

ASHBORN

THE LONG ROAD HOME

A HOPEFUL DARK FANTASY ROLEPLAYING GAME

IRONSWORN STREAMLINED ◆ PLAYED WITH A GM AND A GROUP OF PLAYERS ◆ THE GM NEVER ROLLS IN COMBAT

Ironsworn at heart

Two Challenge Dice, Strong Hit, Weak Hit, Miss.

Rebuilt for destruction

A Rage Die that grows with every wound.

Played for redemption

Hold back, and you get your name back.

The war is over, but the weapons it made are still around. Will you make it home?

The Dark Lord ruled for a thousand years. His agents hunted the best warriors of every kin and dragged them to the Darklands. There they were drowned in the Black Mirrors and rebuilt as weapons of war. They became the Ashborn.

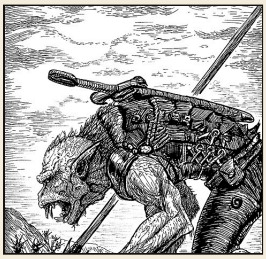
Five years ago he fell. The dark veil has lifted from your mind, but you still look like what you were made to be. People keep their distance and shut the door on you until you give them a reason to open it.

You play one of them, walking home through a world that remembers what your kind did. Every town starts you at zero. You earn your way in one job at a time, and you get no experience for killing.



On the road to civilization, everyone you meet remembers what your kind did. Ink on paper by Joe Porkio.

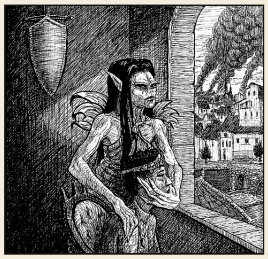
You play one of five Molds



Orc

Bloodhunter

Built to hunt those who run.



Elf

Darkspeaker

Built to rule without a blade.



Halfling

Gloamer

Built to sneak and end things.



Dwarf

Juggernaut

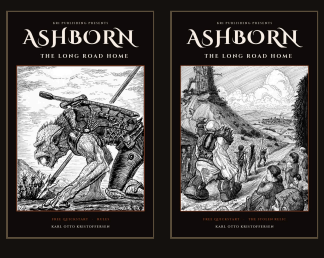
Built to break and to hold.



Human

Prefect

Built to command the rest.



The Quickstart is free

Two A5 booklets. Quickstart Rules teaches the whole system in one read. The Stolen Relic is a complete adventure for one evening. Five ready characters, one GM, three to four players. Download it free on DriveThruRPG.

BACKERKIT The full game, Q1 2027. Follow now

GET IT FREE

HOW IT PLAYS

One roll, and a die that grows

One roll to rule them all

Say what you do and what you want from it. Roll your Rage Die, add one of five Abilities, and compare the total with two ten-sided Challenge Dice.



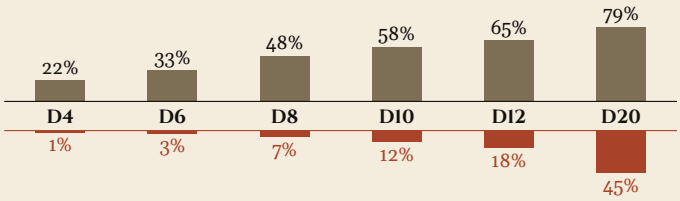
4 6 9	3 7 8	2 5 11	6 9 17 !
your total	*your total*	*your total*	*bare die*
Miss	**Weak Hit**	**Strong Hit**	**Berserk**
Beat neither.	Beat one.	Beat both.	Rage Die alone beats both added.

The system is player-facing. Players make every roll, and the GM never rolls in combat. Ashborn keeps the heart of Ironsworn, but trades moves, assets and vows for a growing Rage Die and Berserk.

The Rage Die that grows

Every point of Harm moves your Rage Die one step up. A bigger die wins more rolls, but if the bare die ever beats both Challenge Dice added together, you go Berserk.

STRONG HIT with Ability 3



BERSERK chance on any roll

When you go Berserk, you lose control and the monster inside takes over. You attack whatever set you off, without a roll and without choosing the target. Something dies for good.

To bring the die back down, breathe and give up the blow, or camp a night far from everyone.

Two tracks home

Humanity

Your inner journey

◆ ◆ ◇ ◇ ◇ ◇

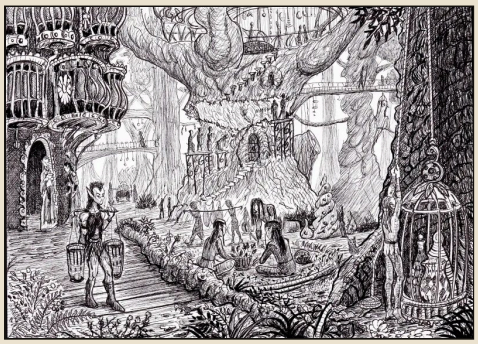
You mark Humanity when you hold back, protect someone, make amends or help someone at a cost to yourself. Every level gives you back a piece of yourself from before the war. The first is your name.

Standing

One track per town

◆ ◇ ◇ ◇ ◇ ◇

Standing shows what one town thinks of you. It grows slowly, job by job, and you can lose it in a single bad night. When you think a town is ready, you ask to be taken in. Beat both dice, and you are home.

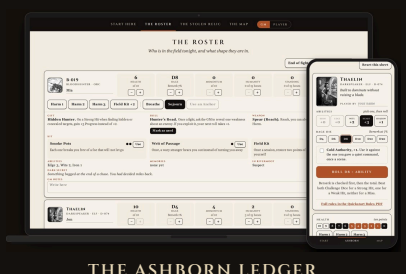


Silvarion, ink on paper by Joe Porkio.

Silvarion, the Aeonwoods

The most beautiful city you have seen, and the saddest. Half of it burned, and the leaves turn toward you as you pass.

The map has five lands, and each has one central city, built by one of the kin the Dark Lord harvested. Stonehold in the mountains, the Vale at the heart of it, the Aeonwoods, the Hearthlands, and the Darklands in the north, where the Black Mirrors still stand.



THE ASHBORN LEDGER

Play it before you back it

- Quickstart Rules and The Stolen Relic, free
- Five ready characters, one per Mold
- One GM, three to four players, one evening
- Follow the full game on BackerKit, Q1 2027

DRIVETHRURPG
FREE QUICKSTART

BACKERKIT
GET THE LEDGER

Written and designed by Karl Otto Kristoffersen. Art and maps by Joe Porkio, ink on paper.
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