

Emerald Spire PFS Introduction

Read or Paraphrase the following:

"In one of the guest houses of Skyreach, Venture Captain Ambrus Valsin has requested the most mysterious of meetings. Just yesterday you got a letter that you were declined graduation from the Pathfinder Society Academy, just a fortnight from your Confirmation. Now, he wants to meet... tonight. He requested that you come at night, alone, and to make sure that no one followed you from the Skyreach gate to the abandoned guest house. You walked through the harsh, cold rain until you got to the door. Inside, you found a few other agents, fresh out of the academy, like you."

Allow for character introductions

"As soon as you were finished introducing yourselves, the door to the cabin swings open once again. Ambrus Valsin, donning a heavy cloak and with a stern look in his face, steps inside and takes off the water-soaked vestment."

"Pathfinders. I am sorry that I have to call you on such short notice, but the situation has grown restless. First of all, congratulations you all DID graduate, but we will get to why I sent that letter shortly. Over the past few weeks, we have received some very interesting rumors. The Pathfinder Society is not exactly fond of believing random rumors that come our way, but now multiple sources have approached us with at least quite similar information. These stories come from up north in the River Kingdoms, near the old town of Thornkeep.

"Now, we all have read the Pathfinder Chronicle of Thornkeep, I'm sure. It ended up being quite the expedition for the agents that delved there. Well, in the past few weeks we have been establishing a little bit of a presence in the area, and this is how we first came upon this little bit of information: the ruins of Thornkeep, the dungeons under the town, were not the only Azlanti ruin in the area. Apparently, there is another ruin, called The Emerald Spire by the locals, that was also inhabited by the Azlanti wizard, Nhur Athemon. It gets its name by the unusual coloration of its walls: a green crystal-like surface.

"That information by itself would be enough to pique our interest, but the rumors are that just like Thornkeep, there is more to the complex than just a single tower in the middle of nowhere. No. We believe that just like Nhur Athemon's other abode, there must be more to this place than meets the naked eye. This is where you come in..."

"I need a group of pathfinders to find and explore the Emerald Spire, and if there are any secrets to be found about it, to report it to the Society. Now, the extra secrecy I have had you do today is because we need this operation to be one-hundred percent undercover. Once you leave the confines of Skyreach, you are not Pathfinders... at least in the eyes of everyone else not in this room now. This is why I had to select a group of you fresh off the academy. I needed a cover story of why you left the Society. We cannot afford to alert the Aspis, Torch, or any other of our enemies of this discovery. Also, leave your individual factions out of this.

"I suggest that you make your way to the closest settlement to the Emerald Spire, a... quaint town called Fort Inevitable. I would set your base of operations there, as it is on the Crusader's Road and are well equipped to supply both adventurers and crusaders alike. I will send a messenger there once per month to check in on your progress, and deliver special supplies if ever needed. I expect that this will not be a short expedition, so prepare for a very long trip.

"Since after you leave this room our communications will be quite limited, do you have any questions?"

Knowledge (history) or Knowledge (geography)

10+ Fort Inevitable was founded on the village once known as Southwood. After goblins of the Kingdom of Zog were driven off the land 400 years ago, the village of Southwood was established. The village was under constant attacks by bandits until 4681 when a Hellknight decided to protect the village and basically eradicate banditry.

15+ Fort Inevitable was built later by the Hellknights of the Order of the Pike. They have ruled the area with an iron fist for years. Any form of banditry is grounds for arrest, and they maintain a long list of “wanted” or suspected criminals. At a given time, there are around 60 hellknights stationed at Fort Inevitable. There is no difference there between martial law and civil authority. There is a strict curfew, 2 hours after sunset.

20+ Slavery is legal at Fort Inevitable... assuming it is lawful slavery. Anyone caught dealing in illegal slavery is thrown into the pits along the rest. Adventurers are welcome in Fort Inevitable, except that some common actions done by adventurers are often illegal. Most adventurers operating out of Fort Inevitable purchase a letter of warrant in order to comply with the law.

Knowledge (nobility) or Knowledge (local)

5+ The Hellknights is an organization of law-enforcing individuals originating from the nation of Cheliah.

10+ The Hellknights are divided into different orders that have different vows to fulfil. The Order of the Pike’s main goal is to eradicate monsters threatening human lands. Many members of the Order of the Pike served in the Mendevian Crusades in the Worldwound.

15+ The founder of Fort Inevitable was a Hellknight by the name of Emos Varden. Varden ruled the Fort until 5 years ago, when an assassin struck him down with a crossbow bolt. His second-in-command now rules in his stead, Lady Commander Audara Drovust. Although not malicious in nature, she truly believes that it is the right and duty of the strong to govern the weak and order their lives efficiently.

20+ The Order of the Pike is not the only order with a presence in Fort Inevitable. The Order of the Nail has a presence, under the command of Maralictor Dandru Wolfhelm. This order’s main goal is to bring law to lawless areas.