

The Invidian Eye

Etchings of indecipherable runes float within the flawless depths of the mysterious gem known as the Invidian Eye. Ever since it was discovered on a nameless island off the coast of northern Varisia, the gem has brought nothing but woe, with every female owner having met a mysterious and bloody death. Stories of this curse have granted the treasure an infamous reputation, but also made it all the more captivating for collectors and thieves alike. Currently the Eye is on loan from its owners, the aristocratic Moulot family, at Caliphas's Quarterfaux Archives. This has led some to wonder what form the diamond's curse will take while it is in the possession of the entire nation.



The Daughter of Death

From the whispers of fiends come tales of profanities that warp the mortal mind. Among these is the tale of the daughter of death. Despite her immortal cruelty, it's said the goddess Urgathoa harbored a secret yearning for a child, yet fate and her warped being made this an impossibility. Endlessly she sought satisfaction by perverting her most devoted followers—the so-called Daughters of Urgathoa—but she yearned for something more. Where ages and divine power failed, they say the mercy and love of a single soul succeeded, and from the goddess of corruptions a life came to be. Yet the father could not bear to leave his daughter with the monstrous goddess, and so stole Urgathoa's daughter and hid the child from her sight. She has searched ever since.



The End of All Things

A mad plot to unleash the greatest necromancer the world has ever known draws to its sinister end. As the murderous cultists of the Whispering Way retreat to their profane sanctuary, the powers of death align to resurrect their fallen champion. Bold adventurers pursue these villains, but can their bravery survive the haunted wasteland of Virlych, the accursed cathedral of Renchurch, and ultimately the towering crypt of Gallowspire? And will their boldness be enough to stop the Whispering Tyrant, the infamous lich-king locked away beneath Ustalav's deadliest ruin, from being reborn upon a defenseless world? The heroes must test their courage against the servants of death itself in this, the climactic final chapter of the Carrion Crown Adventure Path.

This volume of *Pathfinder Adventure Path* includes:

- "Shadows of Gallowspire," a Pathfinder RPG adventure for 13th-level characters, by Brandon Hodge.
- Nefarious plots and macabre menaces to prolong the terrors of your Carrion Crown campaign, by F. Wesley Schneider.
- An investigation into the most infamous liches plotting dooms across the Inner Sea region, by Adam Daigle.
- Laurel Cylphra's attempt to save a soul in the *Pathfinder's Journal*, by F. Wesley Schneider.
- Five new monsters by Adam Daigle, Crystal Frasier, and F. Wesley Schneider.



PATHFINDER
ROLEPLAYING GAME™

3.5 • OGL
COMPATIBLE

ISBN 978-1-60125-313-2

US \$19.99



5 1999 >

9 781601 253132



paizo.com/pathfinder

Printed in China. PZO9048