



STARTING THE ADVENTURE ↓

The marsh

- Foggy, teeming with insects and small animals. The water is not too deep.
- In the fog, a light can be seen in the distance. It's the goblin **watchtower**.

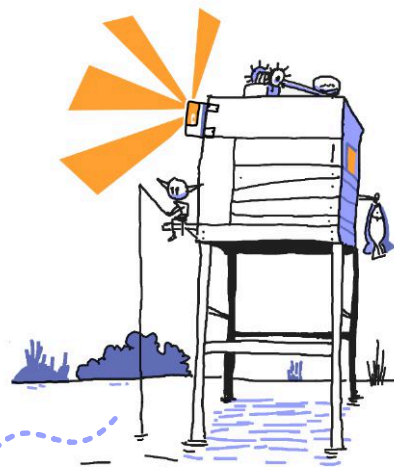
Potential events

- Intoxicatingly fragrant orchids grow on carnivorous brambles.
- A horde of giant tadpoles are trying to capsize the adventurers' boat. Following them can lead to the **nest**.
- A wounded heron lands near the adventurers.



The nest

- The nest can be heard before it is seen: the croaking of the amphibians is deafening.
- **The frogs are abnormally organized.**
- They take turns on guard, especially around the eggs in the large central pond. There are three times more amphibians than adventurers, so caution is called for.
- **They are led by a huge frog** wearing a necklace and a hand-shaped mark on his chest (the metamorphosed shaman, who uses his magic and treasure to lead the frogs).



The watchtower

- Made of wood, a little wobbly and **topped with a catapult**.
- It is held by **6 tired goblins** who might shoot by mistake at unwary adventurers (they will humbly apologize).
- The goblins are at war with the giant frogs and protect their **village**.
- The referee can trigger an attack from a few frogs if they wish.



The village

- Half a dozen houses on stilts. Small boats are used as shops.
- About forty goblins live there, led by **Ciqa**, a fearsome blue goblin armed with a harpoon.
- **The attacks began when the shaman Sluc was banished after stealing the ancestors' treasure** (a gold necklace).
- Inquiring adventurers may learn that **Sluc** has a hand-shaped mark on his torso.

The shaman's boat

- The shaman abandoned his boat under a bushy grove a few kilometers from **the village**.
- **The eyes painted on the hull seem to follow the adventurers.**
- If the adventurers don't cover these eyes before touching the boat, a **curse** turns them into tadpoles until the end of the scene.
- **In the boat** lie many dried (but still alive) frogs, smelly ointments (attracting frogs), a scroll of **polymorphism** (into a batrachian) and a map of the marshes on which **Sluc** awkwardly drew his plans to conquer the known world.



LOST IN THE MARSHES

Introduction

For two days the adventurers, torn by boredom and hunger, have been on a boat lost in a marsh. The marsh goblins could guide them, but their leader Ciqa demands that the adventurers bring back a stolen artifact in exchange for this favor. **The adventure begins in the marsh.**

Adventure on a single page #5

*Text & drawings:
Jan Van Houten
Graphic design
& editing: Nicolas Folliot
Published in 2020
by Jdrlab*



A few goblins

- **Egna the Eager**, apprentice caretaker
- **Groka the Lively**, nice seller of roots and potions
- **Gronckle the Mauve**, grumpy fisherman
- **Naba the One-Armed**, inconspicuous heron hunter

A trick to beat Sluc

Without the necklace, he can't maintain his metamorphosis and reverts back to being an old goblin.

