

Old Beldame





## Rivers Run Red

**B**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 Rostland, let there be a generous stipend of funds, support, and advice provided to this fledgling nation as a token of Restov and Brevoy's goodwill, such that future relations between kingdoms might be mutually beneficial. So witnessed under the watchful eye of the Lordship of Restov and by the authority granted by Lord Moleski Surtova, current Regent of the Dragonscale Throne.

## FOREST DRAKE HUNT

Source: Wanted poster.

Task: Rumors of a dragon haunting the southern Northmarches are probably (hopefully) overstated. The evidence indicates that the source of the rumors 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 Northmarches.

## 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 dener should do the trick.

Reward: The alchemist promises a reward of 1,200 gp in potions (hunter's choice), deliverable about a week after the blood is brought to him.

## NORTHERN HOWLS

Source: Wanted poster.

Task: A ferocious werg stalks the Kometlands! His name is Howl-of-the-North-Wind, and he's been eating bandits and hunters for years. With the new influx of citizens into the Greenbelt, the ravenous werg needs to be slain before he acquires a taste for the citizenry!

Completion: Kill the werg 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: Shambling mounds aren't as common in the Greenbelt as they are in Hecktengue Slough, but they're not unheard 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 Tannerson's distraught parents.

Task: Young Tig Tannerson has always been a handful. His hobby of collecting pets from the wilds along the riverbanks of the southern Greenbelt has placed him 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 worry. 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!

Source: Arven the fisherman.

Task: Arven has a secret fishing hole on the east bank of the Tuskwater, but now an ill-tempered beast has claimed the spot. The beast in question is a semi-legendary heckjaw turtle named Old Crackjaw. Kill him! Watch out for his chempers!

Completion: Kill (or drive off) Old Crackjaw from Arven's secret fishing hole.

Reward: Arven finds all sorts of things; he'll give whoever helps him a ring of feather falling he found in a pike's stomach as a reward.



## I SWEAR I'M SOBER!

Source: Stas, a local lumberjack.

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

Completion: Kill the hedag 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 hedag's back.



## A LADY'S DESIRE

Source: Lily Teskentin, local flint.

Task: Lily's always loved the workmanship of fine elven crafting but has never owned an example of such superb work. She's heard rumors of an old elven ruin in the southern Northmarches; 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 craftsmanship.

Reward: Lily's willing to trade her dead father's old cloak of protection +1 and a kiss (or perhaps a bit more) for such a statue.

