

## Emerald Spire Quests

Interacting with the people and environments around the Spire and in Fort Inevitable can lead the PCs on special quests. Details for these quests appear in the adventure's text, and are summarized below. You can pass out quest cards from Pathfinder Cards: Emerald Spire Campaign Cards to players as they learn of quests, so they can keep track of their accomplishments.

Quests marked with an asterisk (\*) are bonus quests not directly tied to the adventure's story. Inform the PCs of those quests when indicated—no NPC assigns these quests to them, but the players should still be aware of these goals.

1. ☐ **Acquired** ☐ **Completed** \_\_\_\_\_  
**Friends in the Fort\*:** *Acquired:* Adventure's start.  
*Quest:* Form an alliance with either the Hellknights of Fort Inevitable or the Seven Foxes resistance that opposes them.  
*Reward:* 800 XP.

2. ☐ **Acquired** ☐ **Completed**  
**Reaching the Spire Dungeons\*:** *Acquired:* Adventure's start.  
*Quest:* Find the path to reach the subterranean dungeons.  
*Reward:* 500 XP.

3. ☐ **Acquired**  
☐ **Completed** *Jharun lvl-6* ☐ **Completed** *Tiawask lvl-14*  
**Missing Wizards:** *Acquired:* The Goldenfire Order in area 13 of Fort Inevitable.  
*Quest:* Find the missing wizards Jharun and Tiawask.  
*Reward:* 1,500 XP and 2,000 gp for Jharun, and 5,000–6,000 XP and 2,000 gp for Tiawask.

4. ☐ **Acquired** ☐ **Completed**  
**Portal Research:** *Acquired:* The Goldenfire Order in area 13 of Fort Inevitable.  
*Quest:* Find three pieces of research about the dungeon's portals and return them to the Goldenfire Order.  
*Reward:* 1,000 XP and 800 gp.

5. ☐ **Acquired** ☐ **Completed**  
**Sage's Expedition:** *Acquired:* Abernard Royst in area 41 of Fort Inevitable.  
*Quest:* Catalog the underground dungeon levels for the sage's records.  
*Reward:* Each time PCs explore an underground level (or most of it) and return the information to Abernard Royst, they gain the amount of gp described under the Descent to the Next Level section.

6. ☐ **Acquired** ☐ **Completed**  
**Noqual Relic:** *Acquired:* Abernard Royst in area 41 of Fort Inevitable.  
*Quest:* Find the noqual relic and return it to Abernard Royst.  
*Reward:* 6,000 XP and 1,500 gp.

7. ☐ **Acquired** ☐ **Completed**  
**Crowned Skull:** *Acquired:* Lady Commander Drovust or High Mother Dremagne in area 32 or 33 of Fort Inevitable.  
*Quest:* Discover and destroy the evil force represented by the symbol of a crowned skull.  
*Reward:* 20,000 XP and 15,000 gp.

8. ☐ **Acquired** ☐ **Completed**  
**Clockwork Scourge:** *Acquired:* Area A15, B10, C16, or E11.  
*Quest:* Defeat Klarkosh, the clockwork crafter.  
*Reward:* 1,500 XP.

9. ☐ **Acquired** ☐ **Completed**  
**Deactivating the Godbox:** *Acquired:* Area D4.  
*Quest:* Shut down the Godbox without destroying it.  
*Reward:* 800 XP.

10. ☐ **Acquired** ☐ **Completed**  
**Transport Tools\*:** *Acquired:* Area A14.  
*Quest:* Collect the tools needed to teleport using the Spire.  
*Reward:* 500 XP.

11. ☐ **Acquired** ☐ **Completed**  
**Gray Shroud:** *Acquired:* Area C3.  
*Quest:* Find out what secret lore Tarrin Dars has been collecting and how she uses it.  
*Reward:* 600 XP.

12. ☐ **Acquired** ☐ **Completed**  
**Den of Serpents:** *Acquired:* Area G7 or G8.  
*Quest:* Bring ruin to the serpentfolk factions by destroying them or getting them to destroy each other.  
*Reward:* 2,000 XP.

13. ☐ **Acquired** ☐ **Completed**  
**Green Gem:** *Acquired:* Area H9.  
*Quest:* Retrieve the giant emerald.  
*Reward:* 1,500 XP, plus the 5,000 gp gem.

14. ☐ **Acquired** ☐ **Completed**  
**DiViri's Fate:** *Acquired:* DiViri's journal in area J2.  
*Quest:* Find Chaid DiViri and return her to the surface—dead or alive.  
*Reward:* 3,000 XP.

15. ☐ **Acquired** ☐ **Completed**  
**Law or Chaos:** *Acquired:* Area J11 or Level 15.  
*Quest:* Choose a side in the conflict between the inevitables and proteans.  
*Reward:* 10,000 XP.

16. ☐ **Acquired** ☐ **Completed**  
**Prisoners of the Tomb:** *Acquired:* Area K2.  
*Quest:* Escape from the ancient, warded tomb.  
*Reward:* 5,000 XP.

17. ☐ **Acquired** ☐ **Completed**  
**Restoring Power:** *Acquired:* Area L5.  
*Quest:* Restore the servant automatons.  
*Reward:* 4,800 XP.

18. ☐ **Acquired** ☐ **Completed**  
**Deepest Menace:** *Acquired:* Area O13.  
*Quest:* Prevent the ancient Vault Keeper from carrying out its plans.  
*Reward:* 19,000 XP.