

LOCATIONS

- 1 Euphrates, the good river, source of fish, mud, and other building materials.
- 2 The Gods Wood, the last stand of cedars to survive the apocalypse.
- 3 The City of Kish, a new kingdom that seeks dominion over southern lands.
- 4 The Fire Mother Desert, and the promise of trade and safety beyond.
- 5 The First Mountains, rolling stony hills and a reliable source of bronze.
- 6 The Freehold of Akkad, home to rebel mercenaries from Kish.
- 7 The Second Mountains, home to a struggling community much like your own.
- 8 The Seventh Mountains, impassable jagged peaks to the north that claw at the heavens.
- 9 The Shattered Land, south towards the distant sea, ruined by the Apocalypse.
- 10 Tigris, the swift river, a site of pilgrimage for those who honour the old gods.

COMPLICATIONS

- 1 A charismatic youth challenges the leader of your community.
- 2 A child goes missing, and the community mobilises to find them.
- 3 A disagreement between two members of the community turns to violence.
- 4 A faction within the community demands to be heard.
- 5 A tool or weapon breaks beyond your community's means to repair.
- 6 People in the community want to move to pastures new, or to stop moving.
- 7 Something valuable runs low; food, fresh water, or worse.
- 8 Something valuable is stolen, and the thief cannot be identified.
- 9 Someone you trusted betrays the community.
- 10 The community gets unwanted attention from a distant power.

OPPORTUNITIES

- 1 A group of pilgrims require an escort to the banks of the Tigris.
- 2 A great herd of oxen is sighted across the Shattered Land.
- 3 A neighbouring community comes to you for help, they have something you need.
- 4 An emissary of a distant kingdom is lost nearby, beset by bandits.
- 5 An empty boat floats down the river, carrying wine and salted meat.
- 6 Rumours tell of a branch of the Gods Wood far to the east, untouched by apocalypse.
- 7 There is a surplus of something that could be traded to the right people.
- 8 Traders visit from a settlement to the north, but what they want you don't yet have.
- 9 You find a source of something scarce, in a dangerous place.
- 10 You meet someone forgotten who believes they are in your debt.

THREATS

- 1 A cruel immortal arrives in the company of lions, and swiftly gathers a following.
- 2 A hierophant threatens your community, declaring it an affront to the gods.
- 3 A pale rider from the cult of the court of death demands a terrible tribute.
- 4 A plague of waking death sweeps over the community, the victims moan and claw..
- 5 Stone Ones are sighted in the First Mountains, a worrying omen.
- 6 The earth heaves and struggles like a raging bull, shattering your works.
- 7 The Euphrates slows and dries, its water tainted with livid toxins.
- 8 The new King of Kish demands fealty and a tithe of workers.
- 9 Sea-folk raiders from distant Dilmun attack local settlements.
- 10 Voracious loggers threaten the last cedars of the Gods Wood.



2400 BC

ANCIENT APOCALYPSE

A 24XX HACK BY OZ BROWNING

RULES

PLAYERS DESCRIBE THEIR CHARACTERS' ACTIONS.

The referee advises when an action is impossible, requires extra steps, demands a cost, or presents an avoidable risk.

PLAYERS ROLL TO AVOID RISKS.

Roll a d6 skill die — higher with a relevant skill, or d4 if hindered by hunger, injury, sickness, or circumstance. If helped by circumstance, roll an extra d6; if helped by an friend, they roll their skill die and share the risk. Take the highest die.

1–2 DISASTER.

Suffer the full risk. Referee decides if you succeed at all. If risking death, you die.

3–4 SETBACK.

A lesser consequence or partial success. If risking death, you're maimed.

5+ SUCCESS.

The higher the roll, the better. You succeed, or at least get useful info or an advantage.

CARRY AS MUCH AS MAKES SENSE.

Carrying more than one bulky item may hinder you at times.

WOUNDS ARE FATAL WITHOUT URGENT CARE.

Infections kill in hours or days. If you die, make a new character to be introduced ASAP. Favour inclusion over realism.

MAKE THE TABLE A SAFE SPACE.

Set lines not to cross in play. Fast-forward, pause, or rewind/redouble scenes for pacing and safety, and invite players to do likewise.

KEEP PLAY DYNAMIC, FAIR, AND INTERESTING.

Present problems you don't know how to solve. Move the spotlight around. Test periodically for complications. Offer rulings to cover gaps in rules; double back during a break to revise unsatisfying rulings as a group.

CHARACTERS

YOU WERE RAISED IN THE GREAT CITY OF URUK.

The cradle of civilisation, nestled between Tigris and Euphrates. You were someone before the apocalypse, but those titles are gone now.

►WHAT DID YOU LEARN IN YOUR OLD LIFE?

Take two skills at d8 or one at d10:

- | | | | |
|---|-------------|----|------------|
| 1 | Craft | 7 | Medicine |
| 2 | Diplomacy | 8 | Oration |
| 3 | Discipline | 9 | Persuasion |
| 4 | Haggling | 10 | Reading |
| 5 | Incantation | 11 | Ritual |
| 6 | Law | 12 | Strategy |

THE APOCALYPSE SHATTERED URUK LIKE A CUP.

The earth was flattened by fiery wind and rushing water. Old ways were abandoned one by one, until only survival remained.

►HOW DID YOU SURVIVE THE APOCALYPSE?

Take two skills at d8 or one at d10:

- | | | | |
|---|--------------|----|------------|
| 1 | Brawling | 7 | Hoarding |
| 2 | Cowardice | 8 | Murder |
| 3 | Deception | 9 | Pillaging |
| 4 | Extortion | 10 | Theft |
| 5 | Heresy | 11 | Trespass |
| 6 | Intimidation | 12 | Witchcraft |

A NEW WORLD STRUGGLES FROM THE RUINS.

Humanity has been abandoned by the fickle gods. The ghosts of Uruk haunt your dreams and all that is left is what you can build.

►WHAT HAS THE NEW WORLD TAUGHT YOU?

Take two skills at d8 or one at d10:

- | | | | |
|---|------------------|----|--------------|
| 1 | Animal Husbandry | 7 | Hunting |
| 2 | Climbing | 8 | Mending |
| 3 | Command | 9 | Riding |
| 4 | Driving | 10 | Scavenging |
| 5 | Foraging | 11 | Stealth |
| 6 | Hard labour | 12 | Superstition |

POSSESSIONS

WHAT WAS COMMON IS NOW TREASURED.

Food, quality tools, animals, shelter, these things are rare in the new world. Other things, coins, jewels, have lost all value.

►WHAT HAVE YOU GOT LEFT?

Take a knife and two prized possessions:

- 1 A bow and a few arrows, most unbroken
- 2 A small cart, designed for an onager
- 3 A dog, trained to a degree
- 4 A jar of soma, for opening the mind
- 5 A riding horse, fast enough to count
- 6 A set of tools, for your skills or another's
- 7 A shield, battered but intact
- 8 A spear, poorly balanced
- 9 A staff, a sturdy support
- 10 A sword, a warrior's weapon
- 11 A wineskin, mercifully full
- 12 An onager, a belligerent companion

COMMUNITY

NO ONE CAN SURVIVE ALONE.

The social structures of Uruk are lost, and no position is secure. Alone you will starve or worse. Your survival rests with the community.

►WHO ACCOMPANIES YOU?

Add one or two to the community:

- 1 A crew of hardy loggers and carpenters
- 2 A former noble and their reluctant retinue
- 3 A healer and herbalist, who may be a witch
- 4 A redeemed criminal, a thief or worse
- 5 A vintner, eager to start planting
- 6 A warrior who owes you their life
- 7 A weary priest whose faith is in ruins
- 8 Fellow members of a cult to an old God
- 9 Former soldiers, now mercenaries
- 10 Lost children who don't remember before
- 11 Scouts, familiar with the new landscape
- 12 Your spouse, children, and extended family

DETAILS

YOU HAVE BEEN RESHAPED BY APOCALYPSE.

Everyone has been marked by tragedy, but you are a new person now, in spirit and maybe in name.

►WHAT NAME DO YOU GO BY?

- | | | | |
|----|-----------|----|----------|
| 1 | Agarin | 11 | Kishar |
| 2 | Anki | 12 | Malah |
| 3 | Dagrim | 13 | Namkuzu |
| 4 | Erish | 14 | Narua |
| 5 | Eshkar | 15 | Sagma |
| 6 | Garash | 16 | Shimsusa |
| 7 | Gishimmar | 17 | Temen |
| 8 | Harran | 18 | Uanna |
| 9 | Hashur | 19 | Urda |
| 10 | Hazi | 20 | Zigan |

►WHAT IS YOUR DEMEANOUR?

- | | | | |
|----|-----------|----|------------|
| 1 | Arrogant | 11 | Knowing |
| 2 | Brooding | 12 | Morbid |
| 3 | Cautious | 13 | Optimistic |
| 4 | Cold | 14 | Patient |
| 5 | Curious | 15 | Prickly |
| 6 | Dramatic | 16 | Reckless |
| 7 | Dry | 17 | Stoic |
| 8 | Formal | 18 | Weary |
| 9 | Gentle | 19 | Wild |
| 10 | Impatient | 20 | Wry |

►WHAT IS YOUR LOOK?

- | | | | |
|----|---------------|----|-----------|
| 1 | Armoured | 11 | Muscled |
| 2 | Ascetic | 12 | Pierced |
| 3 | Bearded | 13 | Practical |
| 4 | Curvy | 14 | Relaxed |
| 5 | Formal | 15 | Round |
| 6 | Frightening | 16 | Scarred |
| 7 | Gaunt | 17 | Small |
| 8 | Inconspicuous | 18 | Stocky |
| 9 | Lanky | 19 | Tall |
| 10 | Luxurious | 20 | Tattooed |