

- 🦋 Travel to the campsite of Ragna Lightfoot inside the border of Irrisen.
- 🦋 Take custody of the captives on the orders of Ambrus Valsin.
- 🦋 Extract the captives from Irrisen, without drawing attention to your mission.
- 🦋 Deliver them alive to the Pathfinder wardens in Trollheim within 4 ½ days.
- 🦋 Once across the border, you may accept aid from the Castellan of Trollheim, Freyr Darkwine. He knows of your mission and owes us a favor. His troops are called the Blackravens.



Knowledge (Local)



15+ Goblins are insane and sadistic. They have a strong hatred of dogs and a fear of horses, both rivaled only by their unnatural love of fire and destruction.



20+ Making the journey in 3-1/2 days doesn't allow for much time for hunting, unless the party uses the extra day allowed by the extraction team. Provisions for the journey goblins will be provided, but they'll need supervision. Goblins have fast metabolisms and find hunger painful. If they're not watched, they'll eat their rations all at once.



25+ Tying the goblins up and forcing them to march will be problematic. They'll continually complain, and will stumble and fall on purpose, slowing the rate of travel.

Knowledge (Geography)



15+ You will be crossing a disputed border between two warring countries—Irrisen and the Lands of the Linnorm Kings. Getting too close to the actual border before you're ready to cross will invite trouble. There is no easy way to cross the Iceflow River, which forms the border between the nations north of the mighty Rimeflow River, without attracting unwanted attention from Ulfen defenders who may not look kindly on goblins passing through their lands.



20+ It is eternally winter in Irrisen, and a lot of food is imported. There are no crops or easily obtained foodstuffs except those gained through fishing and some hunting of migratory animals.



25+ Snow goblins are citizens in Irrisen. This is definitely true in Whitethrone, but one might expect them to have some degree of social rank everywhere else.