

A PATHFINDER RPG ADVENTURE FOR LEVEL 3 BY BRANDON HODGE

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Feast of Ravenmoor

Ravenmoor



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Feast of Ravenmoor

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Feast of Ravenmoor is a Pathfinder Module designed for four 3rd-level characters and uses the medium XP advancement track. This module is designed for play in the Pathfinder campaign setting, but can easily be adapted for use with any world. This module is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game and the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 32 of this product.

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

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Feast of Ravenmoor

It wasn't until the planting season had already begun that Iola Kriegler returned to us, her skin parched and her bones weary, but with triumph in her eyes. And she returned not alone, but in the company of two druids who now served her as guides and advisors. It was from their master that Iola learned of the Ritual of Ripening. She performed the ritual the very night of her return and drew the blight from the land into her body at great risk to herself, and so saved us all. Ravenmoor would not be what it is today without our blessed Founder. All hail the Gossamer King!

—*The Kriegler Book*

ADVENTURE BACKGROUND

The village of Ravenmoor was founded during the initial burst of Chelish colonialism that saw the birth of much larger cities like Magnimar, Korvosa, and Riddleport. Yet where those cities flourished, Ravenmoor never progressed far beyond its rural beginnings, for in the early years the town was ravaged by what appeared to be a supernatural blight. With the villagers close to starvation, the town's founder, a priestess of Desna named Iola Kriegler, decided to undertake a sort of vision quest to seek a solution to her village's problems.

Alas, the visions she chose to follow came not from her goddess, but from an ancient enemy, the god of parasites and stagnation, Ghlaunder. Iola fell victim to these dark visions and came upon a strange commune of his followers deep in the Churlwood, from whom she learned of a ritual that would ensure good harvests in return for giving the spawn of Ghlaunder a place to safely grow—her body, her descendants, her village.

Accompanied by two faceless stalkers disguised as human druid advisors, Iola returned to Ravenmoor a changed creature. But while her flock worried about her, they could not dispute the miracles she worked, and the harvest that year and every year since has yielded enough bounty to keep the villagers well provided and safe. Iola, now a priestess of Ghlaunder, recruited select members of the village into her inner circle of allies, forming a hidden cult within the populace who helped mask the truth from the others. As Ravenmoor grew increasingly isolated, the strange beliefs and traditions in town became more and more distorted, and the worship of Desna grew increasingly perverted into a mockery of her faith.

Iola eventually paid for her bargain with Ghlaunder when her body gave birth to one of the Gossamer King's spawn, but not before giving birth in the preceding years to several children of her own. The Kriegler line would rule Ravenmoor for decades, both as mayors and as secret spiritual leaders, and each of them eventually bore the Gossamer King's spawn in a gory ritualistic death in the wee hours of the morning. Now and then, a particularly astute villager would discover the truth, but the cult was always quick to silence such folks before they could spread the word.

And so, over the generations, Ravenmoor has stagnated. Today, however, the cult faces an unanticipated peril. Through chance and accident, the Kriegler line has dwindled to a single member named Andretti Kriegler, a man who has recently been forced to admit that he is sterile. Without the ability to perpetuate his line, he knows that the line of the Gossamer King's spawn will come to an end as well. Visions granted by his dark god have made it clear that should Kriegler allow this to happen, the town of Ravenmoor would not only suffer

WHERE ON GOLARION?

Feast of Ravenmoor takes place in the small village of Ravenmoor in Varisia. The village is well off the main road that links Magnimar and Riddleport. An old, seldom-used track that winds along the west bank of the Lampblack River is the only real connection Ravenmoor has with the rest of civilized Varisia.



greatly, but his immortal soul would be denied its proper place in the Gossamer King's court in the afterlife.

And so Kriegler began researching a cure for his condition. He hopes that by performing a number of fertility rituals centered around blood sacrifices that have come to him in his visions he can cure his sterility and father children to carry on the Gossamer King's legacy. Initially, the mayor intended to use his own followers as sacrifices, but he worried that doing so would test the limits of the non-cultists' faith, and, even worse, make them suspect that there was more to their beloved "Dream Tender" than they were led to believe. The arrival of a tax collector named Elias Kyle less than 24 hours before the ritual was scheduled struck the mayor as a divine sign, and though Kyle struggled and managed to kill one of the cult's faceless stalker allies, in the end his sacrifice went exactly as Kriegler had planned, down to luring new sacrifices to town for the next few rituals. After all... what better sacrifice than a nonbeliever?

ADVENTURE SUMMARY

When a Magnimarian tax collector fails to return from the remote village of Ravenmoor with a long-overdue collection of taxes, the PCs are tasked with investigating and collecting the missing sum. They arrive on the day of the village's annual harvest celebration. As they take part in the festival, they begin to unravel the truth—that the missing tax collector may never have left Ravenmoor. When

night falls, the PCs are ambushed in their beds by villagers dressed in strange robes and mosquito masks. Presented with the revelation that a dangerous cult is operating in the village, the PCs must travel to the abandoned farm where the cult is preparing for a living sacrifice if they hope to discover the missing tax collector's fate and—perhaps more importantly—survive the night!

PART ONE: ON THE ROAD

Low-ranking Magnimarian bookkeeper **Jeminda Anikee** (LN female human expert 2) has a problem on her hands. A few weeks ago, she discovered that the small village of Ravenmoor hadn't paid its taxes to Magnimar in several years. The village's yearly tax owed has never been large, so it's not surprising that the mistake has gone unnoticed for so long. In fact, Jeminda's research suggests that the village hasn't been lax with its payments maliciously, but rather as a result of Magnimar simply forgetting to send a tax collector up to the remote village because of a repeated clerical error over the past 15 years. But while a year's worth of taxes might not be much, over the course of several years of missed payments and penalties, the amount due has climbed to 500 gp.

Jeminda didn't want to go to her superiors with this news before she had the 500 gp accounted for, afraid she'd be blamed for allowing the missed payments to go on for so long in the first place. Instead, she contacted a tax collector she felt she could trust—her brother-in-law Elias Kyle. She received a short letter from him from Galduria a week after he set out to collect the 500 gp from Ravenmoor, but in the 2 weeks since that missive, she's heard nothing. Elias seems to have vanished, and now Jeminda feels responsible not only for a missing 500 gp but for a missing employee of the free city of Magnimar.

More convinced than ever that reporting to her superiors would only get her fired, Jeminda opts to contact a group of independent investigators. As fate would have it, the people she contacts are the PCs. How she's heard about them depends on what previous successes the PCs have had, but the fact that they're not yet well-known adventurers is key to her. She hopes to send a group of competent agents up to Ravenmoor to investigate the missing money and man, but not a group that's so well known that word of their journey to the town would catch anyone's attention. And of course, she can hardly promise enough payment to entice much higher level help anyway! If the PCs are far from Magnimar, she hears about them from a distant cousin whom she asks for advice—this cousin should live wherever the PCs have had their most recent adventure so he can recommend them to Jeminda for the job.

Jeminda would prefer to meet the PCs in a nondescript tavern somewhere outside of the district where she

works—she recommends the Drunken Dog in Ordellia, a relatively quiet and out-of-the-way tavern just south of the Yondabakari River where she's unlikely to be recognized by her colleagues. Jeminda is a nervous, mousey woman with dull brown hair and busy hands. A DC 20 Sense Motive check is enough to confirm she's nervous about both her missing brother-in-law and losing her job if she doesn't find a solution to the problem.

She asks the PCs to travel to Ravenmoor as quickly and quietly as possible, and once there to accomplish two tasks: to find out what happened to Elias and to collect the 500 gp owed in back taxes. If the townsfolk aren't able or willing to pay the money, she will settle for a report to that effect and can then go to her superiors for further support—her primary concern at this point is for her brother-in-law's safety. She promises a payment of 200 gp each in reward to the PCs if they can solve the mystery, but doesn't mention that she hasn't yet approved the disbursement of this fund from the city coffers—she hopes and assumes that Magnimar would be only too happy to pay this reward to the PCs once they accomplish this goal. (In fact, if the PCs discover what's actually going on in Ravenmoor, Magnimar will pay a much larger reward—see *Concluding the Adventure* for further details.)

INVESTIGATING ELIAS KYLE

Jeminda describes Elias as a short, stocky man of Ulfen descent with a shock of red hair; blunt, ugly features (the result of one too many scuffles in taverns); coarse, patchy facial scruff; and a predilection for strong drink. Ever since the death of his wife (Jeminda's sister) a few years ago, Elias has fallen on hard times, but he had recently made great strides in kicking his drinking habit and had even been hired by the city as a tax collector. Her family ties and Elias's apparent eagerness to accomplish something that would secure him a promotion made him a great choice for Jeminda to entrust with the initial mission to Ravenmoor. But now that it's been over a month since she last heard from him, she fears he's been waylaid by bandits or worse. A DC 20 Sense Motive check at this point reveals she's hiding something, and if she can be made helpful with a DC 11 Diplomacy check, she sighs and reveals that she's also worried he's fallen off the wagon, and in the worst case, has absconded with the 500 gp to Riddleport or beyond.

The last she heard from Elias was a short letter from Galduria, in which he boasted of making the journey along the Lost Coast Road from the town of Sandpoint in record time. He predicted that if weather held, he'd be in Ravenmoor in no time and would be back in Magnimar within a week and a half. His letter from Galduria is frustratingly brief, and doesn't even indicate where

he stayed in that town (if the PCs try to follow up on Elias's stay in Galduria, they'll be unable to find any new information—the tax collector didn't leave much of an impression there).

WHAT HAPPENED TO ELIAS KYLE

In order to learn what happened to Elias, the PCs must travel to Ravenmoor and conduct their own investigation. The following summary is presented for the GM. The PCs should be able to piece together some elements of the truth during play.

Despite what Elias Kyle told his sister-in-law, he wasn't really eager to recover the missing tax funds so as to secure a promotion. Indeed, her secret fear is spot-on—the scoundrel intended to collect the 500 gp and then flee to Riddleport with his ill-gotten gold. When he arrived in Ravenmoor, he was told by Mayor Kriegler that it would take some time to gather the funds. Until then, Kyle was invited to stay in the mayor's manor. Kyle never made it past that first night; he was abducted by the inner circle of cultists and sacrificed to Ghlauder several hours before dawn. While many of Ravenmoor's citizens remember the red-headed tax-collector as an “ugly and annoying city dweller,” very few of the townsfolk are privy to the cult's inner workings. Those cultists who knew the truth have been spreading rumors that Kyle left town early in the morning with the payment—perhaps to flee to Riddleport. The man's remains are still hidden in town, though, and persistent PCs can discover them in area **K7**.

THE ROAD TO RAVENMOOR

Ravenmoor is located almost 250 miles from Magnimar through foothills, forests, and marshland. Those traveling from Magnimar to Ravenmoor essentially have two choices: the Lost Coast Road or the Yondabakari River. While the Lost Coast route is overland, the river route is longer. Both routes meet up in Galduria; from there the rest of the journey is generally made via horseback along a well-traveled road on the western shore of the Lampblack River. As the Lampblack curves away to the east, this road continues north along the edge of Churlwood, eventually reaching Roderic's Cove and Riddleport. Travelers to Ravenmoor must abandon the road at this bend in the river to follow a little-used trail up along the river's west banks into increasingly dreary landscapes of bogland and bleak moors. During the day, the preponderance of ravens in the skies gives subtle encouragement that one is on the right track to Ravenmoor, but as the sun sets, the mosquitoes come alive. The trail itself often winds away from the river and soggy boglands to avoid the worst of these pests, but once the PCs near Ravenmoor, insects become a constant annoyance.

You can play out the journey to Ravenmoor if you wish, but the PCs won't be able to start their actual investigation of the missing gold and vanished tax collector until they reach their destination. This adventure assumes the PCs don't spend much time exploring the Ravenmoor Hinterlands, but if they do, feel free to have them encounter local dangers like giant ticks (see *Pathfinder RPG Bestiary 2*), Stirges, or starving wolves.

PART TWO: EXPLORING RAVENMOOR

Feast of Ravenmoor isn't really on a “timer,” but the events as presented in this adventure are still assumed to play out in a single day and night in town. If possible, you should assume that the PCs arrive in Ravenmoor an hour or two before noon—use inclement weather, distractions on the road, or even a few wandering monsters as needed to set up the arrival for this time.

The portion of this adventure that takes place during the day involves a fair amount of exploration and investigation, but only two significant combats are assumed to take place during this time. As a result, the PCs should still have a fair amount of their resources (in the form of spells, hit points, and the like) available once evening falls—this is by design, since the bulk of this adventure's trouble takes place well after dark.

As events take an increasingly dark turn, you must carefully gauge the PCs' remaining resources. The adventure is structured so that the cultists' attack does not occur until the PCs have been able to get 8 hours of rest, so when the PCs are awakened in the wee hours of the morning, they should have time to prepare spells anew if they wish. Once the cultists attempt to capture one of the PCs, the heroes will have little time to rest before the adventure's climax, so it's only fair that they have as many of their resources as possible once this portion of *Feast of Ravenmoor* begins.

WELCOME TO RAVENMOOR (CR 1/2)

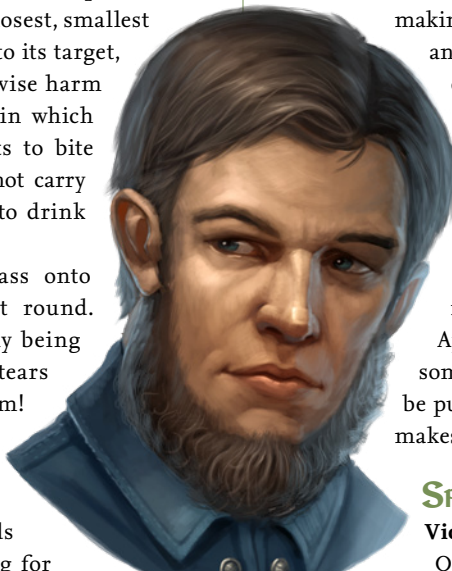
As the PCs approach the village of Ravenmoor and reach area **A** on the map, have them make Perception checks. All of the PCs should be told, regardless of their result, of the sound of a young boy's voice calling out, “Aaaaaaplesaaaauce! Here boy! C'meer boy!” followed by some whistling, as if a child were seeking a missing puppy. This comes from the tall grass growing to the left of the road. The PC who rolls the highest on the Perception check hears something else, a soft rustling in the grass at the right side of the road.

Creatures: The boy is young Ornigaard Korzha (CN male human commoner 1), and he's looking for Applesauce, his pet stirge. Keeping stirges as pets is just one of Ravenmoor's many unusual customs, although the

creatures are normally kept in hutches or on leashes. The stirges are more or less domesticated, but when let out of their cages by foolish children, they often flutter off into the surrounding regions.

At this point, have the PCs roll for Initiative. Applesauce should roll as well—the stirge is somewhat frightened after its brief flight beyond the boundaries of its hutch, and is eager to return to its cage. Unfortunately, the thing is also a bit confused. On its turn, it flutters up out of the weeds and makes a beeline for the closest, smallest PC. The stirge tries to attach itself to its target, but it doesn't drain blood or otherwise harm its foe unless it is first damaged, in which case the now-angry stirge attempts to bite and drain blood. Applesauce does not carry any diseases, but remains as eager to drink blood as any stirge once it starts.

Ornigaard bursts from the grass onto the road at the end of the first round. Upon seeing Applesauce apparently being attacked by the PCs, he bursts into tears and cries out, "No! Don't hurt him! He's just a-scairt!" Ornigaard is 8 years old, with a ragged mop of black hair, filthy home-spun clothes, and mud caking his hands and feet from his frantic searching for his pet. He avoids fighting the PCs, and if he's ever threatened, he flees back into town to seek his father, Viorec Korzha, for protection.



Viorec Korzha

DOMESTICATED STIRGE

CR 1/2

XP 200

Domesticated stirge (*Pathfinder RPG Bestiary* 260)

hp 5

Development: How the PCs interact with this unexpected encounter can significantly impact their initial reception into Ravenmoor. If the PCs avoid harming Applesauce, the stirge detaches from its "victim" and returns to Ornigaard's arms to nuzzle his neck in a friendly but disturbing fashion. Relieved to have regained his pet, young Ornigaard is nevertheless hard to get more information out of since he's been brought up to distrust strangers. If the PCs ask him any questions, he just shrugs and mumbles something about having to get home to put Applesauce in its cage. If pressed, he says, "You should talk to my pa... he knows everything." This isn't quite true, but his father Viorec Korzha is certainly easier to talk to than the bashful young boy. If the PCs agree to speak to his father, Ornigaard leads them into town to his home—a simple

farmhouse that lies just north of the town's trading post (area E).

If the PCs hurt Applesauce or render the stirge unconscious, Ornigaard is much more distraught. He cradles the wounded or dying stirge in his arms and sobs loudly—if the stirge is killed, his sobs increase to ear-splitting wails. If the PCs can heal Applesauce, or at the very least help to stabilize the dying stirge (attempts to do so that require touching the stirge require making the distraught Ornigaard helpful with an Intimidate check or a DC 15 Diplomacy check first), Ornigaard recovers his composure enough that things can proceed as above. If the PCs don't help the hurt stirge, or if it's been killed, Ornigaard flees back to his home. The villagers regard the PCs with narrowed eyes and curt greetings if word spreads that they killed or hurt Applesauce—they understand well that sometimes pet stirges go bad and have to be put down, but that the PCs were involved makes things a bit more complicated.

SPEAKING TO VIOREC

Viorec Korzha (CN male human expert 2) is Ornigaard's father, a handsome, friendly farmer and proud father of five. If the PCs don't seek him out immediately, he'll track them down once he gets the story of

how they handled their encounter with Applesauce and his son—his initial attitude toward the PCs is either friendly or unfriendly, as appropriate.

Viorec is not among the inner circle of cultists in Ravenmoor, and as such isn't much more than a local farmer curious about the "city folk" who either befriended or frightened his son. Regardless of his initial attitude toward the PCs, you can use Viorec as an initial point of contact with the PCs—even if he's unfriendly, he retains a cold respect for them and knows better than to antagonize well-armed strangers.

Some specific answers to topics the PCs are likely to ask Viorec about are listed below. For the most part, any of Ravenmoor's citizens can answer these questions in the same way.

Elias Kyle: Viorec can confirm that the "funny-looking redhead" was indeed in town several weeks ago, during last month's Founders' Festival. He didn't mix much with the locals—he spent most of his time talking to the mayor. As far as Viorec knows, Kyle got the tax payment and left the next morning; Viorec certainly hasn't seen him in town since. If pressed further about Elias Kyle, Viorec recommends the PCs go ask the mayor. If Viorec

is made helpful to the PCs rather than just friendly, he confides that he heard a rumor that Kyle skipped town with the taxes and was headed up to Riddleport, not back to Magnimar.

Founders' Festival: You can use Viorec to inform the PCs that Ravenmoor is preparing to celebrate the monthly Founders' Festival later this afternoon, to be followed by the traditional Founders' Feast. If he's friendly with the PCs, he'll invite them to take part in both; otherwise, he won't tell them to keep away, but he'll let them decide whether to go on their own if they're invited.

Late Taxes: Viorec believes Kyle got the taxes already. The idea of having to pay taxes again disturbs and angers the farmer, and he suggests the PCs take up the topic with the mayor.

Pet Stirges: Viorec acknowledges his son's buzzing pet stirge, Applesauce, with a knowing nod, recognizing that "most city folks don't understand these buggers." He explains, "Lotsa folks here keep 'em as pets. They're really kinda friendly once you give them a chance."

Somewhere to Stay the Night: Viorec shrugs, pointing out unhelpfully, "There ain't no inn in town, but there's a-plenty of land out there to pitch camp in." If made friendly, he'll suggest talking to the mayor about staying in his manor—it's the largest building in town, after all. If Viorec is made helpful, he'll offer his own home for one PC, but points out he doesn't have room for more than one guest. The PCs might be better advised to seek lodging in the mayor's manor if they don't want to split up over the night.

INVESTIGATIONS

The method by which the PCs investigate Elias Kyle's disappearance is left to them. They can adopt a subtle approach and pretend to be travelers while taking advantage of the deception to snoop around (in which case you should consult the individual descriptions of areas in Ravenmoor to judge their success). They can even simply cut to the chase and seek out the town's leader, Mayor Kriegler, and question him about the missing tax collector—if they opt for this tactic, skip ahead to Meeting the Mayor on page 11.

If the PCs ask any villagers about the 500 gp in back taxes that Ravenmoor owes to Magnimar, most villagers simply shrug and claim ignorance. If pressed, they recommend the PCs seek out Mayor Kriegler, since he's the one who handles the "government stuff" around here.

Note that while most of Ravenmoor's populace is chaotic neutral, the inner circle of Ghlauder worshipers are chaotic evil. Nevertheless, with only two exceptions (the mayor and the weaver Alizna), no villager in town has more than 4 Hit Dice. Remember that creatures with 4 or fewer HD do not radiate as evil when examined with

LOCAL REACTIONS

If the PCs damage their reputation in town (whether by killing poor Applesauce, frightening children, or openly disrespecting citizens), they take a -5 penalty on all Bluff and Diplomacy checks made in Ravenmoor until they somehow make up for this terrible first impression. Just how the PCs can make up for it is up to the GM—perhaps they need only pay the Korzha's 50 gp for the pain and suffering they've caused young Ornigaard, or maybe they'll need to win at least one of the competitions during the festival.

detect evil, and so using this spell to root out cultists is not really an option.

THE RAVENMOOR CULT

Of Ravenmoor's population of 135 souls, only an inner circle of 30 cultists knows the truth about the town's religion. Most villagers simply aren't bright enough to ask questions about the strange elements of the local beliefs. They simply know no other way. The men and women of the inner circle keep the truth even from their own families. New members are indoctrinated into the town's secrets infrequently, whenever the cult makes the decision to allow promising new members into their ranks.

As a general rule, you can assume there's a 75% chance that a cultist is in earshot anytime the PCs speak to each other or a villager. The cultists do their best to act as if they know nothing more about the town's religion—if asked specific or difficult questions, they use Bluff to feign ignorance. If that fails, they tend to be quick to anger, but they don't attack. Instead, any character who arouses the anger of a cultist is marked as a likely candidate for sacrifice later that night.

The cultists don't dress any differently from the rest of the locals, save for during their secret rituals held in the field beyond the Chenowitz farm (area C). At this time, they don filthy robes and elaborate but homemade mosquito masks made of twigs and gourds. They carry sickles at these times, as only the mayor is allowed to wield Ghlauder's favored weapon, the spear, as a sort of badge of office. Their outfits are sinister, but correctly associating them with Ghlauder is somewhat difficult (since even among the Gossamer King's faith, these outfits are unusual); correctly identifying them requires a DC 25 Knowledge (religion) check. Searching a cultist's home has a chance of turning up the cultist's robe and mask. A DC 25 Perception check allows a PC to find the cleverly hidden niche in which the cultist in question hides her gear.

The following statistics represent a typical example of one of the cultists that the PCs are destined to tangle with later in this adventure. This adventure assumes that

the PCs won't be getting in fights during the day—but see the To Arms! section on page 12 if your players are particularly eager to start battling the evil villagers.

RAVENMOOR CULTIST CR 1/2

XP 200

Human commoner 2

CE Medium humanoid

Init +1; **Senses** Perception –1

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 7 (2d6)

Fort +0, **Ref** +1, **Will** –1

OFFENSE

Speed 30 ft.

Melee broken sickle +0 (1d6–1 plus poison)

TACTICS

During Combat Cultists prefer to fight together, focusing on the same target in an attempt to overwhelm their foes. They always enter combat with a sickle

that's been treated with a dose of blue whinnis, and given the chance, they reapply poison during combat as the opportunity arises. A cultist who accidentally poisons himself drinks antitoxin the next round.

Morale Ravenmoor cultists fight to the death as long as they believe their leader, the mayor, still lives. If they know he has died, they flee combat as soon as they are wounded.

STATISTICS

Str 13, **Dex** 12, **Con** 10, **Int** 11, **Wis** 8, **Cha** 11

Base Atk +1; **CMB** +2; **CMD** 13

Feats Deceitful, Skill Focus (Bluff)

Skills Bluff +6, Disguise +2, Profession (varies) +3, Knowledge (religion) +1

Languages Common

Combat Gear antitoxin, blue whinnis poison (2 doses); **Other**

Gear broken sickle, mosquito mask, white robes, 4 gp

RAVENMOOR LOCATIONS

The PCs should arrive in Ravenmoor an hour or so before noon, which should give them several hours to explore the town and look for clues. Pages 30–31 of this adventure present a wealth of information about Ravenmoor, its villagers, and local customs that you can use to bring this bleary town to life. While interrogating the villagers won't reveal much (the locals didn't have much contact with Elias Kyle, save for the cultists, who aren't eager to reveal what they know), numerous clues as to what's going on in the village abound if the PCs manage to look around. The locals don't take well to snoops, though. If they catch the PCs looking around in a building, a DC 15 Bluff or Diplomacy check allows the

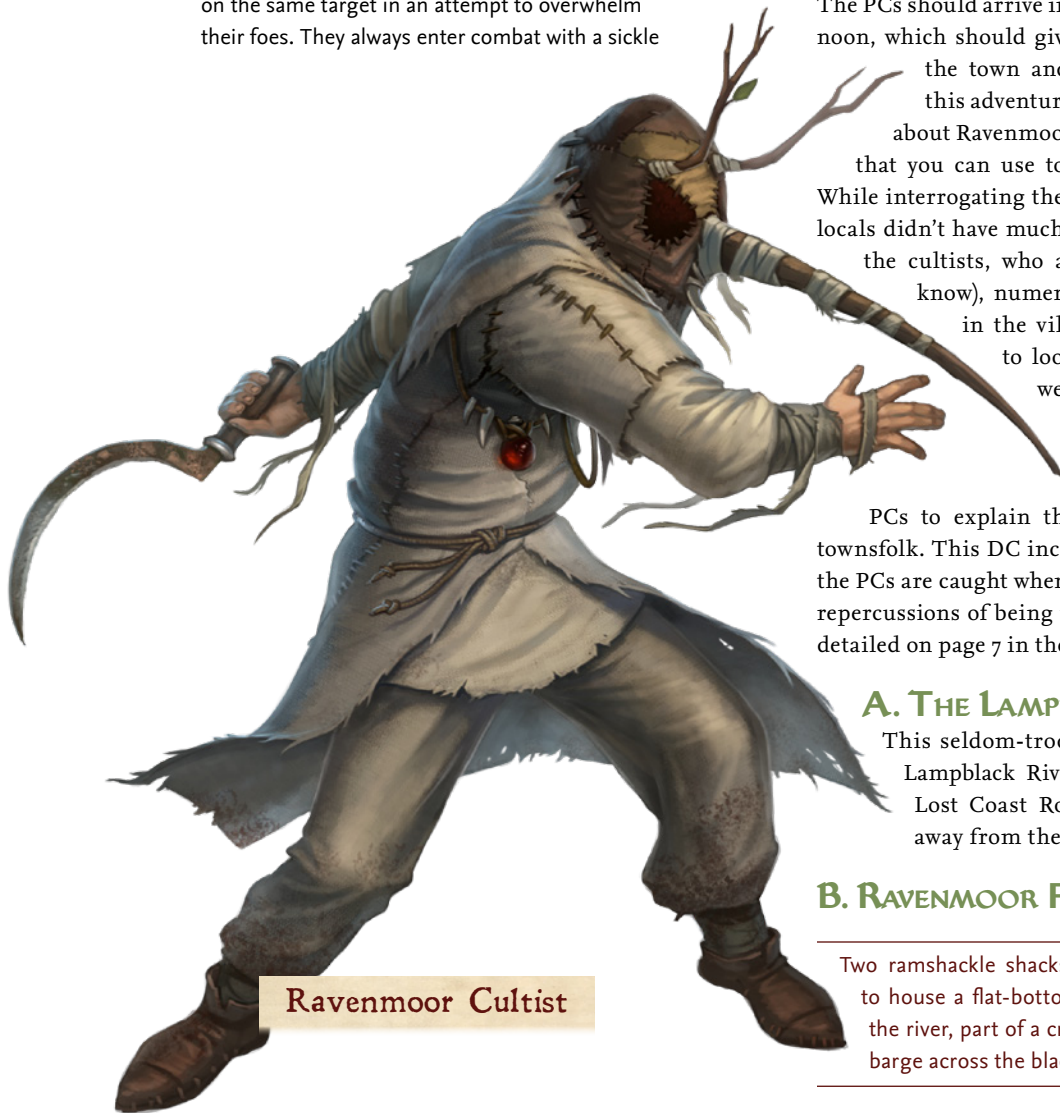
PCs to explain themselves without angering the townsfolk. This DC increases by +5 each successive time the PCs are caught where they're not supposed to be. The repercussions of being unable to explain themselves are detailed on page 7 in the Local Reactions sidebar.

A. THE LAMPBLACK TRAIL

This seldom-trodden trail leads down along the Lampblack River, eventually connecting to the Lost Coast Road where the Lampblack veers away from the edges of Churlwood.

B. RAVENMOOR FERRY

Two ramshackle shacks flank the Lampblack here, sheds to house a flat-bottom ferry. Tightly drawn ropes cross the river, part of a cranked pulley system that draws the barge across the black water.



Ravenmoor Cultist

The ferry can transport a total of 7 passengers, who are charged 1 sp each. Horses or large animals take the space of two passengers and cost 1 gp apiece to transport across. The ferry is run by **Skender Cardzi** (CE male human expert 2), a crooked-backed, thin-haired man with an abrasive personality. He is quick to warn approaching PCs—especially any who consider bypassing his service—of “the wolf in the water,” which “eats children’s guts” (a reference to the Lampblack bunyip that’s lived in the river and fens nearby for many years). He points to an unusual-looking skull nailed to the nearby shack, and gruffly notes the creature usually hunts these shores for a couple weeks before moving on. The displayed skull is actually the deformed skull of a stillborn ox, but his warning is quite real. If the PCs ask about Elias Kyle, Skender admits he saw the man, but knows he didn’t leave town via the ferry. The ferryman helpfully muses that, if Elias has gone missing, he was most likely eaten by the water wolf.

C. WEAVER

This shop is filled with simple clothing, cloth, thread, and yarn; a large loom and spinning wheel take up most of the shop’s back area, along with a large cage containing Mushfen silkworms.

The town weaver, **Alizna** (see page 23), appears as a stooped crone with a quick smile. The majority of the clothes worn by Ravenmoor’s citizens were created by this old woman, as were the robes worn by the cultists during rituals. There’s very little of actual value here, although if the PCs want to purchase some rustic clothes, Alizna titters and gladly takes their coin. She claims not to remember Elias Kyle if asked, but admits she doesn’t get out much. This is, of course, a lie—Alizna was involved in Kyle’s murder, but that’s hardly her most disturbing secret. In fact, Alizna is an aranea, a shapechanging spider who only appears to be a frail old woman. She’s also one of only two of the town’s citizens powerful enough to be exposed by a *detect evil* spell. She’s actually quite canny, and given the chance casts *misdirection* on herself to hide her secret (she chooses one of her silkworms as the target of the spell, making herself appear to be neutral in alignment) before she moves out into the shop itself to greet visitors. Alizna plays the role of a kindly old woman as long as possible, but if the PCs get abusive or aggressive, she casts *invisibility* and flees to Kriegler Manor to hide until her services are needed later. If word gets out that the PCs have been disrespectful toward the woman, their reputation in town suffers (see Local Reactions on page 7). Alizna’s stats appear in area **K6**, later in this adventure.

D. PHYSIC

The front of this small building has a wide, overhanging roof that provides shade for a few benches and chairs out front.

This small building is the workplace of **Alexi Eestok** (CN old male human expert 3), the town’s aging barber-surgeon. He performs many vital remedies to harsh village life, including haircutting and shaving, but also bloodletting, boil lancing, tooth extraction, and setting broken bones. The benches lined up along the building’s facade attract a congregation of long-toothed elders, who spend their waning days sitting under the covered porch, wagering on simple games of chance.

E. TRADING POST AND SMITHY

While this building bears a sign that proclaims it to be the town trading post, the lack of business and activity certainly sets expectations of a poorly stocked store at best.

This ill-stocked trading post seems to contain mostly agricultural equipment: plows, scythes, flour sacks, flails, and the like. Most of the available space is otherwise taken up with tables and the building’s long counter, and the hearth always hosts a large cauldron in which a thick, creamy stew of diced eel and river clams simmers. A large barn just to the south stores hay stocks and the town’s seed stores, while smoked stirges and giant ticks cure in the lofty rafters. The building also serves as the village’s smithy, where the trading post’s muscular, bald owner **Saul Lupescu** (CE male human expert 2), sometimes toils to repair tools, while his wife **Anya** (CE female human expert 2) tends the post itself. The trading post offers no armor or weapons (apart from simple weapons and flails) for sale—Saul grudgingly agrees to sell other objects to the PCs only if they can impress him with a DC 15 Diplomacy check, in which case the PCs can purchase nonmagical gear up to the town’s limit of 250 gp. The first time the PCs visit this location, they also meet Saul’s beautiful daughter, **Shel Lupescu** (CE female human expert 2), sitting out front as she works on repairing a fine but threadbare dress. On the verge of becoming an adult, Shel is particularly excited today since she’s been chosen as one of the three local girls competing to be named this year’s Founders’ Feast Queen—an honor awarded yearly by the town mayor to the most beautiful of Ravenmoor’s daughters. Saul is quite protective of his daughter, but not for the reasons the PCs might think, and if he gets the idea that the PCs are talking to her too much, he’ll usher her into the back room where her bedroom is to wait for the festival there.

F. RUINED CHURCH

The ceiling of this abandoned church has mostly caved in, and while the church's two-story steeple still stands, the bell that once hung within appears to be missing.

Originally the heart of Ravenmoor, this old church of Desna has been abandoned for many years. The iron bell that once hung in the tower has long since been scavenged for its iron, which was used for things like tools and horseshoes. An investigation of the ruined interior finds a single crude idol of Desna, more akin to a gourd-faced and straw-stuffed scarecrow than a proper statue, sagging against the pulpit wall. A DC 15 Knowledge (religion) check is enough to confirm the place hasn't been used in decades, and that the sorry state of the church borders on blasphemy in a town that supposedly owes its continued existence to Desna. Interviews with locals about the church's condition bring mostly shrugs—the people of Ravenmoor explain that they don't need a building as proof of their faith, saying, “The stones be a sight better place fer worship than a building, sinct' ye can see the stars.” None of the locals are particularly eager to engage in religious debates; they're comfortable in their laid-back faith, and, other than suggesting that scandalized priests might wish to speak to the mayor about their concerns, they seem almost amused by this “city-folk uproar” over their local traditions.

G. THE STONES

This large ring of black river stones and tall, stacked rock columns encompasses an open-air amphitheater built against a steeply sloped sandstone outcropping. Stone benches sit nearby, while a misshapen wicker and corn-husk figure with mossy canvas wings looms over an altar stone at the far side.

Many of these stone megaliths can be found in the Ravenmoor hinterlands—so-called “troll rocks” of popular local legend (supposedly fragments from immense rock trolls that succumbed to the petrifying light of the sun). Slanted stone pews interrupt overgrown weeds and flank a central aisle terminating at a small raised dais. A stone altar sits upon this stage, and a life-sized wicker and corn-husk representation of Desna looms above, depicted in a kneeling pose, her mossy canvas wings spread wide and crawling with spiders. A DC 15 Knowledge (religion) check reveals the unnerving feeling that this representation of Desna seems strangely crude and untended, almost as if it were more of an effigy than a proper object of love and veneration. Confronted with this, the townsfolk shrug and say words to the effect of, “We ain't got your shiny temple fixings out here—we make do with what we have, and I reckon the Dream Tender don't mind none.”

H. FESTIVAL GROUNDS

A large field here has been fenced off, creating an area where tents, benches, and tables have been set out for today's festival and celebration.

The monthly Founders' Feast and accompanying festival are held in a large fallow pasture nestled in the northern fork of the village road. These grounds feature prominently in the adventure and are detailed further in Part Three.

I. RAVENMOOR MILL

Built of darkly stained river rock and soggy timber, this old structure leans precariously toward the Lampblack, its wooden wheel rotating in the slow-moving waters.

This mill quietly throbs a repetitive cadence from within, and the wheel mechanism powers a pulper, a wire-drawer, a sack lift, and the grindstone vital to processing Ravenmoor's crops. The miller, **Doriv Carmiscu** (CN female human expert 2), is also in charge of supplying villagers with their weekly supply of grain and other milled goods. Nothing here is for sale to outsiders.

J. KRIEGLER MANOR

This clapboard, saltbox-style house is the largest home in town. Built on a barren hill, the building has a two-story facade that slopes down to a single-story rear with the large, protruding chimney of a centrally placed hearth. The house seems inviting, and much better maintained than Ravenmoor's other buildings.

Further details on the Kriegler Manor can be found in Part Four.

K. THE CHENOWITZ PLACE

A sagging farmhouse, its windows boarded over with timbers, sits in a clearing nestled within an overgrown field at the edge of town here. An old barn with a sagging roof looms behind the house, a reminder of more productive times.

The Chenowitzes were one of the founding families of Ravenmoor, but they all perished in the bad times before Iola returned with the village's salvation. Since then, these buildings have been left to rot and the fields to lie fallow—to outside appearances, at least. In fact, the structures and fields here are where the cultists meet and hide their secrets. The rotting house, peeling red barn, and fields beyond are detailed further in Part Four. If the

PCs decide to explore this place early, see To Arms! at the end of Part Three. In any event, this old abandoned farm is avoided by the locals—adults cite its sagging roofline as evidence that the buildings could collapse at any moment, while children believe the place is haunted by the Night Creepers.

MEETING THE MAYOR

The townsfolk are generally uncomfortable talking to visitors, and it shouldn't be long before any interview with a local results in a brusque suggestion that the PCs should seek out the mayor for answers. Anyone who lives in town can point out the mayor's manor—it's the tallest and best-preserved building in town, after all.

When the PCs first approach the manor, they are met before they actually reach the door by a surly-looking young man who abandons his yard work to demand what the PCs want. This is **Leonard Kriegler**, the mayor's supposed younger brother (in fact, he is a faceless stalker, although for now Leonard hides this truth well). Leonard is protective of his "older brother's" time, and gruffly informs the PCs that his brother is busy and that they should move on—implying that they'd best leave town. Leonard grips his sickle tightly during the conversation. Present him as a town bully just itching for a fight. Before he and the PCs can come to blows, though, the front door to the manor opens and a friendly man steps out—Mayor **Andretti Kriegler** himself.

Mayor Kriegler is a tall, lean man with a severe bearing, a keen stare, and an imposing mien. He is also keenly intelligent, a devoted follower of Ghlauder, and one who's had a lifetime of practice at deception and leading an unknowing flock in worship to his god. His "brother," Leonard, quickly steps aside and grows silent once Andretti appears. The mayor apologizes for his brother's attitude and welcomes the PCs to Ravenmoor, presenting an almost shockingly welcoming persona of delight after several encounters with morose, even surly villagers.

The mayor explains to the PCs that he was just now heading down to the Festival Grounds to aid in the last-minute preparations for the festival; if no one has invited the PCs yet, he does so. He goes further, asking if they'd mind walking with him to the grounds, and promising to help them in whatever way they need.

You should present the mayor as a friendly character, but not overly so. Paranoid PCs are likely to suspect him

on their own, so try not to make him seem sinister. In talking to the PCs, he should come off as a man who sees himself not only as the leader of a town, but as the one responsible for keeping up morale—times are generally hard in Ravenmoor, and by having monthly Founders' Festivals and otherwise putting up a happy face, he does what he can to keep the villagers content.

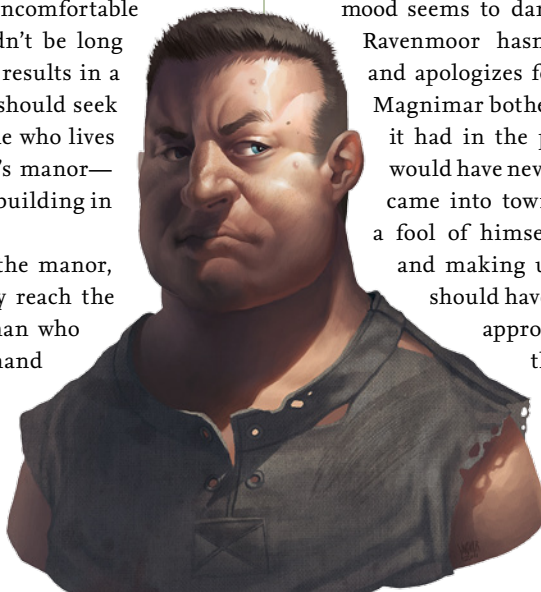
If asked about the taxes or Elias Kyle, however, his mood seems to darken somewhat. He admits that Ravenmoor hasn't paid taxes for some time, and apologizes for this while implying that had Magnimar bothered to send yearly collectors like it had in the past, this unfortunate situation would have never happened. He claims that Kyle came into town and "wasted no time making a fool of himself—ordering townsfolk around and making unreasonable demands when he should have just come to me." Once Kyle did

approach the mayor, Kriegler assured the tax collector that he would pay the taxes in full but that he needed a bit of time to scrape the funds together. He invited Kyle to stay in his manor and enjoy that month's festival, but Kyle had little interest in what he called "backwoods hootenannies." The mayor goes on to say that Kyle did take him up on his offer of board, though, and went to bed

early. The next morning, the mayor paid Kyle the taxes in a locked coffer, and the man left town just before dawn, presumably heading back to Magnimar.

Of course, that last bit is a lie. If the PCs can see through Kriegler's Bluff with their own Sense Motive rolls, he sighs and admits that his interactions with Kyle were quite a bit less congenial, and reveals that he found the tax collector to be somewhat untrustworthy. When he returned from the feast, he caught Kyle raiding his liquor cabinet, and the enraged mayor gathered the funds at once and sent Kyle on his way. If the PCs inform him that Kyle never returned to Magnimar, the mayor shakes his head sadly and says the following.

"Honestly, I'm not surprised to learn that. I've heard rumors that he lit out for Riddleport, in which case I fear the taxes are as good as gone. But the fact apparently remains that we still owe a payment. You strike me as much more trustworthy agents, frankly, but I'm afraid we don't have the full payment available to pay the taxes again. I'll extend to you the same offer I extended to Elias, though—enjoy the festival and tonight's feast, stay in my home, and I'll see what I can scrape together from what remains of the town's funds to pay at



Leonard Kriegler

least part of what we owe. Perhaps at a later date Magnimar might send you north to Riddleport to find out what became of that scoundrel.”

Of course, the mayor’s true plan for the PCs is the same as what he had planned for Elias: deception, abduction, and sacrifice. If the PCs are able to see through his second story (which is partially true—he did catch Kyle raiding the liquor cabinet before he and his minions subdued the man), he grows a bit more nervous. He blames his jitters on pre-festival stress, and seeks to break off his conversation at this point, citing a need to head into the grounds to prepare for the afternoon’s festivities. If the PCs imply that Kyle might have fallen to treachery here in town, the mayor guffaws but admits that the hinterlands can be quite dangerous—perhaps Kyle fell victim to the water wolf.

Having the PCs come out of their initial meeting mistrustful of the mayor’s actual intent is fine—if they act immediately on their suspicions and attack, see *To Arms!* below. Otherwise, the prudent option is to lie low, perhaps visit the festival, and do a bit more snooping around.

Mayor Andretti Kriegler’s stats are given on page 27.

TO ARMS!

While *Feast of Ravenmoor* assumes the PCs won’t realize the full extent of the problems in the town until late at night, there’s always a chance that the PCs might take things too far, either because they’ve grown impatient with the wait, been caught sneaking around in a place they shouldn’t be, or come to the realization that all is not as it seems in town. The village of Ravenmoor is detailed enough so that you should be able to handle such a development when it occurs, but the following bits of advice should help if the PCs arouse the cult’s anger too soon.

Villagers: Remember that most of Ravenmoor’s citizens aren’t full members of the cult—they’ve been duped by generations of skillful deception and treachery. While the locals won’t believe initial claims by the PCs that their leader is a monster, neither do they rise to his defense. In the case of an attack, the typical villager flees or begs for mercy. Once a full-on battle between the PCs and the cultists begins, the ordinary villagers hide in their homes and hope for the best.

Cultists: Of the 135 citizens of Ravenmoor, only 29 are actual cultists (of which only three—the mayor, his faceless stalker “brother,” and the aranea Alizna—are anything other than 2nd-level human experts). A few of these cultists, like Saul Lupescu and Skender Cardzi, are relatively prominent folk in town, but most are simply patriarchs or matriarchs of various families in town—it’s not unusual for these family leaders to hide the truth from their spouses and children. Once it becomes apparent that

the PCs are on to the cult, four of these cultists move to protect the Chenowitz place. The other cultists form into four groups of four each (a CR 3 encounter) and begin searching the town and hinterlands for the PCs. When and if they encounter them, they attempt to subdue the party and bring the PCs to area **K3** in the farm for safekeeping and eventual sacrifice.

The Festival: If things go bad before the festival begins, the event never occurs. In this case, the pig from the greased pig event (see page 14) is moved to area **K7** at the farm, where it soon completes its transformation into a cythnigot. It can be encountered there from this point on. If the PCs attack the cult during the festival or feast, you should have the bulk of the attendees (the villagers) panic and flee for their homes, transforming an initial battleground into a complex chaos—see page 436 of the *Core Rulebook* for rules on adjudicating combat and movement through crowds.

Kriegler Manor: Once the alarm goes out, four cultists move to the manor to help protect it from the PCs. They can be encountered in area **J1**, but once a fight breaks out, the four quickly convene on the site to lend aid to their brethren.

The Chenowitz Place: With the exception of the addition of the cythnigot to area **K7**, very little needs to change in the description of the Chenowitz Place. The PCs encounter the same level of opposition and danger there regardless of whether they reach the farm during the day or night.

PART THREE: THE FOUNDERS’ FESTIVAL

Festivals are a big part of life in Ravenmoor—for the remote village, the Founders’ Festival has been a monthly event for two generations. This festival traditionally takes place on the day before the first full moon of the month. Most of Ravenmoor’s citizens spend their free time anticipating these monthly celebrations and preparing for them. In a town with little else to do, the festival fills an important role indeed.

The Founders’ Festival begins in midafternoon, typically at about 3:00. The earlier part of the day is generally spent preparing, with two local families (which ones depends on what month it is) shouldering the responsibility of setting things up. Some villagers drag tables from barns, while others set up small pavilions, picnic quilts, and even a makeshift stage on the festival grounds in the northern part of town (area **H**) to prepare for the afternoon’s festivities. Unlit piles of wood for bonfires stand around the field’s perimeter, and an open space in the center is cleared and ringed with benches for the festival’s games and competitions. It’s unusual for visitors to come to these festivals, but once they’re

underway the joy of the event quickly overwhelms the villagers' natural reticence toward strangers, and for the few hours the festival and feast persist, visitors are almost made to feel at home.

If PCs persist in disrupting the locals' festivities with talk of tax collection or overly pushy inquiries about Elias Kyle, use the welcoming villagers or featured NPCs to disarm them with friendly rebuttals, offers of food, challenges, or the distraction of games that appeal to their strengths. Some PCs may be drawn in by a small band of local accordion and fiddle players, while others may wish to bet on the raven fights. And what adventurers can resist the chance to disprove taunts that they can't catch a greased pig?

The festival itself is presented as a place for the PCs to get a bit of relaxation and roleplaying in, as well as a chance to further present the odd village's customs and quirks. With the exception of the event during the greased pig chase, the festival isn't intended to put the PCs in any real danger. Done properly, the PCs should have an enjoyable time interacting with the town while still having some suspicions aroused that something isn't quite right. Keep an eye on how your players are doing during this part of the adventure—if they seem bored or impatient, feel free to gloss over the remaining events and move on, having the PCs retire to Kriegler's manor to await the supposed tax collection payout in the morning.

FESTIVAL EVENTS

The following festival events are designed to expose the PCs to some of Ravenmoor's odd traditions while not only challenging their skills, but also setting them at ease among the villagers. Present some of the village's more unusual customs, like their pet stirges and folk remedies, early and openly. Villagers who see PCs become alarmed quickly distract them by inviting them to participate in the following events, or by immediately introducing them to any villagers they've been asking about. Indeed, the villagers are very insistent that these strangers—who are here, they may remind the PCs, to take money already given in good faith—participate in their festival as a sign of good will and good character after having had their last payment of taxes stolen.

Dreamer's Leap: Villagers take turns leaping over a bonfire's flames in what is explained as a purification ritual. Elders and children begin the ceremony as the fire builds, but as older boys and healthier villagers join in, the fire is fed to increase the height of the flames. Villagers then encourage PCs to take the "dreamer's leap." The fire is 10 feet in diameter with 3-foot-high flames; jumpers must succeed at a DC 12 Acrobatics check to clear it. Jumpers are allowed a 10-foot running start. Failure by 4 or less means the jumper takes 1 point

HOW TO CATCH A GREASED PIG

To simulate the greased pig contest, each contestant must make an initiative check to determine the order in which they take turns attempting to catch the pig. The pig itself never takes an action, and spends the contest running in circles and squealing. On a contestant's turn, he must take a move action to approach the pig, then make an attempt to grab the pig. If he can pin the pig on the following round, he wins. Other contestants can attempt to break the grapple to release the pig. At the start of the contest, the greased pig gains a +10 circumstance bonus on Escape Artist checks, on combat maneuver checks made to escape a grapple, and to its CMD to avoid being grappled. These penalties decrease by 2 each round as the pig becomes increasingly coated in grit and sand. The pig itself is a Small creature, and its relevant statistics are summarized below.

GREASED PIG

CMB +10; CMD 20

Skills Escape Artist +12

of fire damage, while failure by 5 or more means the jumper lands prone in the middle of the fire, taking 1d6 points of fire damage (no save). Villagers are quick to aid fallen PCs, though a great chorus of cheers erupts for those singed by the fire's blessed flames.

Falling Stars: Saul Lupescu, the town's smith and trader, produces an aged wooden box containing six old, rusty starknives. While he prepares for the contest, he explains with reverence their significance as weapons carried by the village's founder, Iola Kriegler. Up to eight contestants take turns throwing the six starknives at bales of hay at distances of 20, 60, and 100 feet, with the most sticks winning the contest. The bales have AC 12 for the purpose of a hit sticking in the bale, but remember to account for range penalties for the 60-foot and 100-foot targets. None of the villagers are proficient with starknives (perhaps a clue to the PCs that their worship of Desna isn't as devout as it might be), and take normal nonproficiency penalties when using the unusual blades. If the PCs question the oddity of followers of Desna not being proficient in the use of her favored weapon, a hotly-debated argument ensues, with the villagers stubbornly claiming that the Tender of Dreams favors spears, not starknives, as spears represent falling stars.

Raven Fights: Several nicely carved wooden cages are wheeled into the central competition area, each containing finely bred raven specimens. As a villager removes the canvas cover, the eight ravens within the cages immediately begin cawing aggressively at one

another as if enraged. Raven fights, similar to rooster fights, have long been a popular pastime for the people of Ravenmoor, and these birds have been raised to be aggressive toward others of their kind. Villagers proudly display their finest specimens before pairing off the creatures in a tournament-style competition, with the owner and handler of the ultimate winner afforded an honored place at the feast table that evening. The eight ravens competing this afternoon are Clawfoot, Foolscap, Greediguts, Grizzle, Snaaphaunce, Soot, Vinegar Tom, and Wormwort—all prime fighting birds and all eager to have at each other. The raven fights continue for the duration of the festival, with two birds fighting at a time punctuated by 10 to 15 minutes of preparations for the next bout. If the PCs happen to have a raven they want to enter in the contest (either a familiar or an animal companion), you can play out the fights as you wish. These raven fights are typically not fought to the death; once a raven is reduced to negative hit points, the fight is over and the handlers can tend to their ravens' wounds. If a PC wins, she is afforded a seat at the mayor's side during the festival.

Three-Legged Race: Pairs of runners have their adjacent legs bound together with rope, and must run a 150-foot race against other similarly bound contestants to compete for bragging rights. Coordination is difficult, and entwined runners only get a single move action each round. The runners can move together at half speed (using the slowest runner's speed) with no skill check, but moving at full speed requires each contestant to succeed at a DC 10 Acrobatics check. The runners can move at double speed, but must both succeed at a DC 15 Acrobatics check. If either runner fails any check by 5 or more, both runners fall prone. In order to rise, both contestants must make a DC 10 Acrobatics check as a move action. Resolve this race between as many pairs of PCs as you wish and three pairs of villagers (all of whom have Acrobatics +0).

GREASED PIG (CR 3)

After the last raven fight ends, the villagers quickly erect a low fence of timbers around the central competition green while a pair of brawny villagers (neither of whom are cultists) bring a squealing, sickly-looking pig into the enclosure. To the cheers of a growing crowd, the men slather the increasingly agitated pig liberally in slippery grease before tying the end of the rope around its neck to a post.

This is the traditional greased pig chase, and if the PCs inquire about it, the villagers (ever eager to see "city folk" humbled) encourage the PCs to enter. The rules are simple. Three contestants enter the ring and the pig is released from its rope. The contestants then scramble to

be the first to catch the pig and pin it to the ground. It's a filthy contest that the villagers enjoy more because of the sight of the contestants becoming caked with the foul-smelling grease than anything else. The winner of the contest gets bragging rights and the choicest cut of the pig later during the feast.

If the PCs don't fill the three spots on their own, vacant spots are filled by villagers (use the stats for a Ravenmoor cultist, found on page 8, even though these particular villagers aren't actually cultists). Before the contest begins, allow each PC a DC 15 Perception check to note that the pig not only seems kind of sickly, but almost seems drugged in the way it stumbles and weaves about. A DC 20 Heal or Knowledge (nature) check is enough to confirm that the pig might be drugged or even poisoned. If the PCs call this out, the contest organizers call a halt to the proceedings and step forward to investigate, resulting in the scene described under *Creatures*, below. Likewise, as soon as someone manages to pin the greased pig, continue with the following scene.

Creatures: As soon as the pig is pinned, or as soon as the PCs call attention to its unusual behavior, an unexpected event occurs. The pig is not actually "sick," but rather infested with an extraplanar parasite known as a cythnigot qliploth—a cultist fed it some grain laced with cythnigot spore cases (see area **K5**) after learning that the PCs would likely be in the area, hoping to use the result to see the PCs in action so as to judge their combat abilities. The stress of the situation causes the pig to collapse and die of fright, at which point the cythnigot growing inside of it swiftly transforms the pig's still-warm body into a twisted monstrosity. An additional pair of legs sprout from its body and its eyes turn pitch black with no visible whites, while a number of flytraplike jaws sprout from its back. One of these jaws is large enough to snap and bite at foes.

The cythnigot's transformation is swift. Anyone grappling the pig at the time is immediately subjected to a bite attack from the monster, while all observing the hideous transformation and who are within 10 feet are affected by its horrific appearance. The monster's gurgling shrieks sound disturbingly like a crying baby rather than a pig, and it immediately attacks the nearest foe—PC or villager. If the PCs don't step in to destroy the monster, it flies off into the air using its spell-like ability, vanishing into the southern swamps and leaving the villagers frightened and nervous.

Note that this particular cythnigot is a bit larger than the typical Tiny monster. A DC 13 Knowledge (planes) check is enough to recognize the creature is an unusually oversized cythnigot qliploth (see page 218 of the *Pathfinder RPG Bestiary 2* for more general information about qliploth).

SQUEALING CYTHNIGOT

CR 3

XP 800

Advanced HD cythnigot (*Pathfinder RPG Bestiary 2* 221)

CE Small outsider (chaotic, evil, extraplanar, qlipthoth)

Init +0; **Senses** darkvision 60 ft., *detect law*, *detect magic*;

Perception +7

DEFENSE

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 32 (5d10+5)

Fort +1, **Ref** +6, **Will** +3

DR 5/cold iron or lawful; **Immune** cold, poison, mind-affecting, **Resist** acid 10, fire 10

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee bite +9 (1d8+4 plus spores)

Special Attacks horrific appearance (10 feet, DC 12)

Spell-Like Abilities (CL 6th; concentration +4)

Constant—*detect law*, *detect magic*, *fly*

1/day—*soften earth and stone*, *warp wood*

1/week—*commune* (six questions)

TACTICS

During Combat The cythnigot attacks whoever is closest—be that target a PC or a villager—unless a creature attacks it, in which case it attacks the foe that seems to be able to do the most damage to it.

Morale Once reduced below 11 hit points, the cythnigot flees by flying away into the southern swamps.

STATISTICS

Str 16, **Dex** 10, **Con** 11, **Int** 11, **Wis** 8, **Cha** 7

Base Atk +5; **CMB** +7; **CMD** 17 (25 vs. trip)

Feats Lightning Reflexes, Power Attack, Toughness

Skills Acrobatics +5 (+9 jump), Fly +17, Knowledge (nature) +5, Knowledge (planes) +8, Perception +7, Stealth +12

Languages Abyssal; telepathy (touch)

SPECIAL ABILITIES

Horrific Appearance (Su) As a standard action, the squealing cythnigot can adopt a hideous stance that causes any creature within 10 feet to become sickened for 1 round if it fails a DC 10 Will save.

This is a mind-affecting gaze attack. The save DC is Charisma-based.

Spores (Su) A creature bitten by a cythnigot must make a DC 12 Fortitude save or become infested by quickly growing, semi-animate tangles of fungal growths—doing so causes the victim to become entangled. As a standard action, an entangled character can try to rip the tendrils free; this requires a DC 12 Fortitude save. Plant creatures take a –4 penalty on saves against this effect. The effects

of multiple bites do not stack. This is a disease effect; the save DC is Constitution-based.

Development: The villagers react to the cythnigot's appearance with fear and disgust, but a DC 20 Sense Motive check is enough for a PC to realize that they didn't seem particularly surprised by the event. If a PC presses this point, she is told, "We get things like this around here now and then—there's bad magic in the ground here that the Dream Tender normally protects us from, but now and then, animals get the badness in them." The dead cythnigot is brought to a fire to be burned, but when its body proves unusually fire-resistant, a group of villagers drags it down to the river and throws it in, letting the current take the nasty creature away.



Squealing Cythnigot

To the villagers' credit, they recover from the unusual event quickly enough when the mayor calls loudly for the feast to begin.

If the cythnigot escapes into the swamp, you can have it appear again on the Chenowitz farm after some of the cultists track it down and lure it back into town with promises best left unspoken.

THE FOUNDERS' FEAST

As sundown approaches, the villagers light the bonfires lining the perimeter of the festival grounds, illuminating the area as the various preparations are drawn to the central tables, outspread quilts, and scattered benches. The feast itself begins without fanfare, as steaming-hot platters of the day's labors are distributed among the families. The PCs' actions earlier in the day largely dictate where they are invited to sit. If PCs have participated in good spirits, they are invited to dine at Mayor Kriegler's table, along with important villagers—the elder council and the victors of festival events. Kriegler's brother Leonard is oddly absent. If asked about his brother's location, the mayor simply says that he's getting things ready for the tax payment. PCs who have offended villagers are unlikely to garner such invitations, and groups that have been particularly offensive find themselves offered a damp blanket and cold-shouldered, inattentive dinner service.

The families responsible for particular aspects of the meal proudly make their way to each table or pavilion, serving everyone as much as he can eat. Once all are served, Mayor Kriegler stands for a short benediction to bless the meal and give thanks to "the slumbering dreamer whose gossamer cloak protects us." Among the usual fare of whole fresh greens, roasted pig, and fresh-baked breads, the feast's more unusual offerings include the following.

Black Mushrooms: Unknown by PCs until the revelations of area K5, these large, black mushrooms are actually picked from the body of a captive slime mold cultivated by cultists in the Chenowitz place. The special care taken in their growth and harvest gives them a delicious flavor.

Flayleaf Salad: Suspicious PCs will no doubt expect poisoning at every turn, but this dish is the only one with the potential for unwanted effects. A DC 12 Knowledge

(nature) or Craft (alchemy) check identifies the distinctive serrated leaves as flayleaf. A mild intoxicant, these leaves, tossed in a malt vinegar, have a bitter and biting flavor, and eating a portion counts as a single consumption of the drug (Fort DC 12 resists, causes 1 Wisdom damage, fatigue for 1 hour, and a +2 alchemical bonus on saves against mind-affecting effects for 1 hour).

Fried Silkworms: Alizna provides a bounty of large Mushfen silkworm pupae served on wooden platters.

These crispy, deep-fried insects are served with a small dish of ground caraway seeds and salt, and have a crunchy, chewy texture.

Smoked Tick Legs: The hard, chitinous legs of giant ticks are smoked first, then boiled. Served steaming hot, villagers use small, two-pronged forks to tear apart the outer shell to get at the soft meat inside, much like boiled crabs served in coastal communities. The flavor is decidedly loamy and gamey.

Stirge Blood Sausage: Ravenmoor's most popular delicacy is the specially prepared blood sacks of stirges. The engorged creatures are plucked fresh from blood-drained oxen and their abdomens pinched and twisted off. These casings are stuffed with spices and rye berries and then boiled; the blood, grains, and spices congeal, forming a briny sausage that is disturbingly delicious.



Shel Lupescu

THE FOUNDERS' FEAST QUEEN

After the food is served and the villagers and PCs have begun eating, Mayor Kriegler gains everyone's attention as three families present their beautiful teenage daughters to the feasters. Each is dressed in white silk robes with intricately braided hair decorated with garlands of local flowers. Each girl takes a turn visiting family pavilions and tables, and recounting the rehearsed story of Ravenmoor's founding. The Adventure Background section on page 3 contains all the information you need to reconstruct this story, though the young girls leave out any mention of nefarious cult activities, and instead close their narration by recounting that Iola's happy return brought prosperity back to the village by luring the crops' corruption to sleep on the soft wings of dreaming moths. After the complete story has been told in turn by the three girls, Mayor Kriegler consults with the village elders seated near him, and perhaps PCs, before declaring Shel Lupescu—a beautiful and charismatic young woman with long, blonde

hair—the Founders’ Feast Queen, presenting her with a wreath of woven vines and flowers.

The girl’s family then makes the rounds of the feast in a flurry of excitement and anticipation. You should carefully guide the PCs’ interaction with her overly joyful mother, **Anya Lupescu** (CE female human expert 2), as well as Shel herself, who attempts to win the affection of the most attractive PC in the party. Normally, the Founders’ Feast Queen is given over to the mayor as a sacrifice or for indoctrination into the cult’s inner circle. Founders’ Feast Queens who have been sacrificed in the past were temporarily replaced by one of the faceless stalkers, who then either feigned deciding to move out of town and seek her fortune elsewhere or faked a death after a few months passed. With the PCs in town, the Lupescus hope to use Shel to lure one of the PCs away to be sacrificed instead.

PART FOUR: THE LONGEST NIGHT

Once the Founders’ Feast is concluded and twilight slips into night, the villagers are quick to douse the bonfires and return home. Tradition holds that on the night after a Founders’ Feast, the Dream Tender is particularly active, so the villagers are eager to get home, burn a flayleaf fetish of the Dream Tender, and fall into a deep sleep to enjoy the dreams their god supposedly brings. Of course, this tradition is perpetuated by the inner circle of Ghlauder cultists so that they can perform their real ceremonies and rituals in the early morning hours preceding dawn without either disturbing or involving the largely ignorant villagers.

How the adventure proceeds from here depends largely on the PCs’ actions. The assumption is that the PCs either take Mayor Kriegler up on his offer to stay in his manor, or have refused his hospitality and made a campsite outside of town. In either case, the results are the same—the Lupescu family must either offer Shel for sacrifice or find a replacement victim, and so take steps to see that the PCs’ blood, not that of their kin, is spilled to aid in the mayor’s fertility ritual.

Alternatively, the PCs may be intrigued enough to stay up late and start investigating the area, particularly the two parts of town that are the most mysterious: Kriegler Manor and the Chenowitz place. If the PCs set out soon after dark as the village sleeps, they avoid being ambushed by the cultists but may well stumble into something over their heads without knowing it. Of course, these events can play out more or less the same even if the PCs initiate this endgame early by attacking cultists during the day or otherwise revealing the truth of Ravenmoor. React to your players’ particular actions in town rather than letting this adventure’s expected order of events dictate things.

The rest of this adventure presents the two main locations, as well as the cultist ambush, for you to

AN UNEXPECTED FRIEND

If the PCs befriended a non-cultist villager, such as Viorec Korzha, you can use that NPC as an ally to alert the PCs to the cult’s activities if they seem likely to miss out entirely on the plot. In this case, Viorec could come to the PCs at night (perhaps after a momentary bit of confusion as the PCs might think the skulking villager is someone trying to sneak up on them) to wake them after a companion has been abducted. Alternatively, if the PCs defeat the Lupescus without learning much information from them, Viorec could show up to point them in the direction of the Chenowitz place. He might even track down the PCs for help. If the Lupescus are defeated, Mayor Kriegler might abduct Viorec’s son Ornigaard as a replacement sacrifice.

Viorec can help in another way, as well. If one of the PCs is abducted and bound in area **K3**, you can give that player control of Viorec until his PC is rescued. Allowing the PC to play Viorec can help to heighten the tension, but also helps to cement in the other players’ minds that this villager is actually legitimately trying to aid them. Of course, once the PC playing Viorec regains control over his abducted character, you can have a faceless stalker or some other horrific creature at the Chenowitz place appear to attack and likely kill Viorec, further ramping up the game’s tension!

reference as needed, regardless of how this long, dark night plays out in your game.

THE AMBUSH (CR 4)

Regardless of the PCs’ sleeping arrangements, the cultists use similar tactics in their attempt to capture one of them. Desperate to trade a stranger for their daughter, the Lupescus recruit the aid of two additional cultists and then wait until midnight to approach the hopefully sleeping PCs. Their initial plan is for their daughter Shel to secretly wake the PC she chose during the feast and have her lure that PC somewhere far from the other party members so the Lupescus can overpower that PC. If she can convince the PC to accompany her for a bit of late-night amorous fun, she leads the PC to area **K1** of the Chenowitz place, explaining that the farmhouse is abandoned and thus a perfect place for a midnight tryst. Shel tearfully abandons her “lover-to-be” (her tears are, of course, faked) if her paramour spurns her or insists on alerting the other PCs, and flees to the Chenowitz place, hoping the PC or PCs follow her. In either case, her parents and four domesticated stirges lie in wait along the way to the farmhouse and launch their ambush at some place where cries for help are unlikely to be heard by any PCs who stayed behind.

If the PCs are too suspicious or otherwise not interested in Shel, she reports her failure to her parents, who then decide to revise their ambush and sneak into the PCs' camp or rooms. They send their stirges in first to attack the PCs, and while the PCs are dealing with the bloodsucking pets, attempt to subdue them with poisoned sickles.

When the cultists attack, they wear their long robes and mosquito masks to obscure their identity.

SAUL, ANYA, AND SHEL LUPESCU CR 1/2

XP 200 each

Use statistics for Ravenmoor cultists (see page 8)

hp 7 each

DOMESTICATED STIRGES (4) CR 1/2

XP 200 each

hp 5 each (*Pathfinder Bestiary* 260)

Development: While these three cultists are eager to secure a replacement sacrifice, their family ties are strong. As soon as one cultist is defeated, the other two cry out in anguish, drop their weapons, and try to stabilize their dying kin, possibly leaving the PCs to turn their attention to any surviving stirges. The cultists try to escape with their wounded family member if they can, but more likely they'll beg the PCs for mercy. The revelation of who they are should be something of a shock. Distracted at how badly their ambush has turned out, conscious survivors tearfully explain that Shel is to be sacrificed this very night, and that the Dream Tender had sent the PCs to take her place—only now, Shel has no choice. The cultists are hysterical, and beg the PCs to choose one of their own to take Shel's place. Despite their despair, the cultists remain loyal to their secrets and if given no other option, take up their sickles (or their bare hands) to try to finish the PCs off if they see no other option—a clean death at the hands of strangers being a kinder mercy than what those who fail the cult are punished with.

While it is unlikely for the cultists to successfully capture the entire party, it is possible they could escape with one or more PCs, whom they bind and drag toward the cage at the Chenowitz Place (see area K3). If the cultists manage to abduct one PC without the others knowing, see *An Unexpected Friend* on page 17 for a way in which the PCs could have a chance to rescue their missing companion.

KRIEGLER MANOR

This estate is the ancestral home of the Krieglers, the traditional leaders of the cult of Ghlauder that controls Ravenmoor. The house was built by Iola Kriegler, and her family has kept it in excellent condition. Mayor Kriegler has taken three wives in his time, but all three are dead

and buried today—currently the mayor lives here with only his “brother” Leonard for company—although once his fertility rituals to Ghlauder are successful, he hopes to take a fourth wife.

Opportunities to search the manor abound. The mayor spends most of the day down in town helping to prepare for the festival and taking part in the festivities. After (presumably) escorting the PCs to their guest rooms upstairs after the feast, he retires to his room for an hour before stealthily leaving the building and heading out to the Chenowitz place to prepare for the ritual to take place there, after which the PCs have the whole night to look through the house.

Unless the PCs force the cult to react early to them (see *To Arms!*), there are no combat encounters waiting for them in the manor beyond the possible ambush by the Lupescus. But try to keep them on their toes while they explore the place nevertheless to keep tensions high. Periodically asking for Stealth checks is one way to keep the players on their toes.

Of course, once the cult knows the PCs are out there on the loose, perhaps poking their noses into the cult's affairs, you can have a group of four cultists come to the manor to liven the exploration up if you wish!

Several of these rooms contain treasure—if the PCs free the town from the cult, the villagers graciously allow them to keep any loot they have taken in thanks for their service.

J1. LIVING ROOM

A large fireplace dominates this cozy and inviting room, warming simple but well-made couches and chairs. A small tabletop shrine contains a large candle, strips of dried flayleaf, and several heavily charred Desna effigies woven from the flayleaf strips.

Development: Once the cultists are alerted that the PCs are on to them, a group of four Ravenmoor cultists lie in wait here—they keep a sharp eye on the approach to the manor from the windows, and if they see anyone approaching, they hide amid the furniture to try to ambush foes. If they hear intruders elsewhere in the house, they quickly move to investigate the sounds.

J2. PARLOR

This comfortable room contains richer appointments than the rest of the home, from velvet cushions to the elaborately carved legs of the table and chairs.

A large oil painting of Iola Kriegler dominates a single wall—a plaque on the frame identifies her name and role in the village's history. The village's founder is depicted

Kriegler Manor



1 square = 5 feet



with mothlike wings that spread over her two druidic advisors, depicted in the foreground.

J3. PANTRY

Shelves and cubbyholes line this well-stocked pantry.

Jarred preserves make up the bulk of the stores, but cured stirges, baskets of dehydrated black mushrooms, and smoked giant tick shanks hang from above.

Treasure: A PC who succeeds at a DC 15 Perception check finds 4 vials of antitoxin and two *potions of neutralize poison* on a high shelf in the back.

J4. DINING ROOM

A large circular table and sturdy, hand-carved chairs dominate this room.

Treasure: A china cabinet along one wall contains a complete serving set of Sandpoint glassware worth 100 gp. A successful DC 20 Perception check made while searching the cabinet reveals a secret compartment containing a *wand of lesser restoration* (17 charges).

J5. KITCHEN

The manor's double-sided fireplace also serves this large kitchen. A large pot with a thick sludge of boiled vegetable matter and a single bowl and spoon are the only items to have seen recent use; the other pans and utensils carry a thin coating of dust.

Treasure: A cabinet contains six older bottles of Galdurian wine (worth 15 gp each) on a small rack.

J6. MASTER BEDROOM

The door to this room is locked and requires a DC 25 Disable Device to open—the mayor carries the key.

A large bed, dresser, wardrobe, and washbasin are the only furniture in this room.

An elaborately embroidered quilt on the bed depicts Iola's sojourn through the swamp and the introduction of the druidic advisors to the village. The quilt shows the three teaching villagers to cultivate some serrated-leaf plant and offering the fruits of their labor to a symbolic butterfly.

Treasure: A PC who succeeds at a DC 25 Perception check locates a loose floorboard, beneath which is a large red chest that contains the town's funds. The chest is locked—the mayor has the key, otherwise it's a DC 30 Disable Device check to open it. The chest holds 720 gp in all, most of which has accumulated as a result of Ravenmoor's failure to pay taxes. Also in the chest is a century-old leather journal that bears the inscription "The Kriegler Book" on its title page. Written in several different hands, this book is a chronicle of the Kriegler family, starting with Iola herself. The book contains the full story of Ravenmoor's fate, but is dense and difficult to read. A DC 20 Linguistics check and 2d6 full days of study are required to make full sense of the book, but once this is accomplished, the reader can learn all about the truth of Ravenmoor, as revealed in the Adventure Background. You can use this book to answer lingering questions the PCs may have as well as to seed future adventure hooks, but during the course of this particular adventure, there should be little time to study the text. There's one more piece of interesting evidence in the chest as well—a small leather pouch that contains three *potions of cure light wounds* and a silver signet ring worth 75 gp. A DC 15 Knowledge (local or nobility) check confirms the ring is a typical Magnimarian government clerk's ring, traditionally used by tax collectors and clerks to seal minor government missives.

J7. LIBRARY

The upper balcony overlooks this smaller sitting room, which is dominated by a bookshelf much too big for the meager selection of two dozen books it holds.

Treasure: Among books on horticulture and outdated almanacs is a stack of papers bound between wooden slats. These papers are rubbings of various Thassilonian carvings, and are worth 50 gp to a scholar of Thassilonian lore. A character who can read Thassilonian can decipher the carvings—they are prayers to a strange figure called the Gossamer King. A DC 20 Knowledge (religion) check is enough to identify this figure as the god Ghlauder.

J8. BEDROOM

This bedroom is used by Leonard Kriegler, and contains a single bunk bed, dresser, and an uncomfortable chair.

Treasure: This room belongs to Leonard Kriegler. If searched, the quilt on the lower bunk bed has a pungent odor, and hides silk sheets stained with dried brown fluid. The upper bunk bed is made and doesn't appear to have been used for weeks (this bed was used by the second faceless stalker—the one Elias Kyle killed before he was captured).

J9. GUEST QUARTERS

The kitchen stairs ascend to the balcony level, which overlooks the manor's lower floors and opens into a wide hallway lined with six identical wooden doors. Each guest room behind these doors is starkly appointed with a single framed bed covered in a thin quilt. A wooden washbasin rests against the wall near a pitcher of smelly water. Four rooms have windows that look out past the barren estate toward the Lampblack. It is to these rooms that the PCs are assigned—none of the guest room doors have locks.

Treasure: One of the rooms to which the PCs are assigned was also used by Elias Kyle on his stay, and he left a clue that the PCs might locate with a DC 25 Perception check—a scrap of paper stuffed into a slit in the mattress where the bed is pushed against the wall. One side of the paper contains an order from the city of Magnimar for the collection of 500 gp in back taxes from Ravenmoor, while on the other is a crude map of Ravenmoor with several buildings circled—the trading post, the weaver, the ferry, and Kriegler Manor. As Kyle started to figure out who was in the cult, he kept track of buildings he suspected of having ties to the cult on this map, then stashed it here so that if he got caught, he wouldn't have evidence on him that would betray that he'd started figuring out the cultists' identities.

THE CHENOWITZ PLACE

One of the first Ravenmoor families to succumb to the village's initial struggles several decades ago was the Chenowitzes. Their farm has remained standing as a sort of memorial to these times, and the villagers avoid it out of respect (or out of fear that it is haunted, in the case of the village children). This sense of respect has been carefully fostered by the cultists, who now use the farm and the fields beyond it as their primary headquarters. While many non-cultists in town suspect that the building is used as a secret meeting place, few suspect what it is actually used for.

While the PCs are free to approach this area from any direction, the farmhouse itself should be the obvious point of interest. The weaver Alizna and several cultists have taken up guard posts within the farmhouse if the PCs come here after dark, and if they notice the PCs trying to avoid the house after dealing with the guardian of the front yard, they'll move out of the house to ambush the PCs before the intruders enter the corn maze to the east.

K1. FRONT YARD (CR 4)

A wicker-and-gourd scarecrow of a moth-winged woman leans against a rickety frame in the front yard of this derelict farmhouse. The house's windows are boarded up, and its front porch is overgrown with thick curtains of ivy. Cornfields left to grow wild surround the building itself, and the constant hum of insects fills the air.

If the PCs come here during the day, the farm seems deserted, but if they come here after dark, the cult has prepared for the possibility that the PCs might come here. Alizna has placed a few candles in area **K4** to give the illusion that someone lives in the house and in the hope of luring intruders into this weak-floored room.

Any PC who succeeds at a DC 15 Knowledge (religion) check determines that the scarecrow was built to resemble Desna, but the construct is hardly sacred to her religion. During the day, this scarecrow is harmless, but at night it is replaced by the guardian creature.

Creature: The figure that slumps against the wooden frame near the front of the house is in fact one of the cult's more dangerous guardians: an animated scarecrow built to resemble Desna in effigy, with sickle blades for fingers and a bulbous gourd for a head. The scarecrow is found in area **K3** during the day—the cult keeps it hidden here to prevent it from accidentally attacking overly curious children or other visitors—but at night it's placed here to guard the site. The scarecrow is programmed not to attack humanoid-shaped targets who obviously carry sickles, but it quickly lurches to life and attacks anyone else it sees trying to enter the house or move into the open field to either side or behind. It fights until destroyed, but does not pursue foes beyond the immediate vicinity.

DESNA EFFIGY CR 4

XP 1,200

Scarecrow (*Bestiary* 2 238)

hp 47

K2. VINE-CHOKED PORCH

Twisted and entwined vines of dead ivy drape the rotting columns and broken boards of this rickety porch, creating a thick curtain of vegetation.

A door hanging from rusty hinges is barely visible through a thick drapery of ivy, the only visible means of entry into the otherwise totally boarded-up house. Anyone who pushes through the vines up to the porch finds a deformed human skeleton on the boards, mostly overgrown by the vines. This is a long-dead misbegotten

that the cult allowed to remain here as a decoration to help strengthen the legend that the farm is haunted (see area **K11**).

K3. FRONT ROOM (CR 2)

A cold hearth dominates this large room. Between the mostly collapsed internal walls and separate jumbles of crumbled furniture, it seems that this large room may have once been several smaller rooms. A rickety ladder leads to what looks like an upper loft above, visible through several large holes in the overhanging ceiling above. A large wooden cage sits in the southwest corner of the room.



Desna Effigy

Any characters who were captured by the cult are tied with rope (DC 22 Escape Artist check to escape or DC 23 Strength check to burst) and locked in the cage here. The cage itself is locked with a latch that can be opened from inside the cage with a DC 20 Disable Device check, or from outside as a standard action. Any gear that captured PCs may have had on them is heaped in the corner opposite the cage—the cultists haven't had time to sort through it. Note that if the PCs take too long to reach this room, any captured characters kept here might have been relocated to area **K13** to await sacrifice.

Creatures: During the day, the animated scarecrow from area **K1** can be encountered here. At night, the room is watched over by a group of three cultists. If the cultists know the PCs are approaching, they hide among the rubble and partially collapsed walls to ambush the PCs when they enter this room. Otherwise, roll 1d3 to determine how many of the cultists are in this room when the PCs enter. Cultists who are not here are up in area **K8a** watching the surrounding fields for intruders—they quickly clamber down the ladder to aid in the defense of this room once the PCs enter. These cultists fight to the death. Alizna (see area **K6**) joins the cultists 1d4+2 rounds after combat begins.

RAVENMOOR CULTISTS (3)

CR 1/2

XP 200 each

hp 7 each (see page 8)

K4. WEAK-FLOORED ROOM (CR 1)

Broken chairs, old straw-filled mattresses, and water stained, moldering quilts litter this room.

After dark, Alizna uses *mage hand* to place a few lit candles at the far end of the room near a boarded-up window to serve as a lure for curious PCs.

Trap: Years of water damage have rotted the floor here to the point where any Medium or larger creature that enters the room causes the entire floor to give away after 1 round. The fall is only a few feet into the crawl space below the house, but the sharp rocks victims land on, combined with wood splinters and debris crumbling down from above, makes it a dangerous trap nevertheless.

COLLAPSING FLOOR

CR 1

XP 400

Type mechanical; Perception DC 15; Disable Device DC 20

EFFECTS

Trigger location; Reset none; Onset Delay 1 round

Effect sharp wood splinters and jagged rocks (2d4+2 piercing damage); DC 15 Reflex avoids; multiple targets (all creatures in area **K4**)

Treasure: The cult keeps a strongbox hidden under a pile of rags a few feet from the door—it can be reached without entering the room if someone makes a DC 15 Perception check to notice it. Once the room collapses, noticing the mostly buried strongbox requires a DC 25 Perception check. It contains various pieces of jewelry worth 550 gp in total, trophies taken from victims over the decades.

K5. HORTICULTURE LAB (CR 2)

To the south, this long room is empty save for a large mound of compost covered with tiny black mushrooms heaped nearly to the ceiling in the southeast corner of the room, while to the north, an old kitchen seems to have been repurposed into some sort of indoor garden. A workbench cluttered with pottery stills and glass alembics stands below small alcoves filled with vials and beakers. Dozens of clay vessels rest haphazardly on wooden boxes, each sprouting neatly-pruned shrubs or large, exotic mushrooms. They appear surprisingly well-tended, given the state of the rest of the building, though the roots of several have burst through their pots.

The cult uses the majority of this side of the farmhouse as a place to grow the more dangerous fungi they utilize in their rituals, as well as to distill the blue whinnis poison they use on their sickles. An examination of the plants growing here reveals a large collection of poisonous mushrooms and other strange fungi, including several containers of pale blue mold that can be identified with a DC 20 Knowledge (nature) check as blue whinnis. Eating blue whinnis in its natural form causes only mild discomfort (DC 12 Fortitude save to avoid being sickened for 1 hour), but when its toxins are extracted and concentrated, the result is the blue whinnis poison the cult uses on their weapons.

Also present here are four strange puffball-like spore cases, gray and the size of a man's fist. No Knowledge (nature) check can identify these, but a DC 20 Knowledge (planes) check identifies them as immature cythnigot qlippothe. Among these four sits a fifth, recently emptied spore case. If planted in a Tiny dead body, these spore cases quickly grow into newborn cythnigots. Until then, they can be destroyed with ease.

The secret door leading out into the back yard can be found with a DC 20 Perception check.

Creature: The huge mound of decaying plant matter in the southeast corner is where the cultists dispose of dead plants from their lab. The tiny black mushrooms growing on the mound are not only the same ones the PCs may have enjoyed at the Founders' Feast, but are attached to a large slime mold, a dangerous ooze that is, for the most part, content to grow upon the heap of

compost, slowly digesting the material. This particular strain of slime mold is relatively sluggish and docile in darkness or dim light (allowing the cultists to harvest the mushrooms that grow on it in relative safety), but if anyone exposes the area to normal or bright light, the creature quickly slithers to life and attacks. It remains active for several minutes after being roused in this matter, but the boarded-up windows otherwise prevent daylight from waking it up.

SLIME MOLD CR 2

XP 600

hp 28 (*Pathfinder Bestiary* 2 249)

Treasure: Despite its disgusting use and rustic appearance, this room contains a masterwork alchemy lab worth 200 gp if recovered. A DC 15 Perception check also allows the recovery of 8 doses of blue whinnis poison, 5 vials of alchemist's fire, 2 *potions of shield of faith* +2, 2 *potions of neutralize poison*, and a *potion of cure moderate wounds*.

K6. ROOM OF MOTHS (CR 4)

This windowless room is lit by a single brass lantern hanging from a rusty nail on the northern wall. Dozens, perhaps hundreds of moths crawl throughout the ceiling's rotting rafters and on the moldering curtains of boarded windows, the disturbance of their movements causing eerie shadows to wiggle on every surface. Old floorboards have been ripped up in the room's corner, allowing a flight of earthen steps to lead down into the ground.

Although the moths on the walls and ceiling are eerie, they're harmless—humidity-loving Mushfen silkworm moths that Alizna keeps here as snacks and decoration.

Creature: During the day, this room is empty. At night, though, the town's weaver Alizna is often found here. She prefers to come to this room to feed, as her eating habits would cause panic were a local to accidentally catch her at her shop in town. If the PCs manage to catch her unawares, they find her here in her spider form, feeding on a dead pig. If she hears the sound of battle in area K3, she casts *invisibility* and *mage armor* on herself, then creeps through the house to find the PCs and attack them when they least expect it.

In her spider form, Alizna looks like a human-sized, bloated spider. A large bulge on her back houses her brain, and her body and legs are spiky and black. Two small pedipalps near her head act as handlike limbs, allowing her to manipulate food or cast spells. She knows most of the typical aranea spells, save that *mirror image* is replaced by *misdirection*.

ALIZNA THE WEAVER

CR 4

XP 1,200

CE aranea (*Pathfinder Bestiary* 2 30)

hp 37

TACTICS

During Combat Alizna begins combat by using her webs against a PC who looks particularly adept at melee combat. She then clambers up to the ceiling to cast spells like *sleep* and *charm person* to throw the party into disarray before she climbs back down to finish foes off with her bite.

Morale If reduced to fewer than 10 hp, she casts *invisibility* and flees to area K13 if she can to join the mayor there.

K7. BASEMENT SHRINE

The stairs leading down to this basement from area K8 are thick with webbing—treat them as difficult terrain.

The walls of this low-ceilinged basement are decorated by curtains made out of a mix of thick sheets of webs adorned with countless dead insects. Most of these are flies and mosquitoes, some of which are quite large. At the far end of the room sits a low wooden table on which a hideous shape crouches—a human-sized statue of an insectile monster made from corn husks, dry branches, rags, and bones. The floor of the room is an uneven layer of moist soil and earth, and three shovels, their blades caked with earth, lean against the side of the stairs.

A DC 20 Knowledge (religion) check identifies the crude statue on the table as being a representation of the god of parasites, Ghlauder. Closer inspection reveals not only that parts of the disturbing statue have been splashed with blood, but that a number of strange objects lie under the table: a dozen cult robes and mosquito masks set aside as replacements or for new members. Wearing these robes grants a character a +10 circumstance bonus to disguise herself as a Ravenmoor cultist (as long as the disguised person is Medium sized; otherwise the robes grant no special bonus).

A DC 15 Perception check is enough to detect a faint stink of rot and decay, a stink that's stronger near the floor. Even an idle attempt to sift through the soil with the shovels or even by hand soon reveals the source of the smell, for it is here that the cult hid several bodies of unfortunate travelers over the past several years. Many of them are nothing more than skeletons now, but a few are much fresher. The freshest still bears a full head of red hair and wears a suit of ruined nobleman's clothes. This is the corpse of Elias Kyle. His remains are well-decayed, but a DC 15 Heal check is enough to note the cause of death was likely the enormous gash along his belly where the cultists eviscerated him and stuffed him with corn husks and a few dead stirges.

K8. CRAWL SPACE

A rickety ladder leads up to a 5-foot-high crawl space, which runs along the western facade of the farmhouse. The windows here are boarded up, but the slits between the boards still afford anyone in here a fine view of the western and southern fields surrounding the house. During the night, there's a chance some of the cultists from area **K3** are lurking in the southern portion of the crawl space (area **K8a**).

Treasure: Area **K8b** is an attic closet that contains a fair amount of discarded junk. A DC 15 Perception check reveals a quilt richly embroidered with scenes of sacrifice. The embroidered designs depict mosquito-masked cultists and stirges circling a central figure covered in black tumors caressing a bound prisoner. The embroidery depicts the victim smiling pleasantly as a ghostlike form leaves his body and accepts the embrace of the cancerous cult leader. Other scenes depict flourishing crops beneath the watchful gaze of the sacrificed victim's spirit. It would collect as much as 50 gp to a collector of folk art.

K9. THE LEAVES (CR 3)

A small patch of reddish-brown plants grow here, reaching heights of nearly six feet in places. The plants grow thick, and periodically something within rustles the leaves and chitters.

Creatures: A flock of four stirges, all domesticated and trained as guardians by the cult, nest within this thick patch of flayleaf. The stirges spend the day hunting in the hinterlands, returning here at sundown to rest. The creatures are vigilant even then, however, and any non-cultist that moves within 20 feet of this patch quickly alerts the flock, which bursts from the plants to attack. They pursue foes throughout the area but not beyond the abandoned farm's boundaries.

DOMESTICATED STIRGES (4) CR 1/2
XP 200 each
hp 5 each (*Pathfinder Bestiary* 260)

Treasure: The flayleaf plants here are quite healthy. If harvested, they could provide enough of the drug to fetch 600 gp on the black market of most cities.

K10. FETID POND

This muddy cattle pond buzzes with the sound of gnats, and its surface writhes with a thick layer of wriggling mosquito larvae. The stench of rot emanates from the maggot-filled corpse of a dead ox calf that lies half submerged on the edge of the pool, tangled in the vegetation.

This pool of water is used by the cult as a hideous baptismal and cleansing pool. Before progressing into the corn maze and the central shrine to the east, the cultists strip naked and submerge themselves in this water, which is 7 feet deep at its deepest point.

K11. THE OLD BARN (CR 4)

Holes perforate the roof of this old barn, while streaks of bird droppings and smears of dark red stains decorate the portions that remain intact. The dilapidated remains of a sagging hayloft drip with accumulated rainwater, while at the barn's back wall stands a makeshift, candlelit shrine crowned with an enormous set of mothlike wings of moldy canvas.

Creatures: Faceless stalkers have dwelt among the citizens of Ravenmoor for several generations, but the truth of their existence is known only to the cultists. Yet certain other villagers suspect that some sort of foulness lurks amid the townsfolk, for hideously deformed babies periodically arise from the unions of apparently healthy villagers. These infants are actually the result of unions in which the father has been secretly replaced for one reason or another by a faceless stalker. When such half-breeds are born, the cult swiftly moves to cover up the issue with stories of stillbirths. These deformed spawn are not born dead, however—they grow swiftly into creatures that the cult calls the “misbegotten.”

Today, three of these deformed half-humans dwell in Ravenmoor, and this ruined barn is their home. Stunted and malformed, with pointed ears, fanged mouths, and misshapen eyes, these hunchbacked creatures are kept around mostly because the cult sees them as yet another manifestation of the Gossamer King's favor. The misbegotten spend most of their time in this barn, emerging at night to caper and cavort in the nearby fields—the source of the whispers among the village children of the so-called Night Creepers.

During ritual nights, such as tonight, the misbegotten are tasked with keeping an eye on the entrance to the Gossamer Maze (area **K12**). Any strangers they spot through the cracks between the wooden boards that cover the windows in their barn are to be attacked, killed, and eaten.

Treat these deformed half-breeds as chaotic evil mongrelmen. Once they spy strangers, they swiftly emerge from the barn to attack, fighting to the death and pursuing foes as long as they can.

MISBEGOTTEN VILLAGERS (3) CR 1
XP 400 each
 Mongrelmen (*Pathfinder Bestiary* 2 191)
hp 15 each

Treasure: The cultists often give the misbegotten trinkets and trophies taken from sacrificed victims—most of the time, these are hands, feet, or other body parts, and the remaining bones lie scattered throughout the barn. But other, more valuable “toys” can be found here as well. A DC 20 Perception check turns up a gold necklace worth 120 gp, a masterwork light mace emblazoned with the symbol of Magnimar (a DC 15 Knowledge [nobility or local] identifies this as the typical weapon assigned to tax collectors from Magnimar who have duties that may take them into dangerous or remote areas), a *pearl of power* (1st level spell), and a *hand of glory*.

K12. THE GOSSAMER MAZE (CR 5)

Out behind the Chenowitz place stretches a large cornfield that has supposedly been left fallow over the past several generations. In fact, corn still grows here, and quite well—the cultists have cultivated it and the weeds and the occasional patch of flayleaf to form a circular maze. The path itself forms a complex symbol sacred to Ghlaunder—a character who maps out the maze or views it from a height of at least 30 feet (no buildings or trees nearby afford such a vantage point, so methods like *levitation* or flight must be used) can make a DC 25 Knowledge (religion) check to recognize the symbol as being one of several sacred to Ghlaunder. When the cultists gather for rituals, they move along the maze’s path in a precise pattern, offering prayers and splashes of blood along the way.

The walls of the Gossamer Maze are so named for the sheets of webbing and pallid fungus that grow amid the corn, giving the entire place an eerie look when viewed under the light of the moon, as if countless figures draped in gauzy sheets were cavorting just out of sight in the murky undergrowth.

On ritual nights like tonight, the cultists gather in the center of the maze and spend several hours in silent prayer. An hour before the first hint of sunrise (generally at about 4:00 AM), they light two large bonfires and begin the final stage of their ritual—see area **K13** for details.

Characters can navigate this maze by following the trails—the maze itself is relatively simple—or they can push through the dense undergrowth of corn, flayleaf, fungus, and weeds. All of this plant life is treated as heavy undergrowth—the corn and other plants grow to an impressive height of 12 feet on average. Heavy undergrowth costs 4 squares of movement to move into

and provides concealment with a 30% miss chance. It also increases the DC of Acrobatics checks by 5 and grants a +5 circumstance bonus on Stealth checks. As the walls are just over 10 feet thick, moving through a wall of the corn maze costs a total of 8 squares of movement, meaning that for most people, moving through a wall takes nearly a full round action. Ravenmoor’s constant humidity means that the vegetation that makes up the walls of the maze is always quite damp. Not only does this make it even more uncomfortable to move through, but it makes burning the vegetation a lengthy, effectively impossible task.

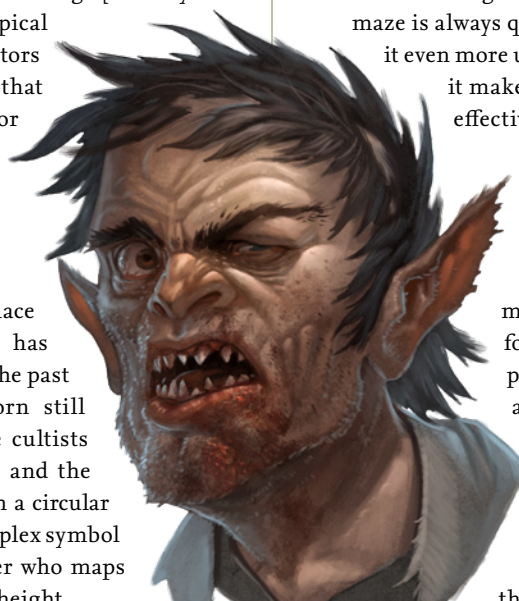
Creatures: Two dangers await the PCs once they enter the Gossamer Maze: the mosquito swarm and Leonard Kriegler.

The mosquitoes are the first to make their presence known in the form of a cloud of hungry swarming parasites that emerges buzzing and angry from the undergrowth.

Although this mosquito swarm is mindless, the fact that the entire region is sacred to the Gossamer King has given the swarm a rudimentary ability to recognize those who are among Ghlaunder’s allies. They don’t attack anyone dressed in the robes and mosquito masks of the cult (such as those found in area **K7**),

although they do emerge and lovingly crawl over anyone so dressed. They hungrily feast on anyone else. The mosquito swarm does not pursue foes out of areas **K12** and **K13**.

The second danger in the maze is Leonard Kriegler, the mayor’s “brother.” The faceless stalker has little interest in the actual ritual that the mayor is preparing, and instead patrols the maze itself to make sure intruders stay out. If he notices intruders in time, he steps into the undergrowth to hide, stepping out to attack the last person in a group that passes by. As he does so, he returns to his true form, hoping to score a sneak attack on his chosen victim. The faceless stalker knows his attacks pack the most punch when he makes sneak attacks, so each time he’s wounded, he moves back into the undergrowth and attempts to hide so that he can creep out and make another sneak attack. The mosquito swarm does not attack Leonard Kriegler even when he’s not wearing cult robes.



Misbegotten Villager

MOSQUITO SWARM

CR 3

XP 800

hp 31 (*Pathfinder Bestiary* 2 193)

LEONARD KRIEGLER

CR 4

XP 400

Faceless stalker (*Pathfinder Bestiary* 2 122)

hp 42

Melee +1 sickle +8 (1d6+5)

Treasure: In addition to his +1 sickle, Leonard Kriegler carries two *potions of cure moderate wounds* in a pouch at his side.

K13. GHLAUNDER'S GLADE (CR 4)

A thirty-foot diameter glade sits at the center of the field of looming vegetation. The ground is stripped down to bare earth and soil is heaped in a ring around the glade's perimeter. Two large piles of wood stand at the eastern and western sides of the glade, while an enormous, twisted mass of roots topped by thick slabs of timber sits at the glade's center.

If the PCs arrive at this location during the day or before the cultists congregate here at around midnight, the glade is empty and quiet. Examination of the altar created by the timbers laid across the tangle of roots in the center of the glade automatically reveals numerous bloodstains on the altar. If the PCs confront the mayor about this, he lies and explains the blood is from animals sacrificed to the Dream Tender—he's well aware that city folk might take offense at such practices, but here in Ravenmoor, blood sacrifice is a way of life.

Creatures: The plank-covered tangle of roots in the middle of the glade serves the cult as its sacrificial altar, the slabs of wood affixed to the top of the tangled mass affording a place to lay down the offerings. If the characters don't manage to rescue a captured PC by the hour before sunrise, this sacrifice is that PC, bound to the altar and awaiting his fate. If this captured PC is rescued, the sacrifice is instead a local of your choice—a character who the PCs have befriended if possible, but Shel Lupescu (or even her mother or father) works just as well.

Mayor Kriegler and 20 cultists arrive in this glade at some point early in the evening (the exact time is left up in the air so you can have them be present when the PCs arrive after dark) and spend several hours in the dark in silent prayer, preparing for the pre-dawn ritual and sacrifice. Most of the cultists take up positions within the "walls" of the maze. Once the cultists arrive in this glade, they remove their masks and robes, and as the hours pass, their bodies become "clothed" in thousands of mosquitoes—a glance from the edge of the clearing might make it seem that the cultists wear gauzy, diaphanous robes, but up close the horrible truth of their apparel is obvious. Only Kriegler himself keeps his robes on (since he's unwilling to cast aside the protection they grant once

he casts *magic vestment* on them). These mosquitoes do not feed on the cultists. No Knowledge check is necessary to know that this is bizarre behavior for the insects, but a DC 25 Knowledge (religion) check identifies the behavior as being influenced by Ghlaunder's worship.

An hour before dawn, the cultists light the two bonfires and begin a loud, complex invocation to the Gossamer King while their chosen sacrifice is bound to the altar, anointed with unholy water, and festooned with mosquitoes. This ritual takes another hour or so. At the end of the ritual, just as the sun rises, Mayor Kriegler uses his magical spear to sacrifice the victim. At this moment, a hideous, shadowy presence descends from the stars to spread its gossamer wings and impossibly long legs over the glade. A stalked mouth descends to consume the victim's blood and to fill the entire area with an almost overwhelming sense of hopelessness before the semi-solid vision fades and the cultists, now in an almost somnambulist daze, gather up the sacrifice victim's remains and bring them to area K7 to be buried in a shallow grave. Whether or not the visitation itself was a shared hallucination or an actual manifestation of one of Ghlaunder's countless maws is a mystery. Hopefully, the PCs are able to act before this horrific conclusion plays out.

If the PCs confront the cultists before the ritual ends, the villagers themselves react almost as if drugged. Deep in their religious fervor, they do little to oppose the PCs other than ask them with eerie politeness to disrobe and join them. Only the mayor (and perhaps Alizna or Leonard, if either of them has survived and retreated here to seek healing from their leader) visibly reacts to the interruption, but initially, Kriegler is more annoyed than angry. Their arrival doesn't particularly surprise him, and he offers to accept them into his cult if they cast aside their weapons and false beliefs to join the ritual. He certainly doesn't expect the PCs to fall for this, and is prepared to defend himself and his followers at any moment. Until the PCs attack, he spouts sinister proclamations to the PCs, claiming things like "That which sleeps within must still be fed," and "Only blood can contain the land's nightmarish corruption." He is not lying, of course, but his argument will no doubt find little purchase among good-aligned PCs. He warns them to let him finish the ritual, or else "the salvation of one will doom all to starvation." If he cannot persuade the PCs, he sighs and attacks, as detailed in his tactics below.

Once a battle begins, the cultists begin shrieking and crying out for Ghlaunder to come down to save them from the heathens. The individual cultists continue doing so, taking no other actions unless they are wounded, in which case their shrieks turn to pain and indignation as they break off from their prayers, take up their sickles, and attack the PCs. So long as the PCs avoid dealing any damage to the cultists, they can keep this fight from turning into

something more than they can handle—but if they seem to be doing especially well, feel free to have a few of the cultists break off from prayer to join the battle as well. The fight against Kriegler should be spooky, but it's what's growing inside of the mayor that is this adventure's actual climax. If the PCs defeat Kriegler quickly, that's fine.

ANDRETTI KRIEGLER
CR 4
XP 1,200

Male human cleric of Ghlauder 5

CE Medium humanoid (human)

Init +2; **Senses** Perception +3

DEFENSE
AC 14, touch 13, flat-footed 13 (+1 armor, +2 Dex, +1 dodge)

hp 41 (5d8+15)

Fort +5, **Ref** +3, **Will** +7

OFFENSE
Speed 30 ft.

Melee +1 spear +3 (1d8/x3)

Special Attacks channel negative energy 5/day (DC 14, 3d6)

Domain Spell-Like Abilities (CL 5th; concentration +8)

6/day—lightning arc (1d6+2 electricity), touch of evil (2 rounds)

Spells Prepared (CL 5th; concentration +8)

 3rd—*gaseous form*^D, *magic vestment*, *summon monster III*

 2nd—*cure moderate wounds*, *hold person* (DC 15), *spiritual weapon*, *wind wall*^P

 1st—*command* (DC 14), *cure light wounds* (2), *protection from good*^D, *sanctuary* (DC 14)

 o (at will)—*bleed* (DC 13), *guidance*, *light*, *mending*
D Domain spell; **Domains** Air, Evil

TACTICS

Before Combat When the ritual begins just after midnight, Kriegler casts *magic vestment* on his robes—at a duration of 5 hours, this effect lasts until just a few minutes after the sacrifice is completed.

During Combat Kriegler casts *sanctuary* on himself on the first round of combat, then follows up by casting *summon monster III* to conjure 1d3 fiendish giant spiders and drinking his *potion of shield of faith* soon thereafter. He casts *wind wall* between himself and the PCs and then *protection from good* before he begins casting spells like *spiritual weapon* and *hold person*. If the PCs can engage him in melee before this point, he'll switch to his spells earlier. He resorts to his spear only as a last resort, since he's not strong enough for melee combat to be a viable tactic. Kriegler uses channeled negative energy whenever he's surrounded—he doesn't particularly care whether this catches some of his cultists in the area of effect, but does try to move to exclude them if given the chance.

Morale If reduced to fewer than 15 hit points, Kriegler casts *gaseous form* and flees into the surrounding maze to find a hiding spot where he can return to solid form and heal before returning to the fight, at which point he fights to the death—but the fight doesn't end with his death. As soon as he's reduced to negative hit points or otherwise defeated, the blightspawn growing inside of him bursts from his body—see The Blightspawn Birth below.


Andretti Kriegler

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 10, **Wis** 17, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 15

Feats Brew Potion, Dodge, Skill Focus (Bluff), Toughness

Skills Bluff +10, Craft (alchemy) +6, Knowledge (arcana) +4, Knowledge (religion) +6, Sense Motive +7, Spellcraft +5

Languages Common

Combat Gear *potions of cure light wounds* (3), *potions of shield of faith* +2 (2), blue whinnis poison (3 doses), antitoxin (2);

Other Gear +1 spear, manor keys, mosquito mask, white robes, silver unholy symbol

RAVENMOOR CULTISTS (20)

CR 1/2

XP 200 each

hp 7 each (see page 8)

THE BLIGHTSPAWN BIRTH (CR 5)

As Mayor Kriegler is defeated—whether by being killed, incapacitated, or magically controlled—the blightspawn growing inside of him finishes its gestation in the span of a single round. The mayor shrieks in pain and his body thrashes in a fit. At the end of the round, he bursts open in a shower of gore as a mosquitolike monstrosity, the blightspawn of Ghlauder, crawls out into the world.

Any cultists who are still in the immediate area when the blightspawn bursts fall prone in a fit of religious ecstasy, even if they were in the middle of fighting the PCs. Having just been born, the blightspawn must wait 1d4 rounds before it can fly, but it's otherwise fully capable of attacking the PCs. Once it can fly, it begins making flyby attacks against them. The monster does not fight to the death. If reduced to fewer than 15 hit points, the monster flees into the darkness of the night sky, never to return to the region.

BLIGHTSPAWN

CR 5

XP 1,600

hp 52 (see page 29)

CONCLUDING THE ADVENTURE

With the sun's rise, a new day begins in Ravenmoor. A chorus of cawing ravens rings out over the village as hundreds of the birds descend on the feast's remnants. The birds gorge themselves on the spoiling food, and not a single soul stirs within the village. Shops remain closed, rapped doors go unanswered, and the ferry does not cross the Lampblack this day. Even before word spreads of the massacre at the Chenowitz place, the people of Ravenmoor can feel a difference in the air—their lives have changed forever. Many of the villagers find it difficult to believe that their beloved mayor—that the Dream Tender—had anything but the town's best interests at heart, and the PCs may find themselves unwelcome in the town despite

the fact they have done the villagers a great service. No one stands in the PCs' way, however, if they simply leave Ravenmoor—even if they do so burdened by treasure taken from Kriegler manor or the Chenowitz place.

Once the PCs return to Magnimar and word spreads of what was going on in Ravenmoor, the church of Desna is swift to react. Several missionaries travel to the village and quickly set about the difficult task of repairing the villagers' faith and the village's infrastructure, but by the time winter comes, improvements in town are noticeable. The blight has been banished with the death of the cult, and the villagers' fate is once again their own. Under the guidance of several helpful priests of Desna eager to repair the damage several generations of infestation have created, Ravenmoor may one day soon grow into a healthy village.

Of course, all of this assumes the PCs are successful in their mission. If they fail to keep the sacrifice from occurring or are forced to flee the town, they can return at a later date to try again. They might even report to Magnimar, in which case the town is more likely to try to just cut all contact with the blighted village and to treat it more like a goblin lair or an ogre den than a proper town—an act likely to inspire its own political intrigues.

If, on the other hand, the PCs defeat the cult and return to Magnimar with the 500 gp owed in back taxes, the party is greeted with cheers upon their arrival. The city of Magnimar not only agrees to pay the PCs the 200 gp reward promised them by Jeminda Anikee, but also lets them keep the 500 gp in taxes they recovered (along with any other treasures they liberated in the process). As word of Ravenmoor spreads, and as the nature of the cult and its lies become more well-known, the church of Desna becomes more involved as well. A number of Desnan missionaries travel to the small village to help the citizens of Ravenmoor regain their footing. The hinterlands surrounding Ravenmoor remain relatively untamed and dangerous, and these missionaries may soon uncover lairs of dangerous monsters (including the elusive and legendary water wolf of the Lampblack River—an advanced and particularly cranky bunyip) and request help from the PCs in dealing with the creatures.

But even if the PCs achieve unmitigated success in defeating the cult of Ghlauder in Ravenmoor, their job is not yet finished. For the source of the blight that came to Ravenmoor still exists, somewhere deep in the Churlwood. If *The Kriegler Book* is recovered from area K6, the PCs can perhaps learn from it the location of the strange druid who corrupted Iola Kriegler so many years ago—and in the generations that have passed since that time, who can say what heinous powers and otherworldly allies this mysterious priest of the Gossamer King has drawn to his side?

BLIGHTSPAWN OF GHLAUNDER

This human-sized, mosquitolike creature has a long, flexible proboscis that ends in a murderous stinger.

BLIGHTSPAWN

CR 5

XP 1,600

CE Medium aberration

Init +8; **Senses** darkvision 60 ft., scent; Perception +13

Aura stagnation (20 ft., DC 16)

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 52 (7d8+21); fast healing 3

Fort +5, **Ref** +8, **Will** +8

DR 5/magic; **Immune** acid, cold, poison

OFFENSE

Speed 30 ft., climb 30 ft., fly 50 ft. (average)

Melee sting +10 (2d6+7/19–20 plus attach and poison)

Space 5 ft.; **Reach** 10 ft.

Special Attacks blood drain (1d2 Con), stagnation gaze

Spell-Like Abilities (CL 5th; concentration +7)

Constant—*freedom of movement*, *pass without trace*

1/day—*bestow curse* (DC 16), *blur*, *contagion* (DC 16),

diminish plants, *gust of wind*, *hold monster* (DC 17)

STATISTICS

Str 21, **Dex** 18, **Con** 16, **Int** 7, **Wis** 16, **Cha** 15

Base Atk +5; **CMB** +10 (+14 to maintain a grapple); **CMD** 24

(32 vs. trip)

Feats Flyby Attack, Improved Initiative, Lightning Reflexes, Power Attack

Skills Climb +13, Fly +14, Perception +13

Languages Aklo (cannot speak)

SQ no breath

SPECIAL ABILITIES

Poison (Su) Sting—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d4 Wisdom damage and confusion for 1 round; *cure* 2 saves. The save DC is Constitution-based.

Stagnation Aura (Su) A blightspawn's stagnation aura causes lethargy and torpor in those who approach it, sapping energy and speed. When a creature comes within 20 feet of a blightspawn, it must make a DC 16 Will save to avoid being affected as per the spell *slow*, for as long as the creature remains within the blightspawn's aura and for an additional 1d3 rounds after leaving it. Once a creature successfully saves against the aura, it is immune to that particular blightspawn's aura for 24 hours; otherwise, re-entering the aura forces a creature to save again. 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) must make a DC 14 Fortitude save or be nauseated for 1d3 rounds. The save DC is Constitution-based.

The blightspawn of Ghlaunder 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 Ghlaunder, 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. That cultists who die giving hideous birth to a blightspawn cannot be resurrected lends a bit of weight to this notion, even if the blightspawn themselves have nothing to say on the topic. A cultist carrying an immature blightspawn functions normally in all ways until the creature emerges (typically upon the cultist's death, or at the culmination of certain vile rituals)—except that until then, the cultist can pass on new blightspawn to his or her children. A blightspawn's gestation can last for decades, and in cases in which a child is separated from infected parents, the child might live her entire life without knowing the truth of what awaits her upon death. When a blightspawn emerges from its host, it is immediately fully grown, although its gore-wet wings cannot be used for flight for 1d4 rounds after emerging.

RAVENMOOR

Situated just east of the Churlwood's northernmost stretch, along the crooked run of the Lampblack River, Ravenmoor is an isolated settlement that sees few visitors. Named for the flocks of ravens that call the surrounding moors home, the village is small, with less than a dozen buildings serving as the town's center, its businesses serving a population largely confined to outlying ramshackle farmhouses. The Lampblack's dark, sooty floods provide fertile soil for the village's crops, which include corn, turnips, broad beans, peas, and rye. Flayleaf is cultivated as well, although the villagers are quiet about the presence of this plant since the drug derived from its leaves is illegal in many nearby communities. When the PCs first get the feeling that the villagers might be hiding something, you can use the discovery of a semi-hidden flayleaf crop behind a house to throw them off track.

RAVENMOOR

CN village

Corruption +2; **Crime** -2; **Economy** -3; **Law** -4; **Lore** -4;

Society +1

Qualities insular, superstitious

Danger +0; **Disadvantages** cursed (blighted, -4 Economy), impoverished

DEMOGRAPHICS

Government secret syndicate (cult of Ghlauder)

Population 135 (133 humans, 1 aranea, 1 faceless stalker)

Notable NPCs

Mayor Andretti Kriegler (CE middle-aged human blight druid 6)

Leonard Kriegler (CE male faceless stalker)

Viorec Korzha (CN male expert 2)

MARKETPLACE

Base Value 250 gp; **Purchase Limit** 1,250 gp; **Spellcasting** 1st*

Magic Items none

*Although Ravenmoor's spellcasting services are limited to 1st level for outsiders, there are a few more powerful spellcasters in town who generally don't offer their services to visitors.

FIRST IMPRESSIONS

Ravenmoor is a small farming community with little infrastructure beyond the immediate needs of the harvest and basic survival in this remote wilderness. The town has few actual shops, and there is no village inn—there are simply not enough visitors to town to justify such a business. When visitors do come to Ravenmoor, the town's citizens generally open their homes to visitors; in the case of the PCs' visit, the mayor himself offers up his home for this use. This large home is the only two-story building in town (unless one counts the steeple of

the ruined church), and sits on a low hill overlooking the collection of sagging buildings on the river bank below. The town's streets are made of packed dirt, but more often consist of mud because of the frequent drizzle and fog that keep the place humid. Moss grows on most buildings, covering the soggy wooden shingles, and the constant buzz of insects fills the air, rising in volume as the day wears into night. While most of the homes and farms look ramshackle, even abandoned, very few structures in the village are actually vacant.

LOCAL COLOR

The folk of Ravenmoor at first seem to be simple, industrious folk—dedicated to their unique veneration of the goddess Desna, whose worship apparently forms the backbone of the community. Comments about the poor state of the town church are simply met with shrugs and comments like, "We carry the love of the Dream Tender in our hearts, and our dreams are our prayers—we don't need a building to worship in when the town and the world around it are our temple."

Like any who make their living from the difficult labor of tilling soil, the villagers work hard and celebrate their successes when able. You should not portray them as dark, moody, or sullen. Rather, they should seem busy, but curious at the rare appearance of outsiders on the day of the Founder's Festival. They are comfortable with their customs because it is all they have to sustain them, and their indoctrination toward such beliefs is complete.

Local dress is neat and functional, with men wearing plain dun-colored tunics, buttoned vests, wide-brimmed straw hats, and unbleached canvas breeches held up by suspenders. Women dress modestly in simple, single-colored dresses in drab earth tones, with long sleeves, full skirts, and white aprons with little lace or adornment. Of the town's 135 citizens, most are not full members of the cult of Ghlauder, and indeed truly believe that they and their town's leaders worship the same deity—Desna. Non-cultist townsfolk are generally the equivalent of a farmer (a commoner 1/expert 1—see page 309 of the *Pathfinder RPG GameMastery Guide*), and usually react to violence with panic and flight rather than weapons and bravery.

Years of close contact with the infested swamps have resulted in a strange reliance on parasitic creatures normally considered as pests. Most normal livestock raised in the town's humid, relatively filthy environment succumb within months to parasites. Pigs do relatively well, and make up the majority of the town's livestock animals, but both ravens and stirges raised in hutches or cages are a common sight as well. While the ravens might not cause any double-takes, the stirges might. The people of Ravenmoor feed the stirges the blood of captured ravens, pigs, or other animals caught by hunters. Although the

PCs may suspect otherwise, the villagers make a point of never feeding domesticated stirges human blood, since “once they get a taste for it, it’s plumb hard to keep them docile.”

Even though the creatures have been domesticated and bear colloquial names like Cockleburrr, Goosespit, and Honeysuckle, the villagers keep these dangerous pets in cages at most times.

CHILDREN’S TALES

The villagers have many disturbing folk tales that keep them indoors at night, many of which hint at the dark events later in the adventure. In particular, the village children (none of whom fully understand the truth about the Ghlauder cult, but most of whom, unlike their parents, have not yet had their natural curiosity smothered by tradition) have many stories about the stranger things in town. Befriending any of the town’s children requires a DC 20 Diplomacy check, as they are brought up to be wary of strangers, but once the PCs earn a child’s trust, they can hear all sorts of eerie stories.

The most common tales are whispers of a group of creatures the kids call “Night Creepers”—local bogeymen that are sometimes described as having stirge faces). The children think that Night Creepers stalk the town’s fields and streets during the night (particularly around the old Chenowitz place) and snatch away kids willful enough to disobey their parents and stay out after dark (these tales arise from both nighttime glimpses of the deformed villagers who dwell in area K11 and of cultists dressed in their mosquito masks and robes). Other children claim sightings of the ravenous “water wolf” who carries off kids who swim out too far into the river (a bunyip that dwells in the fens south of town and periodically swims upriver) or of “Old Man Wrinkles” who is said to be 200 years old, and so wrinkled he no longer has a face, and who drinks blood like a stirge (a persistent legend started by a child’s glimpse of a faceless stalker feeding a generation ago). Finally, some kids are convinced that the “Dream Tender’s Moth” flies over the buildings late at night after every Founders’ Feast, looking for bad kids who misbehaved during the festival to carry off and turn into Night Creepers. A DC 20 Sense Motive check is enough to discern that it is these final tales of the Dream Tender’s Moth that are most compelling and frightening to the children, and as a result, misbehavior is all but unheard of during town festivals.

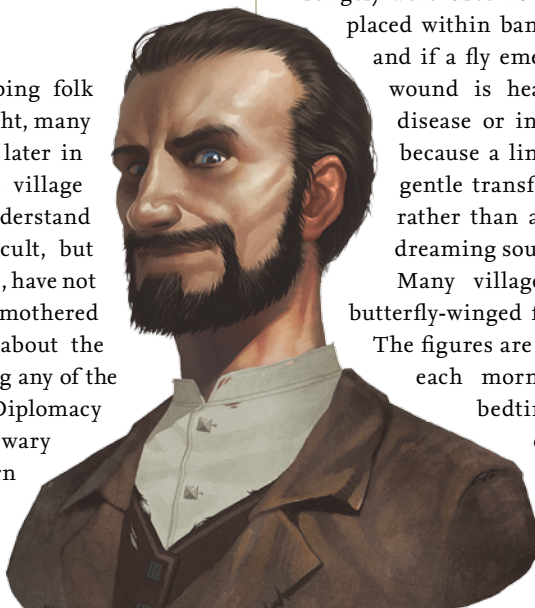
RAVENMOOR CUSTOMS

As PCs explore Ravenmoor, you should slowly reveal strange customs born of the village’s long isolation, hinting that something isn’t quite right among these people. Many villagers carry puckered scars from bloodletting treatments for ailments as diverse as melancholia to fever, evidence that leeches (or perhaps stirges) were used for treatment. Maggots are often placed within bandages to “eat away corruption,” and if a fly emerges, that’s taken as a sign the wound is healing well. Those who die of disease or infection are considered blessed, because a lingering death is seen as a more gentle transfer of the soul to the dreaming, rather than an abrupt death, which jars the dreaming soul into the nightmare realms.

Many villagers carry small totems of a butterfly-winged figure pinned to their clothing. The figures are faithfully woven of dried plants each morning and burned just before bedtime as sacrifices to the goddess of dreams for a good night’s rest. Many of these totems incorporate flayleaf, and the smoke given off does indeed promote strange dreams. While a DC 12 Knowledge (religion) check is enough to recognize the figure as representing Desna, the villagers never use that name,

believing that speaking her name aloud is an act of pride that could bring her anger. Instead, they refer to her by more ambiguous titles, such as “the Dream Tender,” “the Slumberer,” or “the Dormant Dreamer.” These references are, of course, subtly veiled references to Ghlauder, but the allusions should be just close enough to Desna’s titles to avoid detection. A DC 20 Knowledge (religion) check is enough to confirm that the locals’ traditions of worshipping Desna are very unusual—but not completely outlandish. Desna is an old deity, after all, and in some regions her faithful hold to strange, mostly forgotten traditions. A worshiper of Desna might be disturbed by the strange behavior, nevertheless—you should use this to subtly encourage the PC to dig deeper by exploring the town further.

As those who take part in the Feast of Ravenmoor will learn, many of the foods eaten by the villagers are, to use a charitable term, unusual. This is mostly because of the environs—without much arable land to raise livestock, the people of Ravenmoor have turned to what local wildlife they have for food. While stirge sausage and giant tick shanks may sound vile, the villagers have numerous methods of preparing them that are actually quite tasty.



Mayor Kriegler

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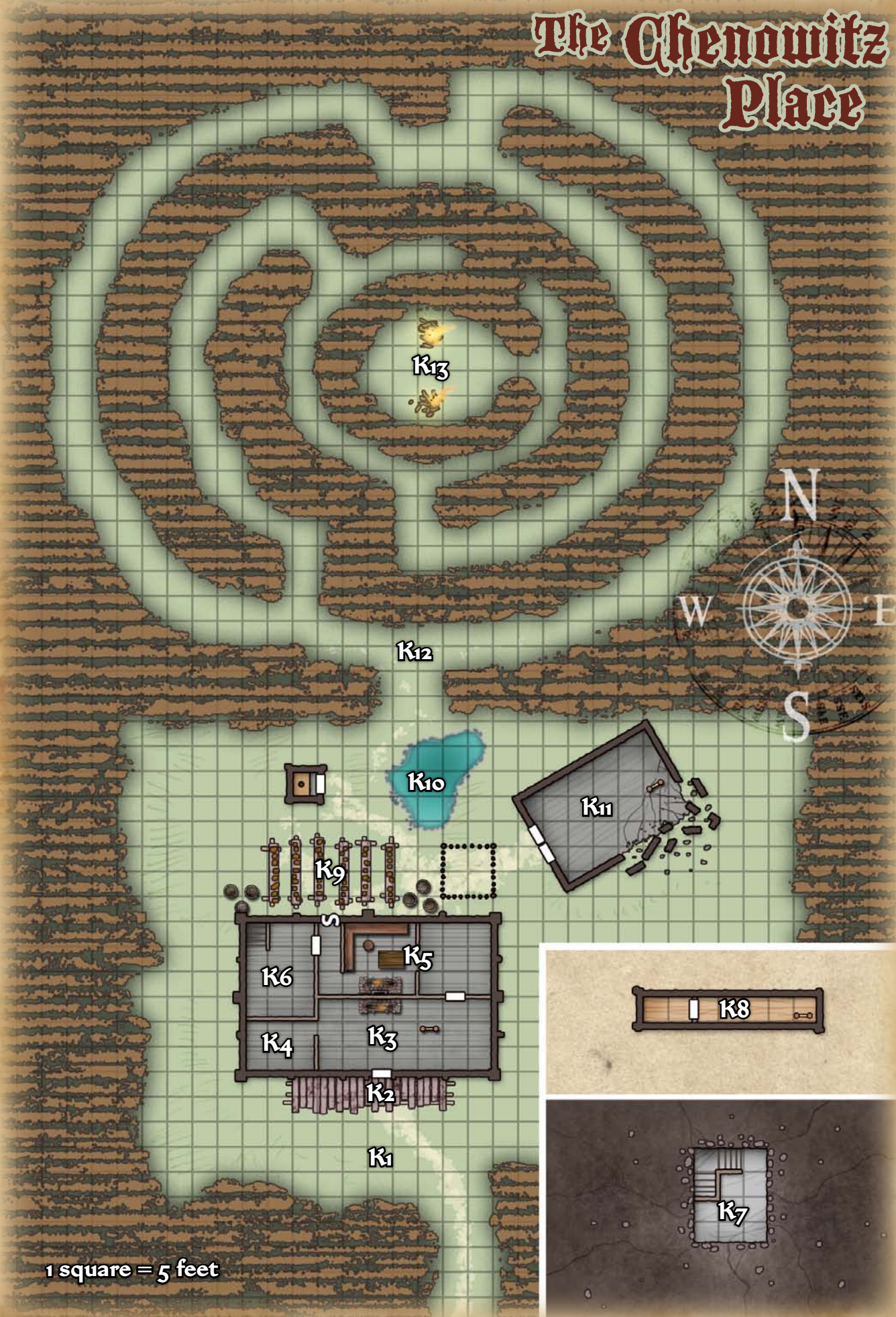
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The Chenowitz Place



1 square = 5 feet



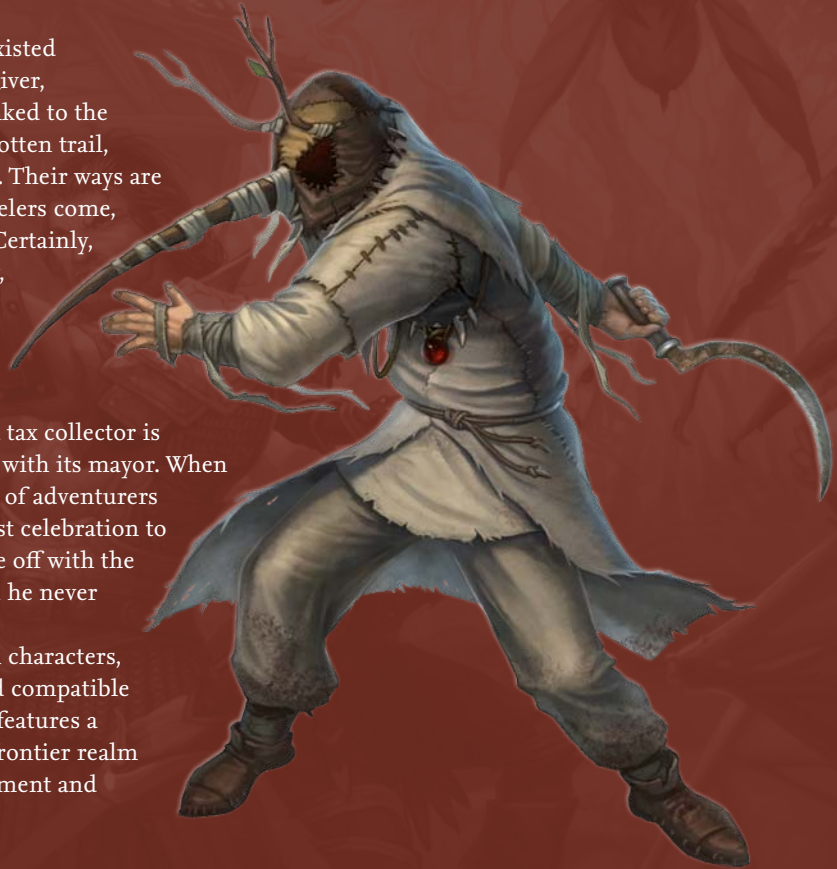
Let the Feast Begin!

Pathfinder Module FEAST OF RAVENMOOR

For decades, the tiny village of Ravenmoor has existed quietly on the upper reaches of the Lampblack River, far from the centers of civilization in Varisia. Linked to the outside world only by an overgrown, mostly forgotten trail, the villagers are comfortable with their isolation. Their ways are humble, quaint, and at times odd, and when travelers come, they find the town awkward and unmemorable. Certainly, the lack of a village inn, the oppressive humidity, and the bug-infested moors and swamps that surround the village do little to encourage visitors. When a clerk in the city of Magnimar discovers that, due to a clerical error, the village of Ravenmoor hasn't paid taxes in years, a tax collector is sent to the distant community to settle accounts with its mayor. When the tax collector fails to return, however, a group of adventurers must travel to the town during its Founders' Feast celebration to investigate his disappearance. Did he really make off with the taxes for himself, as the villagers suspect? Or did he never make it out of Ravenmoor at all?

Feast of Ravenmoor is an adventure for 3rd-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. It features a terrifying adventure set in a rural village in the frontier realm of Varisia, and a brand-new monster eager to torment and frighten unsuspecting adventurers.

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