



Isger is a vassal state of Cheliox. In the eyes of Cheliox it is not so much a sovereign nation as a glorified trade route.

The nation of Isger has fallen on hard times. Less than 2 decades ago, the savage Chitterwood goblinoids organized and attacked the nation from within, sparking the deadly Goblinblood Wars, when hundreds of tribes of goblinoids (including powerful hobgoblin warlords and their goblin slaves) emerged from the Chitterwood in southern Isger in 4697 AR, killing all in their path. Isger's army was unable to stem the invasion. The goblins were eventually defeated by an unlikely alliance of military forces from neighbouring nations, including the Eagle Knights of Andoran, the Hellknights of Cheliox, and the Mercenary League of Druma. Each fought to keep the goblinoid forces from overrunning Isger and spilling out into their respective countries.

With the enemy armies defeated, the victors put much of the Chitterwood to the torch in an attempt to deprive the goblinoids of a home. Although thousands of goblins died in the conflagration, many fled into the caverns below the forest and survived.



The Goblinblood Wars were marked by heavy losses on both sides, especially among the Isgeri, and thousands of orphans were left to fend for themselves after hostilities ceased. Their numbers even continued to rise in the post-war period, as chaos and banditry swept through Isger's hinterlands. The only organization who stepped in to help these orphans was the church of Asmodeus supported by Chelias's House Thrune. They built a number of monasteries throughout the country where they fed, clothed, and indoctrinated Isger's youth into the faith of the Prince of Law. The most famous of these is the monastery run by the Sisters of the Golden Erinyes, where children are not only schooled in infernal philosophy and politics, but also in hard-to-master martial arts.

Now, the Chitterwood's borders are far narrower following the blazing climax of the Goblinblood Wars, and Isger's military remains likewise depleted. Isger's steward, Hedvend VI, has ordered the remnants of the military to protect the country's primary source of income—the trade routes that run along the Conerica River and the roadways that follow its course. The rest of the nation has since fallen victim to countless smaller problems, from common banditry to undead infestations.



Venture-Captain Drandle Dreng's appearance in the middle of the night is surprising only due to his unfamiliar accomplice, a burly man dressed in full Isgeri military trappings. "Pardon the intrusion," Drandle says as he juggles the numerous scrolls and writing materials precariously balanced in his arms, "but I have a request that is of utmost importance to ask of all you. I'm afraid we have something of a situation on our hands. "It is perhaps well known among the Pathfinder Society that trade is vital to our organization. Not for any monetary gain, of course, but because we rely heavily on overland caravan routes and trading lanes at sea to get important documents, treasures, and personnel from central Avistan to the Inner Sea. When such materials are of particular import, we have even been known to use more illicit modes of transportation, such as caravans operated by the Sczarni organized crime syndicate.

"It appears that a number of such Sczarni caravans, carrying important cargo for delivery to the Pathfinder Society, have recently begun to go missing along their more discreet trade routes from Chelias to Druma, a little-known path that runs through the Chitterwood in Isger. Of course, the route along the Conerica River would be viable for more legitimate operations, but oftentimes we can't afford to be forestalled with matters such as customs, tariffs, and inspectors, especially when such hindrances could also potentially result in the arrest of our business partners. Alas, I digress.

“I have agreed to work with the local Sczarni leader, Guaril Karela, in order to reclaim the caravan route through Isgar’s Chitterwood. That’s where you come in. I have made all the arrangements necessary to ship you to Isgar in the morning, where you’ll meet the caravan you are tasked with escorting through the goblinoid-infested woods. In the meantime, I have summoned the honored Isgari war hero Gaspar Desime to help answer any questions you might have about your upcoming visit to the Chitterwood. Guaril Karela is also available and can answer any questions you have about the caravan you’ll be guarding, though I believe he is currently stationed at his shop in the Docks district.”

