

## NAMES

Tum Tum, Gnarly, Fleece, White, Lala, Bill, Crine, Mercer, Preen, Ik, Shan, Isle, Ula, Joe's Girl, Dremmer, Balls, Amy, Rufe, Jackabacka, Ba, Mice, Dog head, Hugo, Roark, Monk, Pierre, Norvell, H, Omie Wise, Corbett, Jeanette, Rum, Peppering, Brain, Matilda, Rothschild, Wisher, Partridge, Brace Win, Bar, Krin, Parcher, Millions, Grome, Foster, Mill, Dustwich, Newton, Tao, Missed, III, Princy, East Harrow, Kettle, Putrid, Last, Twice, Clarion, Abondo, Mimi, Fianelly, Pellet, Li, Harridan, Rice, Do, Winkle, Fuse, Visage, Enough-to-eat, Barker, Imam, Bowdy, Daff, Exit, Chin, Look, Shazza, Fauna, Sun, Chack, Ricarra, Prim

## RESOURCES

meat, salt, grain, fresh foods, staple foods, preserved foods, meat (don't ask), drinking water, hot water, shelter, liberty, leisure, fuel, heat, security, time, health, medical supplies, information, status, specialized goods, luxury goods, gasoline, weaponry, labor, skilled labor, acclaim, loyalty, blood kin, strategic position, drugs, work animals, livestock, know-how, walls, living space, storage space, machinery, connections, access, raw materials, books

## THREAT TYPES

**Warlords:**  
Slaver, Hive queen, Prophet, Dictator, Collector, Alpha wolf

**Grotesques:**  
Cannibal, Mutant, Pain addict, Disease vector, Mindfucker, Perversion of birth

**Landscapes:**  
Prison, Breeding pit, Furnace, Mirage, Maze, Fortress

**Afflictions:**  
Disease, Condition, Custom, Delusion, Sacrifice, Barrier

**Brutes:**  
Hunting pack, Sybarites, Enforcers, Cult, Mob, Family

## DURING SESSION 1

- MC the game. Bring it.
- Describe. Barf forth apocalyptica.
- Springboard off character creation.
- Ask questions like crazy.
- Leave yourself things to wonder about.
- Look for where they're not in control.
- Push there.
- Nudge the players to have their characters make moves.
- Give every character good screen time with other characters.
- Leap forward with named, human NPCs.
- Hell, have a fight.
- Fill up this 1<sup>st</sup> session worksheet.

## I WONDER...

HUNGER

THIRST

IGNORANCE

FEAR

DECAY

AMBITION

ENVY

DESPAIR

