

Transmission 1: Thanks and Things to Come

Since the Dawn of Time
I travelled the void alone in search for the right place
Until I found it
I am the spark, I am the spore
From fire and ice
I create life eternal
And watch it blossom and grow

But then he arrived
The upstart, the ape
He, who tamed the fire
And thawed the ice,
Who built towers of iron
And reached for the stars

I have returned
To deny him
To contain him
To terminate him

For I am life, and I am death

Hello listeners. Coop the GM here. Like I mentioned way back in Episode 0: A Primer, I wanted to do a side episode that catches new listeners up and gives regular listeners a little more behind the scenes information for fun! First and foremost, I want to thank all of you who have tuned in so far and shared Echoes of Eshaton with other people. At the time of this recording, I have reached over 500 plays on Spotify alone which is a gargantuan milestone. I'm ecstatic that so many of you are liking the show and I've got

some great comments and reviews to share from places like the Degenesis Discord Server, and Spotify comments section.

Muinmos (who is also the voice talent for Sudo the Chronicler) from Discord writes – I binged the whole podcast yesterday and wanted to tell you I'm in love with it. You managed to make me care about the characters in such a short amount of time we as the listeners have had the chance to know them!

Great characters make for great listening, that is always the biggest part of my writing process!

Unpossible from Discord also writes – This is amazing work! Most tabletop RPG podcasts don't do much for me, but this is such a marvelous exception to that norm. Top-notch production, attention to the details that make the world feel real, and stories that immediately make me care. Thank you!

Thank you Unpossible. You're fan-site Train to Baikonur.com has given me some great campaign seeds to work with as I write.

Valencrad from the new Spotify & Anchor Interact section had this to say about Episode 1: Behind the Mask – A wonderful depiction of a Chronicler, and the vocoder effects were splendid. I love the explanations throughout the episode of mechanics and lore.

Valencrad! You are seen and heard from the Spotify Interact section! I would love to see you again in there soon and you too new listeners. Spotify has teamed up with Anchor to let me ask Q&A questions and add polls to each episode!

My most recent poll from Episode 8: Protect and Sever asked if listeners recognized any of the Latin spoken. At least a few of you recognized a little bit from the poll; I've got some really well-read listeners, y'all are so smart.

Before we move on, I'd also like to give another warm thank you to my new voice talent and artist roles. Thanks to the wonderful ladies from the UK and Croatia, Lyric and Muinmos and my American bror Palebird Max of the Ryan for breathing some pneuma into each character and filling in the gaps missing in my own meager voice. Also, HorusTheKid has put together some truly phenomenal compositions for big primal punk moods and you should definitely give those playlists a listen on his Youtube channel: DnD4d

My creative outlet gets to bring joy to people, and that means the world to me. A heartfelt thanks to you all.

Alright new listeners, here's the scoop: the world is in bad shape after being struck by a meteor carrying alien life. Most of Earth is ruined except for the European and North African continents setting the stage for the game world. Thirteen cults rule the wastes in this game system and each one offers unique ways to interact with the world as well as overarching meta-plot goals to achieve. In post-apocalyptic fights for survival, there can be a lot of bad blood and tenuous alliances between cults whose goals either clash directly or overlap, in some cases.

As your humble GM, I write large story beats within a framework of a tale I'd like to spin. The really fun part comes during combat or branching story junctions where I let 6-sided dice decide what happens next. I think we all know what happened to Grit in Episode 2 when the dice simply weren't on his side...

To date I have rolled about 220 d6s for narrative and combat purposes. I'm still figuring a way to either automate or speed up the rolling process but for now, I print out character sheets with relevant stats using the free character creator tool on SixMoreVodka's website degenesis.com. Speaking of which, massive shoutout to

SixMoreVodka and Marko Djurdevic's team for making all this amazing content FOR FREE!

I've also decided to go ahead and form a party to work with for the foreseeable future! I'm going to go ahead and make all of them rank 3 to aid in a bit of survivability but moreso because at Rank 3, most cults have split paths in their hierarchy (you can think of them as class systems akin to D&D) and I'll let the story play out to decide their motivations a lot more organically.

Let's talk about leveling up: Characters can level up their ranks and skill points by gaining XP. I'd like to forgo a lot of XP tracking and micro-managing in favor of rewarding each Main character 1XP at the end of every episode. Upgrading skills and potentials are costly endeavors, so hard-fought battles (where the character's survive) will net them 2 XP. I will be using published campaigns from SixMoreVodka and at the end of a campaign I'll multiply the number of completed quests x 2XP which should help give incentive for me to write and roll! The more powerful characters become in their respective cults, the more secrets they uncover the more and opportunities they'll have to grow stronger.

The new party consists of characters Judge Etta, Chronicler Sudo, and a to-be-revealed third player in Episode 10: The Road to Cathedral City. The party will be traveling south through Borca on their way to Lucatore in Purgare. The way is treacherous and the road is long. Tune in every Friday to hear what happens next on Echoes of Eshaton. If you like the show, please consider leaving a rating on Spotify and iTunes.

Until we meet again...