

Necropraxis—Eschatologies

To make anything very terrible, obscurity seems in general to be necessary. When we know the full extent of any danger, when we can accustom our eyes to it, a great deal of the apprehension vanishes.

—Burke, *A Philosophical Inquiry into the Origin of Our Ideas of the Sublime and Beautiful*

What follows is a roll all the dice apocalypse generator. I designed it primarily as a tool to help create atmosphere and structure challenges for a new campaign, but it could also be used for entries on an event table, if you like to watch the world burn and were so inclined. Just drop the 1d4 component, or replace it with some other determination, like the changed color of sunlight in the brave broken world of tomorrow or the patterns of fissures emerging in the moon.

To sketch the outlines of an apocalypse, use the following six determinations:

- (1d4) *Since* indicates for how long the apocalypse has obtained.
- (1d6) *Cause* indicates what precipitated the apocalypse.
- (1d8) *Obtenebration* indicates what conceals the ruined world from the view of mortals.
- (1d10) *Monsters* indicate what still lurks in the wilds.
- (1d12) *Redoubt* indicates where humanity endures.
- (1d20) *Doom* indicates the immediate nature of destruction.

Or? Maybe your players found a portal. This is where it leads.

Since (1d4)

1. As long as anyone can remember
2. Terminating the previous cycle of empire
3. Three generations past
4. Yesterday and ongoing

Cause (1d6)

1. Reckless wicked sorcery
2. Final war
3. Primordial monsters unchained
4. Divine judgment of human hubris
5. Imprudent excavation
6. Extra-dimensional incursion

Obtenebration (1d8)

1. Smoke and noxious gasses
2. Boundless fog
3. Extinguished sun and endless night
4. Perpetual eclipse
5. Storms of blood, slime, or ash
6. Snow and ice
7. Submarine: drowned world or under the ocean
8. Inhospitable void: wilderness is outer space or Ptolemaic firmament

Monsters (1d10)

1. Embodied divinities
2. Restless dead
3. Inscrutable giants
4. Avenging angels
5. Possessed animals, people, or objects
6. Fears and nightmares made flesh
7. Mass delirium, lunacy, or madness
8. Gigantic, fecund fauna and flora
9. Legions of hell
10. Robots

Redoubt (1d12)

1. None remain
2. One final, fortified settlement
3. Arc designed to preserve humanity
4. One small village strangely untouched
5. Isolated walled towns
6. Underground bunkers
7. Dungeon level one: waste above and underworld below
8. Abandoned castle
9. Wizard's seclusion
10. Ship run aground
11. Small nomadic camps
12. Huts clustered around a lighthouse, bonfire, or hoard of lanterns

Doom (1d20)

1. Restless fault lines
2. Ancient war machines unleashed
3. Colossal monsters rampage
4. Pestilence
5. Plague of locusts
6. Vanished sun
7. Falling stars
8. Land of the dead annexes the realm of mortals
9. Invasion of extra-dimensional beings
10. Flood
11. Sky flooded by the parching rays of nine suns
12. Armageddon bombs
13. Volcanic eruptions and rivers of magma
14. Poisoned, blighted land
15. Sunlight turns mortals to stone
16. Reign of Satan
17. Feral beasts
18. Season of dragons
19. Drought, famine, and mass starvation
20. Playground of gods