

Emerald Spire - Campaign Traits

The following traits are tailored to the events inside of, and surrounding the Emerald Spire, and give your character a built-in reason to begin the first adventure in this campaign. Some campaign traits also grant teamwork benefits if you choose to begin a campaign with your character having a preexisting relationship with another PC.

Campaign traits assume a lot more about your character's backstory than other traits do, and those assumptions are mostly about very recent events in your history rather than formative childhood events. You have a certain amount of leeway in adjusting or changing a campaign trait's expected backstory once you've selected which trait is right for you, but get your GM's approval before you run with a modified backstory.

All of the following traits revolve around elements that are important to the Emerald Spire Megadungeon. You can look at these traits to get a general, spoiler-free idea about the types of foes and problems your character might face at some point during the adventure—this is by design. Knowing that there are going to be elements such as goblins, constructs, and the like should help you build a character that fits more organically in the campaign you're about to join. The following traits are geared toward your character's joining of a ragtag group of adventurers, mercenaries, freed slaves, guards, and rascals under the watchful eye of a man named Ladge. Ladge has traveled throughout Avistan to gather you and the other PCs to aid in the reclaiming of an underground complex outside the Hellknights outpost Fort Inevitable.

Against the Technic League: Although the spellcaster of the Technic League call Numeria home, their touch can be felt even in Fort Inevitable. For some reason you have a grudge against the Technic League. Perhaps your parents lost their jobs as the result of an act they took that displeased the League—you might even suspect the League was responsible for their deaths. Alternatively, you could just rankle at the League's open acceptance of slavery, their reputation for sadism and cruelty, or their penchant for hoarding and controlling technological wonders. Talk to your GM to refine the reasons why you hate the Technic League, but you're convinced that they are somehow responsible for the recent goblin population around Fort Inevitable—if you can find evidence of the Technic League working against Fort Inevitable's better interests, that could well be a step toward the Hellknights allowing you to continue adventuring at a lower tax rate. Choose either weapons or spells. If you choose weapons, you gain a +2 trait bonus on all damage rolls made against targets you know are associated with the Technic League. If you choose spells, increase the save DC of your spells by 1 when you target such a foe.

Give Me Freedom: Born into slavery, you've been passed from master to master more times than you can count. Some of those masters were cruel, other kind-hearted. No matter who held the yoke, you have yearned to be free. When your most recent master fell on hard times, he sold many of his slaves to the Hellknights, and as luck would have it, a recent opportunity to

earn your freedom has manifested. The Hellknights have recently uncovered an underground complex, and a band of mercenaries and guards is gathering to clean out the hidden complex, now said to be infested with goblins. You've secured a place among those mercenaries, under the watchful eye of Ladge. If you help in clearing out the complex, you've been promised your freedom. In any event, your life as a slave has toughened you and made you more resistant to hardship. Choose one of the three saving throw categories; you gain a +1 trait bonus on all saving throws of that type.

Local Ties: You have ties to a prominent local in Fort Inevitable—the missing wizard Jharun Baine. If you're a wizard, alchemist, or other scholarly type, he may have been your tutor or teacher. If you're of a more martial bent, Jharun could instead have been a friend or business associate of your mother, father, or patron. He may even have been your adoptive father, in which case you likely have a bond of friendship or rivalry with his adopted daughter Val (your GM has more information on her in this case if you wish to know more for your character's background). Having received a letter from Iliara Starcloak Iliara Starcloak—leader of the Goldenfire Order—to investigate his disappearance, you hitch a ride with Ladge towards Fort Inevitable. Your association with Jharun has given you insight into how technology works. Choose Disable Device or Knowledge (engineering). You gain a +1 trait bonus on checks with this skill, and it is a class skill for you. In addition, you are treated as if you possessed the Technologist feat for the purposes of resolving checks associated with that skill. If you gain the Technologist feat, your trait bonus for the selected skill increases to +3.

Seeking Adventure: The Pathfinder Society has long intrigued you—tales of the exotic lands and strange discoveries made by Pathfinders have enchanted your dreams and fired your imagination since childhood. When Pathfinders came through your village or neighborhood, they immediately enthralled you with their stories and knowledge. Yet at the time, you were far too young to join them, and when they left for adventure you had to stay behind. Now that you are of age, you've traveled to Absalom to apply for membership. The application process went well, and you're now a full member. Your first assignment is to accompany Ladge's group to Fort Inevitable—the Pathfinder Society has heard rumors of several ancient structures in the area, including a ruined monastery once dedicated to Sarenrae, and would like to learn more about them. Even more pressing is the mystery of what brought about the Emerald Spire in the first place—reports of which are vague at best. If you can determine the origin of the Spire, you're sure the Society would be impressed. You begin the game with your own wayfinder, a loan from your venture-captain. You've promised to pay your venture-captain 500 gp for the wayfinder some day, but for now it's yours to use. A wayfinder is a magical compass that grants you a +2 circumstance bonus on Survival checks to avoid becoming lost, and can be commanded to emit light as the spell (CL 5th) as a standard action. Further details on the Pathfinder Society and wayfinders may be found in the Pathfinder Chronicles Campaign Setting (pages 194–195) or Seekers of Secrets.

Heart of the Truth: Your interest in Fort Inevitable is more personal than most of the others who are heading out to aid in the cleansing. You aren't seeking revenge against goblins, glory,

money, or anything else—to you, this is purely a matter of honor, as Fort Inevitable is where you were born. You were forced to flee the outpost when you were only a few years old, and you didn't discover this until a few years ago—perhaps you found an old document that revealed the truth, or maybe you learned the news from a relative. Both of your parents are now dead, and from what you've been able to piece together, one of your parents actually died in the fort when whatever happened there happened. Your surviving parent spirited you away to safety to grow up elsewhere, but never spoke of Fort Inevitable and always told you that your other parent died when you were a child in a horrific tragedy like a fire or a flood that swept away the body. Now that you've started to uncover the truth, you are convinced that your heritage remains hidden in Fort Inevitable. Whether you just wish to find out what really happened to your parent that died there or you want to reclaim the buried complex in his or her honor is up to you—but Ladge's caravan to the outpost is just the opportunity you've been waiting for. When your other parent died recently, among his or her effects was a single item that once belonged to the parent who died at Fort Inevitable. This item is your most valued possession—a piece of jewelry worth 350 gp, any masterwork weapon or armor worth no more than 350 gp, or a wand containing any 1st-level spell (CL 1st) with only 20 charges remaining. If you ever lose this item, your resulting depression imposes a –1 penalty on Will saves for 1 year.

Goblin Killer: You grew up in rural Avistan, in a region where goblin activity was a fact of life. You killed your first goblin at a young age when a group of goblin slavers attacked your village, home, or caravan, and your hatred of goblins has only grown since then. Something in your past fueled your hatred of goblins even further—perhaps your family was slaughtered by goblins, or maybe you even served a few harrowing weeks as a prisoner of a goblin tribe before a miraculous escape. When you heard that Ladge was looking for brave men and women to aid in retaking an underground complex outside Fort Inevitable from a tribe of goblins in the service of the notorious Technic League, you knew you had to be part of the group, and signed up immediately. You gain a +1 trait bonus on attack rolls and weapon damage rolls made against goblins. If you are a barbarian and you're fighting goblins, your rage lasts 1 round longer than normal. If you're a ranger and you select humanoid (goblin) as a favored enemy, your trait bonus on attack rolls and weapon damage rolls against goblins increases to +2. If you're a spellcaster, you gain a +1 trait bonus to spell save DCs for damaging spells against goblins.

Missionary: You've spent much of the last several years serving your faith, and the conviction and dedication to your church has impressed many. Perhaps you've donated much of your personal wealth or time to serving the church, or you're the child of a powerful or well-loved member of the church, an orphan raised by the church, or a foundling with a strange birthmark that bears more than a passing resemblance to your faith's holy symbol. The faith has long supported you, and you are eager to repay the church in some way. In Avistan, the possibility of establishing a new church is always cause for interest to the nation's churches, as establishing new temples in

villages is an excellent way to expand upon the church's resources and bring in more faithful. If the Hellknights' plans to clear the underground complex are successful, the outpost will need a temple, and your faith is keenly interested in being represented there. This campaign trait is particularly suited to worshipers of Sarenrae, as the underground complex holds a secret temple dedicated to the Dawnflower, and reconsecrating that space is of great interest to Sarenrae's church. Furthermore, a temple dedicated to her once stood in Fort Inevitable itself, but it has long since been appropriated by the Hellknights; whispers among the religion tell that the church's old pastor may have fallen from grace and may even have been part of the reason the Hellknights chose this location for their outpost. You've joined Ladge's band in hopes of helping to establish a new temple in the soon-to-be emptied complex. You've been selected for your dedication to the church and your strong social graces—pick one of the following skills: Bluff, Diplomacy, Intimidate, Knowledge (religion), Perform (any), or Sense Motive. You gain a +1 trait bonus on checks using that skill, and it is always considered a class skill for you.