



INTO THE BRONZE

SWORD & SORCERY RPG
IN BRONZE AGE MESOPOTAMIA



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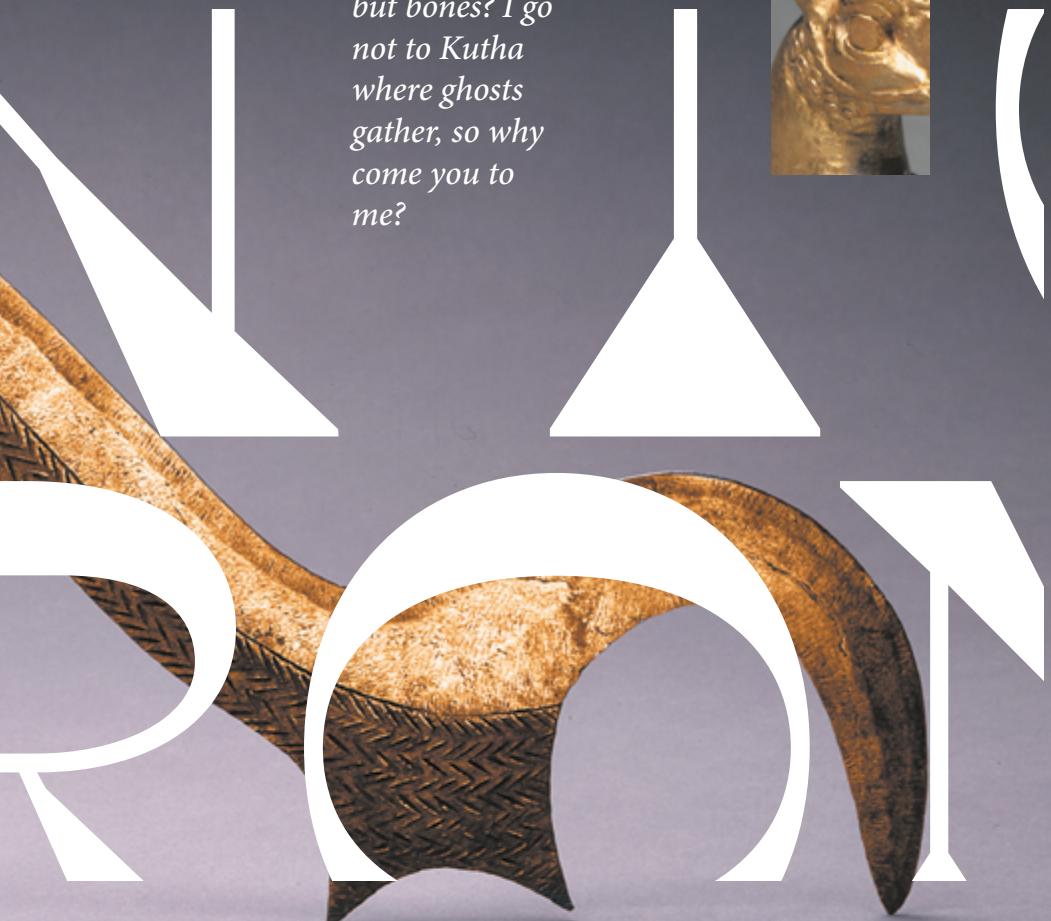
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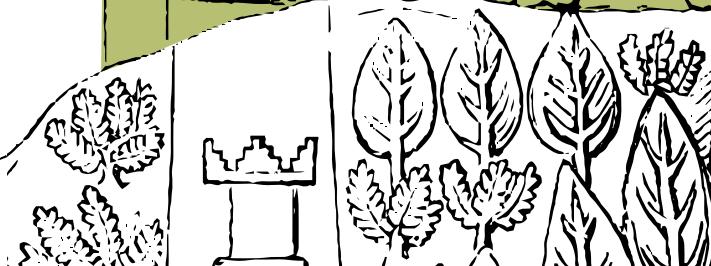
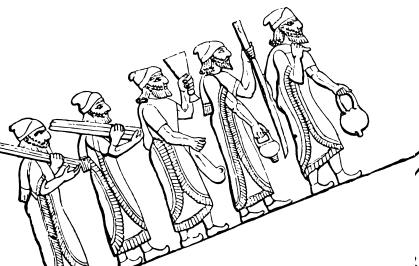
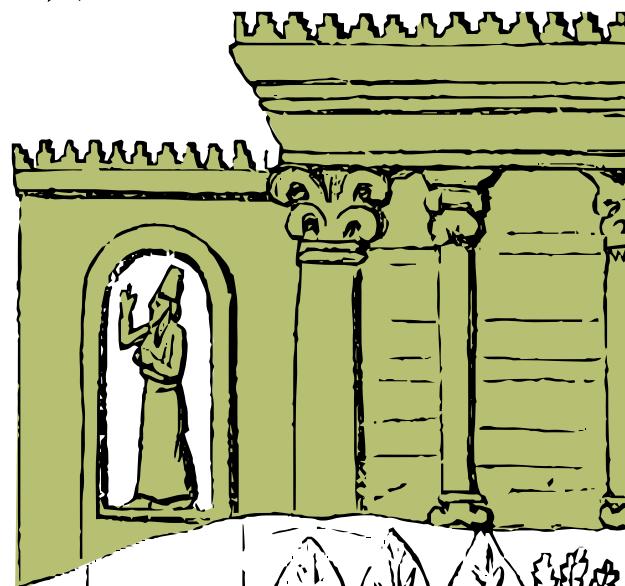
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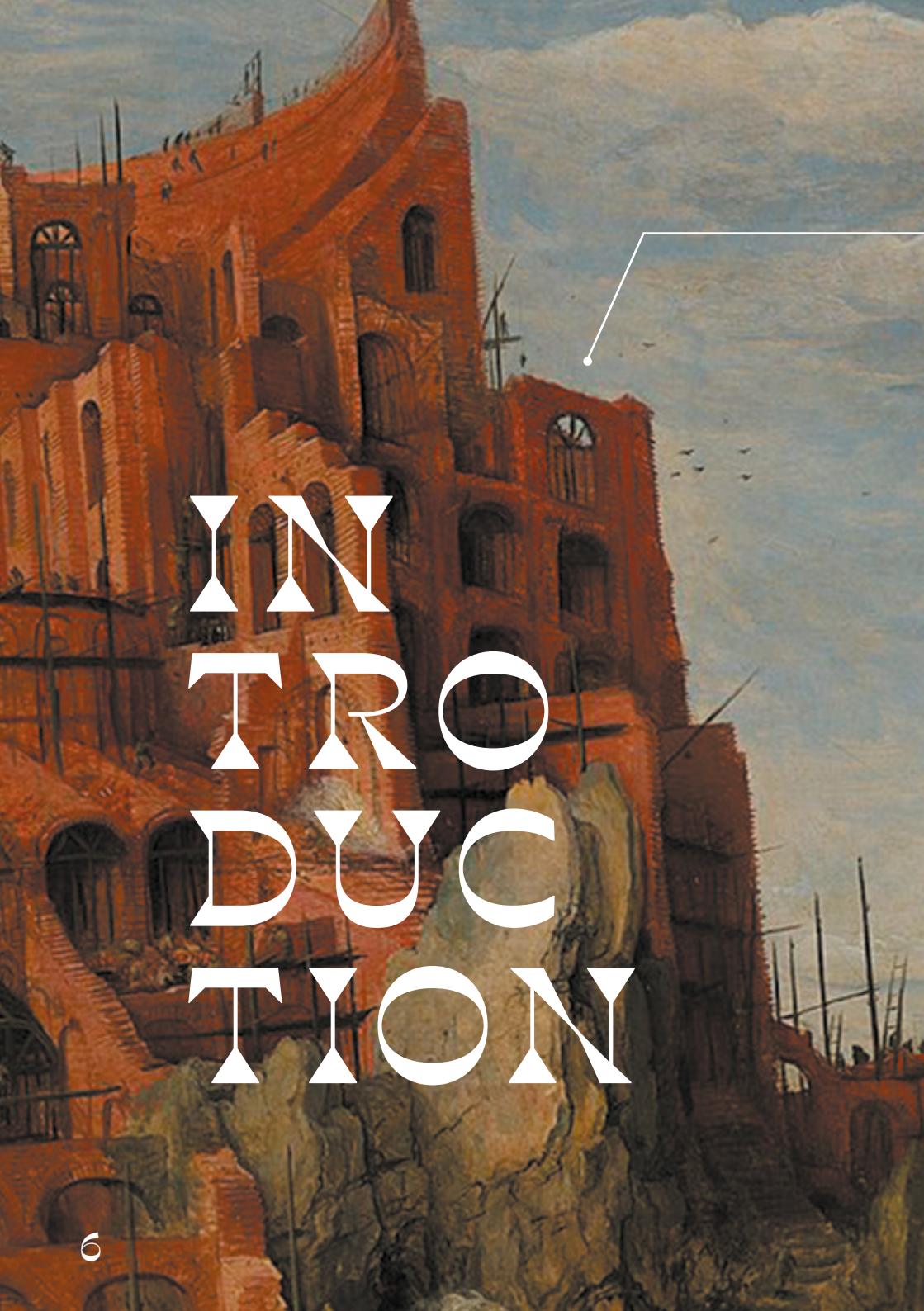
*Spirits, why
do you seek
me, you whose
cities are tells,
you who are
but bones? I go
not to Kutha
where ghosts
gather, so why
come you to
me?*







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INTRODUCTION

Babbel

INTO THE BRONZE IS AN TTRPG DESIGNED for 2 to 5 people. You and your friends will play as adventurers in a fantastic world 4000 years before Christ. Among its influences are Sword & Sandals movies, Anouar Brahem records and the Jewish Book of Judges.

The players are Sumerian citizens during the Bronze Age who, by irony of destiny, make their livings as bounty hunters. Dangerous jobs await them, and the payments will fill their wicker baskets with treasures, secrets and favors.

This book presumes you already have a basic knowledge of how most TTRPGs usually work.



CREATE A SUMERIAN

THE TWIN RIVERS, **TIGRIS AND EUPHRATE**, provide natural wealth and resources. The sailors of the seven cities fight for their control. The Land is rich in sun-drenched mountains and shadowy valleys where demons practice their cults, seeking to claim the valleys for themselves.

ATTRIBUTES

You, Sumerian, have three main attributes.

Strength: Breaking down doors, lifting a big stone, winning an arm wrestling match, breaking chains, etc.

Dexterity: Jumping between roofs, falsifying signatures, climbing walls, etc

Will: Tricking someone, perceiving a lie, convincing someone, making good impressions, arranging deals, pacifying situations, etc.

For each of these attributes, roll 3d6. Keep the two highest numbers, for a value between 2 and 12. You may swap two attribute values, if you want.

HP, OBSIDIAN AND PAST

Roll 1d6 for your H(it) P(rotection). This is your ability to sustain wounds before taking serious damage.

Roll 1d6 for your obsidian. This rock is the currency in the Mesopotamian region. Cross-reference the result of your HP with your Obsidian in the table of backgrounds and discover what kind of work you have done in the past.

STARTING EQUIPMENT

Your sumerian starts with **one torch, two items from your Past** (see page 9) and a **weapon of your choice**. (see page 58)

OMENS (D6)

In the Night you were born, they saw...



A SHOOTING STAR: Talks too much / Sanguine



A FIRE: Silent / Choleric



ALBINO CROWS: Stubborn / Melancholic



EARTH SHAKES: Mysterious / Phlegmatic



SANDSTORMS : Reckless / Sanguine



VENUS IN THE SKY: Capricious / Choleric

GARMENTS (D6 & D6)

MATERIAL \longrightarrow DYE COLOR

	WOOL		RED
	ANIMAL LEATHER		BLACK
	SCALES		WHITE
	LINEN		BLUISH
	WICKER		CREAM
	ROPE		GREEN

PHYSICAL DETAILS (D66)

 	BURNT BODY	 	RINGS
 	FACE SCAR	 	STONE MASK
 	ONE MISSING EYE	 	AMPUTATED NOSE
 	ALBINO	 	NOTORIOUS HEIGHT
 	BURLY	 	BLACK TOOTH
 	VERY THIN	 	HUNCHBACK

PHYSICAL DETAILS (D66)

 TATTOOED

 BALD

 HAS A RAT

 INNOCENT FACE

 BRACELETS

 TRIANGULAR FACE

 SO BEAUTIFUL!

 OVAL FACE

 PRETTY UGLY

 FACIAL PIERCINGS

 DREADLOCKS

 MISSING ONE FINGER

 MISSING AN EAR

 SMELL LIKE FIGS

 ANKLETS

 LIMPS

 SLAVER BRAND

 SHIVERS

 HAS A FALCON

 CALLUSED HANDS

 LONG HAIR

 WHIP MARKS

 DEEP VOICE

 CLENCHED TEETH

BACKGROUNDS/BG

HP	OBSIDIAN	BG	ITEM 1	ITEM 2
		Boat Builder	Plane	Rope (close)
		Cook	Wooden spoon	Milled pepper
		Soldier	Light Armour	Bunch of keys
		Bronze smith	Hammer	Forge forceps
		Tapestry weaver	Magic words	A spool of thread
		Miner	Pickaxe	Lime stone
		Farmer	Wicker hat	Hoe
		Bread baker	Flour	Yeast
		Scribe	Magic words	Cylindrical seal
		Fisher	Hook	Fishing Line
		Bum	Jar of beer	Hyena
		Vagrant	Bell	Hyena

HP	OBSIDIAN	BG	ITEM 1	ITEM 2
		Auroch tamer	Saddle	Lasso
		Astrologer	Magic words	Meteorite
		Beer brewer	A stone spoon (1.5m)	Yeast
		Potter	Dry clay	Pottery wheel
		Tent maker	Wooden stakes	Leather blanket
		Lumberjack	Amber with a mosquito inside	Tree climbing equipment
		Gardener	Sack with seeds	Grasshopper poison
		Architect	Compass	Float
		Mathematician	Magic words	Abacus of bones
		Shepher	Wooden staff	Sheep's skull
		Musician	Flute made of bones	Tambourine
		Criminal	Bunch of lockpicks	Tin cup

BACKGROUNDS/BG

HP	OBSIDIAN	BG	ITEM 1	ITEM 2
		Barber	Comb	Dark mirror
		Archivist	Magic words	Royal Seal in clay
		Enslaved	Chainsbones	Sandpaper
		Ambassador	Royal Passport	Incense
		Sailor	Paddle (no explosion)	Astrolabe
		Carpenter	Nails	Wooden board
		Seamstress	Needle	Blanket
		Butler	Flask of poison (explosion 4+)	Yeast
		Eunuch	Magic words	Clay pot
		Grave digger	Shovel	Myrrh
		Cortesan	Piece of quartz	Veilt
		Bird hunter	Bone cage	Hunting trap

INVENTORY

USING ITEMS

The inventory has six slots. At the end of a main action (a fight, for example), players roll for Usage for each item used (1d6). If the result is 4-6, they mark a Use point in front of the item. When the item runs out of points, it breaks permanently.

WEIGHT

When the Sumerian is carrying more than six slots, they are unable to run or flee and all the tests are made with Disadvantage.

WEAPONS

All weapons deal 1d6 damage, independent of weight. What differs them from one another is how easy it is to explode their damage dice. This means that a weapon that explodes on results 5 and 6, for example, will give you one more damage roll everytime you score 5 or 6 on the Damage roll.

TOOLS

Tools are normal everyday Sumerian implements that serve as improvised weapons (ex: hoes, hatchets, saws, sickles, etc). Most are from rural activities.

Average cost: 5

Average Explosion: It never explodes

LIGHT WEAPONS

Daggers, khopeshes, small swords, knives.

Average cost: 30

Average Explosion: 6

MEDIUM WEAPONS

Long scythes, bronze maces, javelins, spears, bone whips

Average cost: 50

Average Explosion: 5+

HEAVY WEAPONS

Stone axes, battle hammers

Average cost: 120

Average Explosion: 4+

SHORT RANGED WEAPONS

Slings, darts, blowguns

Average cost: 50

Average Explosion: 6

LONG-RANGED WEAPONS

Bow and arrow

Average cost: 100

Average Explosion: 5+

WICKER ARMOR

Shields 2 Point of Damage

Average cost: 50

BRONZE ARMOR

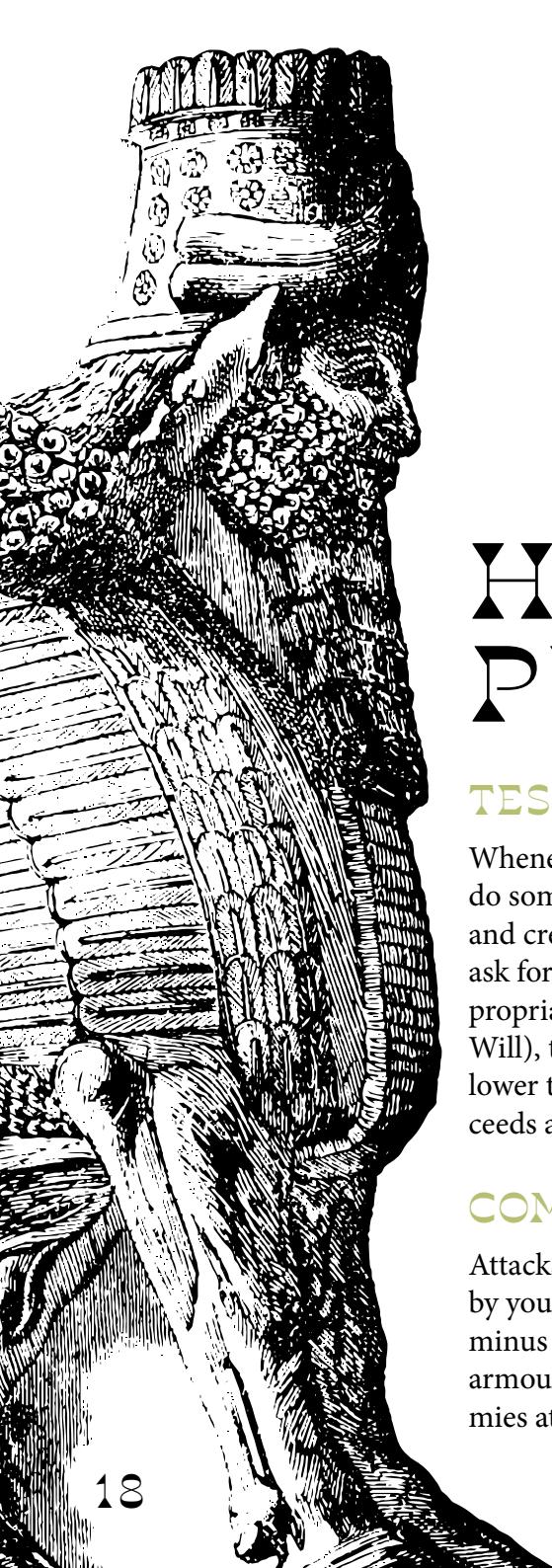
Shields 4 Point of Damage

Average cost: 120

LIGHT SOURCES

Whenever a torch or lantern is lit, and every six turns of providing light, test usage for the light source.: On a 4-6, a point of usage is spent.. Lamps may be renewed by purchasing Oil.

Each point of use of Oil costs 15.



HOW TO PLAY

TESTS

Whenever the Player's characters intend to do something risky with a chance of failing and creating consequences, the GM might ask for an Attribute test: Decide on the appropriate Attribute (Strength, Dexterity or Will), then roll 1d20. If the result is equal or lower to the attribute, the character succeeds at the proposed action.

COMBAT

Attacks always hit. Roll for damage caused by your weapon upon the opponent's HP, minus any protection provided by their armour. Use the same procedure when enemies attack the Player's Characters.

DISTANCES AND MEASURES

The units of measure and distance are abstract and are divided into: **Close**, **Near**, **Distant** and **Far Away**; close being the shortest distance and Far Away being the longest one. For example, if we're talking about Travelling Distance Close means a few minutes walk and Far Away means almost unknown to the local culture. On the other hand, if we're talking about the length of a rope, Close means something around 3 meters and Far Away might be 300 meters.

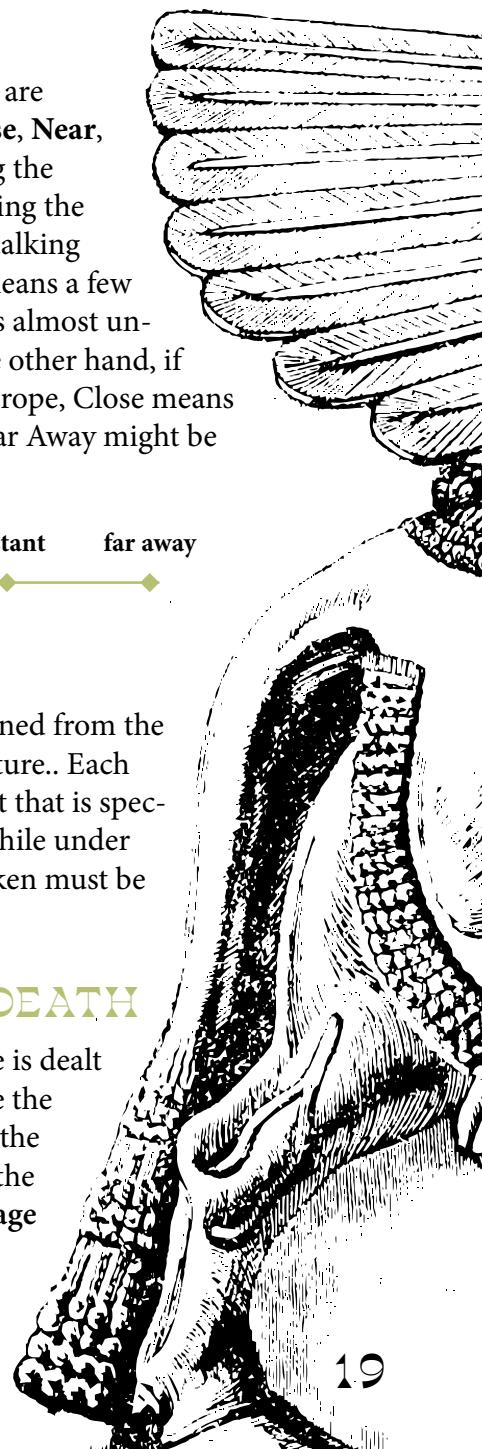


CONDITIONS

Conditions are negative effects gained from the consequences of dangerous adventure.. Each condition has a duration and effect that is specified in its token (see Annex 1). While under the effects of the condition, the token must be in your inventory.

HP, DAMAGE AND DEATH

Once your HP is depleted, damage is dealt to your Strength Points. Everytime the Strength attribute suffers damage, the player must roll a Strength test. If the test fails, roll on the **Critical Damage table** (next page), risking dying as a result. If Strength points reach Zero, the character is dead.



CRITICAL DAMAGE (D8)

1

WHAT DOESN'T KILL...

Spend a turn disorientated, then roll maximum HP again and alter it if higher than current. The current HP doesn't change, but the max HP does.

2

SCARS FROM THE PAST

Receive a scar, permanent and visible. Roll 1d6 and find out where:

1. Face
2. Arm
3. Leg
4. Hand
5. Chest
6. Foot

Roll WILL with Disadvantage until you achieve next level.

3

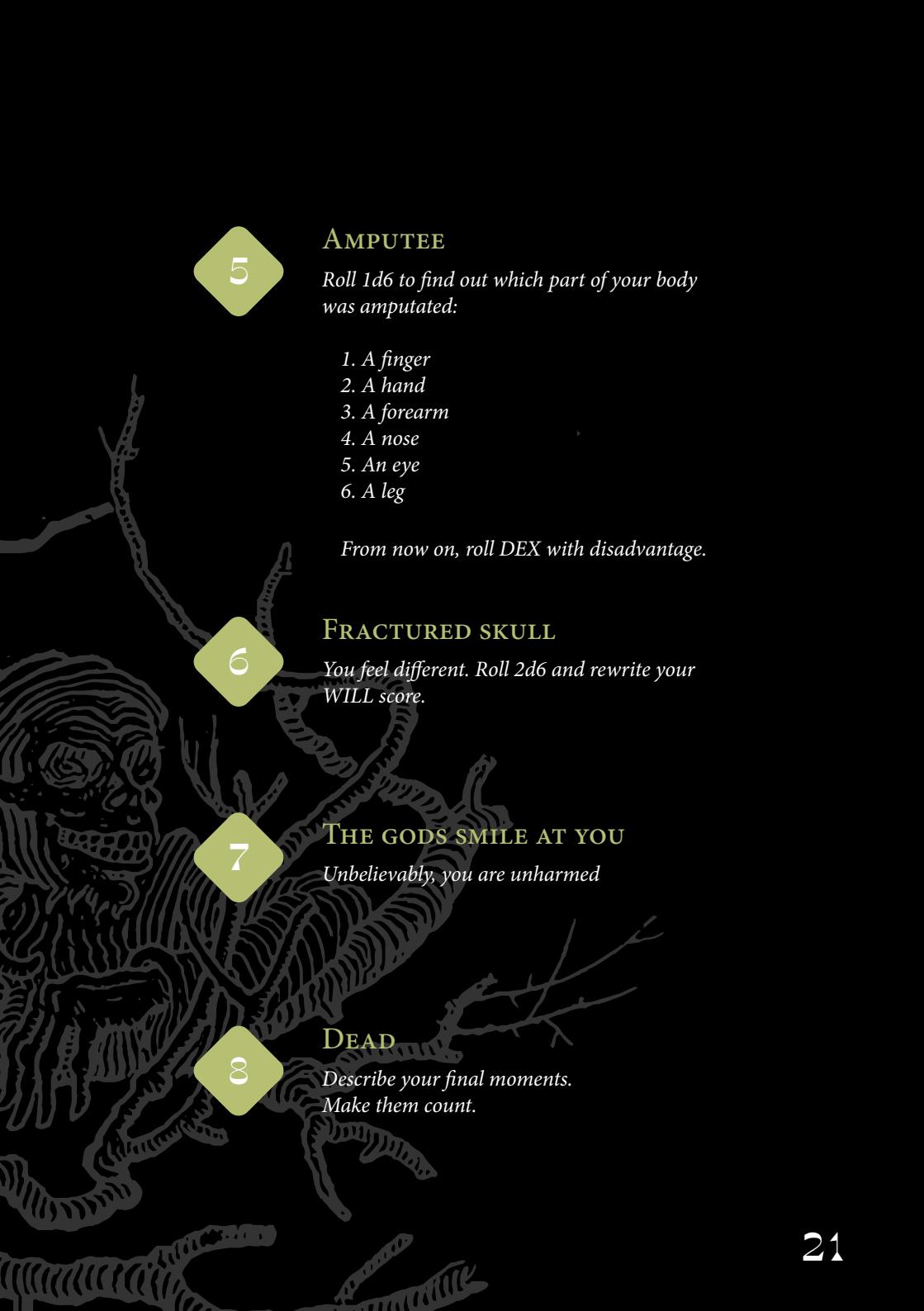
TOOTHLESS

Several of your teeth are swimming loose in the pool of blood inside your mouth. You'll remain toothless forever. From now on, roll WILL with Disadvantage.

4

PERFORATED ORGAN

You had perforated one of your vital organs. Unless you see a cult healer, you will die the next time you take Critical Damage.



5

AMPUTEE

Roll 1d6 to find out which part of your body was amputated:

1. A finger
2. A hand
3. A forearm
4. A nose
5. An eye
6. A leg

From now on, roll DEX with disadvantage.

6

FRACTURED SKULL

You feel different. Roll 2d6 and rewrite your WILL score.

7

THE GODS SMILE AT YOU

Unbelievably, you are unharmed

8

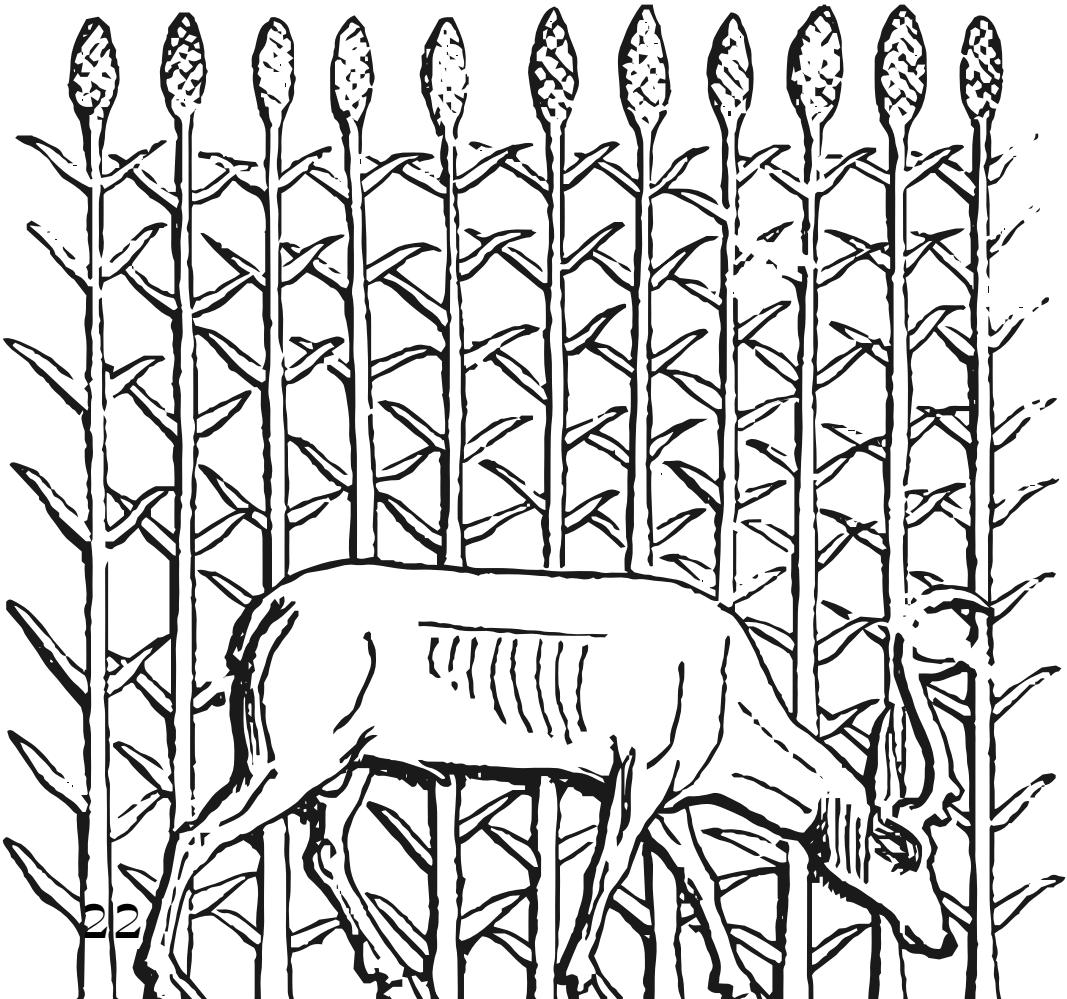
DEAD

*Describe your final moments.
Make them count.*

RECOVERING LIFE

When the character takes a short rest (some minutes recovering from action), they recover 1d6 of their life: First they recover Hit Protection (HP) until it reaches maximum. Once HP is fully recovered, remaining damage is recovered from Strength.

If the character wants to recover all damage (HP and Strength), they can take a long rest: seven days without efforts beyond the usual day in the city-states.



ADVANCEMENT

Progress is made according to the number of memorable challenges survived.

Whenever your character survives a memorable challenge, mark it in the advancement track on your character sheet.

Each time your character levels up, you choose one attribute to roll 1d20. If the roll result is a higher score than your attribute, add 1 point in it.

Each level grants a new HP value. Roll the listed dice. If the result is higher than your existing HP, replace the value. Otherwise, increase HP by 1 point.

3 CHALLENGES	LEVEL 2	HP 2D6
5 CHALLENGES	LEVEL 3	HP 3D6
7 CHALLENGES	LEVEL 4	HP 3D6+3
11 CHALLENGES	LEVEL 5	HP 4D6
13 CHALLENGES	LEVEL 6	HP 4D6+4
17 CHALLENGES	LEVEL 7	HP 6D6



ENCHANT- MENTS

ONLY A FEW INDIVIDUALS IN BRONZE AGE Sumer have backgrounds that have revealed them Divine Intonations, the Language of the Sacred. Although they appear to be common words, the intonation used to speak those very words reaches out to the cosmic purity of meaning, the language of the Gods. All backgrounds that allow the use of Enchantments start with two words.

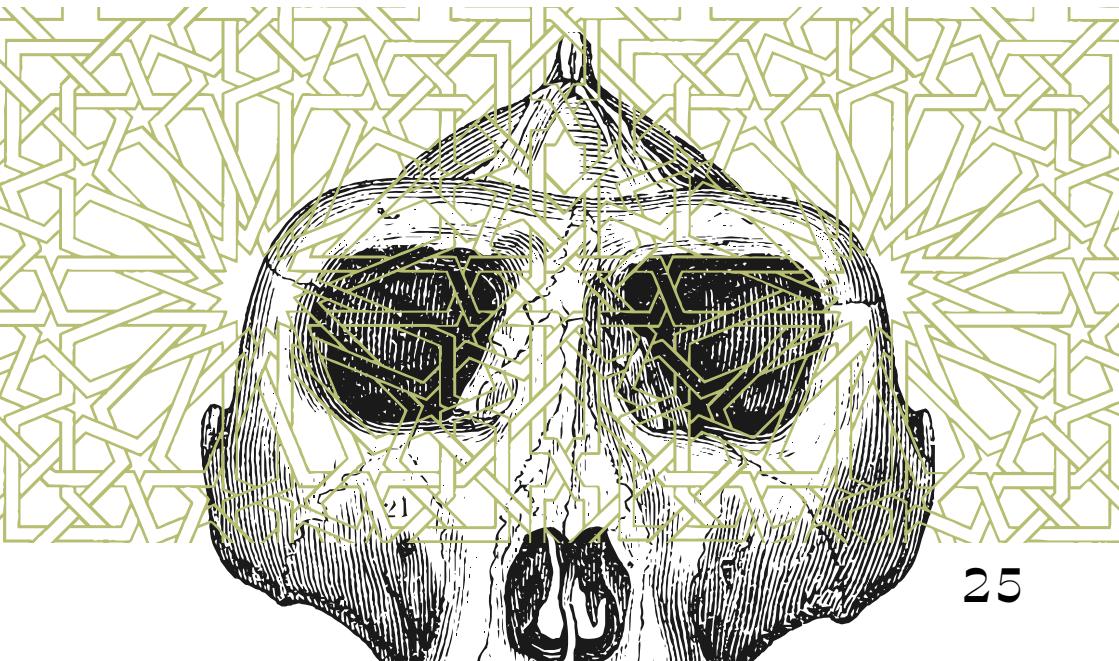
1	FIRE	11	NATURE
2	WATER	12	ROCK
3	EARTH	13	TIME
4	WIND	14	FORGIVENESS
5	TEMPERATURE	15	DESTRUCTION
6	TREASON	16	UNITY
7	VELOCITY	17	DREAM
8	CLAY	18	STEPS
9	SHADOW	19	BONES
10	LIGHT	20	SOUND

The **player** interprets the magical effects resulting from the combination of these words. The magical effect is immediate; there is no test for spellcasting. However, there is a cost in HP (or STR points if a character's HP has been depleted). The GM must decide and inform the player what is the cost for such an effect before the player acts on it. The simpler the effect, the lower is the cost. Complex effects have higher cost.

EXAMPLE

Let's take the words **Bones** and **Wind**.

If the player interprets the magical effect as "bird skulls rain over the enemy, causing 1d6 damage," the GM may decide that the cost is 2 HP. On the other hand, if they interpret the effect as "the enemy is lifted into the air, his spine ripped out of his body - killing him at once," that might cost a huge amount of HP, and maybe even some Strength.



WORD SLOT

Each pair of words uses a single slot in Inventory, and you do not lose words after you acquire them. You can fit up to four words in one slot.

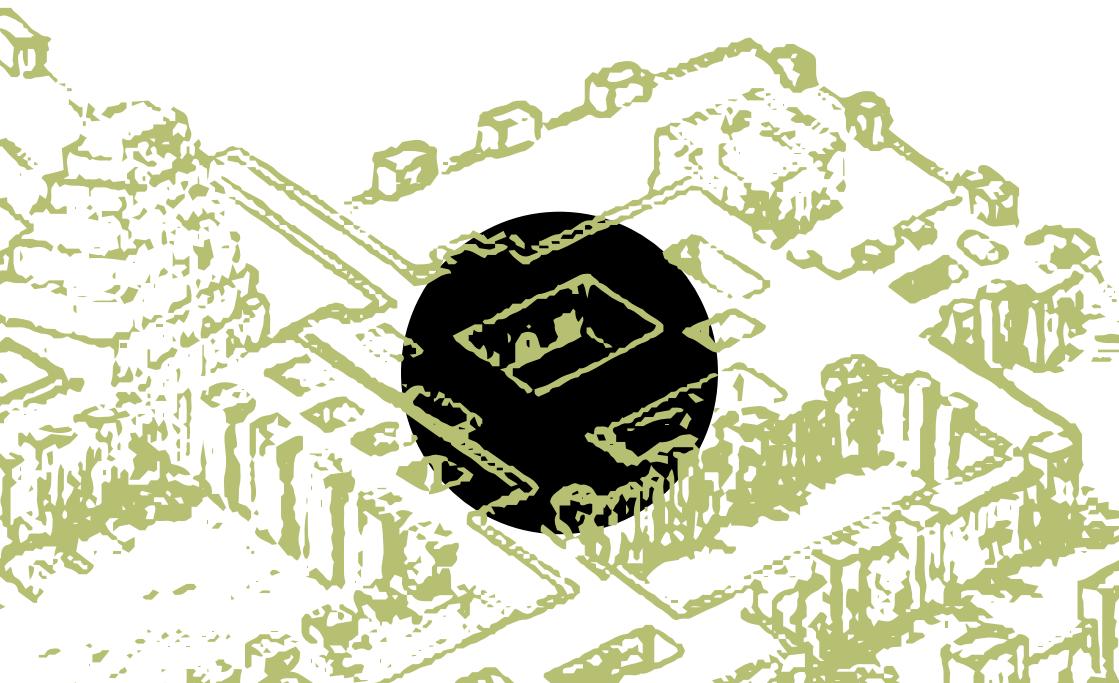
LEARNING NEW INTONATIONS

Every time a character who can use words levels up, roll on the Intonations table to acquire a new word for their Word Repertory. The more words combined to create a Magical Effect, the higher the cost.

LEVEL 2	+1 WORD
LEVEL 3	+1 WORD
LEVEL 4	+1 WORD
LEVEL 5	+1 WORD
LEVEL 6	+1 WORD
LEVEL 7	+2 WORDS

WITH YOUR BARE HANDS

AHALLMARK OF THE SUMER BRONZE AGE IS THE construction abilities of its people. The recent invention of brick has led to the construction of palaces, ziggurats and houses, built within the city-states. The characters can build their own villages, as well as items and weapons. To do this, they need to have a background that makes this possible (craftsman, tapestry weaver, builder, architect, etc) or seek someone within the city-states or villages from this kind of background.



CRAFTSMANSHIP

Background: Artisan, Boat Builder, Tapestry Weaver, Potter, Carpenter, Builder, Lumberjack.

Follow these rules for constructing buildings, objects and weapons:

- 1 To create any object, you must use at least: stone, tar, wood, and vine.
- 2 Each of these raw materials require one inventory slot until taken to the forge to become an object. After that, the object occupies a single slot.
- 3 Each of these raw materials is capable of creating one item. This means that if multiple players are interested in creating objects, they will need to gather their own.
- 4 **If the object is a Weapon,**
The higher the chances of Damage Explosion, the more raw materials you need to gather. Weapons made with only with the basic list of materials never explode.

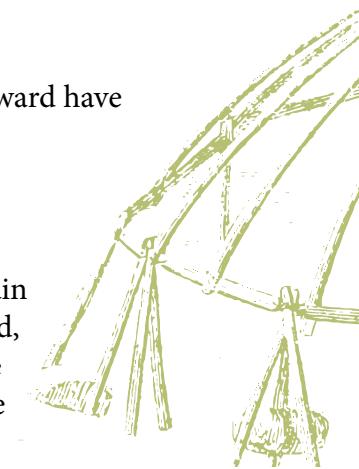
4.1. It is the player's responsibility to explain to everyone on the table how these raw materials are turned into the desired object. All the players must agree that creating the item is reasonable given the inputs and time (see table).
- 5 To create a non-weapon item, simply describe the item to be crafted. The table should agree as a group what materials are required and how much time it takes, using the crafting tables above as a rough guide.

BUILDINGS

Background: Architect, Tent Maker, Lumberjack, Boat builder, Mathematician, Grave Digger.

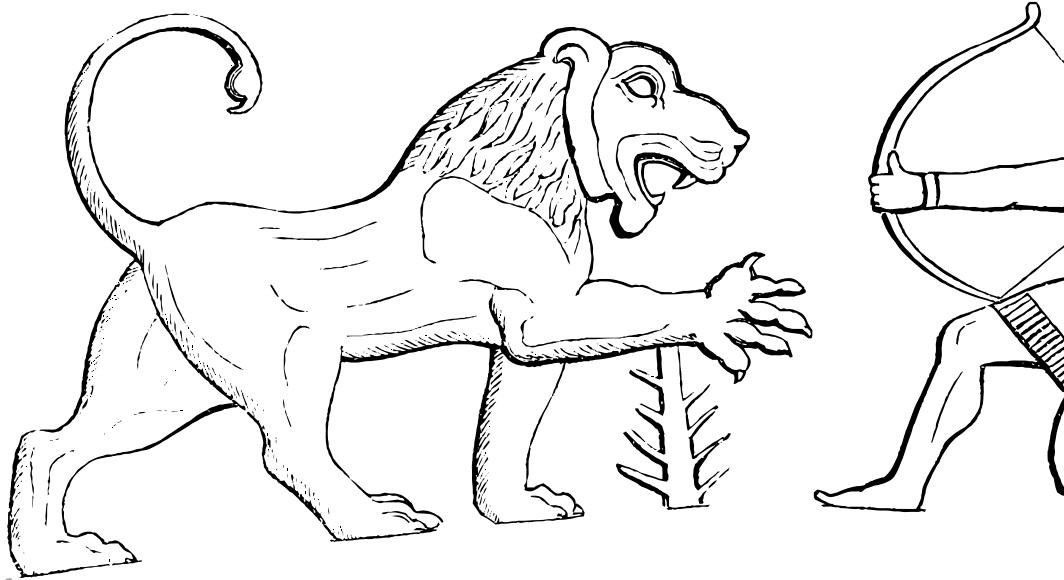
To construct house and other buildings, use the following rules:

- 1 Only characters from level 2 and forward have this ability.
- 2 Buildings attract onlookers.
- 3 It's the player's responsibility to explain how the building is being constructed, and where the required resources are acquired. If it doesn't sound plausible to the table, it isn't possible.
- 4 Each building takes the time of an adventure to be constructed. This means the characters must stay building and not participate in the adventure for a session. Meanwhile, the Player must participate in the adventure with a new character.



CRAFTSMANSHIP GUIDELINES

NEVER EXPLODES	BASIC MATERIALS	A FEW HOURS
EXPLODES WITH 6	BASIC MATERIALS + 3	A DAY'S WORK
EXPLODES WITH 5+	BASIC MATERIALS + 7	FOUR DAYS WORK
EXPLODES WITH 4+	BASIC MATERIALS + 10	TWO WEEKS WORK



RUNNING THE GAME

THESE PRINCIPLES WILL DO GOOD FOR YOUR
INTO THE BRONZE adventures.

PLAYER SKILL > CHARACTER SKILL

Good ideas come from the players and not from their characters. Reward the players mechanically when they come up with interesting ideas. This means giving advantage on upcoming rolls or even automatic successes without rolling dice.



FORESHADOWING > INITIATIVE

Every presence in the world generates a noticeable reaction on some scale. Instead of asking for Initiative rolls at the beginning of battles, use foreshadowing to tell the players how the world is reacting to the presence of enemies, creatures, cultures. The decisions the players make based on this information will determine if they surprise the enemies or are surprised by them. The same goes for the opposite; if the characters are being loud, they risk being heard and taken by surprise.

TRUTH > MERCY

The world is hostile and players are living the dawn of civilization. The Law is merciless but it assures more longevity than beyond the walls of the city-states. If a Player's character dies, describe what they say on that very moment, or let the player describe the tragic death of their character. Then the player rolls a new character and, at the right time, the GM inserts the new character into the adventure.



BRONZE LANDS

MESOPOTAMIA LIES BETWEEN THE Tigris and Euphrates rivers in the Middle East. Fertile plains and farms are fed by the great rivers. Swampy terrains dispute the land with the hills and with the mountains in the North. Agriculture is the most common activity and ore is traded by diplomats or taken by war. First born sons have all the rights of inheritance, including slaves taken by conquest in battles.

EXPLORATION

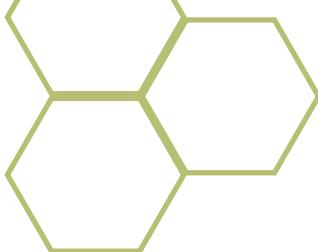
When players explore cities, buildings (temples, palaces, taverns, etc.) or places in nature (oasis, caves, canyons, etc.), each player can perform one action per turn.

TRAVELLING THROUGH MESOPOTAMIA

Each hex on the map takes half a day to cross it by chariot and a full day on foot. Whenever the players cross a hex on the map, roll 2d6 to discover what the weather is like in the new location. All results **bolded** are Extreme Weather, if players spent more than a day on this hex, they acquire an exhaustion condition.

2D6	SUMMER	FALL	WINTER	SPRING
2-5	Hot	Strong Wind	Strong Rain	Pleasant Sun
6-9	Very Hot	Sunny and pleasant	Intense cold	Light Rain
10-11	Mirages	Light Rain	Cold	Pleasant breeze
12	Sandstorm	Strong Rain	Cloudy	Pleasant





HEX MAKER

THIS MAP SHOWS SOME CITY-STATES. All surrounding spaces were filled by random table rolls. To create your own Sumerian bronze age map, imagine a starting city for the adventure. Draw it in a blank hex and fill the hexes next to it. Choose two of those hexes to be the Adventure Sites and roll on their specific tables.

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TERRAIN (D6)

1-2	STEPPE	3-4	SWAMP
5	DESERT	6	MOUNTAIN



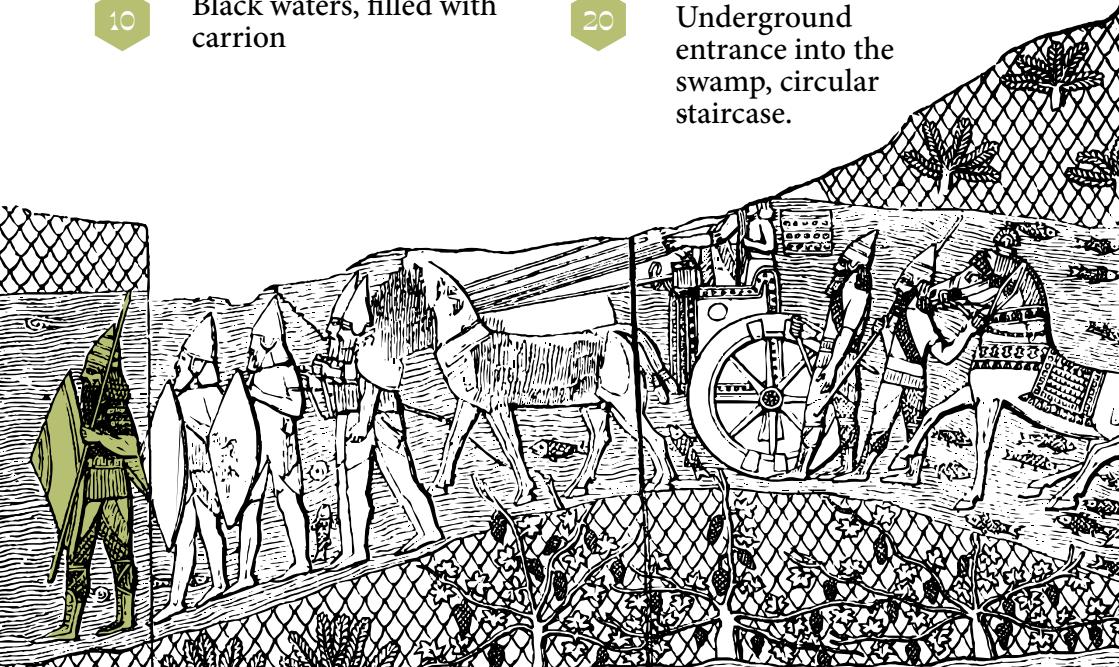
LANDMARKS (D20)

STEPPE (D20)

1	Small tent village	11	Mine filled with albino monkeys
2	Silent road with wagon tracks and footprints	12	Flowery field with some tents on the horizon
3	Grape and fig farm	13	Cactus forest, smoke nearby
4	Olive gardens amid ruins	14	Somber humming in the air, holes in the ground
5	Traces of recent campfires	15	Wheat field
6	Fort surrounded by grape fields	16	Temple for an Owl god
7	Village of beekeepers	17	Hollow tree with a blind person living inside
8	Abandoned windmill	18	Old bridge
9	Graveyard	19	Inhabited mill
10	Cliff	20	Busy road with lots of merchant carts

SWAMP (D20)

1	Dark swamp, big trees	11	Island in the middle of the swamp
2	Crystalline swamp	12	Swamp with its own light coming from the bottom
3	Old flooded village, sounds of drums	13	Fishing village
4	A village of amphibian breeders	14	Traces of a recent battle
5	Temple for Dagom	15	Tunnel under the river
6	Floating village on the river	16	Lake with isolated houses connected by rope bridges
7	System of hydraulic bamboo pipes.	17	Elephants drinking at a shallow river
8	Swamp with waves on the water	18	Submerged statues of ancient heroes
9	Bubbling dark green water	19	Bridge across the swamp with a village on top of it
10	Black waters, filled with carrion	20	Underground entrance into the swamp, circular staircase.



DESERT (D20)

1	High stone memorial to the solstices	11	Oasis
2	Tribe of nomadic astrologers	12	Network of geological formations housing a village
3	Salt dunes	13	Camp of nomads who worship a horse god
4	Abandoned necropolis	14	Mirage
5	Mirroring monolith	15	Refreshing shade under the shelter of a huge stone
6	Mercenary camp	16	Stone corridor
7	Dunes	17	River surrounded by colorful rocks
8	Quicksand	18	Canyon with a river flowing in the deep
9	Dry trees, undergrowth	19	Temple for a Scorpion god
10	Trails that cross the sand. They all end in stones.	20	Millions of circles on the ground. All aligned and equidistant. Nothing is born within them.



MOUNTAINS (D20)

1	Claustrophobic stone corridor	11	Several waterfalls and caves
2	Clearing with a staircase to nowhere	12	Stone wall with water constantly running down
3	Ruins in the mountains	13	Encampment of female warriors wearing a condor flag
4	An abandoned ark in the mountains	14	Garden full of coconut trees on top of a hill
5	Region of goat farmers	15	Black mountain
6	Caves, lit by oil lamps	16	Completely white mountain
7	Stone portals and a children's skeleton	17	Tribe of artisans who live inside carved rocks
8	Steep terrain	18	Cave full of hanged people
9	Village on the mountainside	19	Rock formation in the shape of a snake's head
10	An elephant graveyard surrounded by rocky erosions	20	Stone wall with water constantly running down



ADVENTURE SITES

COMBINE THE RESULTS OF THE NEXT FOUR TABLES
FOR EACH HEX YOU CREATE

BUILDINGS (D20)

1	Silent ivory tower	11	Wind conductor
2	Wall made of large turtle shells	12	Brass fort
3	Dark ziggurat	13	Millions of round mirrors on the floor
4	City built on the walls of a gigantic well	14	Auroch slaughterhouse
5	Tomb of a nobleman	15	Road being built
6	Graveyard	16	Altar with a flame that never goes out
7	Guartz portal	17	Giant onyx sphere
8	Boat on a tar lake	18	Bell factory
9	Sleeping volcano	19	Circular staircase that descends below the earth
10	Palace full of windmills	20	Monastery of scribes





HABITANTS (D20)

1	There are no adults in this region, only children	11	Blind harp craftspeople
2	Everyone is bald	12	Silent albinos
3	Matriarchal tribe	13	Wailing scribes
4	Artisans of machetes and blades	14	Society where cutting hair is punishable with death
5	Caravan of nomadic beekeepers	15	Family of lute builders
6	Everyone in the region is elderly	16	Ostrich riding warriors
7	Tribe ruled by judges	17	Silent albinos
8	Family of pessimistic oracles	18	Brewers
9	Race of sacred horses	19	Clan of bakers
10	Two tribes in the middle of an incendiary war	20	Village of fugitive slaves who venerate anthropomorphism



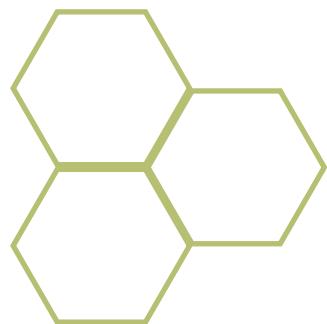
LOOKING FOR OR PROTECTING (D20)

1	Safe place	11	Fig plantation
2	Their parents' honor	12	Family heirloom
3	Sense for their strange dreams	13	Emerald tables
4	Hallucinogenic peppers	14	Fugitive enslaved
5	Holy monkeys	15	Missing horses
6	Ring	16	Virgins
7	Dagger made from a meteorite	17	Miraculous beer recipe
8	Water	18	Creature escaped from an amber bell jar
9	Fossils	19	Amber bell jar with a creature inside
10	Tomb	20	Pregnant women



SECRET (D6)

-  Cave where no lights work, no torches
-  Nephilims graveyard
-  Ante-diluvian chamber
-  Ladder that leads to the underworld
-  River that cures leprosy
-  Child kidnapped for sacrifice



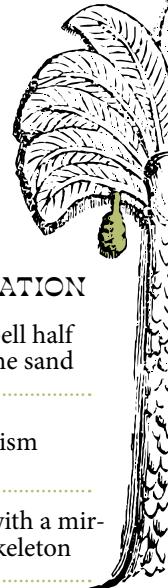


ADVENTURE HOOKS (D66)

COMBINE THE RESULTS OF THE THREE COLUMNS
BELOW TO CREATE A GREAT ADVENTURE HOOK



SUMERIAN	PROBLEM	COMPLICATION
 	Farmer was kidnapped	Eclipse that lasts for days
 	Tax collector is being followed	Family war
 	Brewer was murdered	Perfectly spherical stone floating in the desert
 	Couple in love need to kidnap someone	Cyclops
 	Dove trainer Trapped in a tower	Giant stone snake
 	Family of miners they are lost	The land is barren
 	Matriarch Had a stolen relic	Cyclone
 	Patriarch Is lost	Gigantic white crocodile
 	Enslaved on the run need to find their family	Earthquakes
 	King's messenger Is trapped in a cage	Cave collapse
 	Concubine Is isolated in a lions' den	Everyone woke up as children again
 	Cult prostitute Is searching for a lost ark	Underground worm that captures the trembling of footsteps on the surface



SUMERIAN	PROBLEM	COMPLICATION	
	Mute eunuch	Is working on a secret bread recipe	Large red bell half buried in the sand
	War orphan	Cross-breding bees to get miraculous honey	Canibalism
	Cult tattoo artist	Suffer amnesia	Giant spider with a mirrored exoskeleton
	Renegade soldiers	Seeking a fountain of youth	Sorceress with snakes instead of hair
	Archivist	is dying of a disease	Aphrodisiac of the underworld
	Wool merchant	is seeking a cure for a curse	Golden winged bull with a death wish
	Jeweler	is running away from mercenaries	Philistines
	Soldier	Helping the spirit of a soldier to cross the plains of demons	Ante-diluvian griffin
	The spirit of a courtier	need to find the family	Terrible silhouette on the horizon
	King's bastard son	Give tribute to the dead on the annual day (Kisega)	Nephilim chamber
	Conspirator	Protect a flock against thieves	Nephilims are passing through the region
	Woman wearing the dead body of an antelope	want to destroy a magic cylindrical seal	Crystal maze



ADVENTURE HOOKS (D66)

COMBINE THE RESULTS OF THE THREE COLUMNS
BELOW TO CREATE A GREAT ADVENTURE HOOK

SUMERIAN	PROBLEM	COMPLICATION	
	Group of enslaved chained	Need to get rid of locust	Disease that causes cannibalism
	Caravan of musicians	Needs to build an Ark	Thousand-eyed baboon
	Snake hunter and his falcon	Need to bury the brother	It's getting dark
	Scribe on the brink of death	Has relatives possessed by demons	six-arm statues came to life
	Gutian chained to a tree	Need silence to meditate in the field	A sorceress pregnant with something non-human
	Blind man full of snakes around his body	Going to investigate a light seen on the horizon	Demoniac pigs
	Seamstress and her son	Wants to heal its own Leprosy	It is dawning
	Gutian child	Must give birth	Flooding
	Prince escorted by his subjects	Their sister turned into a salt statue	meteor shower
	Tapestry weaver with an eye patch	Was cursed by a witch	The planets will line up tonight
	Horse and its boy	Is building a tomb	lions with human eyes
	Hiker carrying grasshoppers and honey in a basket	Need to sacrifice the child	Jealous minotaur is in love

NAMES (D20)

CITY	CHARACTER	CITY	CHARACTER
1 Shephela	Enmerkar	11 Kish	Shu-Sin
2 Yarmouth	Lugalbanda	12 Nippur	Mashkan
3 Lachish	Halil	13 Uruk	Shapir
4 Beth-yerah	Agga	14 Ur	Elam
5 Jemdet Nars	Akalamdug	15 Nippur	Terqa
6 Kullaba	Kinesh	16 Nineveh	Ekallatum
7 Eanna	Sargon	17 Lagash	Qatna
8 Uqair	Tell Brak	18 Girsu	Yamhad
9 Salabik	Nagar	19 Agade	Hammurabi
10 Aratta	Ninurta	20 Sippar	Mitanni



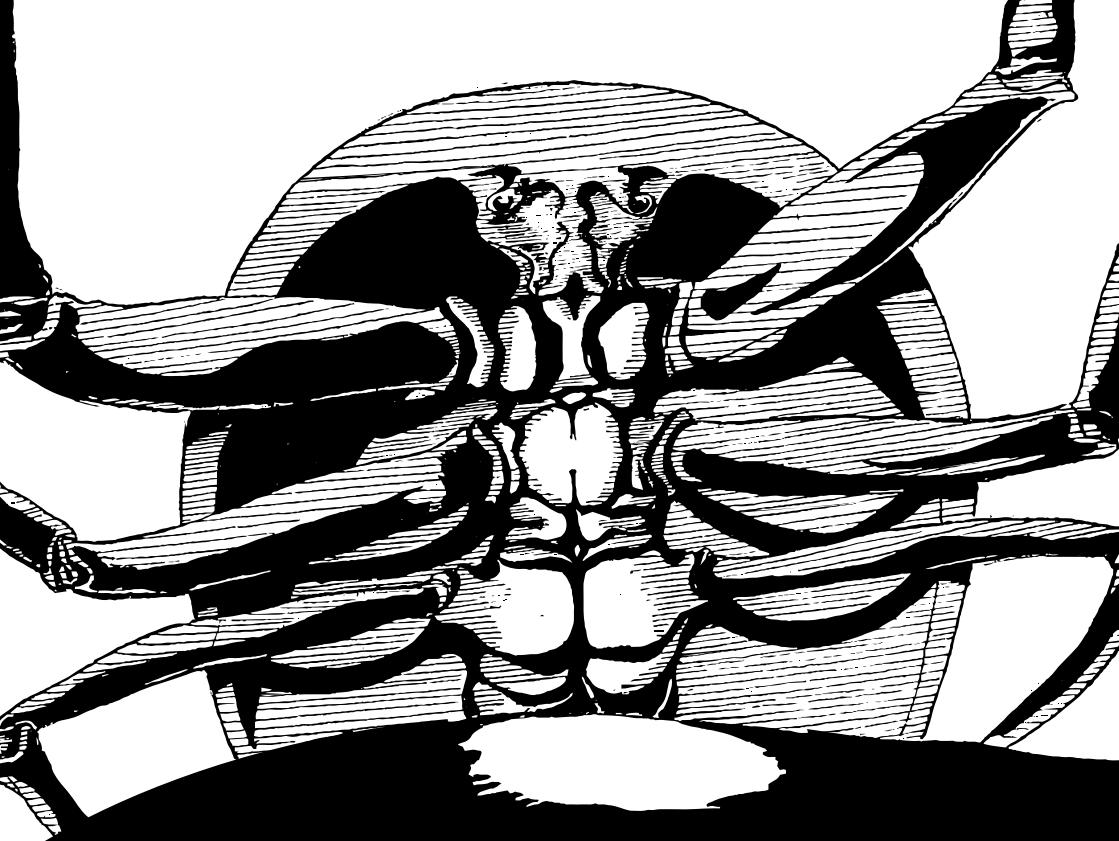




GODS

THE GODS OF THE BRONZE LANDS ARE PLENTY and they walk among men in power and fear. There are some that stand out for their imposing ziggurats in the city-states. **SHAMASH**, the Sun God with his highest body constantly charred and on fire. **Anda** **Anda**, bent, forever looking down behind the golden mask. **DAGOM**, fish God, swims through the murky waters of Sumer and it is worshipped for fertility. **ISHTAR**, the winged Goddess, blesses sex, war and political prowess. **PAZUZU**, the demon-god of dead and the underworld. Beyond those, there are dozen other Gods with their own agenda and cruel delights.

	PART	PART	POWERS OVER	WANTS
	Owl	Human	Mines	Wealth
	Horse	Grasshopper	Assassins	First-child blood
	Human	Rock	Copper	Slaves
	Scorpion	Smoke	Stars	Husbands
	Snake	Poison	Teeth	Desctruction
	Frog	Mirror	Bitumen	Illusions



BESTIARY

THE BRONZE LANDS ARE COMPOSED MOSTLY OF men, women and mundane (and dangerous) beasts. However, it isn't uncommon to hear rumours of creatures who were once regular people who sold their souls for the sake of greed. Some of them, they say, still hold onto a part of their humanity, and if you aren't paying close attention you might take them for regular people, until it's too late. Others have walked long through the underworld and don't resemble their former Sumerian brothers at all.



EKKIMU

STR 16 | DEX 15 | WIL 4, HP 12, Armour: 0, Bite: d6 dmg (5+ expl), Suck Blood: d6 (4+ expl) + Condition Exhaustion until a good night sleep.

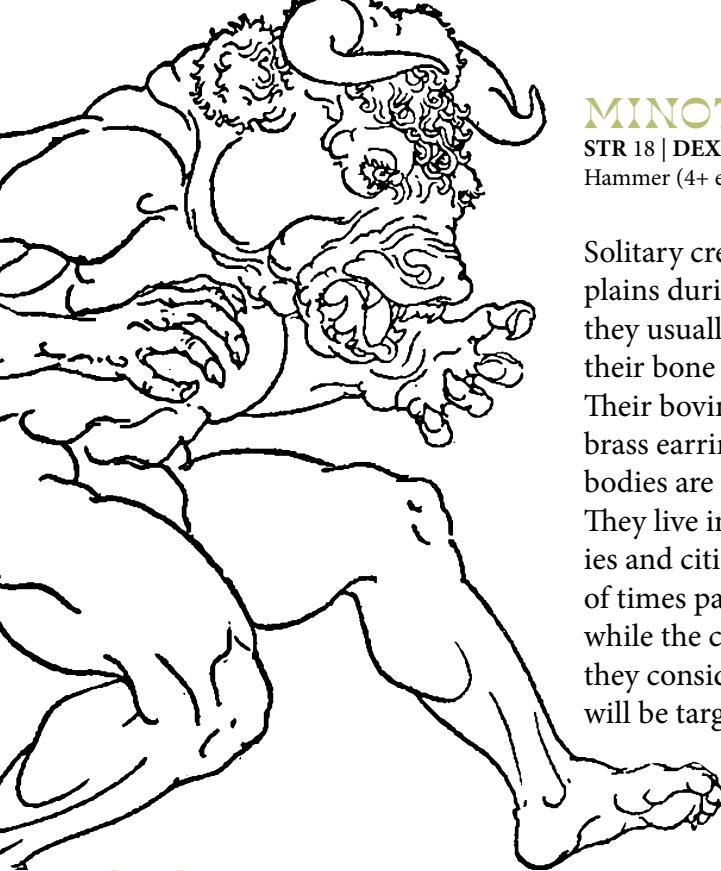
Unburied bodies come back to life as demons, thirsty for blood and violence. They roam in groups of seven and will only stop rising when buried. The Ekkimu eat human flesh and are seen in regions with strong wind. Their skin has turned white to the point of exposing the veins all over their bodies and some have horns and new bone formations throughout the body.

QUTRUB

STR 14 | DEX 12 | WIL 4, HP 12, Armour: 0, Bite: d6 dmg (5+ expl), Claw: d6 (6 expl).

Lycanthropy might come as an effect of corruption. Often the manifestation is subtle, almost imperceptible. But during the Nights of Autumn and Winter it tends to be more present in its host. It generates a vicious circle of bestial lust in which the more unbridled sexual activity the Qutrub seeks, the farther away it gets from humanity, becoming more akin to something beyond wolves and jackals.





MINOTAUR

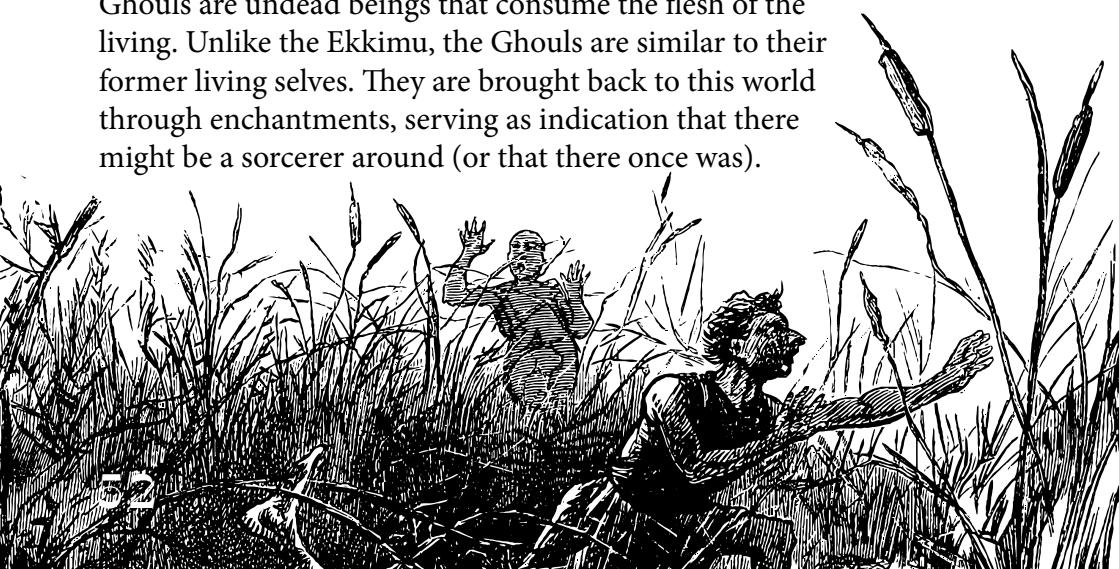
STR 18 | DEX 10 | WIL 12, HP 10, Armour: 4, Hammer (4+ expl), Wrestle (5+ expl)

Solitary creatures that roam the plains during sunrise. Rarely seen, they usually walk naked carrying their bone and stone hammers. Their bovine faces are filled with brass earrings and their human bodies are covered with animal hair. They live in the ruins of ancient cities and cities destroyed by the wars of times past. They're territorial and while the characters are in what they consider their territory, they will be targeted by hostility. They're not much for conversation, just want to be left alone.

GHOUL

STR 9 | DEX 4 | WIL 4, HP 7, ARMOUR: 0, BITE (5+ EXPL), GRASP (6 EXPL).

Ghouls are undead beings that consume the flesh of the living. Unlike the Ekkimu, the Ghouls are similar to their former living selves. They are brought back to this world through enchantments, serving as indication that there might be a sorcerer around (or that there once was).



BAR'TA

STR 12 | DEX 18 | WIL 7, HP 15, Armour: 2,
Bite (6 expl), toxic flatulence: (5+ expl. for all close)

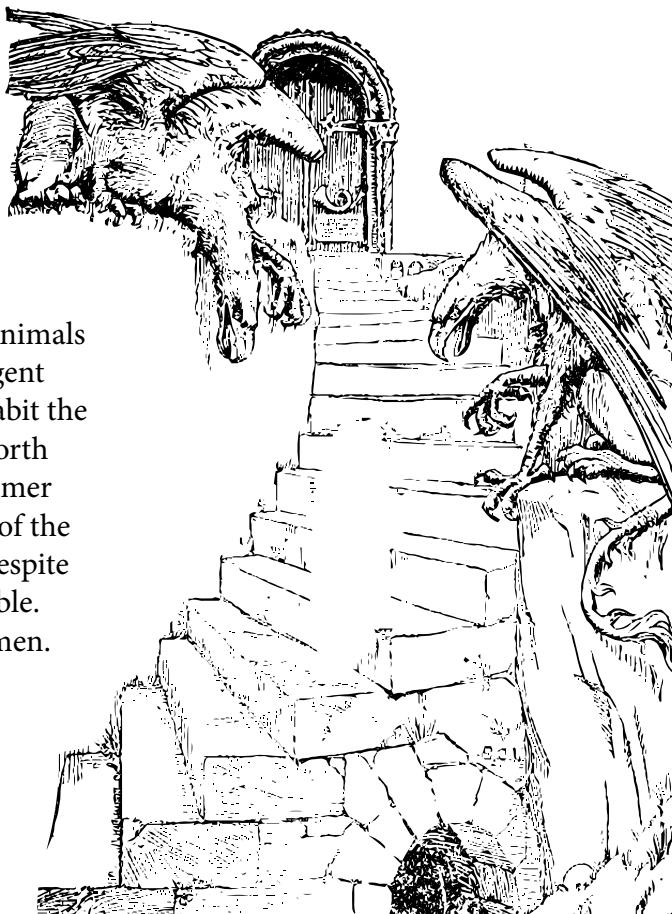
The evolutionary midway between humans and cockroaches. Disgusting to ordinary eyes, they hide in caves, pits and sewers. Their white, translucent eggs emit a feverish light on autumn nights.

The bar'ta lost their ability to communicate with humans when they lost their tongues from their jaws. It is not known when they appeared. There are those who say they were here before Men. They reproduce quickly and are notorious for kidnapping children from villages close to the walled cities and use cattle as an incubator for their eggs.

GRIFFIN

STR 10 | DEX 15 | WIL 18, HP 10,
Armour: 0, Flyby: d6 dmg for all
around the main target (3+ expl),
Thrown from the air (6 expl)

Griiffs are common wild animals in Sumer. Extremely intelligent and manipulative, they inhabit the Zagros mountains in the North but migrate during the summer to watch men from the top of the Ziggurats. They're greedy despite appearing generous and noble. They speak the tongues of men.





BEEHIVE SNAKES

STR 5 | DEX 14 | WIL 2, HP 7, Armour: 0,
Bite (4+ expl) + condition Poison

The beehive snakes are serpent-like creatures that slither and hunt in packs. The main difference from regular serpents is that they share one mind as a beehive. There's danger as long as the Queen lives.

NEPHILIM

STR 20 | DEX 12 | WIL 19, HP 24, Armour: 4,
Angelic presence (2+ expl to everyone close),
Planar Poem (3+ expl).

A race of giants, hybrid with humans and angels, usually seen just before tragedies. They don't have eyes and their lips only utter serious incomprehensible moans that cause convulsions in those who listen. Most people have never seen a nephilim and treat them as a metaphor for bad omens, although deep down there's suspicion that they could be real creatures. Despite having been seen walking across the land, tradition says they have six wings instead of arms and the height of 8 men.

LARGE LIZARDS

STR 18 | DEX 10 | WIL 12, HP 10, Armour: 4, Tail (4+ expl), Saliva (5+ expl).

There's rumors of large reptiles close to the Arabian desert, in the southwest. The merchants say they have been ambushed by men riding them as mounts. The strange warriors wielded no blades, only ropes.

SALT ARACHNID

STR 15 | DEX 15 | WIL 9, HP 15, Armour: 4, Sting (3+ expl) + Targeted, Claws (5+ expl).

Elephant sized arachnids. Inhabit the salt plains in the West. Their poison is sprayed onto the top of palace walls as a protection against thieves. Touching it causes an incurable kind of Leprosy (condition permanently scarred).



BESTIALS

STR 12 | DEX 14 | WIL 8, HP 10, Armour: 2, Unique Attack (4+ expl)

Bestials are people who sold their souls to the underworld in exchange of pleasures far beyond those that man should enjoy. They've become beasts inside human shells. Some are in advanced stages and have very little resemblance to humanity. Others are closer to it and manifest their bestiately in a subtle way. They are more common in big cities.

LESSER DEMONS

STR 15 | DEX 15 | WIL 15, HP 15, Armour: 2, Inside out (4+ expl), Wicked Wishes (5+ expl).

Lesser demons are metaphysical creatures capable of walking among men and inside men. They are vile and believe that humans took the land from them. Pazuzu is their god and it is often battling other gods for territory. Some villages trade with them for valuable rocks from the underworld.

LIONS

STR 10 | DEX 12 | WIL 5, HP 4, Armour: 0, Bite:(6 expl), Claws (6 expl)

HYENAS

STR 6 | DEX 4 | WIL 8, HP 3, Armour: 0, Bite (never explodes)

WOLVES

STR 9 | DEX 10 | VON 8, HP 6, Armour: 0, Bite (6 expl)

ELEPHANTS

STR 15 | DEX 3 | WIL 4, HP 10, Armour: 2, Stabbed (4+ expl), Violent Rampant (5+ expl)

WILD AUROQUES

STR 12 | DEX 6 | WIL 3, HP 10, Armour: 2, Horn attack (4+ expl), Trampling: (5+ expl)

BROWN BEARS

STR 10 | DEX 6 | WIL 5, HP 10, Armour: 0, Bite (6 expl), Slap (6 expl)



“APPENDIX N”

BOOKS

Magico-medical means of treating ghost-induced illnesses in ancient Mesopotamia, by JoAnn Scurlock

Domestic animals of Mesopotamia, Bulletin of Sumerian Agriculture, Volume VII, Cambridge, 1993

Ancient Mesopotamia, New Perspectives, by Jane R. McIntosh - ABC Clio

The Age of Agade, Inventing Empire in Ancient Mesopotamia, by Benjamin R. Foster

Urbanism in Antiquity, from Mesopotamia to Crete, edited by Walter E. Aufrecht, Neil A. Mirau and Steven W. Gauley

Myths of Babylonia and Assyria, by Donald A. Mackenzie

Bronze Age Military Equipment, by Dan Howard

RECORDS

Blue Maqams, by Anouar Brahem

Necropolis, by Ager Sonus

Draining Euphrates, by The Mighty Missoula

Tigris & Euphrates, by Sherpa

Continuo, by Avishai Cohen

Midnight Odyssey, by Ruins of a Celestial Fire

WEAPON SHOP



WEAPON	EXPLOSION / ARMOUR	RANGE	PRICE
DAGGER	6	close	25
HAMMER	6	close	20
HATCHET	6	close	20
SLING	6	near	10
PADDLE	-	close	5
COPPER SWORD	6	close	20
BRONZE SWORD	5+	close	45
STAFF	-	close	5
SAW	-	close	5
LEATHER WHIP	-	near	9
BONE WHIP	6	near	23
BRONZE WHIP	5+	near	50
JAVELIN	6	near	12
KHOPESH	5+	close	44



WEAPON	EXPLOSION / ARMOUR	RANGE	PRICE
MACE	6	close	20
AXE	6	close	20
BATTLEAXE	5+	close	45
DARDS	-	near	9
ADZE	-	close	5
SMALL ARROW	-	far	20
MEDIUM ARROW	6	far	30
BIG ARROW	5+	far	50
BRONZE MASS AND CHAIN	5+	near	55
BITUMEN JARS (FIRE STARTER)	4+	near	75
WHICKER SHIELD	1	-	34
WOODEN SHIELD	2	-	55
COPPER SHIELD	3	-	70
BRONZE SHIELD	4	-	120



INTO ^{THE}
BRONZE