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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
  - o Zin Sabe's Mutant Plant Merchant
  - Aurora Char's Mutant Bird Tinker
  - Imperos Tim's Mutant Lion Cyborg
- 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

Known General Geography

**Cryptic Alliances** 

Sights of the Lands

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