the spell ends. Unless noted in the spell, tear-substance may not be transferred from the caster to others, or between his allies.			
Manifestation	Roll 1d4: (1) The tears shine with a prismatic sparkle; (2) The tears are black but still have a metallic shiny sheen; (3) tears appear to be made of liquid light; (4) Roll 1d3 for visual effect of earlier result + an eerie weeping sound.			
1	Lost, failure, patron taint.			
2-11	Lost, failure.			
12-13	Failure, but the spell is not lost.			
14-17	The Sorcerer weeps copiously and his tears drip down instantly to create a swirling suit of iridescent armor. For the duration of the spell, this new chaos armor gives the user +4 AC against all physical attacks and +2 on Fort saves.			
18-19	The Sorcerer weeps copiously and his tears drip down instantly to create a swirling suit of iridescent armor. For the duration of the spell, this new chaos armor gives the user +6 AC against all physical attacks and +4 on Fort saves.			
20-23	The Sorcerer weeps copiously and his tears drip down instantly to create a swirling suit of iridescent armor. For the duration of the spell, this new chaos armor gives the user +6 AC against all physical attacks and +4 on Fort saves. As this happens, two more tears splash from his face at any one enemy; each target must make a Reflex save vs. spell check or be coated in sparkling tear-goo for the duration of the spell. No attacks or delicate actions may be performed and the target's movement is cut to five feet per round.			
24-27	The Sorcerer weeps copiously and his tears drip down instantly to create a swirling suit of iridescent armor. For the duration of the spell, this new chaos armor gives the user +6 AC against all physical attacks and plus +4 on Fort saves. As this happens, two more tears splash from his face at any d3+1 enemies; each target must make a Reflex save vs. spell check or be coated in sparkling tear-goo for the duration of the spell. No attacks or delicate actions may be made and the target's movement is cut to five feet per round.			
28-29	Iridescent tears flow down the Sorcerer's face and create a pool of shiny goo—the Sorcerer drops into the pool and may reappear anywhere within 50' feet of the point of departure. Or the Sorcerer can choose to suck one enemy within 5' into the pool and transport him the same distance. The enemy receives a Fortitude save vs. the spellcheck to negate this effect.			
30-31	Iridescent tears flow down the Sorcerer's face and create a pool of shiny goo—the Sorcerer and up to 2 allies drop into the pool and may reappear anywhere within 50' feet of the point of departure. Or the Sorcerer can choose to suck up to 3 enemies within 15' into the pool and transport them the same distance. The enemies receive a Fortitude save vs. the spellcheck to negate this effect.			
32-33	Iridescent tears flow down the Sorcerer's face and create a pool of shiny goo—the Sorcerer and up to 3d4 allies drop into the pool and may reappear anywhere within 50' feet of the point of departure. Or the Sorcerer can choose to suck up to 10 enemies within 25' into the pool and transport them the same distance. The enemies receive a Fortitude save vs. the spellcheck to negate this effect.			
34+	The tears create a pool of iridescent goo at the caster's feet. A great howling is heard from the void beyond time and space. At the caster's command, which must be given within the duration of the spell, all creatures within 50 feet must make a Fortitude save vs spellcheck or be pulled into this sparkling pool to disappear forever. The caster must also make a Will save vs. DC 10 or fail the temptation to hurl himself into the void to attain the consolation of nothingness.			

Secrets of the Timestream

Level: 3	Range: Varies	Duration: Varies	Casting Time: 1 action	Save: Varies
General	Using this spell, the caster may shift himself or others along the timestream. The caster's actions taken in the past can not affect others, but the caster inhabits his own past form and can make choices in order to change events' affects upon himself. E.g. the caster can not go back and slay a monster in the past, but he may choose to throw himself prone and increase his chance of being unaffected by the monster's acidic eyebeams. If an action affected more than the caster and the spell-affected allies, (e.g. triggering a trap that wounded multiple people), the caster can not save the other people affected, but can act to try to minimize the effects on him or herself. If shifted to the future, the caster disappears and reappears after the appointed rounds. Note: If shifting to the past, the caster (and other time travelers) inhabits his own/their own bodies. Note that if traveling back in time, the caster (and potentially allies) will inhabit their bodies wherever they were at that moment. If traveling into the future, the travelers are fixed in space and will reappear in exactly the same spot after the specified interval.			
Manifestation	Roll 1d4: (1) The caster is surrounded by a momentary nimbus of blue light; (2) A gash in the fabric of time visibly opens, in which a weeping-howling moan is heard, the caster must step through; (3) 2d12 mini-Derro impls appear and build a door, push the caster through to his chosen time; (4) The caster disappears into a hypnotic cyclone of weeping and laughter, suddenly reoriented in his chosen time destination.			
1	Failure, lost and patron taint.			
2-11	Failure and lost.			
12-15	Failure, but not lost.			
16-17	The Weeper lends you his precious time-bending magic. The Sorcerer may shift him or herself up to 2d3 rounds in the future or in the past.			
18-21	The Weeper lends you more time-bending magic. The Sorcerer may shift him or herself up to 2d7 rounds in the future or in the past.			
22-23	The Weeper is pleased with your service. The Sorcerer may shift him or herself and up to 2d3 allies up to 2d3 rounds in the future or in the past.			
24-26	The Weeper respects his servant. The caster and up to 2d7 allies are shifted up to 2d7 rounds in the past.			
27-31	The Weeper encourages your service. The caster has the option of shifting himself and 2d3 allies up to 1d3 hours in the past or future.			
32-33	The Weeper urges you on. The caster has the option of shifting himself and 2d7 allies up to 1d3 hours in the past or future.			
34-35	The Weeper urges you on. The caster has the option of shifting himself and 2d7 allies up to 1d3 days in the past or future.			
36+	The Weeper has taken notice. The caster may choose to send one person (including the caster's self) anywhere in time. Unwilling subjects receive a Will saving throw vs. spellcheck. If they fail, their scream echoes as they fade from the current iteration of reality, never to be seen again.			



SCUTIGERA

The many-limbed predator that scurries in the stars. As the centipede hunts and kills in the house of man, so does the Hunter with a Thousand Arms haunt the outer reaches, looking for prey. It's said that in the aeons of the past, before the gods of man even roamed the earth, the Hunter with a Thousand Arms ruled the night and his constellation devoured those of other entities. Then his stars disappeared and now the Hunter waits to reemerge when the time comes for his servants to overrun the Earth and begin a new age of predatory tyranny.

With humans as prey.

Invoke Patron Check Results	
Roll	Result
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (3 or less) corruption + patron taint; (4-5) corruption; (6+) patron taint.
2-11	Failure; other effects depend on the caster's Patron Bond result.
12-13	You have a fraction of Scutigera's favor. You receive an extra d16 action die for d3 rounds.
13-16	Scutigera blesses you with prowess. You receive an extra d16 action die for 2d4 rounds.
17-19	Scutigera blesses you—with limbs. Two more arms sprout from your torso, giving you +3 to Strength and an extra d20 action die for 2d6 rounds.
20-22	Scutigera favors you with many limbs. In addition to arms as above, you sprout two legs and your speed increases by 20 feet per round, Agility increases by +3 as well.
23-27	Scutigera favors your hunt. In addition to the two arms and legs noted above, you receive an extra d3 accuracy bonus to all attacks or spellchecks for the duration of 2d6 rounds.
28-29	The Hunter hears your name. As the result above, but the extra action die increases to d24 with a d3 accuracy bonus and speed increase of 20 feet. +3 to Strength and +3 to Agility for 2d6 rounds.
30-31	The Hunter's starry eyes. As the result above but all effects of the spell last for 3d6 rounds or until dismissed by the Sorcerer.
32+	Scutigera hunts beside you: In addition to the above result, the caster makes a Luck check; if the Luck check is successful, Scutigera's cosmic sting blasts an enemy each round from beyond the void- roll D30 for the attack action die and d12 for damage. Those hit by the sting take an additional 4d6 poison damage, Fort save vs. Attack roll for half.

Patron Taint: Scutigera

All six effects are in play for as many times as indicated in the text, i.e. if the Sorcerer rolls all six results and then rolls the sixth a second time, he will incur the indicated “escalation taint”. These disfigurements are severe and are likely to make it extremely difficult for the caster to blend in with normal human society.

Roll	Result
1	The caster's eyes began to change. The first time this is rolled the eyes protrude unattractively. The second time, the eyes shift more quickly and grant a +1 to Initiative and Reflex saves, but their unnatural shifting vision is noticed by all. The third time, the eyes fall out and are replaced by multi-faceted insectile “bug eyes”.
2	Extra limb. Each time this is rolled, the caster grows an extra leg or arm (determine randomly or Judge's discretion). Each leg grants an extra 10' of movement; each arm grants the ability to hold an extra object and may help ready and fire missile weapons more quickly. For every two arms, the caster will receive an extra action die at -1d of his lowest current action die.
3	The caster becomes very light averse. In a bright light (such as intense magical light or direct sunlight on a bright sunny day), the caster will have to make a DC 10 Will save to resist the urge to run into the shadows.
4	The first time this effect is rolled two wavy, frond-like antennae sprout from the caster's forehead. They persist for d7 rounds and then fall away and dissolve. If rolled a second time, they last for d7 turns. If rolled a third time, they are permanent. Once permanent, the antennae will regenerate within d4 rounds even if removed.
5	The caster is consumed with a ravenous appetite and will need to spend at least one hour a day consuming meat and/or animal products. The preferred food is insects. Failure to do so will result in weakness—the caster must make a Fort Save vs. DC 10 or lose a point of Strength. Once the caster has eaten his fill on a given day, any lost Strength points are returned.
6	The caster grows to be covered by small centipedes, his skin covered with skittering vermin for d4 rounds. The caster experiences no discomfort because of this. The second time rolled, the effect persists for d4 turns. The third time rolled, it persists for d4 hours. The fourth time, the effect is permanent.

Patron Spells: Scutigera

Level 1: Scurrying Hell

Level 2: Wondrous Antennae of the Hunter

Level 3: Venom of the Constellations

Spellburn: Scutigera

Scutigera demands tribute by making his followers ape his form or serve his symbols. He also enjoys making his followers nurture the consumers of filth that provide fodder for his smaller cousins on the mortal plane.

Roll	Spellburn Result
1	Prove your predation: The Sorcerer will lose a point of Intelligence each day unless the caster stalks and kills a mammal of some kind and dedicates the sacrifice to Scutigera. (Humans are acceptable.)
2	The caster takes spellburn damage but recovers it by finding a nest of rats, cockroaches or other vermin and sacrificing a body or other meat to this nest within 24 hours.
3	The caster takes the appropriate attribute damage as his hand is transformed into a large living centipede for d4 turns. The caster may utilize this for "unarmed" attacks. The centipede does d3 points of damage if it strikes with its front legs and +1 point for mandibles (for a total of 1 attack, damage of d3+1).
4	Attribute damage is taken by the emergence of a large centipede (or centipedes) from the caster's body. For every three points of attribute damage, rounding down, one centipede emerges and skitters away into the shadows, hissing "I must hunt..."

Scurrying Hell

Level: 1	Range: 50'	Duration: Varies	Casting Time: 1 action	Save: Varies
General	Scutigera is a hunter in the form of a vicious cosmic centipede. His filthy minions lurk in sewers and cellars throughout the cosmos and known planes. When casting this spell, the Sorcerer calls forth a wave of centipedes to attack or otherwise frustrate his enemies.			
Manifestation	Roll 1d4: (1) The caster vomits forth a horde of insects; (2) The target(s) vomit forth the very insects that attack them; (3) The centipedes appear in the shape of a magic circle around the target(s), then scurry to instantly attack; (4) The centipedes fall from above in a mini-cyclone.			
1	Lost, failure, patron taint.			
2-11	Lost, failure.			
12-13	The Sorcerer summons a horde of centipedes to attack one target. The centipedes inflict 1d4+1 damage for one round then disappear. There is no save.			
14-17	The Sorcerer summons a horde of centipedes to attack one target. The centipedes inflict 2d4 damage then fall dead at the feet of the target. The target and any nearby beings (within 5 feet), are at -5 speed and must make a Reflex save vs. DC 5 to avoid slipping if they run or jump, due to the dead insect slime at their feet.			
18-19	The Sorcerer summons a horde of centipedes to attack up to D3 targets within range. The centipedes inflict 2d5 damage then fall dead at the feet of the target. The target and any nearby beings (within 5 feet), are at -5 speed and must make a Save vs. DC 5 to avoid slipping if they run or jump, due to the dead insect slime at their feet.			
20-23	The Sorcerer summons a horde of centipedes to attack up to D4 targets within range. The centipedes inflict 1d5 damage for d5 rounds then fall dead at the feet of the target. The target and any nearby beings (within 5 feet), are at -5 speed and must make a Save vs. DC 5 to avoid slipping if they run or jump, due to the dead insect slime at their feet.			

24-27	The Sorcerer summons a horde of centipedes to attack up to D5 targets within range. The centipedes inflict 1d6 damage for d6 rounds then fall dead at the feet of the target. The target and any nearby beings (within 5 feet), are at -5 speed and must make a Save vs. DC 5 to avoid slipping if they run or jump, due to the dead insect slime at their feet. In addition, all targets attacked, must make a DC 10 Will save or spend the next d3 rounds trying to remove the insects from their bodies.
28-29	The Sorcerer summons a horde of centipedes to attack up to 3d3 targets within range. The centipedes inflict 1d7 damage for d5+1 rounds then fall dead at the feet of the target. The target and any nearby beings (within 5 feet), are at -5 speed and must make a Save vs. DC 10 to avoid slipping if they run or jump, due to the dead insect slime at their feet. In addition, all targets attacked, must make a DC 10 Will save or spend the next d5 rounds trying to remove the insects from their bodies.
30-31	The Sorcerer summons a horde of centipedes to attack up to 3D4 targets within range. The centipedes inflict 1d7 damage for d5+1 rounds then fall dead at the feet of the target. The target and any nearby beings (within 5 feet), are at -5 speed and must make a Save vs. DC 10 to avoid slipping if they run or jump, due to the dead insect slime at their feet. In addition, all targets attacked, must make a DC 10 Will save or spend the next d5 rounds trying to remove the insects from their bodies. Finally, any targets must make a DC 10 Fort save or be paralyzed for d5 rounds.
32+	The Sorcerer summons a horde of centipedes to attack up to 4d4 targets within range. The centipedes inflict 1d10 damage for d6+1 rounds then fall dead at the feet of the target. The target and any nearby beings (within 5 feet), are at -5 speed and must make a Save vs. DC 10 to avoid slipping if they run or jump, due to the dead insect slime at their feet. In addition, all targets attacked, must make a DC 10 Will save or spend the next d5 rounds trying to remove the insects from their bodies. Finally, any targets must make a DC 10 Fort save or be paralyzed for d5 turns.

Wondrous Antennae of the Hunter

Level: 2	Range: Varies	Duration: Varies	Casting Time: 1 action	Save: Varies
General	Two antennae sprout from the caster's forehead, each a foot long. They can sustain up to 5 points of damage each before being destroyed or detached (and add to the caster's hit points for duration of spell). The antennae help the caster sense a weakness of the target. A weakness is the type of attack that deals the most damage to a target; if multiple weaknesses can be determined for the same target, they are detected in order of most vulnerable to least vulnerable. When the spell affects allies, they also sprout antennae per the manifestation.			
Manifestation	Roll 1d4: (1) The antennae grow from the caster's forehead and wave as he talks or casts spells; (2) The antennae sprout and glow with a soft violet light; (3) the antennae are composed of a delicate emerald energy; (4) Roll 1d3 for visual effect of earlier result + drip blood.			
1	Lost, failure, patron taint.			
2-11	Lost, failure.			
12-13	Failure, but the spell is not lost.			
14-17	Two antennae grow from the Sorcerer's head for one round. The antennae can be used to sense one weakness of a being within range. The weakness will be a one word descriptor such as "fire", "cold" or "holy". In addition, for the duration of the spell, the caster has a 33% chance of tracking any creature that was seen, heard or smelled within the last hour.			
18-19	Two antennae grow from the Sorcerer's head. For 1d4 rounds, the antennae can be used to sense one weakness of one being per round within range. The weakness will be a one word descriptor such as "fire", "cold" or "holy". In addition, for the duration of the spell, the caster has a 40% chance of tracking any creature that was seen, heard or smelled within the last hour.			
20-23	Two antennae grow from the Sorcerer's head. For 2d4 rounds, the antennae can be used to sense one weakness of one being per round within range. The weakness will be a short multiple word descriptor such as "magical and normal fire", "cold iron" or "holy symbols and blessed weapons". In addition, for the duration of the spell, the caster has a 50% chance of tracking any creature that was seen, heard or smelled within 1d3 hours.			
24-27	Two antennae grow from the Sorcerer's head and on the heads of up to d3 other creatures (Fortitude save vs. spellcheck to resist). For 1d3 turns, the antennae can be used by each recipient of the spell to sense one weakness of one being per round within range. The weakness will be a short multiple word descriptor such as "magical and normal fire", "cold iron" or "holy symbols and blessed weapons". In addition, for the duration of the spell, the caster has a 60% chance of tracking any creature that was seen, heard or smelled within the 1d7 hours.			
28-29	Two antennae grow from the Sorcerer's head. For 1d3 turns, the antennae can be used by the caster to sense one weakness of one being per round within range. E.g. the weakness will be communicated as "The creature is vulnerable to holy water except on the nights of a full moon" or "fire does double damage to this creature except for fire kindled and maintained from the City of Brass which does quadruple damage." Each weakness is sensed at the rate of one per round. In addition, for the duration of the spell, the caster has a 70% chance of tracking any creature that was seen, heard or smelled within the 1d10 hours.			
30-31	As above result, but the antennae may be shared with up to 2d4 allies for the duration of the spell (1d3 turns). In addition, for the duration of the spell, the caster has a 80% chance of tracking any creature that was seen, heard or smelled within the 1d12 hours.			

32-33	As above result, but the antennae may be shared with up to 3d4 allies for the duration of the spell (1d4 turns). The caster and all allies so affected will also have infravision and superior hearing and smell for the duration of the spell (+1 on Reflex saves). In addition, for the duration of the spell, the caster has a 90% chance of tracking any creature that was seen, heard or smelled within the 1d14 hours.
34+	As above result, but the antennae may be shared with up to 3d4 allies for the duration of the spell (2d4 turns). The caster and all allies so affected will also have infravision and superior healing and smell for the duration of the spell (+2 on Reflex saves). In addition, for the duration of the spell, the caster may track any creature that was seen, heard or smelled within the 24 hours. Finally, the caster's senses are nearly cosmic for the spell duration. Not only does he have the finest senses known to mundane creatures in the world, but his antennae may pick up radio waves and other electronic transmissions.

Venom of the Constellations

Level: 3	Range: Self	Duration: Varies	Casting Time: 1 action	Save: Varies
General	One of the caster's hands forms a sharp pointed stinger which does d4 points of damage and automatically inflicts poison damage as noted. The poisons noted here can not be recovered by Free Agents or assassins except on a natural 20 (critical) check to handle poisons. Otherwise, these occult substances are too ephemeral to be stored and the substance is ruined in removing it from the stinger.			
Manifestation	Roll 1d4: (1) The back of the caster's wrist sprouts a steel bladed "stinger" which is part of his body; (2) The back of the caster's wrist sprouts a bone stinger; (3) A foot-long centipede is grafted onto the back of the caster's wrist, serving as a stinger; (4) A stinger of blindingly bright white energy appears on the back of the caster's arm.			
1	Failure, lost and patron taint.			
2-11	Failure and lost.			
12-15	Failure, but not lost.			
16-17	For d4+1 rounds, the caster strikes with the stinger as per a melee weapon with +3 to hit. The poison strikes the following round. On a successful hit, the target must make a Fortitude save vs. the spellcheck. (Successful save negates). Humans who fail this save take half their strength and stamina in damage for d4+1 rounds. Non-humans who fail this save take d8 damage. The poison has three doses but after the poison is spent the stinger may still be used as a weapon for the duration of the spell.			
18-21	For d4+4 rounds, the caster strikes with the stinger as per a melee weapon with +3 to hit. On a successful hit, the target must make a Fortitude save vs. the spellcheck. (Successful save negates). Humans who fail this save take half their strength and stamina in damage. Non-humans who fail this spellcheck take d8 damage. The poison has five doses but the stinger may still be used as a weapon for the duration of the spell after the poison is spent.			
22-23	For d4+4 rounds, the caster and up to three allies within touch range grow the stingers and may strike with the stinger as per a melee weapon with +3 to hit. The poison strikes the following round. On a successful hit, the target must make a Fortitude save vs. the spellcheck. Humans who fail this save take half their strength and stamina in damage. Non-humans who fail this save take 2d8 damage. The poison has five doses but the stinger may still be used as a weapon when the poison is spent.			
24-26	For d12+4 rounds, the caster may strike with the stinger as per a melee weapon with +3 to hit. The poison strikes the following round. On a successful hit, the target must make a Fortitude save vs. the spellcheck. Humans who fail this save take 2d8 damage AND half their strength and stamina in damage. Non-humans who fail this spellcheck 3d8 damage. Creatures who made their save still take half damage (but no attribute damage). Each affected person's stinger has five doses but the stinger may be used as a weapon when the poison is spent.			
27-31	For 2d7 rounds, the caster is imbued with a stinger on each hand. He automatically gains an extra action die for the duration of the spell, but this action can only be for a stinger strike. The caster may strike with the stingers as per a melee weapon with +3 to hit. The poison affects targets immediately. On a successful hit, the target must make a Fortitude save vs. the spellcheck. Humans who fail this save take 3d8 damage and half their strength and stamina in damage. Non-humans who fail this save take 3d8 damage. Creatures who made their save still take half damage (but no attribute damage). Each stinger has five doses but the stinger may be used as a weapon when the poison is spent.			

32-33	For 3d7 rounds, the caster is imbued with a stinger on each hand and one on a tail and automatically gains 2 extra action dice for the duration of the spell (which can only be used for extra stinger attacks.) The caster may strike with the stingers as per a melee weapon with +3 to hit. On a successful hit, the target must make a Fortitude save vs. the spellcheck. Humans who fail this save take 3d8 damage and half their strength and stamina in damage. Non-humans who fail this spellcheck 3d8 damage. Creatures who made their save still take half damage (but no attribute damage). Each stinger has five doses but the stinger may be used as a weapon when the poison is spent.
34-35	As above, but the poison imbued by the Hunter from the Stars is magical and no save is allowed for normal creatures. Those creatures normally immune to poison now save vs. poison to resist its effects. Additionally any target not slain outright by his attacks and failing a Fortitude save vs. the poison is paralyzed for 2dl2 turns.
36+	Venom King: As above but the caster grows two more arms with which to strike, now capable of up to 5 attacks with the stinger (four arms and one tail). The caster now has 5 extra action dice, one for each attack (usable only for stinger attacks). For this result, the spell can be cast on one other willing subject, but that end of the spell's duration, the subject must make a DC 5 Will save or suffer a randomly determined Patron taint effect.



ANNIHILATION

The being.. or concept .. known as Annihilation haunts the world from the place outside the realm of matter. His servants remove themselves from the haunts of men and take to the wildernesses, the sewers, the alleys, the abandoned warehouses and landfills. To join his legions, you must erase yourself; give up your identity and your life in his service. But no new identity is given. Those annihilated hope to disappear completely, to eradicate even their own memories, all in the service of their inscrutable senselessness. They work toward the final end of All, the victory of unthinking inevitable Annihilation.

They are closer to their goal than they, or anyone else, dares to guess.

Invoke Patron Check Results

Roll	Result
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (3 or less) corruption + patron taint; (4-5) corruption; (6+)Patron Taint.
2-11	Failure; other effects depend on the caster's Patron Bond result.
12-13	The Caster is completely ignored by all parties within 100 yards for d4 rounds, in which he is free to act without interference. If the caster moves, attacks, converses with or interferes in any way with parties, the affected parties notice him, but no others do.
13-16	The Caster is completely ignored by all parties within 100 yards for 2d4 rounds, in which he is free to act without interference. If the caster attacks, converses with or interferes in any way with parties, the affected parties notice him, but no others do.
17-19	The Caster is completely ignored by all parties for 3d4 rounds, in which he is free to act without interference. If the caster attacks, converses with or interferes in any way with others, the affected parties notice him, but no others do.
20-22	The Caster is completely ignored by all parties for 3d4 rounds, in which he is free to act without interference. If the caster attacks, converses with or interferes in any way with parties, the affected parties notice him, but no others do. In addition, after noticing him (if they do), the parties must make a DC 15 Will save or forget that the caster was present. When the caster reappears, targets who fail their save will not remember the caster unless they knew him before the present day.
23-27	The Caster can designate a target within 100 feet for total oblivion for 3d4 rounds—Held in a pocket of total oblivion, the target receives a Fort saving throw vs. spellcheck or is completely unobservable and can not take any action to affect other beings or targets for the duration of the spell.
28-29	Haven of Oblivion: The caster may remove himself from any situation, seeming to disappear completely and reappearing in the same spot at any specified time within 1 hour.
30-31	Haven of Oblivion: The caster may remove himself from any situation, seeming to disappear completely and reappearing in the same spot at any specified time within 1 day. During this time the caster is healed one hit die per level.
32+	Haven of Oblivion: The caster may remove himself from any situation, seeming to disappear completely and reappearing in the same spot at any specified time within 1 week. During this time the caster is healed one hit die per level. At the caster's discretion, he may choose d6 companions within the spell's range to accompany him with the same effects.

Patron Taint: Annihilation

All six effects are in play for as many times as indicated in the text. Only when all escalation taints are rolled for all the first five results, can the sixth be taken with a final patron taint. At that point, the Sorcerer has completed his career and achieved the blessed annihilation he sought, perhaps to join the Non-Presence as an angel of Obliteration.

Roll	Result
1	The caster's body fades from view, but clothes, gear and other worn possessions are not affected. The first time this result is rolled, the caster becomes slightly transparent. The second time, he becomes mostly transparent. The third time, the caster is completely invisible except for what clothes worn, gear carried and objects handled.
2	The caster's voice fades. The first time this results is rolled, the caster's voice is reduced to a whisper. The second time this result is rolled, the caster may not speak and now invokes spells only with hand gestures. The caster can continue to clap, snap his fingers and use other mechanisms to make noise.
3	The caster loses his senses. The first time this is rolled, the caster's sense of taste is lost, then the caster's sense of smell, then touch, then hearing, then finally sight.
4	The caster starts to lose substance. The first time this effect is rolled, the caster must make a DC 5 Fortitude save to dress himself and handle basic objects. The second time, the DC becomes 10. The third time, the DC is 20. During this time, opponents also must make corresponding Reflex saves to strike the caster with physical means. Energy, magical and psychic attacks all affect the caster as normal.
5	The caster is increasingly obliterated from the memory of the mortals around him. The first time this is rolled, people who know the caster already must make a DC 5 Will save to remember the caster. The second time, the save is DC 10 and the third time is DC 20.
6	When all other results are rolled and escalated to their last result, this result can be obtained. Before that time, this result is merely re-rolled. After all other results and their escalated conditions are met, this result indicates that the caster disappears completely—physically vanishes and leaves no trace, including even memories and records of his existence.

Patrol Spells: Annihilation

Level 1: Nimbus of Annihilation

Level 2: Forgetting

Level 3: Eradication

Spellburn: Annihilation

Annihilation demands one thing: Destruction of all that is, will be or was.

Roll	Spellburn Result
1	Destruction of identity: Within 24 hours, the servant of Annihilation will carefully destroy all records of one person's existence: government papers, credit cards, official documents, etc. including all cellphones and personal computers they own.
2	The caster can spellburn intelligence and personality but will suffer short-term amnesia as to their identity and their friends, goals, etc for 2d4 rounds. During this period, they will be susceptible to manipulations of others as to who they are and what they are trying to accomplish.
3	The caster burns attribute damage but is reduced to a semi-transparent, semi-insubstantial state until attributes are recovered. If at least four points are burned, physical attacks do half-damage, but the caster will also make a DC 10 save Willpower save to handle physical objects due to non-corporeality.
4	Within a week, the caster must become a non-person by destroying all records of him or herself and covering his/her own trail to make sure no relatives, coworkers or friends can discover the caster.

Nimbus of Annihilation

Level: 1	Range: Varies	Duration: Varies	Casting Time: 1 action	Save: Varies
General	The caster protects himself with a nimbus of null energy granted by the powers of annihilation.			
Manifestation	Roll 1d5: (1) The caster is limned by a thin film of silver shining energy; (2) The caster becomes visible only as a dark outline while the border of his shape crackles with black energy; (3) The field around the caster is invisible for the duration, but occasionally crackles with sickly green lightning; (4) There is no visible manifestation around the caster except if touched or struck, in which case the target or being touching him is lit up by a bright silver-blue flash of light; (5) Shield size plates of dull white light appear encircle the caster.			
1	Lost, failure, patron taint.			
2-11	Lost, failure.			
12-13	The Sorcerer summons a nimbus of non-matter. The non-matter envelops the caster's body for d4+1 rounds and conveys +3 AC with no skill check or movement penalties during that time.			
14-17	The Sorcerer summons a nimbus of non-matter. The non-matter envelops the caster's body for d4+1 rounds and conveys +5 AC with no skill check or movement penalties during that time. If struck, the nimbus absorbs d4 points of damage of the attack. If the attack is less than the rolled amount, no damage strikes the caster.			
18-19	The Sorcerer summons a nimbus of non-matter. The non-matter envelops the caster's body for d4+1 rounds and conveys +5 AC with no skill check or movement penalties during that time. If struck, the nimbus absorbs 2d4 points of damage of the attack. If the attack is less than the rolled amount, no damage strikes the caster.			
20-23	The Sorcerer summons a nimbus of non-matter. The non-matter envelops the caster's body for d6+1 rounds and conveys +5 AC with no skill check or movement penalties during that time. If struck, the nimbus absorbs 2d4 points of damage of the attack. If the attack is less than the rolled amount, no damage strikes the caster. Any melee attackers feel a negative matter vortex pulling at their melee weapons from within the nimbus—they must make a DC 10 Fortitude save or lose their weapon to the void.			
24-27	The Sorcerer summons a nimbus of non-matter. The non-matter envelops the caster's body for d7+1 rounds and conveys +5 AC with no skill check or movement penalties during that time. If struck, the nimbus absorbs 3d4 points of damage of the attack. If the attack is less than the rolled amount, no damage strikes the caster. Any melee attackers feel a negative matter vortex pulling at their weapons from within the nimbus—they must make a DC 10 Fortitude save or lose their weapon to the void. Even if they make the save, the attackers are struck by 2d4 cold damage.			
28-29	The Sorcerer summons a nimbus of non-matter. The non-matter envelops the caster's body for d10+1 rounds and conveys +8 AC with no skill check or movement penalties during that time. If struck, the nimbus absorbs 3d4 points of damage of the attack. If the attack is less than the rolled amount, no damage strikes the caster. Any melee attackers feel a negative matter vortex pulling at their weapons from within the nimbus—they must make a DC 20 Fortitude save or lose their weapon to the void. If attacking with natural weapons (claws etc.), the attacker must make his save or be lost to the void forever. Even if they make the save, the attackers are struck by 2d4 cold damage.			

30-31	The Sorcerer summons a nimbus of non-matter. The non-matter envelops the caster's body for $dl2+1$ rounds and conveys +10 AC with no skill check or movement penalties during that time. If struck, the nimbus absorbs $3dl0$ points of damage of the attack. If the attack is less than the rolled amount, no damage strikes the caster. Any melee attackers feel a negative matter vortex pulling at their weapons from within the nimbus—they must make a DC 20 Fortitude save or lose their weapon to the void. If attacking with natural weapons (claws etc.), the attacker must make his save or be lost to the void forever. Even if they make the save, the attackers are struck by $3d7$ cold damage.
32+	The Sorcerer summons a nimbus of non-matter. The non-matter envelops the caster's body for a number of rounds equal to the spellcheck and conveys +10 AC with no skill check or movement penalties during that time. If struck, the nimbus absorbs $3dl6$ points of damage of the attack. If the attack is less than the rolled amount, no damage strikes the caster. Any melee attackers feel a negative matter vortex pulling at their weapons from within the nimbus—they must make a DC 20 Fortitude save or lose their weapon to the void. If attacking with natural weapons (claws etc.), the attacker must make his save or be lost to the void forever. Even if they make the save, the attackers are struck by $3dl6$ cold damage and must make a DC 25 Fortitude save or be paralyzed and sheathed in ice for the duration of the spell.

Total Apathy

Level: 2	Range: spellcheck x 10'	Duration: Varies	Casting Time: 1 action	Save: Varies
General	Targets of this spell that fail their save are struck by mind-numbing apathy. As the spell increases in power, targets grow less and less interested in their prior motivations and less likely to take any action according to those motivations, culminating in possible disregard for their own well-being. Affected targets' demeanor is sluggish and off-putting.			
Manifestation	Roll 1d4: (1) A nimbus of wavy distortion briefly envelops the target; (2) The target's face twists into every possible emotional configuration as all feelings are drained; (3) The ghostly image of the target laughs and cajoles for a split second over the target's body; (4) The caster lets out a manic laugh or sob as they momentarily absorb and dispel the pilfered emotions.			
1	Lost, failure, patron taint.			
2-11	Lost, failure.			
12-13	Failure, but the spell is not lost.			
14-17	One target is struck with the Lesser Apathy for d3+1 rounds: During this time, the target will take no action except to move at half speed away from dire life-threatening situations. Anyone making a suggestion to the affected target will be complied with unless the target makes a save vs. the speaker's Personality score, but fulfilling the tasks will be slow and careless, in a clearly altered, apathetic manner. Each time the speaker gives a new command, the target will get a new Will save vs. the speaker's Personality.			
18-19	As above, but will affect d3+1 targets.			
20-23	As above, but will affect d3+1 targets for 2d6+2 rounds.			
24-27	As above but will affect up to 2d4+1 targets for 2d6+2 rounds.			
28-29	One target is struck with the Greater Apathy for d3+1 rounds: The target is struck dumb, will not speak, will not move, and pays no attention to his environment unless actively spoken to or accosted. Such creatures are essentially helpless and may be slain in one round, robbed, etc. After an initial Will save against the spell-check, no further Will saves are allowed.			
30-31	Greater Apathy as above, but will affect d3+1 targets for 2d6+2 rounds.			
32-33	Greater Apathy as above but will affect up to 2d4+1 targets for 2d6+2 turns.			
34+	The caster inflicts Greater Apathy upon all creatures within a 100 yards. All other creatures within a mile radius are afflicted with Lesser Apathy. This effect lasts for 2d20 turns.			

Eradication

Level: 3	Range: spellcheck x 10'	Duration: Varies	Casting Time: 1 action	Save: Fort vs. spellcheck
General	The caster wields the power of Nothingness against his enemies. Annihilation is made flesh in the person of the caster. Beings held by a target receive a saving throw. The target or being must be visible to the caster and within the spell range and smaller than a house unless otherwise specified.			
Manifestation	Roll 1d4: (1) The caster says the name of the target (or labels him generally as in "man with black hair") and the target dissolves into white smoke; (2) A montage of the target's life appears in a split second as he is unmade; (3) A vortex of absolute nothingness opens and pulls the target(s) inside, leaving only a faint howl of horror; (4) The target(s) simply cease to be with no special effects.			
1	Failure, lost and patron taint.			
2-11	Failure and lost.			
12-15	Failure, but not lost.			
16-17	The caster may cause one target or being to cease to exist for d4+1 rounds. If the target successfully saves vs. the spellcheck there is no effect. At the end of its duration, the target reappears remembering nothing of his brief absence.			
18-21	The caster may cause one target to cease to exist for 3d4+1 rounds. If the target successfully saves vs. the spellcheck there is no effect. At the end of its duration, the target reappears remembering nothing of his brief absence. During his time away, no one but the caster remembers the disappeared target.			
22-23	The caster may cause one target to cease to exist for up to ld4+1 turns. If the target successfully saves vs. the spellcheck there is no effect. The caster may call the disappeared target back at his whim. At the end of its duration, the target reappears remembering nothing of his brief absence. During his time away, no one but the caster remembers the disappeared target.			
24-26	The caster may cause up to ld3 targets to cease to exist for up to ld4+1 turns. If the targets successfully save vs. the spellcheck there is no effect. The caster may call the disappeared targets back at his whim. At the end of its duration, the target reappears remembering nothing of his brief absence. During the target's time away, no one but the caster remembers the disappeared target.			
27-31	The caster may cause up to ld3 targets to cease to exist for up to ld4+1 hours. If the targets successfully save vs. the spellcheck there is no effect. The caster may call the disappeared targets back at his whim. At the end of its duration, the target reappears remembering nothing of his brief absence. During the target's time away, no one but the caster remembers the disappeared target.			
32-33	The caster may cause up to ld3 targets to cease to exist for up to ld4+1 days. If the target successfully saves vs. the spellcheck there is no effect. The caster may call the disappeared targets back at his whim. At the end of its duration, the target reappears remembering nothing of his brief absence. During the target's time away, no one but the caster remembers the disappeared target.			
34-35	The caster may cause up to ld3 targets to cease to exist for up to ld4+1 weeks. If the target successfully saves vs. the spellcheck there is no effect. The caster may call the disappeared targets back at his whim. At the end of its duration, the target reappears remembering nothing of his brief absence. During the target's time away, no one but the caster remembers the disappeared target.			
36+	The caster may cause up to ld3+1 targets to cease to exist for up to ld4+1 months OR may cause one target to vanish forever. If the target successfully saves vs. the spellcheck there is no effect. The caster may call the disappeared targets back at his whim. At the end of its duration, the target reappears remembering nothing of his brief absence. During the target's time away, no one but the caster remembers the disappeared target. The target's removal is total; when they reappear all evidence of their existence in the minds of others and in the fragile documentation and facts of the mortal world has been permanently erased.			

APPENDIX 2: RANDOM EVENTS AND ENCOUNTERS IN NOWHERE CITY

This table is for use by the GM in determining additional plot hooks, random encounters, or scripted events in a given session. In theory, the Judge could roll randomly on this table to generate some plot hooks from the listed encounters.

Roll	Description
1	Characters encounter a car crash which is the result of a high speed Shadow Conflict car chase. The dying Free Agents give a sorcerous artifact to the PCs, begging them to deliver it to the Niobe Group.
2	Rival Sorcerers (or Gutter Knights or Free Agents) have got wind of the PCs' current assignment and attack to stop them from succeeding!
3	Free Agents ambush the PCs after the current mission's objective has been met, hoping to steal the prize so they can sell it or claim credit.
4	Characters are stopped by a police car full of Scutigera cult officers who plan to hunt them.
5	Characters go for some fast-food and don't realize the restaurant (or gas station or mini-mart, etc.) is in the middle of a tense robbery stand-off.
6	Getting into the car, the characters turn on the radio to hear the howling of the Weeper, which is turning many citizens into Weeper Zombies.
7	Mundane muggers try to roll the characters for their possessions. If routed, their gang leaders will investigate and try to punish the PCs.
8	News reports describe a serial killer sacrificing his or her victims with occult ceremonies and references to one of the patrons, but it is unclear whether if the killer is with one of the Factions or not.
9	The PCs encounter some Sorcerers who are assaulting some dirty kids that they have mistaken for Gutter Knights.
10	The PCs encounter an armed gang of Annihilation cultists destroying a data center or library.
11	The Knights General are visiting Nowhere City to inspect the Gutter Knights chapters and many different factions are interested in destroying them.
12	The PCs catch wind, either through rumors or news reports, of a Sorcerer committing crimes (robberies, assassinations) with his supernatural powers and without the sanction of his coven. At least one faction will do anything to have him punished, while others will want him captured and interrogated.
13	Mundane cops tend to stop PCs at the worst time: When they have a dying Sorcerer in the back seat, when the trunk is full of high powered weapons and Sainted Steel, when the Free Agents are planning to rob the museum. And even the mundane cops have to be bribed or placated.
14	A homeless person is ranting and raving on the street corners but the PCs pick up some references to the Annihilated. Could he know where a nest of them are hiding beneath the nearby warehouse...?

APPENDIX 2: RANDOM EVENTS AND ENCOUNTERS IN NOWHERE CITY

15	A new Sorcerer coven has come to Nowhere City, threatening the supremacy of the Weeper, Scutigera and the Annihilated. How will the established covens and the Gutter Knights respond?
16	The group of Gutter Knights from Holly House or the Gargoyles is approached by one of their own kind: A Gutter Knight from the Saviors. She says she can actually beat the Sorcerers at their own game if they will help her perform one ritual. Is she crazy, is she a double agent, or is she really right about fighting fire with fire?

APPENDIX 3: TABLE OF RANDOM STREET NAMES

Even people who have lived in Nowhere City all their lives are sometimes puzzled by the strange layout and street numbering of the city. There is no street map in this edition of Nowhere City Nights, but the following table will help generate quick street names for the enterprising Judge.

#	Street	Avenue / Boulevard
1	Kurzberg	Hodgson
2	Shuster	Harper
3	Simon	Stanly
4	Colan	Vance
5	Moore	Bloch
6	Morrison	Farmer
7	Milligan	Long
8	Roll d100 for #s (64th, etc.)	Brackett
9	Roll d100 for #s (64th, etc.)	Norton
10	Roll d100 for #s (64th, etc.)	Merritt
11	Roll d100 for #s (64th, etc.)	Radcliffe
12	Roll d100 for #s (64th, etc.)	Lewis
13	Roll d100 for #s (64th, etc.)	Burroughs
14	Roll d100 for #s (64th, etc.)	Powell
15	Fox	Howard
16	Schwartz	Wellman
17	Broome	Pratt
18	Kubert	Walpole
19	Kane	Eddison
20	Murphy	Shiel

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