

THE WHITE WASTE

Determined person, Alak-Hagak, Base 5

- Very good, preaching economic and religious reform

Creature causing trouble, Base 6

- The water lizard-spirit, sinister appearances and threats, drying the water

The trees will get you

Chabani, Halun, Zeronak, Bajia

AMBOR

Determined person → performing / refining / creating clockwork monsters

- Very bad (releasing no-goals)

Extreme danger

with no-goals are all over & spawn dragons and flying everywhere

Dreft, Marwang, Alyss

river Marwang, distance Flakory citadel

another nice modern

city: like town where nothing ever happens

ZORANDOR

Struggle for kingship

- Marchu has the Mighty Axe, Base 3

Extreme danger for all + Substance, Base 4

- Moldy ale, makes you bold and righteous, killed the king and anyone else relevant

Anlle, Finbar, Croomin, Riiyah

BUBBLING SWAMP

Conflict among parties

- Human feud

Important magic

- Ilustra's Prescient Negation

Creature causing trouble

- Tentacle frogs: families blame each other

Hurble, Jeffro, Wogg, Varma

CRYSTAL SHORE

Extreme danger

Two substances

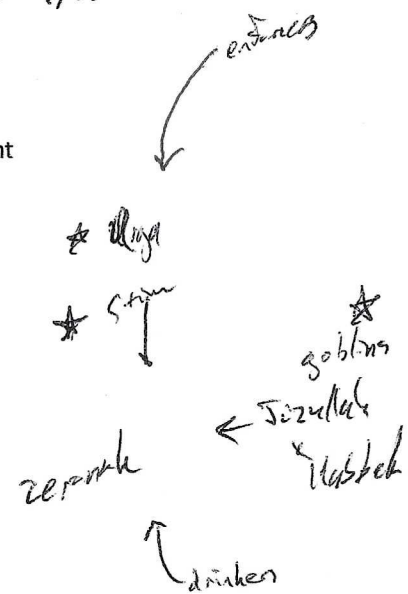
- Hecht flower snort - no ~~intention~~ but due to smuggling / piracy - definitely involves anyone involved
- Bubblepunk, the new thing, doesn't do anything

Vittovo, Siem, Aggia

over islands

Direct Gigante Promise

Marwang * B 2



all the mages

Zeronak drinkers

Stronghold White Sanctuary

CPs

20

Vat's uncertain Mummabity →

Exquisite White Command

Marwang Camp 5