

## Carrion Crown Session Summary 06/22/2014

### *Attendance*

*Georgina* says “Hi!” to everyone, then goes off to do something useful.

*Bruce* mourns, “She doesn’t find all my eccentricities interesting! And she’s threatened to invite more circus people to live with us!”

*Chris* offers, “If this is the first time that she’s threatened you, then you’ve really been living in bliss up to now.”

*Patrick* cautions, “Yes, and this is where it all comes crumbling down.”

*Bruce* mourns, “Well, it was good up until now.”

*Ernest* cheers out, “Only 1200 more gold and I can upgrade my Clan-Hall!”

*Paul* deliberately decides to not show curiosity about this statement. *Matt* agrees with him.

*Tim* seems to not fully understand the concept that “Wrath of the Righteous” is not abbreviated “RotR”... perhaps he thinks the path is actually called “Rat of the Righteous”. He tells the others, “Taco Bell provided a wet-nap with my order, but I didn’t need it! Perhaps they expected me to have more trouble with my taco than I actually did!”

*Ernest* offers (quietly), “Or perhaps a stronger sense of personal hygiene.”

*Chris* suggests, “Maybe it’s intended for later, after the Taco Bell has had a chance to run its... unfortunate... course.”

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Class</i>	<i>Level</i>
Oswald Bainbridge	Bruce	Grizzled Crossbowman	Fighter	14
Zurak Darkfire	Matt	Mysterious cloaked traveler	Half-Orc Necromancer	14
Nigel Snodgrass	Patrick	Emo-Gothic figure	Dirge Bard	14
Doctor Jegen Vaus / Ironface	Tim	Elvish Eurotrash in leather pants	Alchemist	14
Sredni Vashtar’s Girl	Ernest	Troubled Vudran Girl	Witch	14

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Class</i>	<i>Level</i>
Icobus Basilisk	Chris	Pale, poor nobleman, now become orcish!	Oracle	14

### *Camping Outside the Gallowspire*

The characters are camping out in the basement of an abandoned building in the ruined city of Adorak that surrounds the ominous the Gallowspire. They are surprised when the necromancer *Adivian Androsani* shows up, unannounced. He launches into an explanation of why he wants to bring back the *Whispering Tyrant*. His early life of privilege was empty; he found meaning only in nihilistic poetry and the study of necromancy. He eventually found a kindred spirit in the memory of the *Whispering Tyrant Tar-Baphon*. It was clear that he was a genius of equal stature, an entity worth emulating and eventually freeing.

The key to the ritual was the *Count Lucinian Galdana*, the only remaining lineal descendant of *Tar-Baphon*. He sneers at the characters for spiring the Count out of his hands – he will consume the Carrion Crown potion and transform himself into a lich, though he cannot say for good or ill. Perhaps he will be reborn as the *Whispering Tyrant* himself!

He tells the characters that they have no chance of blocking his plan, and that they show no signs of the genius he had expected would be present. With that, he utters a diabolical laugh and vanishes.

Everyone observes that *Adivian* has a singularly unpromising vision of the future Golarion. Transforming everything into undeads just doesn't seem like a good plan. They do decide to continue their evening's rest at another abandoned building 500 yards away, just in case *Adivian* sends an army of undeads to stomp on their campsite.

The evening passes without event, though *Icobus Basilisk* does spend some time checking everyone out with *Detect Magic* in the morning, just to make sure everyone is who they say they are.

### *Back to the Tower of Gallowspire*

The characters creep through the streets of Adorak, taking care to avoid the wandering dreams of the *Whispering Tyrant*. *Nigel Snodgrass* makes an excellent

theological argument explaining why the dreams aren't real and therefore cannot find the characters. *Oswald Bainbridge* helps out somehow with his Survival skills. It seems to work, and the dreams pass the characters by.

The characters once again find the doors of Gallowspire to be closed. *Zurak Darkfire* opens them with a tiny little touch of negative energy. The doors open upon the courtyard, still decorated with the eternally bleeding bodies of slain angels, suspended upon spikes. *Zurak Darkfire* collects a couple of angel feathers as souvenirs.

Access to the top of the tower requires climbing an ascending path wrapping around the exterior of the structure. *Doctor Jegen Vaus* hands around *Flight* infusions to forestall any accidental plummeting that the others might decide to embark upon. Everyone can see a storm of negative energy shadows swirling around the outside. The characters start up the ramp in order:

1. *Icobus Basilisk*
2. *Nigel Snodgrass*
3. *Doctor Vaus*
4. *Oswald Bainbridge*
5. *Zurak Darkfire*
6. *Sredni Vashtar's Girl*.

*Sredni Vashtar's Girl* takes the occasional paranoid glance over her shoulder.

### *The First Sign of the Locals*

Suddenly *Icobus Basilisk* is entangled by an invisible spider web. He casts an *Invisibility Purge*. Everything within 70 feet becomes visible – and everything is filled with webs! There is a wide array of bones and things hanging in the webs, including large black stones that have fallen from the tower and been caught in the webbing. And in the center, there is a monstrously huge black demonic spider.

The spider pulls on the webbing and sets off a trap! It is a very smart spider! It has INT 21 and a PhD! It is a famous young-adult fiction writer! But none of that matters to the characters, because it is also trying to kill them. Courtesy of the genius demon spider's manipulations, a series of bladed pendulums spring from the tower walls and sweep down the ramp. *Nigel Snodgrass* is slashed! *Zurak* is gouged! *Doctor Vaus* is

abraded! And *Sredni Vashtar's Girl* is shredded! Everyone agrees that the spider is way, way too smart.

Zurak Darkfire identifies the creature as a *Leng spider*, a native of the horrible extraplanar dimension of *Leng*. It is immense and purple, and really loves creating elegant networks of webbing and traps. It also has only seven legs – other leng spiders have nine or eleven legs, but never an even number. The count of its eyes matches its legs – there are seven of them arrayed around its misshapen head.

Zurak Darkfire casts *finger of death* at the leng spider. He is disappointed when the spider's spell resistance stops the effect.

Icobus struggles to free himself! The webs hold him tight!

Doctor Vaus leads with a spray of three bombs. The Leng spider is momentarily hidden from view by a bouquet of explosions! It emerges only lightly wounded.

Sredni Vashtar's Girl follows up with a *misfortune hex*.

Oswald glances over at Icobus, decides that he will keep for a moment, and opens fire on the spider. The creature takes three crossbow bolts and ends up badly wounded. It says something in horrible spider language as it fast-heals some of the damage away, then flees up the tower at a tremendous speed. Zurak is sad to see it go: he was hoping to make it into a zombie slave.

Oswald thinks quite briefly about pursuit, but answers his responsibilities and turns to chopping Icobus out of the webbing. The characters find that they can use fire to slowly melt the webs out of the way. They make progress through a howling rain and the wails of the dead.

### *The Overlord's Balcony*

The characters enter a large square balcony about 150 feet up the tower. It looks like a great place for an evil overlord to address his minions assembled in the courtyard below. Four huge magical braziers gout foul-smelling purplish flames into the sky. Icobus uses the moment to cast *community protection from energy (fire)*.

Icobus steps onto the balcony. He is unsurprised when the four braziers flare and four blue-tinted fire elementals spring to the stones. They attack! They converge upon

Icobus, burning him badly. Oswald shoots an elemental four times and is disappointed to note that they have damage resistance that isn't subject to his Penetrating Strike feat.

Nigel Snodgrass tumbles daringly along the crumbling edge of the balcony then strikes two elementals with *fear*. He is pleased to see that they do have minds and can feel fear. Sredni Vashtar's Girl lines up the nastiest elemental and unleashes a *chain lightning*. One elemental zigs when it should have zagged and lights up like a blue-burning Christmas tree. The others just crackle and pop like Halloween decorations.

Icobus hammers an elemental three times with his adamantine war hammer. Bang! Bang! Bang! Doctor Vaus decides that this is the time to use his potion of *Dragon's Breath*, but the only way to use it is from the middle of the pack of elementals. He rushes among them and vanishes under a flurry of elemental pounding. He reappears a moment later, spewing icy cold at the elementals along the back row.

Two of the elementals flee! Oswald does his best to persuade one of the remaining ones to flee by landing five crossbow bolts into it. Against his expectations, it stands its ground and continues trying to pound Icobus into the paving stones. Icobus responds by slamming it twice more, leaving it tottering. And then Doctor Vaus pricks it with his rapier and destroys it!

Sredni Vashtar's Girl pulls out her *Mi-go mist projector*. She flies up to get a good angle of attack and then washes the elementals in freezing mist. Zurak Darkfire tries to use *baleful polymorph* to create a fire elemental bunny, but the creature is too strong to be touched by his spell. It is not, however, strong enough to withstand another shot of alien freezing power. Sredni Vashtar's Girl destroys it with her *mist projector*.

The characters continue on, warily looking out for returning elementals or the Leng spider. As the characters move on, they note that the upper reaches of the tower are festooned with dangling chains ending in vicious hooks. At one time, Tar-Baphon would impale his enemies upon the hooks as a symbol of his terrible power. Some bodies are still swinging in the storm, preserved by the necromantic energies of the tower itself.

Suddenly, one of the bodies strikes out with its sword! Icobus ducks underneath the swinging blade. Oswald snaps a couple of shots at it, doing little more than scratch the thing. He observes that even though it is hanging from a chain it is still encased in full plate. Sredni Vashtar's Girl places a *death ward* upon Icobus as Icobus disarms the body.

The gallowdead complains about its lost magic sword, but Icobus is unyielding: he clobbers it twice more with his war hammer.

The characters expect that the undead will simply give up in despair. It does not live up to expectations: the creature drops off the chain and then turns the chain into a *weapon*! It flings the chain at Nigel and wraps him in it, then sends him plummeting off the balcony to hang against the tower below.

The undead begins to speak in the awful language of the dead, uttering horrible truths that strike at the core of the characters' fondest beliefs. Several of the weaker-willed characters are shaken! "My deity is not a rodent!" screams Sredni Vashtar's Girl.

Icobus ducks away from one of the skeleton's claws only to be caught across the cheek with the other. At that moment, a second chain-tethered skeleton drops from above and moves to engage.

Ironface takes to the skies to try and flank the second skeleton. At this moment, the stairs underneath Sredni Vashtar's Girl and Zurak Darkfire give way. Sredni Vashtar's Girl has *feather fall* and flutters down safely, but Zurak plummets 100 feet to a bone-breaking impact on the stairs below. Sredni Vashtar's Girl flies back to the fray and lands *misfortune* upon the second skeleton.

Oswald hammers the first skeleton four more times, cracking its breastplate and leaving it barely intact. Icobus swings his war hammer and leaves its armored head ringing, but still intact. Oswald follows up with three well-placed shots that turn its ancient skull to dust underneath its helmet.

Ironface gets a bit too close to the second skeleton. It swings at him thrice but misses – Sredni Vashtar's Girl's *misfortune* ensures that the stairs give way just enough to ruin its aim. Ironface is no luckier – the skeleton avoids all his attacks.

Icobus notes that his current opponent has collapsed. He steps on to cripple the second skeleton's sword arm. The undead swings its chain and strikes him! It grapples him!

Ironface moves to flank the second skeleton. Sredni Vashtar's Girl places *fortune* on him! Nigel casts *Haste* upon him (and most of the rest of the group)! Suitably fortified, Ironface crashes his face through the skeleton's ribcage, delivering a tangible strike! Oswald sends a volley of crossbow bolts through the creature, fragmenting bone

and splitting armor and leaving the creature only barely standing. Sredni Vashtar's Girl places a *retribution hex* upon it, ensuring that the next time it strikes will doom it. Icobus doesn't even give it a chance – he beats it into splinters of bone. The spiked chain releases him.

The two gallowdead are heavily equipped, well worth the trouble of destroying them. Their spiked chains aren't usable by non-gallowdead, but the rest of their gear is:

- 2 *full plate* +3
- 2 *heavy steel shields* +1
- 2 *longswords* +3

Doctor Vaus and Oswald claim the longswords. Icobus and Nigel claim the shields.

### *The Pinnacle of the Gallowspire*

Eighty feet below the top of the Gallowspire the tower flares out into a stone shell. The characters prepare then pass inside to see the massive shape of a *nightwing* waiting for them. Sredni Vashtar's Girl hovers *invisibly* above the rest, chanting a spell and blissfully unaware that the nightwing is totally able to see her.

Zurak Darkfire decides that there are two ways to deal with the nightwing. One of them involves a lot of screaming and dying. The other one is much tidier. He picks out one of his collection of holy symbols (he keeps them all in a bag labeled “diet pills”) and casts *Banishment* on the nightwing. His spell pierces its resistance, overcomes its save, and sends it screaming back to the Plane of Shadows. How nice and tidy!

Sredni Vashtar's Girl decides to follow through with her original plan. She summons a *celestial tyrannosaurus rex* and sends it screaming up to the top of the tower. “Go ahead and eat a bitch!”

The others promptly follow the tyrannosaurus to the top.

### *Showdown with Adivian Androsani, Forsaken Lich*

As the characters reach the top of the stairs they find themselves on a blighted battlefield beneath a stormy sky. The massive shape of the Gallowspire rises in the distance. In front of them stands Adivian Androsani, now converted into a *forsaken lich*. He is surrounded by eight *mirror images* and a blue nimbus of fire, in addition to an array of other defensive magics. He is very confusing to look at.

Sredni Vashtar's Girl and Zurak Darkfire trade trivia points on what a forsaken lich is and how lame they are. Normally, forsaken liches are created when inexperienced casters fail to fully transform themselves into a true lich. The magic is uncontrolled, so they are typically very short-lived, but they are in many ways more powerful than a normal lich (at least until they expire).

The characters dig into their remaining supply of Harrow Cards. They invoke both the Crow (+2 INIT, +2 AC, and +2 Reflex saves for everyone) and the Survivor (Death Ward and 20 temporary hit points for everyone). The group glows with fateful energy.

Adivian's current conversational abilities, far from his fluency the night before, have been reduced to "Hsssssh!" He doesn't retain much of his previous personality, having been reduced to a lifeless, malignant shell of necromantic power.

Icobus leads with a *greater dispel magic*, eliminating Adivian's *mirror images* and his *fire shield*. Zurak Darkfire follows up with a *maximized fireball*.

Adivian emerges from the flame untouched, his spell resistance proof against it. He answers the characters' spells with his *soul lash*, engulfing Nigel and Zurak in negative energy. They manage to avoid paralysis. Then he casts *maximized chain lightning* on the entire group. He curses in frustration as Icobus' *communal protection from energy (lightning)* blocks the damage.

Oswald takes careful aim and sends a wall of crossbow bolts at Adivian. He finds that the forsaken lich is a tremendously hard target: only one bolt strikes home, leaving the creature barely scratched.

Sredni Vashtar's Girl sends her summoned *celestial tyrannosaurus rex* charging at Adivian. The creature invokes its *smite evil* ability and plows into the forsaken lich, grappling him in its maw! The sound of snapping lich bones echoes horribly across the battlefield.

Nigel advances upon Adivian, using his Use Magical Device skills to trick *Raven's Head* into thinking that he is a cleric of Pharasma. Adivian manages to resist the *disruption* effect, but still takes a massive strike from the holy mace. The divine powers of Pharasma envelop Nigel, Adivian is critically wounded, and all the beaks on the mace open and cry out, "Ca-caaaaw!"

Icobus casts *disrupting weapon* upon his war hammer and advances to the attack. He tries moving behind Adivian but finds that the forsaken lich actually is standing right at the edge of the building! He avoids stepping into oblivion, then invokes a Harrow card and lands a successful blow! Icobus's bludgeoning, adamantine, magic weapon very nicely bypasses all of Adivian's damage resistance! The forsaken lich staggers under the impact.

Zurak Darkfire invokes his *maximizing rod* and fires three *scorching rays* at Adivian. His spell burns through the lich's spell resistance and hits twice! The spells burn the would-be Whispering Tyrant into powder. The tyrannosaurus swallows the remains, then vanishes. The remains rattle to the tower's floor in its sudden absence. Everyone high-fives.

### *The Aftermath of the Forsaken Lich*

With Adivian Androsani destroyed, the storms around the tower die down to normal. The illusion of the strange battlefield vanishes the instant the lich is destroyed. The characters investigate his gear. His staff turns out to be a *staff of shrieking*, which was clearly not something that improved his mental stability. Other items include:

- Scroll of *mind blank*
- *Mithril chain shirt* +3
- *Staff of shrieking*
- *Belt of physical might* +2 (STR and DEX)
- *Cloak of resistance* +3
- *Headband of alluring Charisma* +4
- *Scarlet and blue ioun stone* (+2 INT)
- *Ring of protection* +4
- 500 gp worth of diamond dust
- A spellbook and spell component pouch

### *The End of the Adventure Path!*

With that, the *Carrion Crown* adventure path comes to an end. The characters have thwarted Adivian Androsani's plot, decapitated the leadership of the Whispering

way, and thus saved both Ustalav and Golarion from the return of the Whispering Tyrant.  
Huzzah!