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## About This Content

### Pathfinder RPG - Carrion Crown AP 6: Shadows of Gallowspire

#### Chapter 6: "Shadows of Gallowspire"

by **Brandon Hodge**

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

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- 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

This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:

- All maps resized and set up with a preset grid to make combats easy to manage
- Individual area descriptions linked to maps, containing new encounters, treasure parcels and descriptions for just that area
- Tokens for each encounter are all pre-placed in starting locations on the map. You can edit these on the fly.
- Drag and drop treasure parcels and Encounter XP that is easily awarded to your players to keep the game moving ahead
- All the images and handouts from the book available to share with your players as you need them

*Converted by:* **Danny Stratton**

Released on November 29, 2018. Designed for Fantasy Grounds version 3.3.6 and higher.

**Requires:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included Pathfinder ruleset.

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Title: Fantasy Grounds - Pathfinder RPG - Carrion Crown AP 6: Shadows of Gallowspire (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 12 Dec, 2018

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English



4.08.06. Hg. THE UPPER SHEATH (CR 14)

The exposed steps of the Bone Stair once more plunge through the black stone of Gallowspire's walls, storm waters gushing from a dark passage ahead. The stair emerges into a large chamber inside the tower's flared apex. The gray sky churns as the final height of Gallowspire continues upward from the center of the chamber, stabbing toward the dark clouds above, the towering blades decorating its rooftop reflecting flashes of purple lightning. Shadows dance among the gloom, and strange, inhuman cries echo shrilly throughout the vault.

Gallowspire's upper walls flare out in a core of the black spire, creating a tower that protrudes from the ceiling. After its brief plunge through the sheath, the Bone Stair continues its peak of Gallowspire's roof. The city the storm overhead, and the chud through the stairwell makes this a walls shelter the area somewhat, storm's swirling winds and the pe flying creatures.

**CREATURES**  
A total of three nightwings nom

4.09.06. ENCOUNTER: SHEATH

CR 14

Token # Name

1 Nightshade  
Nightwing

Placement:

MAP: GALLOWSPIRE 4

COMBAT

Name	INIT	HP
Huge Undead	26	195
Effects (Undead trait; IMMUNE nonlethal)		
Pip	23	30
Relyn	13	7
Algrim	13	34
Bark	11	34

**4.09.06. NIGHTWING, NIGHTWING**

Num ID Name: Huge Undead

Type: CE Huge undead (extraplanar, nightshade)

INITIATIVE: +8 CR: 14

Senses: darkvision, darkvision 60 ft., detect magic, low-light vision, Perception +25

Aura: desecrating aura (30 ft.)

**DEFENSE**

AC: 25, touch 12, flat-footed 25 (+4 Dex, +17 natural, -2 size)

HD: 17DS-119

HP: 195

Saves: FORTITUDE +12 REFLEX +11 WILL +17

SQ: Weaknesses light aversion; DR 15/good and silver; immune cold, undead traits; SR 25

**OFFENSE**

Creature Trap/Haunt Vehicle

MAP: REDMIRAL CATHEDRAL

3.02.04.07. E7. PROFANE CHOIR (CR 13)

Cracked stone steps descend steeply into this dedicated choir, which holds a long table covered in the eviscerated remains of obviously humanoid corpses. A once-opulent bishop's throne overlooks the choir from the east, its jewels and gold sheathing long plundered, and now covered in greasy, foul-smelling brown hair.

This entire area is under the effects of the desecrate aura emanating from the altar in area E8, granting the undead here the shine-blessed template.

**CREATURES**

A personification of death from hunger, a meladaemon named Valibah presides over the four corpulent ghoul seated at this table, taking pleasure in watching the ravenous creatures consume dead meat until their swollen bellies burst. Unless previously disturbed, Valibah becomes aware of good-aligned PCs with its detect good ability once they pass the third set of columns in area E4, at which point it casts deeper darkness on the choir and commands the ghoul to attack after the PCs.

9.02.04.07. ENCOUNTER: PROFANE CHOIR

Token #	Name	CR	XP
4	Corpulent Ghoul	13	25000
1	Valibah		

COMBAT TRACKER

Effects (Undead traits; IMMUNE: nonlethal; Evasion; Uncanny Dodge)

NAME	HP	Temp	Sbd	Wind
Pip	36	30		
Ralya	36	7		
Large Outsider	11	342		
Burk	7	34		
Algrim	4	34		

Effects (Dib; 10 good; IMMUNE: acid; IMMUNE: critical; RESIST: 10 cold; RESIST: 10 electricity; RESIST: 10 fire; DMGTYPE: evil)

Round 1

**9. CORPULENT GHOUL**

Non-ID Name: Medium Undead

Type: Variant shrine-blessed human dread ghoul rogue  
6 CE Medium undead (augmented humanoid)

INITIATIVE: -5 CR: 7

Senses: darkvision 60 ft., scent; Perception +12

**DEFENSE**

AC: 21, touch 16, flat-footed 15 (+3 armor, +3 Dex, +1 dodge, +2 natural)

HD: 6DH+4E

HP: 28

Saves: FORTITUDE +8, REFLEX +12, WILL +7

SQ: rogue talents (bleeding attack +3, finesse rogue, surprise attack), trapfinding +3, channel resistance +2, +6 profane bonus to DC to resist channeled negative energy, evasion, trap sense

☑ Creature    ☐ Trap/Haunt    ☐ Vehicle







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