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Pathfinder Module: The Emerald Spire Superdungeon



Synopsis

Discover the ancient secrets of The Emerald Spire, a gigantic dungeon brimming with incredible danger and phenomenal mysteries! With 16 levels designed by a who's-who of gaming legends, including best-selling author Ed Greenwood, gaming icon Frank Mentzer, and Paizo's most prominent veterans, The Emerald Spire takes players on a deadly delve into the depths of this mysterious dungeon, its ancient levels each impaled by a mysterious green crystal. Starting at 1st level, novice adventures will rise from facing goblins and deadly traps to high-level battles with the clockwork soldiers of a lost empire and even a forgotten master of creation. Designed to be a complete dungeon-delving campaign, Pathfinder Module: The Emerald Spire Superdungeon features seven new monsters, a detailed description of the nearby settlement of Fort Inevitable, and the history of the Spire and the surrounding territory, which features prominently in the new Pathfinder Online massively multiplayer online game. A hardcover, 16-level, Pathfinder mega-dungeon designed for characters level 1-13.

Book Information

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Customer Reviews

My husband loves all things D&D. He had been talking about this super dungeon so I thought I would surprise him. He loves it. The only complaint I've heard about it is that there's no back story of why you're in the dungeon or how you got there. But I would guess the players could make that up themselves. I don't know anything about this stuff he seems to really be excited about this dungeon.

My only complaint is that the monsters are not all included in the book.

the module looks great, and lots of fun. I hope I can get my players interested in running through it.

awesome book includes quite a few good inspirations and bits that can be used in almost any adventure. totally enjoyed reading and implementing aspects of this module.

This adventure is my favorite from Paizo yet! I think it's even better than Rise of the Runelords, which my group ran last year and loved. The starting town, Fort Inevitable is going to be my go-to location for future campaigns. The description of the locations and the quest "cheat sheet" are great. I'd highly recommend The Emerald Spire cards, too. My players like to take the quest and item cards with them so they can go home and type the quests in the forums for review. We use a virtual table top called d20pro, so I bought the PDF version of the maps. Expensive but well worth it! The maps are beautiful! At least buy the hardcover and read through it. Once you do that, you'll want to drop whatever you're running now and play this adventure! Then check out the cards and map pack. You can only get the maps from the Paizo website because they're a Paizo exclusive.

This is an amazing find. First off it's easy to follow and something that my players truly enjoyed. There were side quest galore in this. I ended up having various party members going into the tower for various reasons.

the emerald spire awaits

I think the quality of the product is amazing and the dungeon is great. My only concern is you need to buy the cards that go along with the module to have a reason for the PCs to go there. This is just the description of the levels and the inhabitants, with no plot. With the history of the area there should be a reason for the adventure, not just treasure. I've seen that some better.

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