

The Pathfinder Society has dispatched agents to Daggermark, the most populous city of the River Kingdoms and meeting-place of the Outlaw Council. Established by an army fleeing Yenchabur, a fallen kingdom of the East, who revered the precepts of Life, Death and the Vessel Between, Daggermark has attracted many Avistianian settlers, most notably a guild of poisoners, and brought under its control several hard-scrabble villages and bandit roosts in the vicinity.

In a district of steep, rocky country split by gullies that foster small, dense clumps of forest, the walled city of Daggermark rises up a hillside to an inner walled enclave of the wealthy. A winding path leaves the town in the direction of an isolated cliff-top fortress on the northern horizon. There is an exotic element to Daggermark, mingling in its streets a noticeable minority of dark-eyed and dark-haired folk who favour robes, hoods or turbans in dark colors, alongside familiar Taldan and Kellid stock of the lands around.

Though an imposing mansion, many of the rooms of Dryblade House feel cluttered with adventuring gear, supplies, books and maps, attesting the long career and canny preparations of its resident Venture-Captain, Istivil Bosk, a man of advancing years with his face pinched by the weather of many expeditions. He now addresses the agents in his library.

“Pathfinders, we have a rare opportunity. Ulisha, an independent agent who wanders the River Kingdoms, has often proved a valuable contact to the Society, though she's not a Pathfinder herself. I have noted her skill and resourcefulness and also her penchant for getting into trouble.”

“Several days ago, I received a delivery.” He hands to the Pathfinders [Excerpts from Ulisha's Journal player handouts] a small leather-bound book secured by a sturdy strap. “Ulisha's journal tells me that she has acquired a significant item that would be of much interest to the Grand Lodge, as well as a pressing need for ready cash. She hints at the potential for a quick deal and suggests a number of ways that a skilful group could find money for at least a down payment on such valuable magic. Follow up these opportunities, then when you have collected all the funds you can, find Ulisha and determine what terms she asks to purchase this Silverhex, with my backing to cover the full price.”

What is the Silverhex? “It was made by an order of druids who are no longer extant. My records describe it as both an effective weapon and an aid to a spellcaster.”

How much will it cost? “It's not likely that these entries will lead you to the full amount that such a weapon is worth, but you'll need at least enough to show that you're serious and to secure an agreement. I urge you to collect as much as you can and not to spend it frivolously along the way.”

Can we trust Ulisha? “She's not a member of the Society and lives an adventurous life, but I've often profited by the reliability of her information and I feel we've developed some goodwill. I believe her approach is sincere.”

“Her services are valuable beyond the outcome of this deal. Treat her as a friend to us.”

What dangers can we expect? “The River Kingdoms can be a violent land, whose people act from various obsessions or simple greed. You'll visit several of the surrounding nations, whose own motives may come into conflict with your intentions. The wilder places of our land and our neighbours harbor dangerous creatures. In short, I can give you no specifics, but keep your wits about you.”