

Playlist - Music and sounds for the apocalypse

Rules

- Characters
- Contests
- Mutations

Characters

- First Round PCs
- Second Round PCs
- Current Round PCs
  - Digger - Dave's Mining Robot
  - Hoff - JP's Mystic Tortoise
  - Squiddy - Raven's Mutant Human Trading Boat Captain
  - Zin - Sabe's Mutant Plant Merchant
  - kiki - Char's Mutant Bird Tinker
  - Imperos - Tim's Mutant Lion Cyborg
  - Mayve - Nikki's Cyborg Painted Woman
- Character Template

Non-Player Characters

The Show Gear - gear held in common by the crew of The Show

Setting Notes

Possible Interests

- The Peninsula Guard's Deathbot
- Dowin's Dome
- Skybranch's Tower

- The Kreal Colony near Stonefield
- Return to Khovip's Mine at Digtown to see how Lallana is doing
- The giant wandering behemoth
- The City Ruins
- Meet Doc Potamus (through Alitec)
- Investigate Fort Chopshop, home of the Motorheads
- Visit the Hellrazor Fort, perhaps to do some pit fighting
- Find the Wastelander village (supposedly hard to get to)
- Return to Ilirha's Base for more looting and/or investigation
- Take a closer look at the Ancient Observatory Ruin that the skow flew over on the way to catch Ilirha
- Visit the various Meadow Folk villages
- Find the camp of the Painted Women
- Loot the waste disposal facility (Ilirha's base) further, and deal with whatever is behind the big door
- Return to Glump's Entrepot to find more leads and trade opportunities

Known General Geography

Cryptic Alliances

Sights of the Lands

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