



NOSJAD

A S C E N S I O N

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QUICK-START RULES

ROLLING DICE

When you attempt something risky, roll 2d6 and add an attribute modifier. (The GM will describe the risks before you roll, and pick which attribute to use.)

A **10+** means it happens, without complication. A **7-9** means it happens, but not quite as you would have hoped. A **6-** means you mark experience and the GM describes what happens next (you're probably not going to like it.)

DUNGEON WORLD

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MAKING A CHARACTER

You have a name: perhaps Aventail, Bascinet, Morion or Schynbald.

You have six attributes: STrength, DEXterity, CONstitution, INTelligence, WISdom and CHARisma. Each has a score and a modifier. Assign these scores to your stats, in whichever order you like: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1).

You start with hit points equal to your constitution +6 (usually, at least 14.)

You deal D6 damage. You start with an old blade and shortbow, a handful of arrows (3 ammo's worth) and leather armour (+1 armour.) You also start with 5 *rations*, 5 *adventuring gear* and coin equal to your charisma +6.

You have an alignment. If you fulfil your alignment at least once per game, you get bonus experience at the end. Pick one of the following statements to describe your alignment:

- *"I will defend those weaker than me."*
- *"I will defeat a worthy opponent."*
- *"I will spur others to significant, unplanned decisive action."*

Finally, you have a homeland. Or if you prefer, you don't, and you get this move:

At the start of a session, the GM will ask you about your homeland why you left, or what you left behind. If you answer, mark XP.

A WORLD IN CONFLICT



The world is an ever-changing thing. Today's monsters are tomorrow's trophies, nations rise and fall, and no king rules forever. But never forget the actions of a single adventurer may one day change the fates of nations.

Several decades ago the mountain gnomes sought asylum in the hinterlands of **Mirkasa**, home of backwards farmhands and devout templars. While gnomish technology and pious discipline have made this nation greater, threats from beyond and within continue to harass it's people.

***If you grew up in Mirkasa**, then when you are struck by lightning or magical force, hold 1. Spend hold, one-for-one, to deal +hold damage.*

When an army from Chalcedon invaded the **Green Scar**, the entire island nation rose up to drive them out. But despite their best efforts, the rainforests burned. Most of the land's former glory is lost; the land's magic has been all but exhausted and many of it's gods are dead.

***If you survived the burning of the Green Scar**, you start with **FAITH** equal to your wisdom. You may spend 1 faith at any time to turn a 6- result into a 7. Faith cannot be recovered, when it reaches 0, what remains of your gods is lost with it.*

The sands of **Umberto** are brutal, mysterious and beautiful. It's said there are more ancient terrors beneath the sands than anywhere else in the world, and it's people are constantly vigilant against suspicion from without and demonic incursions from within.

***If you grew up in Umberto**, you count as a "place of power" for the purposes of the move Ritual. Taking full advantage of this may risk your physical, mental and spiritual well-being.*

Chalcedon is a green and pleasant land in the midst of an industrial revolution. Fog-shrouded factories sprawl across the landscape, spewing raw etherium into the atmosphere. Foppish nobles bicker over courts and status while the downtrodden workforce plot revolution.

***If you grew up in Chalcedon**, then choose an element earth, wind, fire or water. You are resistant to the harmful effects of that element, but weaker to it's opposite.*

A CITY OF SPARKS AND CINDERS

STANDING on Mirkasa's eastern shore is Nosjad, it's capital and largest port. It is from Nosjad's docks the people of Mirkasa trade with the wider world. The cities' numerous gnomish workshops churn out new wonders of "elektrickery" every day, brightening the homes of it's people while their ruler, the holy Palatine of Mirka, attends to their spiritual wellbeing.

To an outsider, Nosjad might appear to be the perfect home: buildings lit all hours by gnomish magic, strong walls to keep the beastmen at bay, tireless templars to deal with the witches - much more tempting than the shadowy *souks* of Umberto city, or the mutated horrors of New Chalcedon. But of course, things are rarely so simple...



SCENARIO 1: AN OLD-FASHIONED DOUBLE CROSS

Two of Nosjad's foremost gangs, the WIDE BOYS and RIBBON MEN, will attempt a trade this afternoon. You know the place, you know what's at stake, and you know one will double-cross the other. The question is, what will do you do with this information?

QUESTIONS

- What has gotten the party caught in the middle of Nosjad's gang wars? *(Perhaps you are protecting business interests, answering a difficult favour, or doing it to get out of punishment)*
- Which group is double-crossing the other?
- Which group do you support, if either? Why?
- Who or what is the trade?

STAKES

- Will the double-cross go off as planned?
- Who will get caught in the crossfire?
- Will the violence escalate further?

ENEMIES

The Ribbonmen

BRUTAL, HARD-LINE, RICH

Gaudy-dressed, sour-faced, well-equipped. They representing some very important folk.

The Wide Boys

DIVERSE, ROWDY, CHARMING

A motley crew from the slums and bawdyhouses, looking for their cut. They make themselves out as freedom fighters, but not everyone buys it.

REWARDS

- A humble briefcase, holding riches or answers
- Control of a gang or territory
- Freedom from a prominent and dangerous organisation
- An audience with a powerful figure, rarely seen in public

AREAS

- A elektrik power tap, encrusted with wires and surrounded by powerless folk
- An old theatre preparing for a new director's latest piece
- A waystation for horses and horseless carriages
- Five points, the centre of town
- The oldest surviving statue of the nation's patron, Saint Mirka



NOSJAD PLAZA, THE CITY CENTRE

1 Mile (approx.)

RUMOURS AND ODDITIES

Roll the dice, tell the player, then go on a goddamn adventure already.

- The Planarch vault has been left untouched since it crashed ten miles south of Nosjad's borders several months ago. No-one knows whether the shapeshifters imprisoned within survived, so folk have taken to creating their own tests (most bizarre and painful) to prove the identity of strangers.
- The Palatine is said to be descended from the saintly blood of Mirka herself, yet it is also known she died a virgin. The gnomes claim they have means to test the Palatines' blood, which may explain the recent call to have gnomes barred from practicing Mirkaism.
- Mirkasa's cow population is almost extinct following a harsh winter of beastmen raids and uncompromising storms. The Nosjad Cheesemakers' guild has been forced to close it's doors. Milk, beef and cheese are rapidly becoming a delicacy.
- A new card game from the Tyrrenian colonies called *Baraja* is taking the taverns by storm. It's a bit like chess meets *Magic the Gathering*, and the stakes for losing are frequently high. Gnome bookies have started cashing in by offering player credit in return for favours or payment with interest.

NAVIGATING THE MEAN STREETS

*Cobbled from the bizarre writings of Vornheim
and the Last Gasp Grimoire*

When they're trying to get from A to B in a dense,
confusing city:

Roll 1d8. The direction the top point of the d8
is facing shows the direction they need to go in.
(Directly away from you, GM, is north.) The result
of the D8 is how many streets away the destination
is (or if this is obvious, how severe the obstacles are
on the way.)

Roll 1d4. The 3 points of the D4 are three routes
(streets, alleys, shops or similar) immediately
obvious to the players. If one point of the D4 lines
up with the D8, then great, there's an obvious route.
If not, they'll have to explore a little first.

Ask the party:

- Which way is north? How do you know this?
- What is this borough? How do you know this?
- Where is your destination? How do you know this?

If their answers aren't satisfactory (your call) have
the party make the appropriate tests: streetwise,
2d6+CHA, whatever. Then, tell the party as much or
little of what you've found as you like.

(If they passed all or most of any tests called for, tell
them more than you would do otherwise.)

THE GNOMES OF NOSJAD

When the gnomes first arrived in Mirkasa over fifty years ago, they believed their races' days of technological superiority were behind them. Time after time gnomish refugees would be chased out, their gizmos and gadgets branded as heresy by the small-minded village folk.

But for all the common folks' jeering, Mirkasa's political and military power was decades behind it's neighbours. In the capital, Nosjad, the gnomes found an opportunity to turn this around and make both themselves and their Mirkasan supporters a force to be reckoned with.

Within a few short decades, the gnome's technological and administrative improvements had brought more wealth into the country than it had seen in years. By the turn of the century, the gnomes' position in Mirkasan society was centred... despite the mutterings of a few less enlightened detractors.

Such a meteoric rise has allowed a select few to become very rich indeed. Today, there is a huge divide between rich and poor, with most of the authorities in the pockets of one lord or another. Protection rackets are all too common. What's more, while Nosjad's docks are overflowing with rare trade, common goods remain perilously rare. Anyone who comes into possession of these sorts of things in bulk - furs, ores, even a bit of humble cheese - can make a lot of money on the black market, if they don't mind drawing attention from anyone looking for a little "tribute."

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