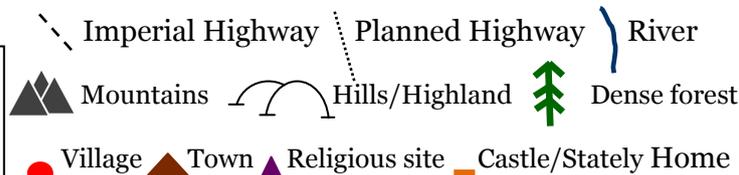
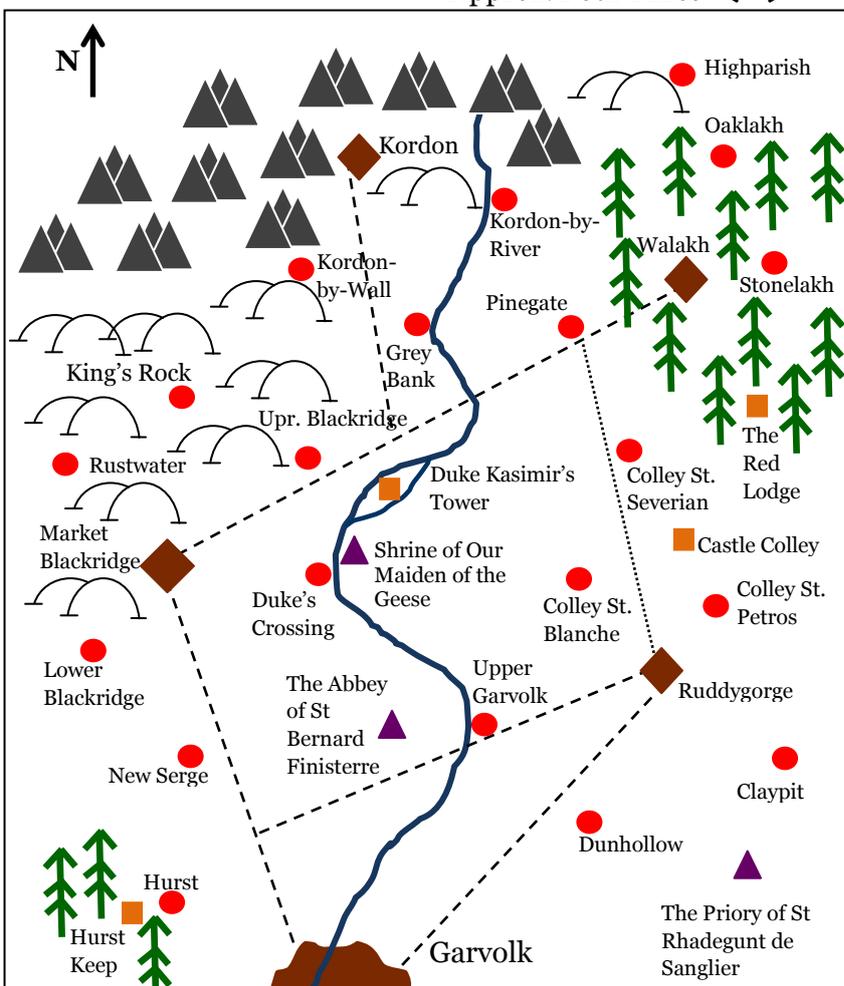


North of Garvolk: Mundane Problems, Fantastical Solutions

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The Dukes of Garvolk have long governed this remote province of The Empire, to the north of the great plains and the river and the inland seas. The comparative autonomy of Garvolcia has led to laws restricting the practice of magic and the free movement of the magical peoples. The new Duke, schooled in the cosmopolitan atmosphere of the imperial capital has now, as one of his first edicts, relaxed these opening up a set of opportunities for your band of adventurers with its requisite complement of humanoids, hedge wizards, wandering mystics, scarred mercenaries and self-appointed paragons of virtue....

NB – Magic is decidedly uncommon within such a setting. It may be unlikely that the antagonists of the various adventure hooks here will be mages or that problems will be magical in nature. Further, the general population may tend to look on it with suspicion and distrust, even if hostility is rare. The state of the mystical energies that power feats of wizardry may also be at an ebb, reducing the scope of sorcery. Approx. Four Miles \longleftrightarrow



Adventures in and around....Kordon

Underground A segment of the mines around this mountain town with its miners and miner entertainment businesses is found to be full of flammable gas. You hopefully possess means of light (or vision) that won't create sparks. You would be rewarded if you managed to find a way past the gas and get a commission for any promising veins found.

A Case of Adultery Kordon-by-the-Wall has a series of silver mines that send ingots down river to the Imperial Mint. Someone has been adulterating these with lead. Find out who and the Master of the Mint's agent will reward you. Our heroes may discover that the silver is being spirited away by a conspiracy of miners from the local guild hoping to regain control of the mine (and its profits) for themselves, at which time the problem will mysteriously disappear....

Adventures in and around....Ruddygorge

The Gagle The Bishop of Garvolk is disturbed by the emergence of a cult dedicated to a local miracle working goosegirl. You are to investigate the honking zealots for any trace of heresy or schism. The Maiden herself seems to be a pious and somewhat confused figure, but what of her spiritual advisers and her geese?

The Lord of Colley ...has the route for the imperial highway through his land, and claims he has not been properly compensated for this. He has kidnapped and accosted several of the road makers. Our heroes may be approached by the Duke's Seneschal to resolve the situation discretely without the death of the rash Lord himself, a distant cousin of the Duke.

Adventures in and around....Garvolk

High Drama A Play making mock of prominent several religious figures has been written for performance by a travelling company. This company is on its way to the city for a coming festival with numerous other itinerant entertainers. The Prioress of St Rhadegunt would like the players deterred from performing. The Count of Hurst, younger brother of the Duke eagerly anticipates the play. Both could offer rewards and discrete patronage. Perhaps a private showing at the Ducal seat of Hurst would be an agreeable compromise?

The Long Arm of the Law The murderer of a Judge's daughter has gone into hiding in the Westbank slums, from where the constables cannot fetch him. A cabal of assorted lawmen will reward you for his arrest. The bereaved father will pay you even more for his death.

The Blue Plumes ...are a political faction opposed to the new Duke and his laws. In addition to swaggering round Garvolk with (increasingly rare and expensive) feathers in their caps intimidating newcomers, they hope to assassinate the Castellan of Duke Kasimir's Tower and seize it as the first stage of a coup d'état in Garvolcia. It might be a good idea to stop them.

Adventures in and around....Market Blackridge

Sheep Mange The dales around this small market town are mainly sustained by the wool trade. A disease is spreading, killing sheep and an affliction of the skin that ruins any wool on the animals. The local landholders as well as the principle wool trader (a stranger to the region called Ferdinand Puklavec) seek a cure to this to prevent ruin. Our heroes may discover that the disease itself is spread by a parasite. The mineral springs around Rustwater will kill it, but will irretrievably stain the sheep's fleece, ensuing poverty for the year to come. It may not be wise to promise any miracle cures...

A Matter of Reputation A travelling musician has written a libellous ballad about a local prosperous merchant's wife. He would like you to track him down and extract an apology.

Adventures in and around....Walakh

Heritage The local representative from the Elven Protectorates would like you to negotiate for access to an ancient wood spirit shrine on the wooded estates of Sir Hugh Bessant at his manor in Oaklakh. The knight in question has been noted for the quality of his timber and the trenchant nature of his views.

Big Game A number of huntsmen have gone missing near The Red Lodge. There are rumours of a monstrous wolf in the vicinity. It may just be that local poachers have become that much more vicious. If the wolf exists, the Warden of the Woods would like someone to find its lair so as to give one of the visiting aristocrats a shot at killing it. If not, then finding out who or what is behind this would be good.