

PFS Scenario #3-01 – The Frostfur Captives “Take Ten” knowledge

Mission: Escort the goblin prisoners from the pick-up site in Irrisen across the border to the rendezvous point just outside the city of Trollheim. At least half of the prisoners must survive.

Location: Irrisen, realm of the Witch Queen. The Frostfur Captives starts in the frigid northwestern wilderness of Irrisen, near the Iceflow River in the far upper reaches of Avistan. Irrisen is a country locked in a never-ending state of winter, governed by one of Baba Yaga’s daughters and her kin. Here monsters are treated as citizens, and the likes of goblins, ice trolls, and winter wolves have equal rights to human beings, if not more.

Harvest’s End – fishing village in Irrisen, along the route that has one of the only ferries across the Rimeflow River. Population 150.

Trollheim – walled city in the Land of the Linnorm Kings. Population 12,000.

Key NPCs:

Ambrus Valsin – Venture-Captain and chamberlain of the Grand Lodge in Absalom

Sverrir Lightfoot – Ulfen ranger and leader of the team which captured the goblins. She and her team are experts in remaining hidden in Irrisen, and will remain in place to continue their infiltration mission after you take the prisoners off their hands.

Freyr Darkwine – Castellan of Trollheim and leader of the Blackravens, an elite Ulfen militia unit stationed along the border with Irrisen. She has given her word of safe passage across the border to Trollheim.

Enrik Ironjaw – lieutenant in the Blackravens, and ranking officer at the longhouse closest to the border. He will provide shelter and supplies on the last leg of the journey.

Other information:

Goblins – 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.

Cold weather and snow– Unprotected characters risk taking nonlethal damage due to the extreme cold. This requires a Fortitude save every hour (or every 10 minutes at night) (DC 15 + 1 per previous check) to avoid taking 1d6 nonlethal damage. Anyone who takes nonlethal damage is fatigued. The survival skill can help reduce the effects of cold weather, as can cold-weather gear or magical means. Travelling through snow is at half-speed.