



[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
  - [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 Iilirha'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 Iilirha
- Visit the various Meadow Folk villages
- Find the camp of the Painted Women
- Loot the waste disposal facility (Iilirha'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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Last update: **2022/02/21 21:09**

