

### THE WHITE WASTE

Determined person: Ibna Alleel, very good and no one likes it, "Beware the fuschia sin, embrace the virtue of harrowing thirst!"

Magic: Beneficent Fuschia Blessing (it seems so nice)

Extreme danger: the Temple of the Great Zero has gone terribly wrong due to the Blessing

Human: Omah, Leezah, Peshel, Ilvar

Goblin: Argurh, Xax, Ziliztra, Geen

### THE BUBBLING SWAMP

Creature causing trouble: drying it up, maybe creating spongy little critters

Danger: well, it certainly isn't going to stop

Urble: determined person, very bad, helping it with vigor

Nurble: determined person, very bad, murdering the helpers

Human: Snepps, Vyulah, Norch, Metty

Goblin: Gubbup, Schplah, Zoxkbuh, Urch

### ZORANDOR

Bubblebang brew: it's just too good, plus attracting manticores

Human: Grimm, Gromm, Eddna, Oddna

Goblin: Klugg, Ookah, Gurgulahk, Narooh

### AMBOR

Creature: well, they kept tossing decommissioned clockwork monsters into the gully, and tossing back the ones who climbed out again, and now they're consolidating into a really big one

Conflict

Human: Nurriman, Elivia, Oorios, Umphisia

Goblin: Za Za, Blivigg, Gbogg, Ullulah

### THE CRYSTAL SHORE

Vatz's Golden Wombat wandering about

Golden paint-like stuff exuded by the wombat (just how, hard to say), just will not clean off

(Vatz was a very bad wizard) Ultimately empties and nullifies whatever it coats, and by now it's all over the place

Human: Weezix, Skiv, Aft, Kurh

Goblin: Neresius, Imbu, Alamannalah, Benno