



# JONSTOWN COMPENDIUM



## NOCHET: QUEEN OF CITIES CITY GUIDE FOR RUNEQUEST BY HARALD SMITH

**SPECIAL THANKS TO:** Jeff Richard, Michael O'Brien (MOB), and Jason Durall for discussions and guidance on Nochet, Glorantha, and RuneQuest; Martin Helsdon for discussions on the military units; and Nick Brooke for guidance and help on the Jonstown Compendium.

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# DEDICATED TO

*My family: Mary, Rebecca, Cecilia, and Paul for all of their support throughout the years.*

*Arthur Bessell (1930-2023) teacher and friend who first introduced me to the fantastic worlds of Narnia and the Weirdestone of Brisingamen and expanded my exploration of myths and legends.*

*Daren Clark, Dougie Punk, Eric Tighe, and Mark Winnington who first explored Nochet with me, and gave me the opportunity to detail some of the many places and characters therein. And to the many other players in my Glorantha campaigns as they've assisted in my explorations of Glorantha and contributed in many ways to facets of this city.*

“Earth has not anything to show more fair:  
Dull would he be of soul who could pass by  
A sight so touching in its majesty:  
This City now doth, like a garment, wear  
The beauty of the morning: silent, bare,  
Ships, towers, domes, theatres, and temples lie  
Open unto the fields, and to the sky;  
All bright and glittering in the smokeless air.”

William Wordsworth,

“Composed Upon Westminster Bridge, September 3, 1802”

“The stones are pity, and the bricks, well wrought affections:  
Enameld with love & kindness, & the tiles engraven gold,  
Labour of merciful hands: the beams & rafters are forgiveness:  
The mortar & cement of the work, tears of honesty: the nails,  
And the screws & iron braces, are well wrought blandishments,  
And well contrived words, firm fixing, never forgotten,  
Always comforting the remembrance: the floors, humility,  
The ceilings, devotion: the hearths, thanksgiving...”

William Blake, “Jerusalem: The Emanation of the Giant Albion,” Plate 1





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# WELCOME TO NOCHET!

**Nochet.** The greatest, richest, most populous city in all Glorantha. It is the “**Queen of Cities**” as well as the “**City of Queens**” and is the oldest city in Esrolia and all the Holy Country. Since blessed Dormal performed the magical ritual that Opened the Seas some forty years ago, Nochet has grown wealthy in trade from all around Glorantha and has quintupled in size to over 100,000 in just two generations – spilling out in all directions to enrich the whole of Esrolia.<sup>1</sup>

Thousands of people have moved into Nochet seeking work and opportunities. Refugees and exiles from the wars of Dragon Pass and the raids of the western barbarians have come here seeking shelter. Foreigners from across Glorantha reside here with their strange customs and languages, and are still arriving.

The city is now crowded, with many newcomers packed together in poorly built tenements. Many of the newcomers have banded together in their own small neighborhoods, mimicking older, well-established areas. Some of these are like small Esrolian villages, some like Heortling clans led by ‘urban’ chieftains, and others like small enclaves from other lands such as Little Kralora and Bluetown.

This work is a detailed guide and index to many sites in the city of Nochet. It includes sample Houses (i.e. “clans”); guidance to identify “who you know” (as anyone living in the city for some time is unlikely to be out of contact with others); plus daily, weekly, seasonal, and festive events and rumors which occur across the city. Gamemasters and players can use this work to develop encounters, scenarios, or campaigns set in Nochet.

This is not a stand-alone work. Gamemasters and players will need the **RuneQuest: Roleplaying in Glorantha** core book to create adventurers for use in Nochet, particularly from Esrolia. The **Glorantha Sourcebook** and the forthcoming “**Cults of Glorantha**” series may be useful but are not required. **Weapons and Equipment** provides prices for goods and services useful in any urban game. For a comprehensive review of the surrounding land of Esrolia and the broader Holy Country, see Chaosium’s **Guide to Glorantha** and **Esrolia, Land of 10,000 Goddesses**. **King of Sartar**, particularly the “Composite History of Dragon Pass”, references the Siege of Nochet and the Battle of Pennel Ford. Other Chaosium works are anticipated to develop Esrolia and Nochet further.

## THE MANY DESCRIPTIONS OF NOCHET

*The folk of Nochet know that:*

- **Nochet is a great city** – it is the largest city in the world.
- **Nochet is an ancient city** – it was built in the God Time and has existed ever since.
- **Nochet is a new city** – from a moderate size, it has rapidly expanded in population since the Opening some 40 years ago and bustles with life and people.
- **Nochet is a city of wonders** – it has ancient temples and palaces (including the huge Sacred City), magically built walls, living statues, and the greatest temples of knowledge and healing in the world.
- **Nochet is a city of day-to-day life** – it is home to nobles and priestesses, crafters and scribes, fishermen and laborers, sailors and beggars, warriors and thieves – all going about their everyday lives.
- **Nochet is a divine city** – it is home to the greatest goddesses in the world who bless it with their beauty and bounty
- **Nochet is a decadent city** – it is home to all the indulgences of life: food, drink, drugs, and other pleasures
- **Nochet is a city of peace and plenty** – it is home to a wise and blessed Queen who grants the city harmony, and to prosperous merchants trading goods from around the world.
- **Nochet is a city of crime and violence** – it is home to powerful feuding Grandmothers, canny thieves, violent gangsters, and Heortling chiefs eager to control their own turf.
- **Nochet is a city of mystery** – it holds secrets and mysteries from prior days when the blasphemous God Learners ruled, when great Dragonships sailed the seas, and strange events give way to urban legends.
- **Nochet is a city of strife** – the God-King is gone, a new Queen has come, fierce Wolf Pirates raid, and the **Hero Wars** have begun!

<sup>1</sup> “Nochet: City of Queens”,  
<https://wellofdaliath.chaosium.com/home/catalogue/publics/https://wellofdaliath.chaosium.com/home/catalogue/publics/to-sort-categorise/nochet-city-of-queens/>





## AUTHOR'S NOTES

This work began as a map. I had created several maps of cities in Saird and Sylila which Jeff Richard liked, and he asked if I might have a go at creating a map of Nochet. I did, and this is the result – not only the map, but a guide and index to many locations in the city. Though written as an in-world document, throughout this work you will find authorial notes, gamemaster references, in-world commentaries, and other miscellanea. Hopefully it will stir your imagination in setting a visit, a game, or even a full campaign in the greatest city in all Glorantha. Enjoy!

*In-world commentaries provide background color and ideas to enrich adventures and NPC's. They include common sayings, rumors, lore, documents, and information that might be heard, discovered, or traded.*

### Gamemaster References (green)

References and ideas for gamemasters are included in these green boxes. The commentary is intended to provide informational content related to the index.

### Authorial Notes (brown)

These include references and notes from my perspective that may be particularly useful for developing your own RuneQuest Nochet campaigns.

## THE CITY OF NOCHET

Nochet sits along western edge of the Mirrorsea Bay (also known as Choralinthor Bay) where the Lyksos River enters the sea. Nochet is part of Esrolia, a densely populated Queendom that makes up one of six lands called the Holy Country or Kethaela. Esrolia is one of the most civilized and cultivated lands in all Glorantha – blessed by the many Earth goddesses who make their home there.

To the north of the Holy Country is Dragon Pass (including the Grazelands, Beast Valley, and the Kingdom of Sartar). The Lyksos River which flows past Nochet is part of the Creek-Stream River system which drains most of Dragon Pass. To the west are the rugged lands of Maniria, dominated by several barbarian tribes. South of the Holy Country is the Rozgali Sea – a part of the vast Homeward Ocean at the center of Glorantha – where the Wolf Pirates sail. And eastward from the Holy Country are the Storm Mountains, and then the vast wasteland and desert called Prax where the Beast Riders dwell.

### MISCELLANEA

Additional boxed texts represent some of the collected references, notes, marginalia, fragments, stories, and wisdom the Sages of Nochet gathered during the assembly of the Green Book or after.







*Samastina, embued with the power of the goddess Ernalda, banishes Queen Hendira from Nochet*





# THE QUEEN'S GUIDE

Early in 1623 ST, Queen Samastina, newly established on the throne, summoned the sages of Nochet to her presence and called upon them to provide her a comprehensive work that described all locations, buildings, and streets within and about the city of Nochet. Aware of the divisions within the Temple of Knowledge, Samastina herself designated how the book was to be organized and referenced to ensure consistency among those who collected and assembled the information.

Certain compilers of the content felt compelled to add tales, myths, notes and marginalia, though many such notes reflected the bitter rivalries among the sages.

When completed, the many pages were sewn together with the finest thread and bound into a book of green dyed leather, hence its later reference as the Green Book by the common folk of the city.

Officially called the Queen's Guide to Nochet, the book is also known as the Book of Nochet, the Queen's Index, Samastina's Index, and the Great Nochet Index, and reflects the state of the city in early to mid-1623 ST after the Sack of Moontown and before the Siege of Nochet.

There are in fact multiple copies of the work. The original is held in the Queen's Palace in the Sacred City – ever available as a reference for Samastina. The Charterist sages of the Temple of Knowledge hold the prime copy, the first copy made and bound from the original. A second copy was made and sent as a gift to the High Priestess of Ernalda in the sacred temple at Ezel. And a third copy went to the High Priestess of the Grace Temple in Nochet.

Samastina gifted additional copies to her Grandmother and House Delaeos; the Demivierge of Rhigos; King Broyan of Heortland; the Jelenkev Temple of Lhankor Mhy; the Talar of God Forgot; Xoroho Hellspeaker, envoy from the Eldest Kin of the Shadow Plateau; and, later, to the Feathered Horse Queen and the Prince of Sartar.

The rival schools within the Temple of Knowledge (aside from the Charterists) gathered the collected notes their scribes made and subsequently assembled those and additional content into their own versions of the Green Book. These have acquired names such as the True Green Book of the Green Sages, the Mysteries of Nochet by the Black Philosophers, and the Final Index to Nochet held by those scholars once of the City of Wonders.

The Great Houses, of course, sought out their own copies. Considerable sums of coin were paid to trusted scribes, or even thieves, to produce copies with relevant information. These copies have varied content – often rich with information about their own affairs and those of their clients, while poor in other areas.

Merchants and thieves also seek out copies (or at least those fragments of interest). However, the fragments they obtain are often filled with incorrect information, gossip, rumors, and outright lies. By the time of the Dragonrise in 1625 ST, multiple Green Books could be found in the markets of Nochet – most of questionable worth.

# KEY TO THE MAP

The following summarizes the key features of the map. Buildings in select areas have specific coloring, e.g. sages (grey), alchemists (brown), fire/sky temples (yellow/red).

Code	Key
	River/Bay
	Marsh
	Fields
	Hill
	Necropolis
	Plaza
	Docks
	Embankment
	Razed Area
	Burnt Area
	Sacred City
	Noble Quarter
	Common Quarter
	Troll Quarter
	Clay Pit
	Road
	Trail
	Wall
	Gate
	Canal
	The Chain
	Garden/Park
	Single-story building
	Multi-story building (round for certain towers)
	Building with central court/garden
	Cistern or Water temple
	Animal yards, stables, or stockades
	Material yards (labeled)
	Temple or similar Rune-affiliated building or location





## USING THE MAPS

The maps of Nochet are intended as tools for game play – whether solely for a gamemaster, or shared with players is up to the individual game.

Adventurers raised in Nochet will know their home district very well, adjacent districts fairly well, and the routes to temples, markets, cisterns and baths, gates and docks that are important to them. Those newly arrived in the city will know little other than suggestions and rumors. Very few will know anything of the Dark Warrens or what lies beneath Nochet (other than a vague understanding that there are aqueducts, sewers, deeper Earth temple complexes, and troll tunnels).

The map below places the city in the broader context of its surroundings in North Esrolia. To the east is the Choralinthor's Bay, which provides the bounty of the sea to the city. Across the Lyksos as well as to the east and south are agricultural fields controlled by the Great Houses of Nochet and which supply substantial yields of grain, vegetables, and fruit to the city. These lands also include cattle, pigs, and fowl which are brought to the city for slaughter and consumption. Immediately west of Nochet is the vast Antones Estate, the city's necropolis. Immediately south are marshes teeming with birds, snakes, other wildlife, and occasional bandits.



The maps are not “complete”. Sections are left open which are marked *only* with a particular colored pattern. These are designed for gamemasters to add in their own buildings, gardens, or other locations. In the segment above, most of Queen's Hand (brick), Jubilee, and the Caldera (green diagonals) are open. Queen's Hand is largely a noble area where Enfranchised Houses from other parts of South Esrolia may have their Nochet homes. The Caldera may be similar for those Houses of the Vinavale. But it is up to the gamemaster to decide.

For historical maps of the city, see [Esrolia: Land of 10,000 Goddesses](#).

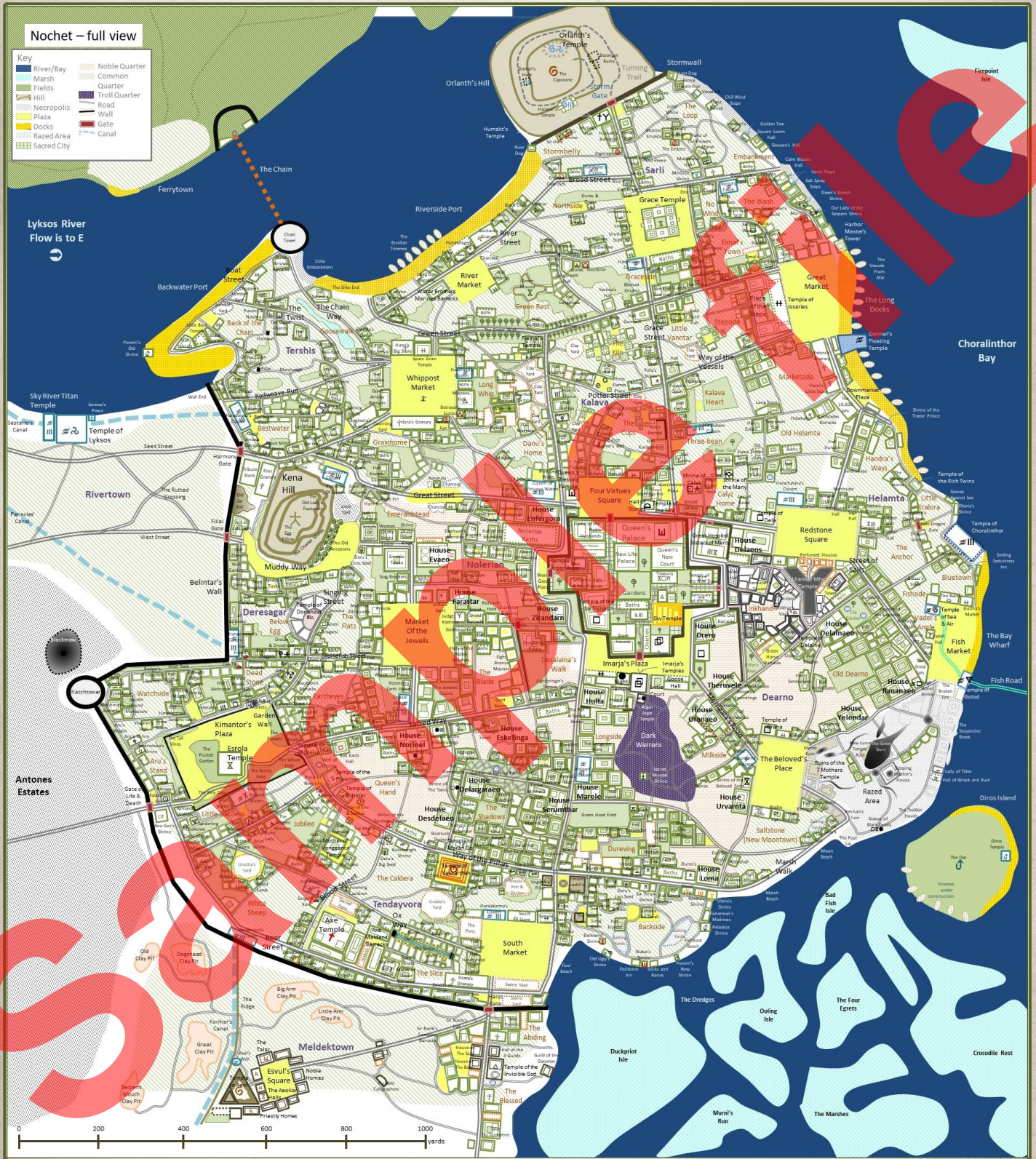


*Nochet and surrounding lands.*





# MAP OF NOCHET 1623 ST<sup>2</sup>



<sup>2</sup> A larger pdf version of this map is provided in the handouts accompanying this work. An earlier version of the map pdf is available with the article “Nochet: City of Queens”, <https://wellofdaliath.chaosium.com/home/catalogue/publishers/to-sort-categorise/nochet-city-of-queens/>