Rune Table: Make a THREAT test against the active threat. It can't get stressed. If you FAIL, roll a D8 on each table to make a hyperrune.

D8	Rune	D8	Rune	D8	Rune
1	Alarm	1	Creation	1	Distraction
2	Breathe	2	Doom	2	Evil Eye
3	Halt	3	Fiend	3	Fireball
4	Light	4	Horn	4	Forecast
5	Power	5	Master	5	Hellfire
6	Stress	6	Shadows	6	Rest
7	Undead	7	Shake	7	Suspend
8	Wane	8	Surge	8	Vessel

Outside Time

Active Events

Event Name	Weeks Left

Cataclysmic Weather Table: First roll a D4. On a 1 or 2, there is just regular weather. On a 3, there is BAD cataclysmic weather. On a 4, its ABYSMAL. Then roll a D12 for a weather.

D12	Cataclysmic Weather	D12	Cataclysmic Weather
1	4-D Translating Rivers	7	Meteor Showers
2	Ash Storms	8	Rotten Animal Rain
3	Backwards Blood Rain	9	Scorching Heat
4	Corrosive Hallucinatory Rain	10	White Out Blizzards
5	Hail Storms	11	Winds of End Times
6	Lightning Strikes	12	Winds of Past Times

Natural Air Pockets: Roll a D6. On a 6, the team can breathe the air in the neighborhood's safeways without incurring any penalties from bad air quality.

Omen Table: If a team member passes a RELIGION test to experience an omen, roll a D10 for the subject and another D10 for the encryption. Then narrate their experience.

D10	Omen Subject	D10	Omen Encryption
1	An Active Threat's Event	1	Animals
2	An Active Threat's Event	2	Anchor Object
3	Mission Neighborhood's Weather	3	Sounds
4	Mission Neighborhood's Weather	4	Anchor Character
5	A Nearby Obstacle or Event	5	Out of Order
6	A Nearby Obstacle or Event	6	Animals
7	A Trinket's Function	7	Anchor Object
8	A Nearby Artifact	8	Sounds
9	A Suggested Safezone Action	9	Anchor Character
10	Your Next Safezone Action	10	Out of Order

Borough and Neighborhood Notes

Neighborhood Procedure: When the team enters a neighborhood, do this:

1. IF THEY HAVE A SCHLOCK VEHICLE: have them roll its schlock dice. If it schlocks, its out of commission for the next 30 minutes.
2. IF THEY HAVE SCHLOCK AIR SUPPLY: have them roll their gear's schlock dice. If it schlocks, they lose 15 minutes of air.
3. IF THERE IS CATACLYSMIC WEATHER: narrate its effects on the environment. Apply these effects when the rules call for it.
4. IF THERE'S AN AIR POCKET: let them know. Narrate the clean air.
5. IF THERE'S RUNES: give the team an opportunity to interact with them before they face a potential obstacle / event.
6. IF THERE'S AN OBSTACLE OR EVENT: start the team outside the obstacle / event's area if they came at a careful pace. Give them time to plan.
7. ONCE THEY'RE DONE: ask the team's sniffer to make a spirit test to navigate the safeways. Ask them their pace and give them an opportunity to scavenge for loot. If their strategy seems smart, they find something valuable within 10 minutes. Otherwise, give them a choice between finding nothing or to keep searching for another 5 minutes. If a player keeps searching, you can choose whether to let them find something, or to repeat the question again.

Destruction

Start at a D6. dice

- Murdering someone outside of a war. Accidentally killing someone doesn't count. IMP.
- Killing an enemy during a war. Each side must have at least 15 combatants to count as a war. Killing a non-combatant counts as murder instead. LEGION.
- Destroying 3 zones worth of man-made structures you don't own. JINN.
- Destroying a tree without planting a seed before leaving the neighborhood. STOLOS.

ATONEMENT: people of the ward must build a monolith of penance made of stones blessed by religious leaders.

Depravity

Start at a D6. dice

- Letting someone die of starvation. ABADDON.
- Destroying food or letting it go to waste. Includes letting animal carcasses rot, excluding rats and sewer gators. If you don't know, it doesn't count. ABADDON.
- Letting someone to die of an injury. If you don't know, it doesn't count. This manifests an OBYZOU.
- Having sex out of wedlock. Anyone can get married, regardless of gender. This manifests an OBYZOU.
- Worshiping a demon, making sacrifices to a demon, or building statues to demons. MOLOCH.

ATONEMENT: people of the ward must free a subjected tribe from their servitude to a demon.

Transgression

Start at a D6. dice

- Stealing from someone and trying to leave the neighborhood. Forcing someone to hand over their gear doesn't count. MALAPHAR.
- Grave robbing and trying to leave the neighborhood. You're allowed to loot unburied corpses. MALAPHAR.
- Trespassing into sacred ground while impure. Purity requires ritual cleansing. LITANU.
- Trespassing OUTSIDE for 10 minutes. LITANU.
- Breaking a promise or signed contract. Physically destroying an active contract. BELIAL.

ATONEMENT: people of the ward must cure a leper tribe of their supernatural curse.

Wickedness

Start at a D6. dice

- Lying or manipulating someone for personal gain. ASTAROTH.
- Acting prideful. MOLOCH.
- Acting hateful or displaying hatred. PAZUZU.

ATONEMENT: people must rescue a group of outsiders and bring them back to their safezone.