



*Patreon Kingdom Project
July 2021*

Marsh Village of the N'anverik Clan

*Maps: Marsh Village of the N'angverik Clan
The Marsh Village (Night)
The Marsh Village (Winter)
The Marsh Village (Magic Unleashed)
Tree Village of the Curklebikk Clan*

Marsh Village of the N'angverik Clan

How to use these resources

With our Kingdom Project	Use any, or all, of our plot hooks (which begin at the Adventurers' Guild) to take your players to the goblin village in the marshes. Whether you fight the goblins or befriend them, we've got lots of resources to flesh out the stories.
In your own games	If your game needs an encounter with goblins, this marsh village is a more unusual location for your players to enjoy. Use our many NPCs, mini-quests and local colour to extend your adventure.

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Patreon Map of the Month GM's supplement

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Regional map made using Inkarnate (www.inkarnate.com).



SETTING

Regional Map



The Marsh Goblin Village

In the marshes along the Tayth, a village of goblins clusters around a ruined tower. The N'angverik clan were one of many who over-ran the Old Kingdom and they settled here, drawn to the site by the large, stone tower that dominates the marshes. The Kingsaltens know this ruin as the Lucentower as it is named this on their oldest maps, but the goblins call this Angaver, the Life Stem.

Powerful in the region, the N'angverik Clan have somewhat of a small empire, with other local goblin clans operating like vassal states. One such vassal village is that of the Curklebikks, a clan of tree goblins from the Wyklyn Forest, peaceful traders who the N'angverik permit to trade with Kingsalter, provided a large tribute is regularly delivered to the marsh village.

How have the N'angverik Clan gained such regional control? They are renowned and feared for the long lives of their rulers and warriors. Their vassals are obliged to attribute this to the N'angverik's obvious superiority and power. Some scholars in the region believe the marsh goblins benefit from a quirk of birth, others suggest their claims of longevity are bluster and propaganda. Yet, a few historians have noted that the ruined tower around which the village lies was the magical Lucentower of the sorceress Lossia of the March. The old tales tell of the power she built into its stones, of the life-force that the tower was designed to slowly siphon from the river and transfer to its mistress. Could the goblins have discovered how to access this life-extending power?

Around the Gright Woods (map key)

- 1 Tree village of the Curklebikk Clan
- 2 Goblin cairns in the Buzzard Hills
- 3 Marsh village of the N'angverik Clan
- 4 Bear cave country

Set dressing for the Marsh Goblin Village

- 1 **The Old Jetty** – Now sinking into the marsh water, the crumbling wall beside the jetty still records, in pictorial form, the deeds and adventures of the Clan's ancestors.
- 2 **The New Jetty** – Small wooden boats are lashed to the wooden supports, motionless on the still marsh water.
- 3 **The Fast Curve** – Here the water begins to leave the marsh, cutting into a channel and speeding up as it rounds the bend. The goblins have fish traps here.
- 4 **Angavar Chamber** – A small number of stone chairs are spaced around the meeting chamber. The flagstones beneath the moss are carved with an intricate pattern.
- 5 **Avenue of Claws** – A short walkway, decorated on either side with the huge, curved teeth of a marsh creature.
- 6 **The Cage** – An open-air prison, closed off with iron bars. The stone walls are slick with moss and slime.
- 7 **Village Huts** – The buildings are constructed from wood, with tanned animal hides stretched across them and joined with reed fibres.
- 8 **Stickle Bridge** – A rickety wooden bridge, partially slumped into the marsh mud, with waterlogged posts.



PLOTS & NPCs

Plot hooks

Tasks relating to the Goblin village in the marshes that might be posted on the Adventurer's Guild Jobs Board.

Story 1

Skilled Companions Sought by Weary Traveller

I seek a small band of discreet companions (possessing versatile skills, including those of negotiation and martial techniques) to escort me to the village inhabited by the N'angverik goblins in the wild eastern marshes. I am hoping to arrange access to the Lucentower tower in exchange for services of their choice, but being of extremely weak body, I require companions to both undertake these tasks for the goblins and ensure my safety.

Story 2

We need back our Witness for the Moon

Humans or other are wanted who are willing to cross the marshes to the Village N'angverik. The people of the Curklebikk Clan are highly upset at the imprisonment of our Witness for the Moon by the N'angveriks. Our Witness, who has the given name Yuugle, travelled to the marsh village of our far-mothers, to witness to the last moon of Faw on behalf of Village Curklebikk. Our tribute bearers told us Yuugle has been kept by the new Shaman-King Bunnrew-koli. We cannot object. We have no warriors. We are just a vassal of N'angverik. To those who would please rescue our Witness we will pay very many barrels of sap in reward.

Story 3

Council request - Investigation in the Marshes

The City Council requires martial adventurers to travel to the ruined Lucentower on the banks of the Tayth around which has long dwelled a clan of marsh goblins. We have been notified by sap-trading tree goblins from the Wyklyn Forest that the marsh goblins (to whom they are beholden by clan hierarchy) have a new king of some shamanic ability. The sap-traders report worrying claims of reanimated dead creatures and a small force amassing that the Goblin King plans to march on Kingsalter. We need a reliable investigation of these claims and preliminary preventative action to be taken.

NPCs

Bunnrew-koli, Shaman-King of the N'angverik

Bunnrew waited patiently for his much-loved cousin to die. Aloof, opaque and ambitious, Bunnrew knew he was blessed and that his skills far surpassed those of any before him. He was the Clan Shaman, so he had much to attend to whilst he waited for the throne. He studied the prayer runebones. He read the river. He felt the stone. And the bones and the river and the stone spoke to him. So, when he ascended, Shaman-King Bunnrew-koli told his people that the Angaver did not just extend life, it returned life also. That he knew how to raise the dead in the Angaver and that his reign would see a return of the golden age when goblins travelled far to raze the lands of men. Bunnrew-koli has begun the work of building his army. He knows his Clan do not love him as they did his cousin, but their fear and awe inspire a greater loyalty. One that will see them die for him.

Yuugle, of the Curklebikk Clan

Yuugle did not enjoy the long journey east from her forest to the Village N'angverik. She had made this journey to Witness the last moon for fifteen years and was keen for her Witness to end. Perhaps that is why she let down her guard – a Curklebikk goblin must always watch their back in the marshes. But Yuugle had friends here, ones with whom it was fun to be very drunk (indeed there is no drunk like goblin-drunk), and she did not think using her powers of augury with her friends would do any harm. But Bunnrew-koli does not like others to show mystical powers akin to his and now Yuugle languishes in the Cage.

Ideas for the identity of the Weary Traveller

- Weir Trivelle**, a blood-coughing and oft-fainting novelist wishing to extend his life so that he can finish his magnum opus, the *Eight Princes of Winter* series.
- June**, a queen from the southlands, who is dying from a slow and painful poison to which there is no antidote. She would give half her kingdom to live on for decades.
- Alisrinel**, an elf who has been cursed by the witch he murdered to suffer the lifespan of a mere human. His bones ache as he approaches the end of his short life and he hopes the Lucentower will restore his birthright.

AROUND THE VILLAGE

Some goblin villagers

- 1 **Piln'vinose**, an elderly goblin that some say is the oldest in the village. Has rather a long stare, a stick that he uses to poke everything and a nettle-chewing habit.
- 2 **Fribb**, a girl who is training to be a warrior and who is often on Cage duty. Believes prisoners do not need food as they can 'chew on their faults'. Speaks common, but primarily knows insults.
- 3 **Gnacklebon**, mother to unruly adolescent twins both called Gatbon. She is constantly working to feed them.
- 4 **Oidqees**, a fisher and river-scraper who provides food for the village and for trade. Spits a lot.
- 5 **Seliftikks**, a roofer, who prepares hides and repairs village roofs. Cannot speak common and cannot stand outsiders. Cannot really stand insiders either.
- 6 **Wygutter**, who takes village waste to the main river to dispose of it. Collects all sorts of interesting small items they find among the waste and cleans it up to keep.

Goblin hospitality

Non-goblin visitors to the N'angverik Clan village are met with understandable suspicion and may be held in the Cage until their threat has been assessed. Those deemed to be visiting for acceptable reasons will be accorded all the usual hospitality of the tribe. This includes being invited to dine with the Shaman-King, being granted a tour of the village's most important sites and taking part in the secretive ceremony of the Huabli.

Food: Visitors are usually treated to a standard meal of 'outsider food', ie that which the N'angverik know is most palatable to others. This consists of ground shrimp paste on a flat bread made from marsh-grass grain; cattail stew with hedge garlic and smoked otter; popped elderberries; and a strong hogweed wine.

Ceremony of the Huabli: In this nightly ceremony, the N'angverik villagers each place both hands against the cold stones of the Angaver and recite the water prayer. Those who do so correctly are said to add three days to their life.

Random events around the village

- 1 Two goblins crash out through the hide wall of a hut, engaged in a brawl over who will sing for the visitors.
- 2 As you speak with the Shaman-King, a marsh vulture falls from the sky, dead at his feet. A terrible omen, all eyes turn to you.
- 3 A fishing coracle has failed to return from a trip up the river. Yabben, the fisher's mate, is panicked, raging, and looking for someone to blame.
- 4 A travelling halfling merchant arrives in the village, playing their own mouth-fanfare. Announcing himself as Coote Deeptote, he carries a mysterious black velvet sack, that bulges and squirms but also seems empty.
- 5 With a loud bang, the rooftop of a small hut suddenly blasts into the air, its fermenting marshbeer raining everywhere. The Lucentower shakes.
- 6 A new baby was born in the village overnight. The goblins are planning a great celebration and you have been given the auspicious honour of naming the child.

Tasks for the Goblins

Gain access to the Lucentower by completing several tasks.

- 1 The goblins carve their runes on the vertebrae of bears. Bring them two animals they can butcher. Bears can be hunted in the Gright Woods.
- 2 Take a wild wolf to the tree village of the Curklebikks and use it threaten their elders into increasing the tribute they send by 50%.
- 3 Smuggle the goblin Seliftikks into Kingsalter (where the goblins risk capture and imprisonment) to see a dentist.
- 4 The King was once gifted a bag of mercakes made in The Basking Shark, Port Periwinkle. He demands the proprietor is brought to here to teach him the recipe.
- 5 Take the old goblin Piln'vinose into the Buzzard Hills, where he wishes to die by his mother's burial cairn.
- 6 The King wishes to own a small, but fancy, river barge.

N'ANGVERIK THREATS

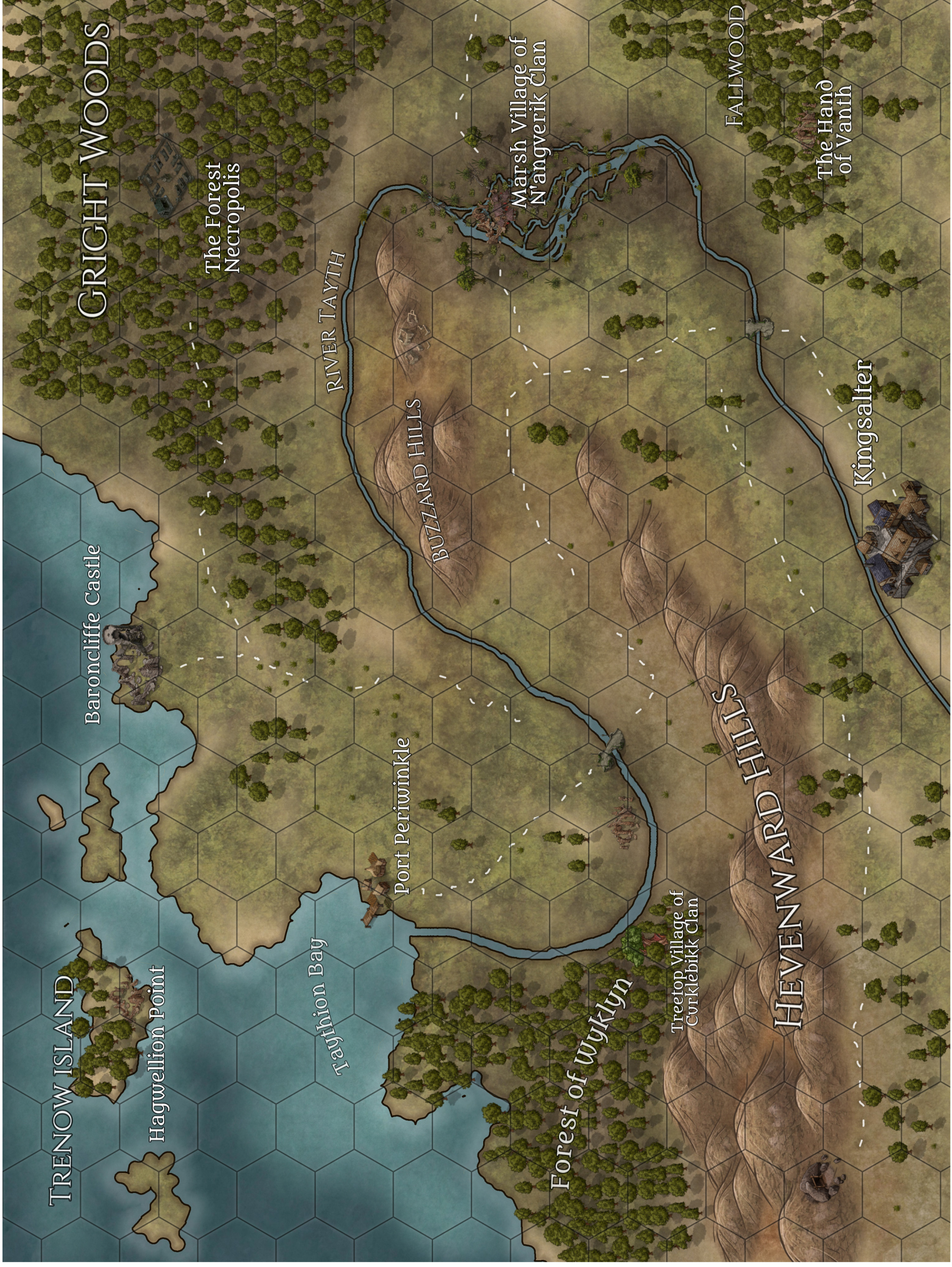
Notable creatures that have been raised for the Goblin King's Army of the Undead

- 1 **Skeletal Bullywugs** – the skeletons of bullywugs, their bones encrusted with algae and watersnails. They clutch stone spears and lurch menacingly through the shallows.
- 2 **Human Zombies** – the animated remains of travellers who were lost in the marsh. Wearing a mixture of merchant clothing, armour and travelling cloaks, their pallid skin splits over their bloated abdomens.
- 3 **A Zombie Crocodile** – this huge creature can still see through its eyeless sockets. Thick armoured scales slip around on top of its putrefying flesh.
- 4 **Spectral Goblins** – the incorporeal remains of goblins from rival clans who were ritually sacrificed by drowning during a time of great fear in the goblin community. These shrieking spirits flit in and out of the marsh mist.
- 5 **An Undead Constrictor** – 20ft of decaying, skeletal snake, still carrying sufficient muscle to crush a person between its rotten coils.
- 6 **A Zombie Mosquito Swarm** – a thick, putrid, black cloud of biting flies, risen from the ooze beneath the water. Their squishy, rotting bodies are one large mass of moving decay. They crave blood more than ever.
- 7 **A Giant Ghoulish Toad** – a bloated, pus-covered undead toad. It reaches from the swamp water where it is kept, to grab anyone injured, driven by an urge for bloody flesh. Has a terrifying, deep rolling call.
- 8 **A Vampiric Hydra** – despite only having three remaining heads, this terrifying undead creature is still a dreadful threat. Those bitten by the monster find themselves transformed into vampire spawn within a day, developing scaled skin and huge fangs.

Goblin Champions of the N'angverik Clan

These goblin warriors might be fought either in general combat scenarios, random individual battles or in one-on-one 'friendly' ritual/sport combat.

- 1 **Porleninxi** – a large, burly goblin, clad in pieces of plate mail. Porleninxi wades into the midst of combat, swinging her large war axe (which they call Fish) and whistling the goblin folksong 'A Couple of Skulls'.
- 2 **Keld** – a master of their environment, camo-champ Keld is normally covered in chunks of moss and bark, with waterweed strewn through their hair. These astonishing levels of stealth allow them to remain unseen until they strike.
- 3 **Yabben** – this hairy goblin is fury made manifest. A jagged scar through his lip gives him a permanent sneer. Armed with a barbed spear, he terrifies opponents as he makes a barbarian-like shrieking charge.
- 4 **Sinelti'gott** – combining martial prowess with some offensive spellcasting, Sinelti'gott prefers to open any fight with a fireball, before charging into the confusion, swirling a polearm above their head.
- 5 **Eybled** – a master tactician with a dirty, gravelly laugh. Eybled takes the time to assess an opponent's skills before committing to an attack. She exploits any weakness she spots and guides her allies into the best positions. Is expert in the use of a long knife.
- 6 **Fiegutrink** – trained with a shortbow from birth, Fiegutrink makes the most difficult of shots, often finding the smallest gaps in an opponent's armour. Enjoys archery for sporting contest just as much as the more glorious death-producing combative form.



TRENEW ISLAND

Hagwellion Point

Taathion Bay

Port Periwinkle

Baroncliffe Castle

GRIGHT WOODS

The Forest Necropolis

RIVER TAYTH

BUZZARD HILLS

Marsh Village of N'angverik Clan

Forest of Wyklyn

Treetop Village of Cvrklebikk Clan

HEVENWARD HILLS

FALLWOOD

The Hand of Vanth

Kingsalter