

## More Games and Worlds from

**SHARKBOMB**  
Martin Nerurkar



### The Mending Circle

You come together as a coven of three witches that want to heal the world, one person at a time.

Using a mystical rite of augury and a hand-draw sigil you discover the Wound you are meant to heal. As you tell this healing story together you will help these people find safety, peace and a way forward.

**A wholesome, gm-less tabletop RPG for 3-players.**

[mendingcircle.sharkbombs.com](https://mendingcircle.sharkbombs.com)

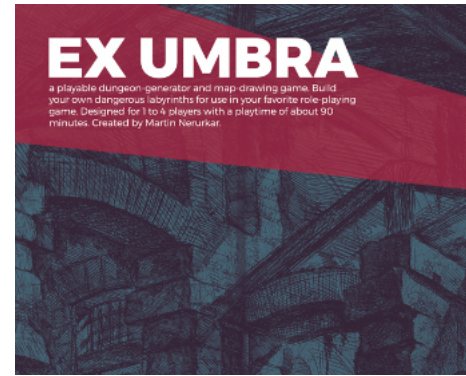


### Planedawn Orphans

You have been stranded in the Planar City, your home world forever lost. But fate be damned! You'll make yourselves a new home, even if you have to bend the cosmos to your will.

**A print-and-play fantasy campaign kit for any system.**

[planedawn.sharkbombs.com](https://planedawn.sharkbombs.com)



### Ex Umbra

Together you uncover a fictional-labyrinth of caves and tombs.

Collect questionable rumors, chart its winding corridors, define its dangerous threats and uncover its legendary rewards.

**A dungeon-generator print-and-play game up to 4 players.**

[exumbra.sharkbombs.com](https://exumbra.sharkbombs.com)



### Who am I?

I'm Martin, an independent game designer from Germany. Being my own boss allows me to make the kind of games I'm truly passionate about.

I've been a big fan of RPGs and card games for a long time. The joy of creative collaboration, deep storyworlds and complex, tactical decisions are what I think makes games compelling.

**Thank you for supporting me and my games.**

[@mnerurkar](https://twitter.com/mnerurkar)