

In a cozy wood-panelled lounge within the Ashfall Lodge in Tamran, Nirmathas, perched securely in cypress-tree branches over gently lapping waters, local fruits, fresh-baked bread, juices and a samovar of tea have been laid out on a low table surrounding by comfortable couches. Over a leisurely breakfast, the middle-aged halfling Venture-Captain Oraiah Total gets to business.

Munching a bit of bread and jam, "I've become aware of a rather interesting local festival, or ceremony, that happens every few years near the village of Kassen, in the northern Fangwood. A group of citizens travels to some sort of magical fire source in a tomb complex where the town's founder and many of the villagers are buried. The vaults are much older, unrecorded by any history I've found so far."

"Our agents have reported something of concern. It appears an armed group from out of town passed through Kassen towards the Crypt several months ago, but didn't return."

"I've agreed with Mayor Uptal for the Society to provide capable agents to recover the Everflame, as the local tradition puts it. I'm interested in your report on the event, details of the crypt, but also the identity of these outsiders and where they got to."

**What dangers will we encounter?**

"The locals tell legends to scare the young questers, but Mayor Uptal told me privately that it's perfectly safe. So no doubt it's chock full of undead, traps and dangerous critters."

**Who is the local Pathfinder agent?**

"Their work will be most effective if you don't draw attention to them. If there's need, our agents will contact you when the time is right."

**Who was the town's founder? (Knowledge (history) DC 15)**

"Ekat Kassen wasn't particularly well known. He led a mercenary company assisting the Shining Crusade, then left to establish a trading post to protect loggers and gatherers, making that part of the Fangwood safer for trade. He died and was buried at Kassen's Hold, as it was named after him."

A river skiff sails along the forest shores of Lake Encarthan north for 3 days, then up the Tourondel River. The boat's owner seems wary of other ships and movements in the water, but nothing attacks.

**Village Square**

Seven Silvers

Greathall

Temple of Erastil

Renet's Steel

**The Seven Silvers**

Trelvar Silvers

Asina Silvers

Jimes "Short Change" Iggins

Jocyn Elmaran

Mayor Jonark Uptal

Guildmaster Colbin Vetnar

Sir Dramott

Father Rantal Prasst

Guard Captain Gregor Wisslo

Cygar Anravis

### **The Exchange**

A word to the wise: when you visit the village of Kassen on the Tourondel River, take my recommendation, if you have the opportunity, to acquire some of the best work of Braggar Ironhame. His craft deserves fame well beyond his present home.

*Aaqir al-Hakam*

### **Liberty's Edge**

Father Rantal Prasst now prays for the guidance of Erastil upon Kassen town, but once he served with honour as an archer in Nirmathas' defence. I ask that you deliver him this battle ribbon with the assurance that the danger he faced in the cause of liberty is not forgotten.

*Tamrin Creedence*

Backpack  
Trail rations, 5 days  
Tent, small  
Winter blanket  
Waterskin  
Rope, hemp, 50'  
**34 pounds**

Backpack  
Trail rations, 5 days  
Tent, small  
Winter blanket  
Waterskin  
*Potion of cure light wounds*  
**25 pounds**

Backpack  
Trail rations, 5 days  
Tent, small  
Winter blanket  
Waterskin  
Tinderbox  
3 tindertwigs  
Grappling hook  
**28 pounds**

Backpack  
Trail rations, 5 days  
Tent, small  
Winter blanket  
Waterskin  
Torches, 3  
Bottle of brandy  
**28 pounds**

Backpack  
Trail rations, 5 days  
Tent, small  
Winter blanket  
Waterskin  
Tinderbox  
3 tindertwigs  
**24 pounds**

Backpack  
Trail rations, 5 days  
Tent, small  
Winter blanket  
Waterskin  
Grappling hook  
**28 pounds**

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Backpack  
Trail rations, 5 days  
Tent, small  
Winter blanket  
Waterskin  
Torches, 3  
**27 pounds**

Backpack  
Trail rations, 5 days  
Tent, small  
Winter blanket  
Waterskin  
Bottle of brandy  
**25 pounds**

[illegible]