World Reference

# Oslo

The country of Oslo is a frontier nation. It has no official eastern neighbor, only unexplored land. Civilization has yet to take hold in much of the nation and its eastern reaches see as many legends and rumors as official reports. It is ruled from the City of Glass near its western border. On its eastern front, it crosses the Grandwall Mountains deep into The Beyond.

Oslo began as a loose confederation of city states (similar to the Greeks) who were united by Bollum Oslo to better stand up to the nations that surrounded them who had begun to bully the smaller city states. Bollum created a kind of national guard out of the forces of the states that could stand up to the pressure of their neighbors.

The second king of Oslo, Carrus Oslo set about uniting the cultures of the confederated city state and creating a stronger national government, though due to their history each major city kind of maintained its own subculture.

This work continued with the third king of Oslo, Yokon Oslo, who in his later years decided to make a show of strength by claiming a huge swath of land to the west stretching far beyond the Grandwall Mountains. This show of force fell a little flat since nobody wanted that land to begin with and most is still unexplored.

Following Yokon, James Oslo invested in the western lands hoping to grow them into something like the city states of the first king. He began investing in incentives and guards to encourage eastern settlement.

Now the young king Hes Oslo is using the Order of Truth as a vehicle to move Oslan culture eastward.

## Nulvac

Nulvac is a medium sized western town in the nation of Oslo. To its west are the Grandwall Mountains and beyond that the land is largely unexplored. To the north is the Outlaw River which provides water and some shipping routes to the city. To the east is the city of Woodhaven.

Nulvac is known for its industry. Being a trade city near the Grandwalls, it sees much of the ore mined and firs trapped in by those who brave the mountains. The Order of Truth has a particular interest in the city for numenera that pass through it in the hands of those who have ventured out.

The inner portion of the city is walled and contains many of the smelters, hide tanners, and other industrial buildings that keep the city alive, as well as the downtown and a number of inns and taverns there to cater to the mountain men coming back to sell their goods. Beyond the walls, houses and other buildings sprawl for a ways, a clear marker that the city has grown up since their construction.

Many people here speak a local language, Hestan, and worship an old religion, Heatanism.

### The Hestans

The Hestan faith and language were a part of this region long before the Order of Truth moved in. As such, many of the locals keep the old ways. Many people in Nulvac speak both The Truth and Hestan, though some speak Hestan exclusively. Most traders in the region are bilingual or have an interpreter.

It is found that around town that some of the more devout among them resent the Order of Truth. They think their focus on material things bringing salvation is short sighted and that their insistence that their treatment of the Living God as another story is heresy. There is also some general xenophobia mixed in there.

#### Beliefs

Hestans follow Hestor, the Living God. He is said to be as old as the world itself and yet a being of flesh and blood. The Hestans and the people of the world are all the mortal children of Hestor and by their mortality inferior to him. Some accept this fact and dedicate their life to serving the one immortal being, others try to change it and extend their own lives. Hestan beliefs are primarily carried via oral tradition. As such they can vary from place to place.

In Nulvac, a couple pillars of the Hestan faith are self-sufficiency, the preservation of health (which sometimes leads to spirit healing and strange health myths), and a love of fellow man (at least the strong among them) as with mortality, only cooperation allows progress.

### Places

#### The Barrel Burrow

One of the taverns near the middle of the city. It’s owned by Bliss and is rather well kept up. It occasionally gets rowdy when the mountain men come through, but any outright fights are “escorted” outside by Bliss and Brux. Rooms above the bar run 1 shin per night and house 5.

#### The Amber Chapple

This place doesn’t look like a church. It looks like a gray stone workshop with a few of the church’s emblems put up, and that’s because it is. The Presence of the Order is recent in this town and parts of the building are still seeing renovation. The two priests who staff it for the time being are named Ella and Rask.

#### The Triangle Market

Named for the fact that from a bird’s eye view it’s a triangle with three arterial roads intersecting in it. This is the main trading hub of the city. It contains stalls toward the middle, lined with more permanent vendors around the perimeter.

Notable stalls include Hasgerbal Trading, which organizes caravans and is owned by Hasgerbal.

There is also the Purple Mapseller manned by the Unnamed Map Salesman. This place sells maps of the area as well as a couple of 150 shin books on specific aspects of Numenera, copied journals from the Grandwalls, and “A Brief History of Oslo” for 20 Shins

#### The Garrison

Because the town is so close to the unsettled lands, it has a robust city guard who man the walls and patrol the town. The sheriff is Sonto. Most of the guards are very well trained and commanded from this building, as well as housed. More elite guards can be found at points of interest and wear red capes.

#### Mayor’s Mansion

It’s a gray stone building like many of the others in this town, but three stories tall and accented with red banners and curtains. It’s the largest residential building in the city with a well kempt courtyard out front. It is owned by Mayor Cane.

The elite guardsmen do not allow anyone into the building without official documentation.

### Characters

#### Bliss (Barkeep)

Bliss is a surly and feared woman with a gruff Cockneyish accent. She enjoys watching things get heated in her bar, but not out of control. That’s why she has Brux, the largest seskii anyone has ever seen who helps her keep the peace.

#### Ella (Order of Truth)

#### Rask (Order of Truth)

#### Sonto (Sherif)

A squat round man with a gravelly voice.

#### Cane (Mayor)

#### Rusco (Fur Trader)

A frequently drunken man staying at the Barrel Burrow. He likes to tell tall tales from his time in the mountains, but some of them are true.

#### Hasgerbal (Trader)

A wealthy man who large feathered hat occasionally coos. He hates the raiders for hurting his business and is offering 20 shins for any of them proven dead.

#### Unnamed Map Salesman

He speaks slowly and doesn’t seem to blink properly. He is annoyed with Jeffrey.

# Somza

## Blink and Blank

Brothers who run a small general store. Blink has 4 eyes, blank has none.

## Grandwall Mountains

#### Dragon’s Pass

Known for the Xi Drakes that often perch in the area

#### Jamespass

The Seed vault is just north of here

#### Broken Canyon

## Outlaw River

Named for its history of hiding escaped criminals and smugglers, this river runs north of Nulvac and Woodhaven.

## City of Glass

## Woodhaven

# Order of Truth

The Order of Truth has a particular interest in Oslo for its western holdings and the discoveries that may lie within. They have been trying to build and push west but in some places opposition of local cultures has made it difficult. The Oslan government is helping fund them as a vehicle to push their sphere of influence west.

# The Beyond

## Beanstalk

A space elevator. The top is guarded by a giant monster. A couple operational ships are docked but long abandoned.