



[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
 - [Aurora](#) - Char's Mutant Bird Tinker
- [Character Template](#)

[Non-Player Characters](#)

[The Show Gear](#) - gear held in common by the crew of The Show

Setting Notes

Possible Interests

- Iirha, the rampaging sorceress
- The Peninsula Guard's Deathbot
- Dowin's Dome
- Skybranch's Tower
- The Kreal Colony near Stonefield

- Khovip's Mine at Digtown
- The giant wandering behemoth
- The City Ruins
- Meet Doc Potamus (through Alitec)

[Known General Geography](#)

[Cryptic Alliances](#)

[Sights of the Lands](#)

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