

The Master of Swords, Marcus Farabellus, raises a meaty hand in welcome. He stands beside a broad table in a large vaulted briefing room within Skyreach. Morning sun streams in through high clerestory windows. A well-worn map is unrolled on the table, several feet across [show map] marked with traces of grease pencil and scattered with small figurines of different colours.

“Thank you for your promptness. Here in central Avistan is Lake Encarthan. The lands around originally fell within the western provinces of the Taldan Empire, then as the empire grew weak, passed to the Kingdom of Chelias in the Even-Tongued Conquest. In this Age of Lost Omens, they're divided between several different nations, beset by monsters and with various conflicts between them. It would be to the Society's significant long-term advantage to increase our influence in the region.”

“An old campaign contact of mine, now high-ranking, has told me of an opportunity for a capable group to resolve a situation that troubles both Nirmathas and Molthune. A border fort, Fangwood Keep, has suddenly changed hands, risking re-igniting a wider border war. It appears that the officer responsible acted treasonously without orders and is now ignoring commands from above. Molthune is quietly making inquiries for a small, skilful hired force to deal with this quickly and discreetly.”

“A Druman caravel leaves on the morning tide for Canorate with crates of Garundi quail eggs. Quite perishable, so as you'll appreciate, the captain has an incentive to sail swiftly. In Molthune, seek out General Hakar at Fort Ramgate.”

“The Society has no wish to be at odds with either of these nations. The ideal course, if you can manage it carefully, would please the interests of both.”

### **What enemies or dangers can we expect ?**

“The region around the keep has seen heavy fighting between the organised armies of Molthune and the forest rangers of Nirmathas, supported by their militant druids. Dangerous and unruly creatures have flourished in the Fangwood, uncontrolled by either nation. Broken armies of the Goblinblood Wars might have fled to any of the wild lands around.”

### **Should we show or hide our status as Pathfinders?**

“I see no benefit in advertising your allegiance, either to the Kalistocrats or the Molthuni. Strictly speaking, they've outlawed the Society operating in their nation. Hakar no doubt will make allowances, since you're travelling as independent agents to a disputed borderland, not settled territory of Molthune. It's a fine distinction.”

### **Knowledge (arcana or history)**

20+ The border fort of Fangwood Keep was built upon the site of an ancient ruin.

25+ Rumour has it that a powerful artifact once rested below this place.

### **Faction Missions**

*Dark Archive:* Retrieving the book “Masters of the First” from A14 fulfils Zarta Dralneen's request. PCs can cross-check its descriptions with inhabitants of the First World such as Figbottom (B1), Blegenshy (B3) or the barrow hound (B10).

*Scarab Sages:* The relic mural in the kitchen (A11) provides a hint to the presence of lypenaia trees, native to the planet Castrovel. A Knowledge (nature) check of DC 25 identifies the dying trees in B10 and B11.

*Dark Archive Faction Mission*

Sweet subtle one,

News of your most recent opportunity calls to mind a passage that I read once in the tedious memoirs of a knight-commander of old Chelias. While expounding on some erotic practices of the Fangwood villages that apparently he found scandalous, he mentioned in passing some writings passed down among the druids of the Chernasando that told of nonexistent lands and imaginary beings (forsooth). This sex-crazed ironclad dunderhead made no further effort to obtain or verify these supposed writings. I find them more interesting. Should you discover any writings of unusual subjects, I implore you, bring them to me and tell me if you can corroborate any of their contents. And pay no heed to the forest women. We are far beyond them.

In longing pains,

*Zarta Dralneen*

*Scarab Sages Faction Mission*

Agent of Knowledge,

Strange hints of currents ripple forth from a touch between Encarthan and the Mindspin Mountains, memories and ancient yearnings for the music of another world. I sense more than wishing. Something solid once was here, some living beings that bore witness to an existence far away. Record anything you can discover regarding creatures of alien origin and if some vestige remains, bring it to the Pillars of the Sun, for none surpass the arts of Osirion in coaxing even the dead to speak their secrets.

Tahonikepsu