

# MYSTERIES & TENTACLES

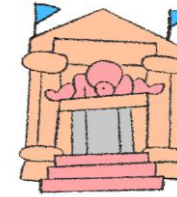
## Adventure on a single page #11

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## Places

### The town hall

- Piles of documents crammed into every corner. The mayor and the dean are arguing about how to organize them.
- The building is old and richly decorated. Many colorful bas-reliefs tell parts of the local history.

### The great market

- A pier, many boats. The stalls are very well stocked, buyers come from far away.
- In a corner, Manon's tent, from which some "ouch!" regularly arise.
- The statue of a hero armed with a large harpoon. Seems tattooed with moving colorful patterns strangely reminiscent of a squid.

### Tudine's tavern

- Nets and pulleys everywhere. A large anchor and two broken-down antique cannons complete the scenery.
- The whole town meets there for supper.

## Introduction

A few days ago, a ghost appeared during the big fish market in Troarnville. He harangued the crowd for a few hours: "WHERE IS THE CHOSEN ONE? THE GREEN MOON IS COMING AND NOTHING IS READY! YOU FOOLS!" The very worried mayor of the city has called on the adventurers to investigate this apparition. The referee must give plenty of information. The real goal of the adventure is not the investigation, but the elaboration of a plan to save the village (or at least the villagers).

## Protagonists



### Gregor, the mayor

Caring but completely overwhelmed young urban. He got elected because he was the only candidate.



### Alban, the fishermen's chief

Round and grumpy, skin worn down by the sea and covered with sea tattoos, which turn red when he gets angry.



### Nuz, Alban's son

Brave but selfish, he has sneakily grabbed the ghost's stick. The object's magic is beginning to take effect on him.



### Manon, the tattoo artist

Heiress of a long lineage. She is a very talented yet rude young woman, and a bit of a magician.



### The dean

Withered but still vigorous. Her moving tattoos recount her life and emphasize her emotions.



**Malo**, goblin fishmonger adopted by villagers.



**Solen**, crafty fisherwoman fitted with a harpoon as a right hand.



**Tudine**, friendly innkeeper. Her fish soup is famous around here.

## Information

- The village was founded a long time ago by a tribe of daring amphibious humanoids.
- Driven mad by the betrayal of his people who had left to live on dry land, the Kraken god ravages the region with every green moon.
- Villagers used to pick someone to live at sea as a hero, armed with an enchanted scepter giving them the founders abilities.
- The villagers moving tattoos are made with the Kraken ink (a crafting secret of Manon, who has almost none left); they react to emotions and allow communication with the creature.

## Timeline

The referee may consider that the timeline moves forward each time the adventurers lose time or find important information.

### Day 1, afternoon

Fishermen are swamped by a very abundant catch. On closer inspection of the nets, some fishes look a bit strange – lamps on their foreheads, far too many eyes...

### Day 1, evening

Solen is saved by other fishermen. She is very confused, saying her boat was "crushed". She talks about gigantic tentacles and an eye bigger than her boat.

### Day 2, morning

A green moon appears in the sky. There is no fish left. The villagers are very worried. Gregor clumsily tries to reassure his citizens.

### Day 2, afternoon

The sea is far too calm, and several fishermen did not return from the morning fishing. Solen tries to convince the fishermen to go out to sea and get revenge.

### Day 3, evening

Huge tentacles fall on the coast. The Kraken razes the port and then the village. It is a natural disaster, not a fight that can be won.