



ADVENTURE PATH • PART 6 of 6

# SHADOWS OF GALLOWSPIRE

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## ADVENTURE PATH™

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“Shadows of Gallowspire” is a Pathfinder Adventure Path scenario designed for four 13th-level characters. By the end of this adventure, characters should reach 15th level.

This product makes use of the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game Advanced Player's Guide*, *Pathfinder Roleplaying Game GameMastery Guide*, *Pathfinder Roleplaying Game Ultimate Magic*, *Pathfinder Roleplaying Game Bestiary*, and *Pathfinder Roleplaying Game Bestiary 2*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/pathfinderRPG/prd](http://paizo.com/pathfinderRPG/prd).

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Printed in China. What is a man? A miserable little pile of secrets!



## TABLE OF CONTENTS

<b>Foreword</b>	4
<b>Shadows of Gallowspire</b> by Brandon Hodge	6
<b>Continuing the Campaign</b> by F. Wesley Schneider	60
<b>Liches of Golarion</b> by Adam Daigle	68
<b>Pathfinder's Journal: Guilty Blood, 6 of 6</b> by F. Wesley Schneider	74
<b>Bestiary</b> by Adam Daigle, Crystal Frasier, and F. Wesley Schneider	80
<b>Preview</b>	92

## Carrion Crown



## In the Eye of Evil

In just a few hours we'll be shipping this volume of Pathfinder, and everything we have to print regarding the Carrion Crown Adventure Path will be done. This foreword is, literally, the final words on the campaign. So, now that I've had my opportunity to do things exactly my way, let me tell you the number one thing I'd change if I had exactly my way again: Adivion Adrissant.

He's this bored genius who had everything and could have been anything—a revolutionary, an archmage, a king—but nothing interested him. The whole world bored him because he was good at everything. He's that kind of guy everyone hates, both because he acts self-superior, and worse, because he might be right to act that way. He's this arrogant bastard who's so confident in his own genius that he thinks the only person who might even be able to understand him is a megalomaniacal undead archmage with delusions of godhood. And so he gets an idea.

The idea is roughly the idea from Jorge Luis Borges's short story "Pierre Menard, Author of the Quixote." (Long-time readers will recognize Borges's past influence on Pathfinder, mostly as it stems from his fantastic compilation of folkloric and fictional creatures *The Book of Imaginary Beings*.) But would Adrissant's insane plot to recreate the Whispering Tyrant from a distant heir work? Ultimately, it doesn't matter. He's obsessed enough to think it has a chance, and his charm and ambition inspire an entire cult of necromancers and lunatics into thinking the same. That Adrissant is self-serving, bitter, and emotionally stunted doesn't matter to his followers; they view him and his vision as something far greater, a reinvigorating charge to their fractious and dysfunctional cult, and they serve his will as true fanatics. It's the blind devotion of followers willing to do anything for him that truly makes the campaign's villain deadly.

Here's the thing, though. There's a pretty good chance that, unless you've done a healthy bit of thinking on what's going on behind the scenes in the campaign, this is the first time there's been much of a reason to think about the Adventure Path's prime mover. This is partly intentional. Player characters are a cagey lot and the last thing we want to do is dangle the big bad end guy in front of them early, risking that he might be slain ahead of schedule or forcing the GM to frustrate the PCs by making him an invincible presence. However, this is also kind of weak.

For GMs planning to run or already running the Carrion Crown Adventure Path, I suggest seriously considering ways to create a more intimate relationship between the PCs and their opponent. Adivion Adrissant is well informed and has a whole cult of agents and ancient magic at his disposal, so it's not outside the realm of possibility to think that he knows the faces of those on his trail. He's also an elitist haunted by the blasé, so if the PCs prove particularly inventive and cunning, he might discover he enjoys their pursuit, seeing in his opponents creativity and determination of a degree he's never before encountered. Personally, I love the idea that Adrissant and the PCs have a relationship like Lecter and Starling, where he cordially taunts and dangles hints of his presence while they try to outwit him as they pursue him. I could see him corresponding with the PCs via messages left for them on the bodies of defeated cultists—I like the idea of him giving his followers sealed letters and just telling them to hold them as they wait in the PCs' path. Numerous other items, even as basic as *bird feather tokens*, could help Adrissant stay in touch, no matter where the PCs' journeys take them.

Overall, it's up to the GM to establish Adivion Adrissant's presence in the campaign. We should have probably pointed that out earlier, but better late than never. This could be as simple as him dropping the PCs a line at the beginning or end of each adventure, or stepping into a scene as an illusion and taunting them with their mistakes, their imperfect view of his plans, or his ability to elude them. The specifics are really left up to you. GMs also have a flexibility that we as designers don't—while we have to adhere to our rules system, in your game you're the boss, and might be willing to hand-wave how Adrissant keeps tabs on the players and trades barbs with them from the safety of his hideout. But whatever you decide to do to give Adrissant some screen time, it's up to you.

Hopefully, with this pointed out, many GMs can do a bit of plotting and planning beforehand to give Adrissant a bit more of a role. I'm also hoping this generates a healthy bit of discussion on the Carrion Crown messageboards at [paizo.com](http://paizo.com), so GMs can share their thoughts, experiences, and perhaps even fully written notes from Adrissant with all the rest of us running this campaign.

## ON THE COVER

Adivion Adrissant, the mastermind behind the Carrion Crown Adventure Path, didn't expect his plot to end like this. Discover what drives this evil genius to make this monstrous transformation in this month's adventure, "Shadows of Gallowspire."

## SCORING THE END OF THE WORLD

While many of the scores I've mentioned month after month work well as brooding background noise, with liches you can pull out all these stops. The villainous themes from movies work well for this sort of thing, but the more obscure the better—you don't want your big reveal overshadowed by a half-hour of quotes. So be careful. Or use your big baddie to slaughter the infidels. Whatever's more your style.

Benyacar, Simone, Craig Stuart Garfinkle, Veigar Margeirsson, & Daniel Nielsen: *Requiem for a Tower*  
 Brower, Russell, Derek Duke, & Edo Guidotti: *World of Warcraft: Wrath of the Lich King*  
 Carpenter, John: *Prince of Darkness*  
 Debney, John: *End of Days* (Main Title)  
 Glass, Philip: *Candyman*  
 Goldsmith, Jerry: *The Omen*  
 Mancell, Clint: *The Fountain*  
 Uematsu, Nobuo: *Distant Worlds*  
 Young, Christopher: *Hellraiser, The Fly*  
 Zimmer, Hans: *Inception*

So that's it! But even though my part in the Carrion Crown Adventure Path is officially over, be sure to look for more advice and customizations on [paizo.com](http://paizo.com), where I'm certain the discussions will continue for months to come. Also, stay tuned for next month's launch of the Jade Regent Adventure Path, where there will still be plenty of haunts and gothic influences. Rest assured that with the Pathfinder AP crew, you can always trust us to indulge our taste for the macabre.



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