

Below are Pathfinder Society read-aloud missions and knowledge checks for each level of the Emerald Spire super dungeon. (Not all of the levels are complete yet, and I will be updating this document as I write them.) While each level's mission is meant to stand alone, I did try to create a sense of forward momentum for the Pathfinder Society as agents delve deeper into the dungeon.

## **LEVEL 1: THE TOWER RUINS**

*Zarta Draldeen, head of the newly-formed Dark Archive summoned you to her cluttered offices beneath the Grand Lodge in Absalom where she imparts upon you your current mission for the Pathfinder Society.*

*"The success of the Society's excursion to Jormurdun has emboldened the Decemvirate to explore some of Golarion's forgotten ruins. Yet establishment of the Dark Archive must have cost them more than I realized. I had to bestow quite a few favors to get even a paltry force committed to the exploration of the Emerald Spire. It seems the Decemvirate doesn't think we'll find anything salvageable there, so I'm counting on you to prove them wrong.*

*"The Emerald Spire is an ancient structure, believed to be Azlanti in origin. I don't know what you'll find there, but there are rumors that things both dark and dangerous have escaped its depths before. Securing the old ruin might even help us scoop up some gratitude from the River Kingdoms in the process.*

*"Local law has been surprisingly complicit, helpful even, toward adventuring types provided the right channels are opened first. I don't expect you to relish the task, but before we can begin our survey of the Spire you'll have to meet with Lady Commander Audara Drovust, a paralictor in the Hellknight Order of the Pike. She runs the show at Fort Inevitable and we'll need to keep her happy if we decide to send more Pathfinders to her doorstep. Obtain a letter of warrant and then complete a survey of the ruins surrounding the Emerald Spire. We need the area to serve as our base of operations as we delve further. Make yourselves ready Pathfinders, then be on your way to the River Kingdoms"*

**Note:** This mission requires the insertion of a short roleplaying encounter prior to arriving at the tower ruins. To maintain "run as written," the PCs cannot fail in obtaining a letter of warrant (mentioned in the 'adventurers and the law' section on page 6 of *The Emerald Spire*, detailing Fort Inevitable) from Audara Drovust, though poor diplomacy rolls may sour her attitude, affirming that if the Society's reputation holds true that "all of you will be warming bunks in Fort Inevitable's jails soon anyway." Assume that the Society absorbs the costs of obtaining the letter of warrant, and that the 30% fee is already accounted for in the chronicle sheets. If too much time is taken in obtaining the warrant, remove a group of goblins from the dungeon.

**Knowledge: History**

**15+** When the Worldwound opened and Mendev called to able bodied individuals to fuel the crusades, the small pathways leading through the River Kingdoms became better known as Crusader's Road. It also became a hive of banditry, and the Hellknights established Fort Inevitable to protect pilgrims and crusaders alike. They dissolved the local government in the process.

**20+** Southwood, the town that became Fort Inevitable was once the territory of the Kingdom of Zog, a powerful goblin tribe that a local hero, Tarrynna, overthrew about 400 years ago.

**25+** Nhur Athemon, a powerful wizard of Azlanti descent once made the Emerald Spire his home. When Azlanti justice pursued him there, they reigned destruction down upon him the likes of which Golarion seldom sees.

**30+** Evidence suggests that the spire was here long before Nhur Athemon settled into it. The original builders are unknown.

### **Knowledge: Local**

**15+** Lady Commander Audara Drovust handled the assassination of the previous Hellknight Commander and founder of Fort Inevitable, Emos Varden, poorly in the eyes of the community. As a result, a resistance movement known as the Seven Foxes has begun to gain popularity within the walls of Fort Inevitable.

**20+** People are warned from traveling too close to the Emerald Spire. The glen that surrounds it is said to manifest dangerous creatures and more than one traveler has gone missing while detouring to witness the ancient structure.

**25+** A local goblin tribe, the Bloodbriars, have been silent of late. No one has boasted of their defeat, leading locals to wonder what could have happened to them.

## **LEVEL 2: THE CELLARS**

*Venture-captain Ambrus Valsin requested you meet him in the courtyard of the Grand Lodge, where a half-dozen wagons are being loaded with supplies. Valsin diverts his attention from the preparations to greet you. "Pathfinders in Fort Inevitable have drawn some attention, which I suppose is to be expected, but don't worry. I didn't call you here to assess any fines. A particularly wealthy scholar by the name of Abernard Royst, has discovered our intent to survey the Emerald Spire and contracted us to share what information we gather about the layout of the dungeons within.*

*"As fortuitous as this arrangement is for the Pathfinders, I do have an ulterior motive in my eagerness to accept Abernard's offer. I'm not overly excited about the notion of exploring the Emerald Spire with the Decemvirate's resources stretched as they are right now, yet that is the task set before us. The first excursion to the Spire has opened the way to establishing a base of operations at the ruined keep surrounding the Spire itself," Ambrose gestures to the wagons in the courtyard, before turning back to you, his face dour. "I'm not convinced the place is as secure as our operatives believed though. I would feel much safer knowing the levels below have been cleared before we've invested too much into maintaining a presence there. That's why I'm sending you.*

*“You’ll be heading to Echo Wood ahead of the supply caravan, and in addition to completing a survey of the cellars beneath the ruined tower, I want you to assess and eliminate any threats to our members who will be assisting deeper exploration efforts. Make yourself ready for the unknown Pathfinders, I want you on your way this afternoon, well ahead of the caravan leaving tomorrow morning”*

### **Knowledge History**

**15+** When the Worldwound opened and Mendev called to able bodied individuals to fuel the crusades, the small pathways leading through the River Kingdoms became better known as Crusader’s Road. It also became a hive of banditry, and the Hellknights established Fort Inevitable to protect pilgrims and crusaders alike. They dissolved the local government in the process.

**20+** Nhur Athemon, a powerful wizard of Azlanti descent once sought refuge from Azlanti justice at the Emerald Spire. When found, they rained destruction down upon him, the effects of which are evident to this day in the broken green glass that surrounds the ruined tower of the Emerald Spire.

**25+** Rumors persist that Nhur Athemon did not create the Spire however, and that the ancient structure is much older than even the Azlantis.

### **Knowledge Local**

**15+** Ambrose Royst is one of the most notable adventurers permanently residing in Fort Inevitable, though he rarely risks entering dungeons himself anymore.

**20+** The Emerald Spire has served as residence for many groups over the years, but few who dare to claim any part of it hold it for long. The Hellknight’s Order of the Nail was recently planning a raid on the tower themselves, suspecting it to be a hideout for a group of smugglers in the region, but their illicit activity came to a halt before the raid became necessary. It’s assumed the smugglers moved on to easier markets.

**25+** Residents chancing to spend time near the Emerald Spire during a full moon have reported strange banks of mist traveling across the Spire Glen, the barren life-choked land surrounding the tower, and site of numerous horrifying tales.

**30+** Ambrose Royst has been the subject of a “quiet” Hellknight investigation for suspected aid given to a group of dissidents known in Fort Inevitable as the Seven Foxes. The group formed following the brutal justice imposed by Lady Commander Audara Drovust after the assassination of her commanding officer, Emos Varden.

## **LEVEL 3: SPLINTERDEN**

*Venture-Captain Holgarin Smine displays only casual annoyance as he lifts the dried husk of a goblin corpse in one broad dwarven hand and pitches it over the side of the Emerald Spire’s outer wall. Far below, Pathfinder agents have begun unloading supplies from Absolom with the intent to make the ruined tower surrounding the Emerald Spire a staging area for future delves. Holgarin, the officer appointed to oversee these efforts, extends his hand to each of you before beginning.*

*“The Emerald Spire is the latest pet project of the Dark Archive, yet Zarta has made herself understandably scarce when our diplomatic ties to the Hellknights that control Fort Inevitable are tested. As the only standing authority over the Echo Wood and the Emerald Spire, keeping within Lady Commander Drovust’s good graces is a necessary cost of doing business here. As it happens, I have a mission that could serve both us and our Hellknight neighbors.*”

*“It’s become clear that the Pathfinder Society is not the only ones occupying the Spire. If we’re to progress further we’ll need to contend with a group that are holed up in the Spire’s third level. We don’t know anything about them, except that if they’re hiding out here then chances are it’s because they don’t want patrols from Fort Inevitable to notice them. The letter of warrant supplied to us by Drovust gives us authority to ‘act in the interest of good order and keep the lady commander’s laws.’*”

*“Find out who these squatters are and ensure they’re no longer a threat to our goals of exploring the Emerald Spire. Dumping a few law-breakers into Fort Inevitable’s jail cells won’t do any harm to our relations with the Hellknights either.”*

### **Knowledge History**

**10+** When the Worldwound opened and Mendev called to able bodied individuals to fuel the crusades, the small pathways leading through the River Kingdoms became better known as Crusader’s Road. It also became a hive of banditry, and the Hellknights established Fort Inevitable to protect pilgrims and crusaders alike. They dissolved the local government in the process.

**15+** The walls of Fort Inevitable were built around Southwood, a town along the Crusader’s Road by Emos Varden, a Hellknight Commander who was later assassinated for his efforts to end banditry in the area. His second in command, Audara Drovust was promoted to Lady Commander following the incident.

**20+** Nhur Athemon, a powerful wizard of Azlanti descent once sought refuge from Azlanti justice at the Emerald Spire. When found, they rained destruction down upon him, the effects of which are evident to this day in the broken green glass that surrounds the ruined tower of the Emerald Spire.

### **Knowledge Local**

**15+** Lady Commander Audara Drovust responded to the assassination of the previous Hellknight Commander, Emos Varden, unnecessarily harshly in the eyes of the community. As a result, a resistance movement known as the Seven Foxes has begun to gain popularity within the walls of Fort Inevitable.

**20+** The Emerald Spire has served as residence for many groups over the years, but few who dare to claim any part of it hold it for long.

**25+** A band of thieves known as the Splinters have begun recruiting in the region, promising prospective members that their leader has found a way to stay out of the Hellknight’s watchful gaze.

**30+** A strange affliction has struck some of the animals in Echo Wood. Only recently a rabbit was found in a hunters trap with mangy purple fur. Though it had survived the trap, it died before it could be brought back to town.

## **LEVEL 4: GODHOME**

*The sun hangs low over the Echo Wood, sending the Emerald Spire's green-hued shadow reaching across the Spire Glen toward Fort Inevitable. Your vantage point from atop the Spire's tower ruins affords you an excellent view of the woods and you can just make out the shape of the Fort's taller towers piercing above the forest's canopy. Venture-Captain Holgarin Smine isn't taking in the sights though. He's been staring intently into the dark maw of the Spire's central stairway for the last hour, waiting.*

*"It's been too long," he says shaking his head when you approach. "I sent a small team in to see just how deep those next set of stairs went. A simple mission, right? That was early this morning and there hasn't been anything but a rotten stench to waft up from those stairs since. Continue with your mission of exploring the Emerald Spire, but be watchful for signs of the other team. If you can't find their bodies, bring back what you can. One of them carried a steel shield with his family's crest on it, a manticores if memory serves. It held a minor magical ward too.*

*"Make no mistake, agents. The Emerald Spire is a tomb. Be wary and don't make me send in another team to find out what happened to you."*

**Note:** Godhome is unique in that the chronicle requires the players to meet at least three of four "win" conditions in order to receive full xp, prestige and gold. These conditions are not made clear in the course of the adventure, and three of the four conditions are questionable when considering the goals of the Pathfinder Society. This introduction is meant to gently nudge the players into considering courses of action that would net them at least three of the win conditions. Make the *+1 light steel shield* stuck to the Godbox the manticores-emblazoned shield of the missing Pathfinder so that players might have a chance of getting full credit for the level. (Of course, this is assuming that your players aren't defaulting to murder-hoboing everything in sight and will need an excuse to try shutting the Godbox down. If their first impulse is to cut down peaceful creatures that are begging for their lives and the life of their peaceful god, then I suspect your group doesn't appreciate that you downloaded these introductions and keep forcing them to listen to them.)

### **Knowledge History**

**10+** Fort Inevitable's walls were built around the town of Southwood when Hellknight Commander, Emos Varden pledged to protect crusaders traveling north to Mendev from the rampant banditry in the region. Audara Drovust currently oversees Fort Inevitable, having been promoted to Lady Commander following Varden's assassination.

**15+** Nhur Athemon, a powerful Azlanti wizard-prince once sought refuge from Azlanti justice at the Emerald Spire following the annihilation of his palace, now the dungeon known as Thornkeep. When Azlanti forces reached the Emerald Spire, they razed much of the outer

tower, the remnants of which lies scattered across the Spire Glen to this day in the form of broken green glass.

**25+** Nhur Athemon had been sentenced to death after his plots against the royal family and his devotion to the demon lord Abraxas were discovered.

### **Knowledge Arcana**

**15+** The broad, raised clearing that extends 250 yards around the Emerald Spire in each direction is known as the Spire Glen, and is devoid of any natural growth larger than a sapling. The intensely magical auras surrounding the spire are probably the cause.

**20+** The Spire Glen occasionally generates invisible gates or portals that drift through the Glen, briefly linking deeper levels of the Spire to the surrounding countryside.

**25+** Powerful planar magic is at work within the Emerald Spire, perhaps even caused by the Spire itself. Pathfinder wizards are at work trying to figure it out, but as of now, there's no telling how far the planar arm reaches, where all of the portals go, or what may have decided to step through onto Golarion soil.

## **LEVEL 5: THE DROWNED LEVEL**

*You meet Venture-Captain Holgarin Smine near the ruined tower's center, where Pathfinder arcanists are poking, prodding and carefully analyzing the Emerald Spire's ominously glowing surface. Holgarin, his arms folded across his chest, looks on as a beautiful, dark-haired elven woman copies notes from scrolls spread out over one of many cluttered work benches.*

*"Some in the society say keeping our discoveries about the Spire to ourselves keeps that information valuable. I say it's hard to write yourself into the Chronicles when you don't tell anyone what you're doing. Share the knowledge, share the glory!" He gestures to the elven woman. "That's Iliara Starcloak, founder of The Goldenfire Order, a small guild of mercenary wizards out of Thornkeep. She claims she's here to study the planar energies coursing through this place." Holgarin lowers his voice. "I think there's more to it than that, but I've agreed to help her for now.*

*"Get your gear, Pathfinders. The further you go, the more we'll know, about this dungeon, and perhaps our new friend Iliara as well."*

### **Knowledge Local**

**10+** Holgarin Smine, owner of Smine's Weaponworks in Tymon is rumored to have earned his rank in the Pathfinder Society with a perilous, but successful excursion into the forest fortress Gensmaren, once home to a powerful witch coven.

**15+** The Goldenfire Order is a small group, only a handful strong, and whose interests are primarily economic in nature. In addition to self-regulating the market for their services in Thornkeep, they've also been known to assist one another in retaliation against those that try to cheat them. Few in the area risk crossing them.

**20+** The Pathfinders aren't the first group with designs to study the Emerald Spire. Two wizards arrived at Fort Inevitable a few weeks ago with similar intentions. They died within the Spire as far as anyone knows.

**25+** Born in Kyonin, many believe that Iliara is a loyal agent of Queen Telandia Edasseril, despite her choice to make Thornkeep her home. Others rumor that she is secretly plotting against the arcanists of the Technic League in Numeria.

### **Knowledge Arcana**

**10+** The broad, raised clearing that extends 250 yards around the Emerald Spire in each direction is known as the Spire Glen, and is devoid of any natural growth larger than a sapling. The intensely magical auras surrounding the spire are probably the cause.

**15+** The Spire Glen occasionally generates invisible gates or portals that drift through the Glen, briefly linking deeper levels of the Spire to the surrounding countryside.

**20+** If portals from within the Spire are creating rifts above ground, then there's no telling what kind of chaos might have been created beneath ground. If the portals are widespread enough to attract entities like the Godbox, then the planar reach of the Spire is far greater than anyone realized.

## **LEVEL 6: THE CLOCKWORK MAZE**

*Venture-Captain Holgarin Smine, overseer of the Pathfinder Society's excursion into the Emerald Spire roused you from your quarters in the ruined tower that now serves as the Society's base of operations. He leads you hurriedly through the light-choked halls, waking other Pathfinders as you go. Within moments you and a dozen others are selecting and equipping your gear while bathed in the pallid green light of the tower's core.*

*"Pathfinders! We've been content to explore the Emerald Spire at our leisure until now, but that changed with information provided by Iliara Starcloak of The Goldenfire Order." Holgarin pauses long enough to cast a glance at a beautiful, dark-haired elven woman across the room. "Here's what we know. Someone named Klarkosh organized defensive forces in upper levels of the Spire's dungeons. With rare exception, residents of the Emerald Spire have been hostile, and more than one adventurer has lost their lives. Two members of the Goldenfire Order, Tiawask and Jharun entered the spire more than a week ago. They have not returned. Iliara believes they are still alive, and the Pathfinder Society has agreed to get them out.*

*"Some of you will return to levels we've already explored and make sure we haven't missed anything. Others," Holgarin nods at you, "will be pushing deeper. Find those two wizards. Find this Klarkosh, and end his designs to lord over the Emerald Spire for good."*

### **Knowledge Local**

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### **Knowledge Arcana**

**15+** Constructs found on many levels of the Emerald Spire have been powered with fragments of green crystal, much like what the Spire itself is constructed from.

**20+** The design of the emerald constructs bears a striking resemblance to gearsman, clockwork humanoid-shaped soldiers that serve as the military power for the Technic League of Numeria.