

Ravenmoor (Knowledge Local or Geography)

- DC 15 - Ravenmoor is a small village in northern Varisia, nestled on the banks of the Lampblack River.
- DC 20 - It gets its name from the birds that infest the area and the swampland that surrounds it. It is geographically isolated from most of Varisia, with no trade to speak of. Its inhabitants are mostly subsistence farmers.
- DC 25 - The residents of Ravenmoor have a reputation as abnormal folk, insular and out-of-touch. Desna is the local deity, and she must favor the town since by all rights it should have disappeared into the wilderness by now.

Desna (Knowledge: Religion)

- DC 10 - Desna is a benign goddess of Golarion associated with freedom and luck.
- DC 15 - She is known as The Tender of Dreams and The Song of the Spheres. Her portfolio includes dreams, stars, travelers and luck. Her favored weapon is the starknife. Her holy cannon is called The Eight Scrolls. Desna is one of the main deities worshiped in Varisia, along with Erastil and Pharasma. Desna's enemies include Lamashtu and Ghlaunder.

DC 20 - Wanderers at heart, the faithful of Desna travel the world in search of new experiences, while always trying to live life to its fullest. Their temples are light, open affairs, with a significant number of astrological charts to help track the stars and mark important celestial events. Formal attire for most of the priesthood is a flowing white robe with black trim and a matching silken cap, although ranking members of the church add more decorative elements.

Ghlauder (Knowledge: Religion)

DC 20 - Known as The Gossamer King, Ghlauder is a demigod who carries the portfolio of infection, parasites and stagnation. He is an enemy of Desna, his favored weapon is the spear. He favors drinkers of blood and fungoid creatures, and his symbol is a blood-fat mosquito.

DC 25 - Ghlauder's faith is a foul and festering blight that often takes root in small, defenseless, rural areas. As with the parasites they venerate, cultists of Ghlauder often prey on others. Such a cultist might serve a village as priest, posing as a faithful follower of an obscure cult or pagan religion while slowly encouraging worship practices that bring the locals unknowingly closer to the Gossamer King.

Jeminda Anikee

Varisian female

Bureaucrat from Magnimar

Hired you to locate Elias Kyle

Elias Kyle

Ulfen male

Jiminda's brother-in-law

MISSING Tax Collector

Ornigaard Korzha

Varisian boy

Resident of Ravenmoor

Looking for Applesauce, a lost pet

Viorec Korzha

Varisian male

Resident of Ravenmoor

Father of Ornigaard Korzha

Leonard Kriegler

Varisian male

Resident of Ravenmoor

The Mayor's brother

Rude, pushy, antagonistic



Shel Lipescu

Varisian female

Resident of Ravenmoor

The Founder's Feast Queen

Attractive, flirtatious

Saul Lipescu

Varisian male

Town Blacksmith

Shel's Father

Anya Lipescu

Varisian female

Resident of Ravenmoor

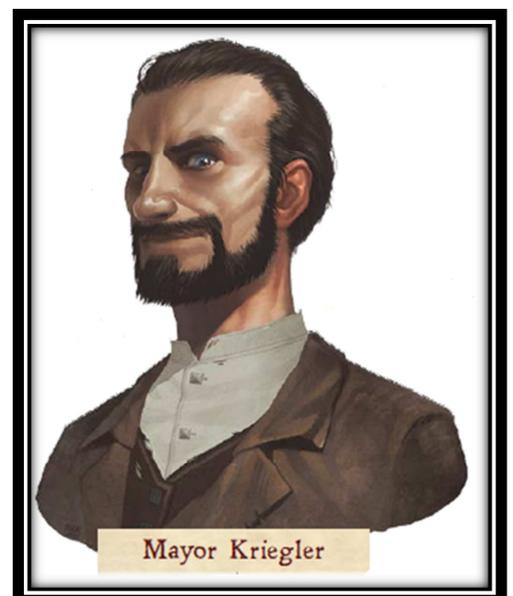
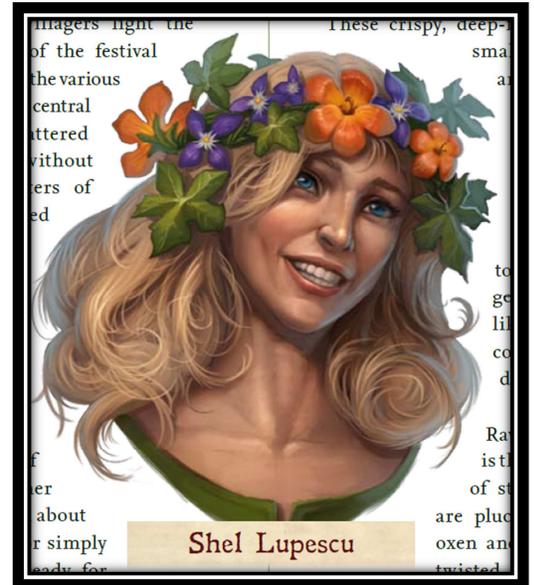
Shel's Mother

Andretti Kriegler

Varisian male

Mayor of Ravenmoor

Polite yet stern, keen minded



Stirge Monster Lore (Knowledge: Arcana)

DC 11 - Stirges are vicious, blood-drinking swamp pests that prey on wild animals, livestock, and unwary travelers. While weak individually, swarms of the creatures are capable of draining a man dry in minutes, leaving only a desiccated husk in their wake.

DC 16 - Don't let them touch you, they are surprisingly strong. Once they latch their barbed legs onto a target, they'll sink their proboscis under your skin and feed on your blood. One stirge can't kill a grown man, but you get 3 or 4 on you and you're a goner!



DC 21 - Stirges are also disease transmitters; if the blood drain doesn't kill you the malaria or some other bloodborne malady probably will.

Squealing Pig (Knowledge: Nature)

DC 13 - That pig ain't right!

[no further knowledge available]

Cythnigot Monster Lore (Knowledge: Planes)

DC 18 - Outsider traits. That pig was infected with cythnigot spores! A cythnigot is a type a qliphoth; ancient evil outsiders who predate demons.

Cythnigots have no single form, they inhabit a host creature which is transformed into a twisted version of itself.

DC 23 - Abominations like qliphoths are best harmed by weapons of law, as well as cold iron.

DC 28 - Most qliphoths are immune to cold, very resistant to fire and acid, but have no unusual defense against electricity or sonic damage.

DC 33 - These abominations can pass on spores to other creatures that get bitten. Any creature bitten may be infested by the creature's otherworldly spores. These spores cause twitching spikes and hideous pallid growths of hair-like fibers to erupt from the bite wound and to writhe and wrap around the target's limbs.



Scarecrow Monster Lore (Knowledge: Arcana)

- DC 14 - Construct traits. Animated scarecrows look just like mundane scarecrows until they come to life, at which point their eyes and mouths glow with fiery light. Scarecrows are usually created as guardians to warn away trespassers. Their stuffing of dried grass or straw makes them vulnerable to fire.
- DC 19 - Don't look at its eyes! Scarecrows can cloud their victim's minds when they make eye contact. They place their victims in a fugue state while they rend apart any allies.
- DC 24 - The touch of a scarecrow is worse than its gaze. Anyone who is injured is likely to cower, unwilling to fight against the hideous construct despite the obvious threat.
- DC 29 - As a guardian construct, a scarecrow will not pursue opponents if they withdraw.

Construct Traits: Low-light vision. Darkvision 60 feet. Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs do not breathe, eat, or sleep.



Slime Mold Monster Lore (Knowledge: Dungeoneering)

- DC 12 - Ooze traits. Slime molds are revolting oozes that wallow in rot and decay. A perfect example of symbiosis, each slime mold is covered in a thick garden of fungi, mildew, and toadstools, which help it blend in with the surroundings. As ambush hunters, they can lie silently in wait for days at a time, surging into frenzied movement as soon as prey comes within reach.
- DC 17 - Due to their tendency to retain water, slime molds are mostly resistant to fire damage.
- DC 22 - Slime molds entrap their prey by engulfing them under layers of wet fungi, which causes suffocation.
- DC 27 - Those who survive a slime mold attack often contract fungal rot a day later.

Ooze Traits:

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Oozes eat and breathe, but do not sleep.

Aranea Monster Lore (Knowledge: Arcana)

- DC 18 - An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a humpbacked spider a little bigger than a human, and weighs about 150 pounds. The hump on its back houses the aranea's brain.
- DC 23 - Like spiders, aranea can spin webs to entrap their prey and their venomous bite saps strength.
- DC 28 - All araneas have a single alternate form as well—this alternate form is that of a Small or Medium humanoid. Although an aranea can assume a spider-hybrid variant of this form, it cannot use its change shape ability to assume multiple humanoid forms—this additional shape is locked into one unique appearance.

Mosquito Swarm Monster Lore (Knowledge: Dungeoneering or Knowledge: Nature)

- DC 13 - Swarm traits. Normal weapons are useless against these bloodsuckers. Your best bet is large area damage spells like *fireball* or *burning hands*. Even acid or burning oil might help.
- DC 18 - Swarms of vermin such as mosquitos are mindless and don't use tactics. Although they could be controlled magically, mostly they are driven by food—the blood of mammals is their primary source of nourishment.

DC 23 - Mosquitos' saliva inhibits the coagulation of blood, so even if you aren't sucked dry by the swarm, you could bleed to death from the hundreds of bites. Also, you should get checked out if you survive. Mosquitos are filthy creatures, transmitting bloodborne diseases when they bite their prey.

Ugothol Monster Lore (Knowledge: Dungeoneering)

DC 19 - Ugothols (as faceless stalkers call themselves) are one of the many tools created and then discarded by the aboleths in their long war against the surface dwellers. Scorned by their former masters when the scheme for which they were designed unraveled, the faceless stalkers fled into swamps, marshes, or any other dark, wet places they could find—the closest they could come to the aquatic cities they once considered home. A faceless stalker can assume the form of a humanoid at will, but the transformation takes about ten uninterrupted minutes to complete.



- DC 24 - Faceless stalkers cannot digest solid food even when in the form of a creature with a mouth. Instead, they subsist on liquids, including blood. In their natural forms, they have three hollow tongues which they use to penetrate and lap blood from their victims. Since they have no particular skill at grappling foes, most ugothols wait until a victim is helpless or asleep before attempting to drink its blood—although the best is when a victim is helpless but conscious during the process, so that the faceless stalker can “play with its food” by having grisly and cruel conversations with it.
- DC 29 - In its natural form, a faceless stalker has no discernible facial features. It resists attacks or effects that target the senses. This includes gaze attacks, odor-based attacks, sonic attacks and similar attacks. This ability does not apply to illusions.

Blightspawn Monster Lore (Knowledge: Dungeoneering)

- DC 20 - A blightspawn is a hideous creature borne of a sacrifice by some dark deity's fanatic follower. Such an unnatural creature is best harmed by enchanted weapons.
- DC 25 - Poison won't work, and neither will cold or acid attacks.
- DC 30 - The creature has a supernatural ability to move and act unhindered by any hold, paralysis or ensnarement.

Blightspawn Monster Lore (Knowledge: Religion)

DC 20 - The monster is known as a Blightspawn of Ghlauder. These are found most often in places where the Gossamer King's cult is strong, for these creatures must gestate in the body of one of the parasite god's true believers. To the faithful of Ghlauder, being host to an immature blightspawn is a great honor, for when the monster bursts from the body of its host, the host's consciousness lives on in some way in the blightspawn's mind, almost as if the host had reincarnated into the monster.

DC 25 - A blightspawn's is surrounded by an aura of stagnation that causes lethargy and torpor in those who approach it, sapping energy and speed. In addition, this aura fouls liquids of all types within the area. A creature that drinks anything in a blightspawn's aura (including potions and alchemical elixirs) may become nauseated, as the foulness that it exudes can corrupt any potable liquid.





Stirge Blood Sausage



Black Mushrooms



Fried Silkworms



Smoked Tick Legs