



Squootch, goblin; a profound mystic from the Bubbling Swamp

Base 3, Pool 3

Great: Sneak, Speed

OK: Elan, Magic, Weird Lore, Athletics

Not Great: Convince, Fight, Normal Lore, Culture, Money, Outdoors, Ranged Weapons, Arts & Crafts

Books and scrolls, a certificate (philosophy degree)

Picklet: none currently



Töränn Dör, human; a clean-living young barbarian from the White Waste

Base 3, Pool 3

Great: Fight, Outdoors

OK: Speed, Sneak, Athletics, Ranged Weapons, Normal Lore

Not Great: Convince, Culture, Arts & Crafts, Elan, Money, Magic, Weird Lore

A decent sword, a riding salamander

Picklet: seeking a magic trinket, the Shrieking White Hand



Xaxatha, human; a desperate fugitive from Rackriver Port on the Crystal Shore

Base 3, Pool 3

Great: Magic, Convince

OK: Fight, Elan, Sneak, Normal Lore

Not Great: Money, Outdoors, Athletics, Arts & Crafts, Speed, Culture, Ranged Weapons, Weird Lore

A decent sword, some useless potions

Picklet: Escaping the Justice Cult assassins



Barble, goblin; a cranky old coot from the Zorandor Mountains

Base 3, Pool 3

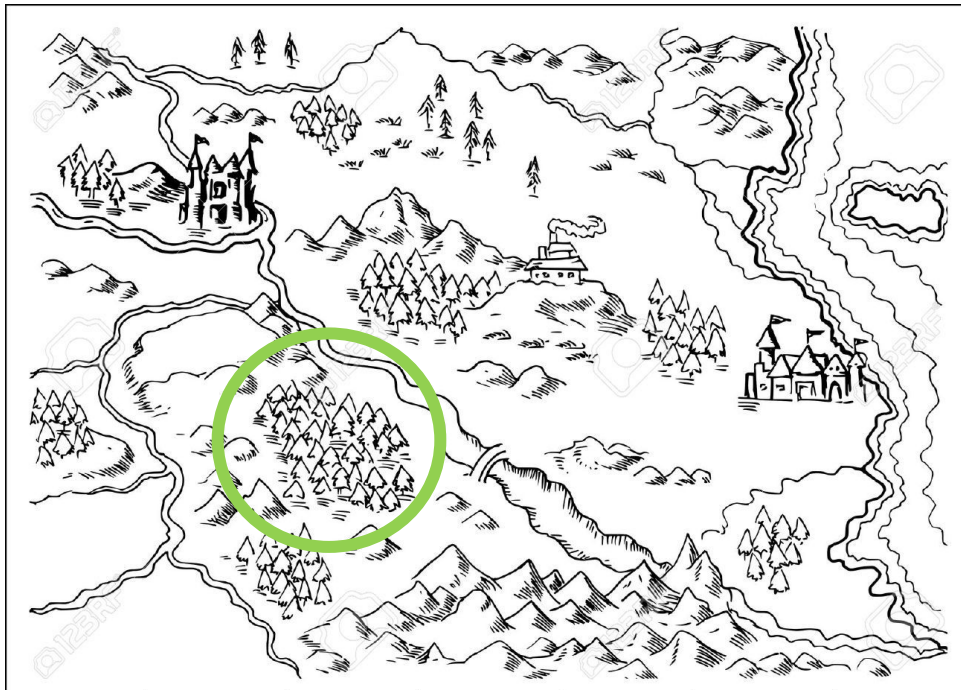
Great: Culture, Money

OK: Outdoors, Normal Lore, Arts & Crafts, Weird Lore, Magic

Not Great: Athletics, Fight, Speed, Convince, Sneak, Elan, Ranged Weapons

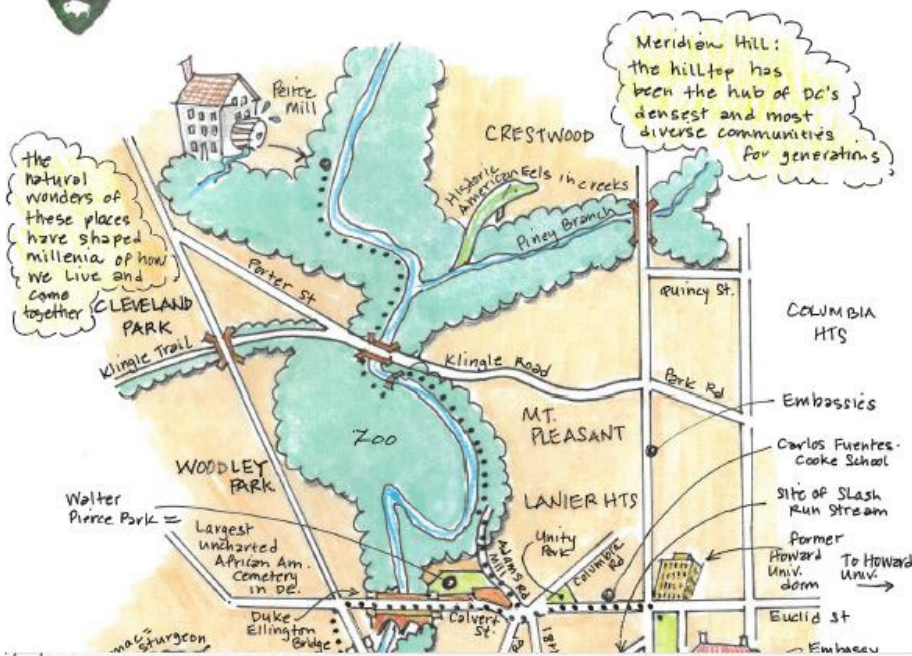
Camping gear, a pouch of clinkers

Picklet:



• A Park for ALL People •

Reviving Ancient Links from Meridian Hill to Rock Creek



THE PICKLE in the Bubbling Swamp

Big smart warty spiders, Base 3

Mugwumps, Base 5
(including the oldest, meanest mugwump)

Humans

- Elwing, Base 3 – determined to hunt the oldest, meanest mugwump
- Lotty (wife), Base 3
- Orwing (brother), Base 3

Swamp goblin names

- Bletch, Katk, Goop

Swamp human names

- Nethy, Smerch

Type: d10

1 Curse	3 Blessing	5 Hex	7 Glyph	9 Saying (2)
2 Cantrip	4 Rune	6 Trick	8 Charm	10 Conjuring

Object: d100

1 Vapors	21 Eyeballs	41 Dream	61 Exit	81 Entanglement
Support	Command	Odor	Sword	Vibration
Wombat	Weakness	Itch	Vision	Transmogrification
Window	Zombie	Blaze	Trance	Replacement
Band	Sacrifice	Clarion (3)	Mask	Compulsion
Bone	Touch	Prison	Woe	Obscurement
Purgative	Problem	Shrinkage	Promise	Devastation
Mistake	Statue	Hound	Vortex	Servant
Gleam	Feather	Summons	Song	Examination
10 Entry	30 Veil (2)	50 Beauty	70 Wings	90 Evisceration
Cloud	Antidote	Thought	Cogitation	Communication
Void	Steed	Blast	Serpent	Cancellation
Decoration	Removal	Hole	Enhancement	Decerebration
Interment	Cadaver	Pestilence	Ward	Improvement
Swarm	Obedience	Chamber	Obsession	Stasis
Semblance	Maw	Flux	Twitch	Revelation
Shroud	Joy	Crud	Expungement	Gratification
Prong	Hand	Flames	Apparition	Preservation
Wall	Negation	Sphere	Excruciation	Enlargement
20 Call	40 Burden	60 Hood	80 Verification	100 Supply

Author: d8

1 Vatz's (1)	3 Janelle's	5 Obert's	7 Devizad's
2 Bisbane's	4 Hoomba's	6 Yob's	8 Ilustra's

Color/Metal: d12

1 Umber	4 Golden	7 Iron (2)	10 White
2 Brass	5 Crimson	8 Maroon	11 Ebon
3 Argent	6 Azure	9 Fuschia	12 Ultraviolet

Adjective: d100

1 Varying	Reverse	Exquisite	Horrid	Comfortable (3)
Moist	Manic	Jellied	Sweet	Dependable
Universal	Blazing	Lovely	Simple	Tortuous (3)
Savage	Covert	Extensible	Boiling (2)	Nightmarish
Infernal	Reeking	Unseen	Enhanced	Shimmering
Gentle	Whirling (2)	Suitable	Narcotic	Complete
Unkind	Floating	Heavy	Expanded	Shrieking
Aqueous (3)	Speedy	Wild (2)	Unfortunate	Hypnotic
Calming	Shattering	Dire (2)	Gigantic	Soothing
10 Uncanny	30 Salient (3)	50 Weird	70 Vigorous	90 Improper
Squat	Terrifying	Prescient (3)	Subtle	Remarkable
Amazing	Urgent	Creeping	Twisted	Reduced
Acute	Uncertain	Howling	Tame	Unfortunate
Complex	Strange	Stupefying	Efficient	Indispensable
Furtive	Vile (2)	Allergic	Stupendous	Multiplied
Scaly	Dancing	Apparent	Dazzling (2)	Exact
Awful	Cautious	Flying (2)	Beneficent	Direct
Oozing	Forlorn	Excellent	Intoxicating	Astonishing
Impregnable	Scintillant	Severe	Murmuring	Grotesque
20 Fetid	40 Indefinite	60 Unique	80 Salubrious	100 Odd

Effects

- Direct offense
- Protection/defense
- Transport
- Transformation
- Alteration in behavior
- Communication
- Block/enhance analysis or perception
- Enhanced ability
- Restoration or healing
- Capture
- Create or destroy

Point cost	Target area	Distance (in ranged effect or for transport)	Duration
0	Self only	Nowhere else	Instantaneous (single action)
1	Another person or substantial thing	A few meters	A few moments (e.g. encounter)
3	Group or roomful of people or things	A couple hundred meters	Hours
5	Castle or boatload	Across a forest	A day or two
7	A whole forest	Across a land	Weeks or a month
9	An entire land	The other side of the world	A year