

The Grand City of Kaastark rests within a caldera, its homes and inhabitants obscured by what the locals call the "sleeping mists." Visitors are greeted by 60ft of smooth, stone wall circling the entire perimeter of the city and can enter through four cardinal gates evenly spaced out along the wall. Smoke and steam pour out of every crack in the foundation and wash over the sides of the walls, immediately producing light beads of slick condensation on the goods and clothes of those unfortunate enough to come into the city wearing anything other than light armor. Looking up at the tops of the gates reveals the tanned, stern faces of the Redguard, clad in crimson and white linen robes bound with golden cords, as they survey the intended with a halberd crooked in their elbows.

Looming over the stone defenses, a massive tower of obsidian cradles an iron brazier whose flame whips violently in the spring breeze. Upon passing through the gates, it would become clear that the tower sits atop a large temple sinking beneath the burbling waters at the foot of the caldera. Smoke billows forth from between the columns of the temple, weaving its way through the city districts. Civilians scurry towards the steam pools, dumping large cauldrons of cold water into its depths, and as a byproduct releasing more clouds of steam into the area.

Each district of the city has its own place along the wall and as such carries many exciting wares unique to Kaastark. The Garden District boasts flowers of brilliant reds and blue, each thriving in the unusual conditions it was born into. The Farming District has taken advantage of vertical plots and offers various species of beans, peppers, and grains. The Market District is a vast, open bazaar situated directly next to the Garden District, which houses hundreds of stalls selling the freshest vegetables and finest linens in the region. The Civil, Noble, and Military districts are all separated respectively but sit adjacent to one another, making up the Living Quarters.

The Temple District encompasses almost the entirety of the caldera and contains the Obsidian Tower, the Red King's Temple, and the Hissing Pools. Here, the Red Priestesses tend to the Eternal Flame and can be seen accepting offerings to the Red King from civilians who wish to pay homage to him.

Though the city is immense, and everyone seems to be busy minding their duties, the Market District has its own agenda and welcomes weary travelers into their high priced inns with open arms. The Fireside Tavern, however, is a unique establishment whose owner, Akhem, prides himself on offering only the best quality food and rooms to those who cannot afford to rest their weary bones on fine silks. The tavern itself is three floors high, much taller and grander than its competitors, but has a well-worn, gently loved look about it. Game tables, a large hearth, and beautiful women are just some of the attractions one can catch a glance of when passing by its doors. The tavern is refreshing, inviting, and is bustling with activity.

Akhem allows a handful of carts to set up shop outside of the tavern once a week and encourages newcomers to take a glance at the collections offered outside. Each cart has been inspected by Akhem before their wares are sold and he can -guarantee- each item's

authenticity. An announcement board is nailed to the side of the tavern and looks to be kept up to date, because there aren't many postings available. One flier, however, does hang loosely from a silver pin, pocked with various holes from when it had been hung several times before. A man by the name of "Asim" is advertising for recruits for a new guild he is forming: the Fireside Free Company.