Old Beldame





e it so known that the bearers of this charter, having delivered the northern reaches of the Greenbelt from the scourge of banditry, having provided detailed maps of the lay of the land, and having done no small amount of work in the exploration of said land and the culling of hostile monsters and indigenous hazards, are hereby granted the right to rule. The nature and laws of rule are theirs to define, and the wellbeing of this new nation is theirs to protect. In accordance for providing a stable nation to the south of central Bostland, let there be a generous stipend of funds, support, and advice provided to this fledgling nation as a token of Bestov and Brevoy's goodwill, such that future relations between kingdoms might be mutually beneficial. So witnessed under the watchful eye of the Lordship of Bestov and by the authority granted by Lord Boleski Surtova, current Begent of the Bragonscale Throne.

FOREST DRAKE HUNT.

Source: Wanted poster.

Task: Rumers of a dragon hounting the southern Nortmarches are probably (hopefully) overstated. The evidence indicates that the source of the numers is merely a forest drake. In any event, it's killing folks and needs to be put down.

Completion: Find a forest drake, kill it, and return

to town with its head as proof.

Reward: The kingdom approves a reward of 1,200 gp to the first group to successfully slay a forest drake in the Narlmarches.

TROLL BLOOD

Source: Wanted poster.

Task: A local alchemist has a theory that trolls' blood can serve as a catalyst during the creation of healing potions. But until he gets a supply of the blood, he won't be able to prove his theory. Completion: Deliver a waterskin filled with troll blood to the alchemist. He doesn't need more than one waterskin, so one troll donor should do the trick. Reward: The alchemist promises a reward of 1,200 gp in potions (hunter's choice), deliverable about a week

NORTHERN HOWLS

after the blood is brought to him.

Scurce: Wanted poster.

Task: A fercicus werg stalks the Komelands!
His name is Hewl-cf-the-North-Wind, and he's been eating bandits and hunters for years. With the new influx of citizens into the Greenbelt, the ravencus werg needs to be slain before he ocavires a taste for the citizenru!

ocquires a taste for the citizenry! Completion: Kill the worg and display his body at

town for the citizens to see.

Reward: The kingdom approves a reward of 1,200 gp to the herces who slay Howl-of-the-North-Wind.

SHAMBLESAP

Source: Wanted poster.

Task: Shombling mounds aren't as common in the Greenbelt as they are in Hocktongue Slough, but they're not unknown of. A local herbalist has found that the sap of a shambling mound works wonders for cultivating certain medicinal herbs, and asks for one shambling mound's worth of sap. Completion: Deliver the sap to the herbalist. Reward: The herbalist can pay 600 gp for the sap, along with 3 potions of cure moderate wounds.

WHERE'S TIG?

Source: Tig Tannersen's distrought parents.

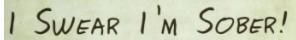
Task: Young Tig Tannersen has always been a handful.

His habby of collecting pets from the wilds along the riverbanks of the southern Greenbelt has placed kim in danger many times, but now it appears he's really in trouble. Tig has been missing for several days, and his parents are distraught with warry. Finding him will increase the kingdom's morale. Completion: Find Tig and deliver him safely home. Reward: If Tig is reunited with his parents, increase the kingdom's Loyalty by 2

THAT DAMN TURTLE!

Scurce: Arven the fisherman. Task: Arven has a secret fishing hole on the east bank of the Tuskwater, but now an 11-tempered beast has claimed the spct. The beast in question is a semi-legendary hockjaw turtle named Cld Crackjaw. Kill him! Watch out for his champers! Completion: Kill (or drive off) Old Crackjaw from

Arven's secret fishing hole. Reward: Arven finds all sorts of things; he'll give wheever helps him a ring of feather falling he found in a pike's stemach as a reward.



Scurce: Stas, a local lumberjack. Task: Stas claims to have seen an elusive hoday and to have stuck it with his magic spear. His friends think that he lost his spear in the river and made up the hodge sighting to cover up his clumsiness. The poor lumberjack's honor is at stake!

Completion: Kill the hodge and bring its head to Stas so he can show it to his friends. That'll learn 'em! Reward: In gratitude, Stas promises his +1 keen spear as a reward. The only problem? It's probably still

stuck in the hoolog's back.

LADY'S DESIRE

Scurce: Lily Teskertin, local flirt Task: Lily's always leved the workmanship of fine elven crafting but has never curred an example of such superb work. She's heard numers of an old elven ruin in the scuthern Norlmarches; if anyone could find the ruins and salvage from them an example of elven workmanship, she would be EVER so grateful. Completion: Find a statuette of fine elven craftmanship.

Reward: Lily's willing to trade her dead father's old cleak of protection +1 and a kiss (or perhaps a bit

more) for such a statue.



