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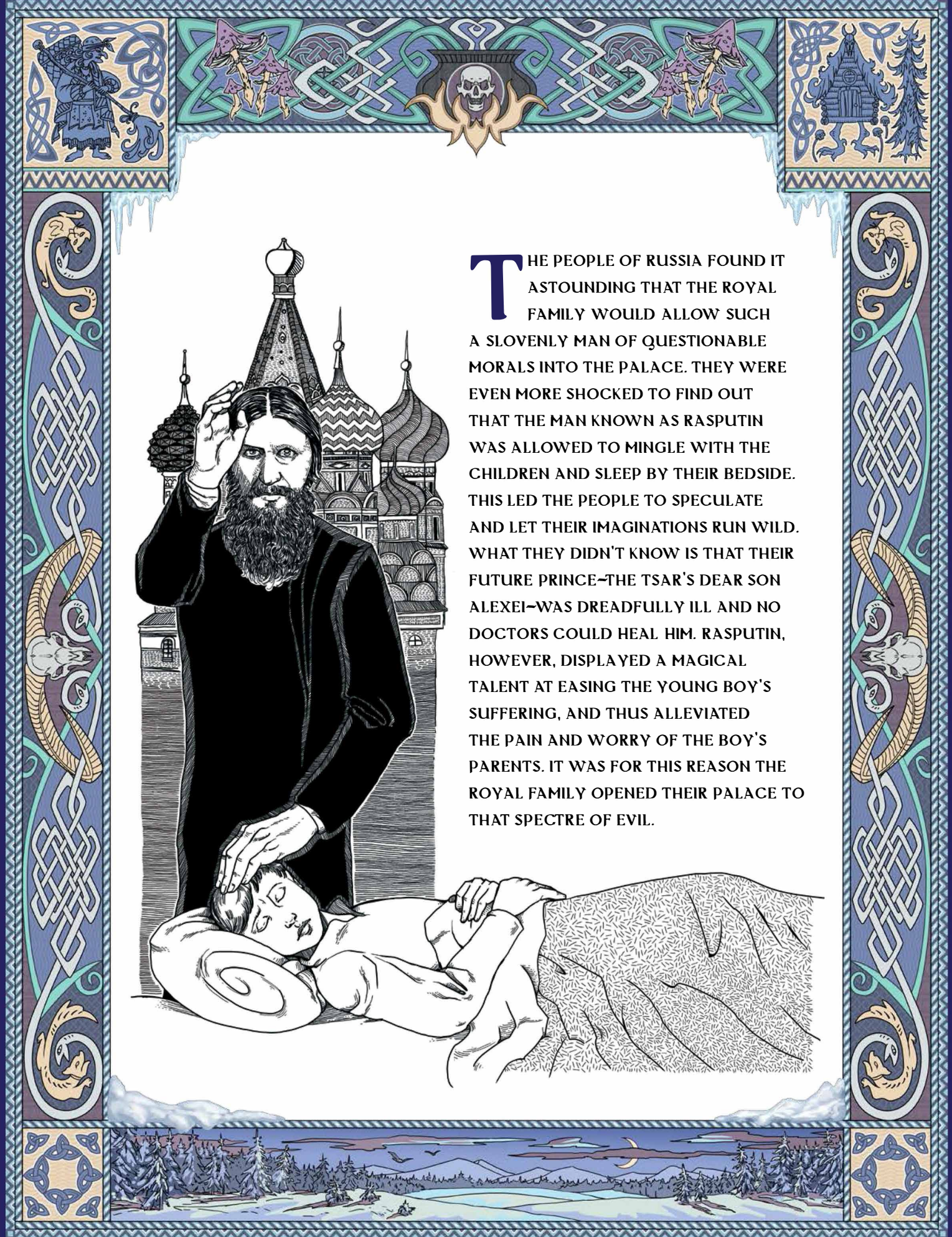
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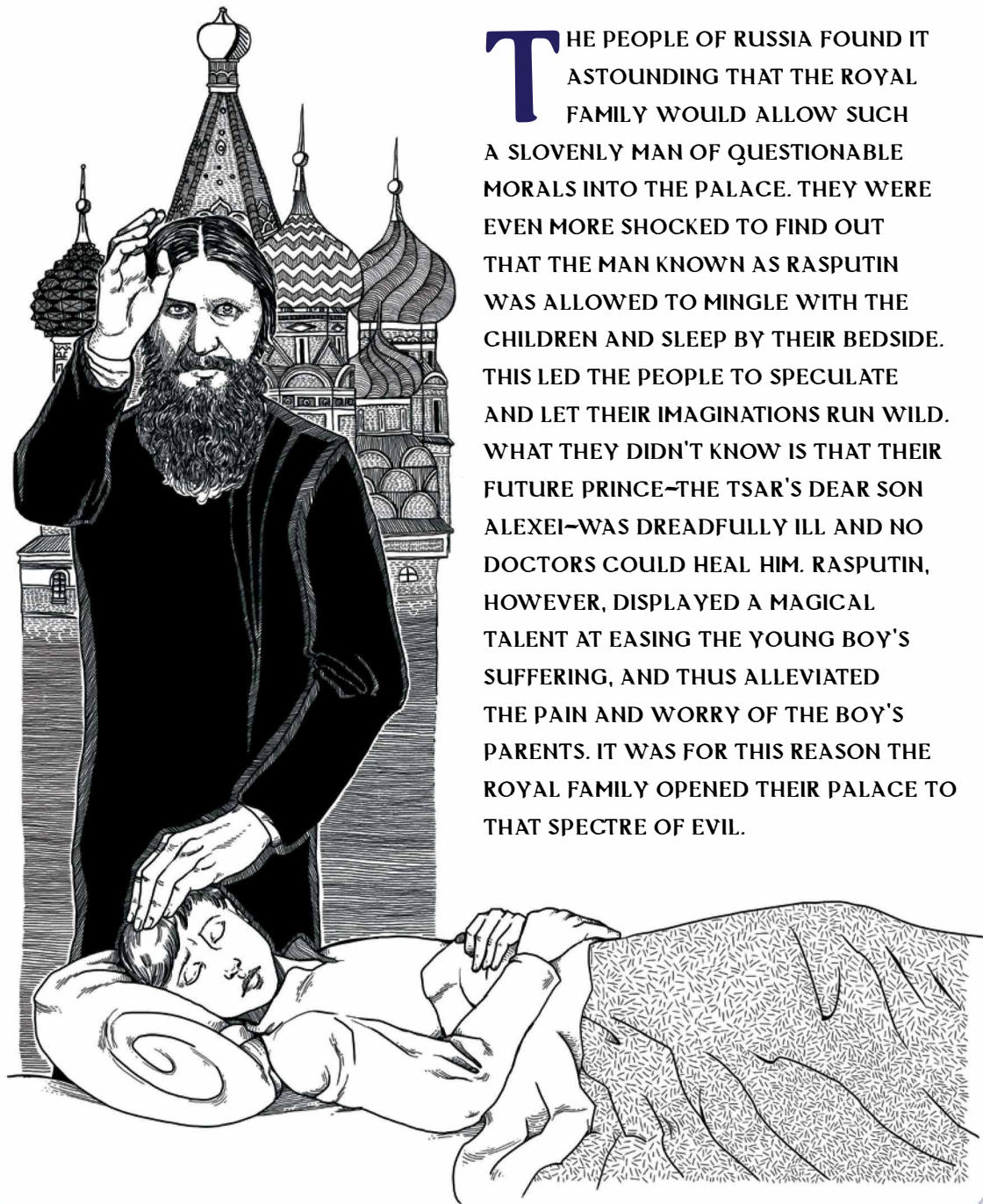
REIGN OF WINTER

RASPUTIN MUST DIE!

by Brandon Hodge



THE PEOPLE OF RUSSIA FOUND IT ASTOUNDING THAT THE ROYAL FAMILY WOULD ALLOW SUCH A SLOVENLY MAN OF QUESTIONABLE MORALS INTO THE PALACE. THEY WERE EVEN MORE SHOCKED TO FIND OUT THAT THE MAN KNOWN AS RASPUTIN WAS ALLOWED TO MINGLE WITH THE CHILDREN AND SLEEP BY THEIR BEDSIDE. THIS LED THE PEOPLE TO SPECULATE AND LET THEIR IMAGINATIONS RUN WILD. WHAT THEY DIDN'T KNOW IS THAT THEIR FUTURE PRINCE—THE TSAR'S DEAR SON ALEXEI—WAS DREADFULLY ILL AND NO DOCTORS COULD HEAL HIM. RASPUTIN, HOWEVER, DISPLAYED A MAGICAL TALENT AT EASING THE YOUNG BOY'S SUFFERING, AND THUS ALLEVIATED THE PAIN AND WORRY OF THE BOY'S PARENTS. IT WAS FOR THIS REASON THE ROYAL FAMILY OPENED THEIR PALACE TO THAT SPECTRE OF EVIL.





PATHFINDER[®]

ADVENTURE PATH[™]



REIGN OF WINTER

ADVENTURE PATH  PART 5 OF 6

RASPUTIN MUST DIE!

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ADVENTURE PATH™

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APG

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GMG

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B1

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UC

Bestiary 2

B2

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WALKING UNSEEN WORLDS

There's a chapter in the *Reign of Winter* Adventure Path called "Rasputin Must Die!" It means exactly what you think it means, and we want you to write it."

That's pretty much how I remember it, cornered as I was by the holy trinity of AP developers—Rob McCreary, Adam Daigle, and James Jacobs—at a tall lobby table at PaizoCon 2012. Talk about intimidating. I seem to recall that at some point Erik Mona walked by, with a snickering "Heh—you guys finally talking to Brandon about Rasputin?" With a last echoing "Dooo iiiit, duuude," he sauntered off, chuckling. Within a few short hours, the announcement of the mere title of the volume would be the buzz of the convention, and already with a full-throated chorus of supporters and naysayers, I knew exactly what sort of challenge I faced as I returned home to Texas with the assignment.

Apparently I'd been setting myself up for the assignment for some time without realizing it. For several years I've

hosted members of Paizo's staff and our extended family of freelancers at my annual Civil War-era *Call of Cthulhu* game at Gen Con. The adventure has become somewhat infamous, as I understand it. Titled *Black Cow's Milk, Black Hen's Eggs*, the story threads together actual historical events during the Battle of Gaine's Mill, real members of the 4th Infantry of Hood's Texas Brigade, and, well, unspeakable cosmic horrors. And, of course, there's the ongoing obsession, collection, and study of early spiritualism and occult apparatus and artifacts that dominate my research website, mysteriousplanchette.com. Turns out that stuff comes in handy when writing an adventure set in early twentieth-century Russia.

Apparently, the developers who had played in those Gen Con sessions believed that adventure exemplified the skill set to successfully pull off an adventure of the magnitude of "Rasputin Must Die!" Meticulous research.

Devotion to historical accuracy. A penchant for filling in the gaps of historical fact with fantasy. And the ability to weave what we know of our world's history into a believable amalgamation with characters definitely not of this world.

My head swam with ideas. I was locked in at a 13th-level starting point, which meant PCs would be powerhouses, and were coming to a world of decidedly low level-limits. Given lower PC levels to work with, I might have written an adventure in which the PCs took on the roles of Rasputin's real-life murderers, in a replay of historic events. But that wasn't an option, and the magic wielded by PCs at this level, without the shackles of something like the Prime Directive to control their actions, was just too historically disruptive. At least I can fight back with tanks and guns, I thought. I considered advocating for a magic-dead Earth, but ultimately we all recognized we couldn't strip away the PCs' power for an entire adventure.

MANKIND AND MAGIC

The story I hoped to tell was based on two presumptions. First, I theorized that the magic our myths and legends speak of was once real in our world, but has since faded. Second, everything that happened in the adventure had to happen in the gaps of our real-world history, without contradiction or disruption of the status quo.

The first assumption was the easiest to accept. The myths and stories upon which our game is based have their roots in our collective human culture, from the heroes of Greek myth to the prophets of Testaments Old and New. If one assumes, as I did for this adventure (and as many faithful do), that some of those tales are true, and that the prophets of old really did turn rods to serpents and summon plagues of frogs and locusts—or that modern TV ghost hunters actually have a chance of finding anything, or that saints' relics can heal the sick—then the burden of acceptance of the adventure's events would be much lighter at the gaming table. The second half of this assumption, which has become a trope of fantasy, was that magic has faded from our world since an earlier age of miracles. That is, with the rise of industry and the substitution of science for superstition, only the occasional great supposed seers whose names alone conjure thoughts of mysticism and power—Edgar Cayce, Aleister Crowley, Blavatsky, and Rasputin, among others—have been born capable of tapping into that magical force. And in this case, I reasoned, Rasputin was able to bring back even more of that lost magic with the Earth-bound imprisonment of his mother, her presence and his influence calling back creatures long since fled from Earth (or slumbering in dark corners) and wielding phenomenal power not seen since the days of the Old Testament. With his defeat, I reasoned, all would again be right with the world.

ON THE COVER

The “Mad Monk” Rasputin himself appears on this month's cover, along with a whole trench-full of World War I soldiers who use all the tricks and technology of modern warfare to keep the PCs from reaching Rasputin's sanctuary, where he holds his mother Baba Yaga captive.

THE GAPS HISTORY LEFT BEHIND

The latter assumption, however, is more daunting, and takes significantly more skill than just settling on a cosmological decision about the nature of magic on Earth. Early on, I settled on one overriding mantra that I'm afraid even began to annoy my developers: “All of this really happened.” The story I was telling here, I repeated to myself, was simply putting our world's real history into game terms and Pathfinder mechanics. For nearly 4 months, I told myself: Rasputin survived his murder. Fables of Baba Yaga are fact. And, in 1918, a little chicken-legged hut appeared in Siberia, from which emerged a group of strange people with legendary powers. And if you search Siberia long and hard, or listen to those generations-old tales, you very well may discover the remains of a destroyed prison camp surrounding a ruined monastery. I won't tell you where it is, but if you go there, maybe you'll find a buried blade of unusual metal, or strange burn marks on ruined walls.

More importantly, I wanted to write something that could really have happened from our real-world historical perspective. I didn't want a single glitch. From the timing of Rasputin's and Anastasia's resurrection, to the inclusion of Tesla's strange technology, I wanted to assure the audience that they would find no distracting historical hiccups, without resorting to an “alternate timeline” Earth or any such mechanism. This must be our world.

No matter what I did, the events shaped by the adventure had to inevitably result in the same basic outcomes found in our history books, including the final recovery of all the Romanov remains. I gave myself a hard and strict line of demarcation between the fiction I was trying to tell and the facts and figures that make up our known history. In other words, if these events were possible, this is exactly how they went down, and in a way plausible given the history our textbooks tell us. I just had to fill in the gaps with the history humans never recorded.

So maybe—just maybe—this is how it all really happened.



Brandon Hodge
Pathfinder Adventure Path Author



RASPUTIN MUST DIE!

PART ONE: THE DANCING HUT

PAGE 8

In a new configuration of the *Dancing Hut*, the PCs must find an exit to their latest location while contending with the hut's strange guardians.

PART TWO: THE CINDERS OF AKUVSKAYA

PAGE 16

On Earth in 1918, the PCs get their first taste of modern technological warfare and their first glimpse of Baba Yaga's captor—her estranged son, Rasputin.

PART THREE: THE CALLED-DOWN KINGDOM

PAGE 22

The PCs face trenches full of veteran soldiers of the Great War, animated tanks, and threats both supernatural and technological as they search a prison camp for the means to call Rasputin's sanctuary back to this world.

PART FOUR: AKUVSKAYA MONASTERY

PAGE 47

With Rasputin's extradimensional refuge called back to Earth, the PCs must confront both the mad monk's minions and the seemingly impossible-to-kill Rasputin himself to finally rescue Baba Yaga.

ADVANCEMENT TRACK

"Rasputin Must Die!" is designed for four characters and uses the medium XP track.

13

The PCs begin this adventure at 13th level.

14

As they explore the Akuvskaya prison camp, the PCs should reach 14th level, and should be close to 15th level before their final confrontation with Rasputin in the restored monastery.

The PCs should be 15th level by the end of the adventure.

ADVENTURE BACKGROUND

Of Grigori Yefimovich Rasputin, our history tells us much, and what scholars parse as fact and fiction is actually truer than we are sometimes told. Born in the waning years of the nineteenth century in the cold wastes of Russia and reared in the Siberian village of Pokrovskoye by peasants, Rasputin rose in prominence as a mystic known as a *strannik*, a religious pilgrim. In a time when spiritualistic notions and religious fervor were sweeping Russia, he made pilgrimages to the Holy Land and haunted Russian Orthodox monasteries to absorb the mysticism of the age. Rasputin's alluring charisma and piercing eyes brought him fame, and throughout his life, he was credited with strange powers of clairvoyance and faith healing. These "miraculous" powers brought him to the attention of Russia's royal family, where he was tasked with healing the hemophiliac son of the Tsar, Tsarevich Alexei.

Rasputin's reputed ability to heal Alexei granted him vast influence over the Imperial family, particularly Tsarina Alexandra, and as his influence grew, jealous rivals rejected the notion of a peasant wielding such inordinate control over matters of state. And so it came to pass that treacherous noblemen disguised as friends lured Rasputin to Yusupov Palace in St. Petersburg, fed the monk poisoned cakes, then shot, stabbed, beat, and drowned the strannik in the icy Neva River. Yet when his frozen body was recovered encased in a thick block of ice, water filled his lungs as if he had died breathing, and his bonds were broken. Months after his supposed death, Rasputin's body was exhumed for cremation, but when set alight, Rasputin's corpse sat up in the fire, as if the monk were still alive. Our own history of Rasputin ends here—but the story was not over.

There is a secret history of Rasputin—one that is not recorded in our own history books. Although raised by Russian peasants, Rasputin was in fact born of the great witch-crone Baba Yaga, who abandoned him on a doorstep in Pokrovskoye. Blessed with the magical blood of creatures now left to starve or slumber in our world's darkest corners, Rasputin possessed powers now remembered only in legend. He was perhaps the last great seer before the encroachment of the modern age—an era that had forsaken the wonderment and magic of legend for the new magic of technology—electricity, radio, telephones, and modern medicine.

Throughout his life, Rasputin maintained that he had received a vision of the Virgin Mary at Verkhoturye Monastery, but the vision was, in fact, his half-sister Elvanna contacting him from the distant world of Golarion. Thus began a lifelong spiritual communion between the two, as Elvanna taught her younger brother of his true heritage as Baba Yaga's sole male offspring, and of powers that those of Earth had lost the knowledge to wield. Baba Yaga herself did not wholly ignore Rasputin, though her cold distance

and rejection nurtured only bitterness in the heart of her scorned son. Although he eschewed the traditional witchery of his mother and sisters, Rasputin learned his family's tricks well. He turned instead to the ways of mysticism, becoming a powerful oracle of the occult.

Although his rivals believed they had assassinated him in 1916, the canny Rasputin actually faked his death and went into hiding when the February Revolution overthrew the Tsar. Rasputin remained in communication with his half-sister, however, and when Elvanna told him of her sinister plot to overthrow Baba Yaga and grant them both power beyond their own reckoning, Rasputin quickly agreed, eager to prove himself as ruthless and cunning as his sisters. In exchange for his help in defeating Baba Yaga, Elvanna offered Rasputin the chance to learn how Baba Yaga, herself a native of Earth, had acquired her powers—knowledge that Rasputin could then use to replicate her ascension to mythic power.

Tasked by Elvanna with setting an alluring trap for their mother, Rasputin wasted little time in setting new plans into motion, utilizing both his expansive knowledge of mysticism and the technological wonders of twentieth-century Earth. He sought out Earth's most potent magical tomes to research the means to imprison Baba Yaga, and plundered the Tsar's hidden libraries to recover the secrets of one of the greatest minds of his technological age—the university notebooks of the inventor, engineer, and physicist Nikola Tesla. These seminal works came from perhaps the most imaginative time in Tesla's life, when his passion for strange physics was just blossoming. Within his notes were the prototypes of the world-changing ideas that Tesla would pursue in his later life, but also more bizarre blueprints for machines to sunder the veil between other worlds—plans that Rasputin would put to nefarious use to ensure Baba Yaga's entrapment.

In the following months, Rasputin made his own preparations to take advantage of Elvanna's revolt against their mother. He sought out perhaps the only Russian capable of translating Tesla's mad designs into reality—the exiled engineer Viktor Miloslav, whom Rasputin found rotting in a secret Siberian prison camp built among the ruins of the ancient Akuvskaya monastery. Making the prison camp the center of his power, Rasputin gathered an army of loyalists to defend it, and he and Miloslav labored to build Tesla's World Engine and its associated World Anchors, machines that would enable Rasputin and Elvanna to defeat and capture Baba Yaga.

His preparations complete, Rasputin contacted his mother on the far-off planet of Triaxus with a *sending* spell, hinting that he had uncovered a plot against her. Baba Yaga had believed her estranged son dead following his supposed assassination, and though suspicious, she agreed to see him. Returning to Earth, Baba Yaga

discovered too late that Rasputin himself was involved in the plot, conspiring with his half-sister to overthrow their mother. Together, Rasputin and Elvanna used the power of the World Engine to capture and imprison Baba Yaga in a mystical matryoshka doll prison. The deed done, Elvanna returned to Golarion with her mother's *Dancing Hut*, leaving the imprisoned Baba Yaga with Rasputin in Siberia. But Rasputin wanted far more than just to replicate his mother's centuries-long path to power—he wanted to seize that power in one stroke.

Irrisen is not the only nation that Baba Yaga has carved out for herself on distant worlds. She also reigns over a fairy-tale realm called the Thrice-Tenth Kingdom, which supposedly lies beyond thrice-nine lands somewhere in the First World. Employing Baba Yaga's matryoshka doll prison as a power source, Rasputin used his World Engine to call down and anchor the Thrice-Tenth Kingdom to Earth, where he can metaphorically mount Baba Yaga's vacant throne and claim her power for his own.

Rasputin's efforts are now nearly complete. Powered by the World Engine, his monastery sanctuary floats in the ether between worlds, where none may disturb his final efforts. With the veil between worlds worn thin, Rasputin calls out to powerful guardians, awakening the long-slumbering and once-fled nightmares of our world to serve him. Viktor Miloslav's loyalty has been repaid with treachery; he was sacrificed to preserve the secrets of the World Engine's operation, and his blood now stains the white snows of Akvskaya. Loyal soldiers swarm around the former prison camp to protect their master from any would-be saviors of Baba Yaga, who he knows must someday come. And hidden deep within the compound is Rasputin's greatest secret: his resurrected daughter Anastasia, who is of blood more royal than she knows, and may have more claim to Baba Yaga's legacy than does Rasputin himself.

ADVENTURE SUMMARY

Baba Yaga's *Dancing Hut* once again transports the PCs to a new world—Earth in the year 1918, specifically the region of Siberia, as the First World War rages and Russia tears itself asunder in escalating revolution. After exploring the hut and learning hints to their true location, the PCs exit and discover their whereabouts. As they begin to get their bearings, they are attacked by soldiers wielding unusual weapons, and see a deadly vision of a mad monk that causes the hut to bound off through the Siberian forest. It finally comes to rest near a muddy, trench-laced field surrounding the monastery-turned-prison lair of Baba Yaga's captor—her son, Rasputin.

Rasputin seeks to unlock the source of Baba Yaga's mythic power with the aid of diabolical technology, drawing the essence of her First World realm, known as the Thrice-Tenth Kingdom, down to the mortal plane. The PCs

must cross a war-torn no-man's-land to assault the prison camp's fortifications, but the presence of the Thrice-Tenth Kingdom has warped the area around Rasputin's sanctuary, infecting it with lengthened shadows, gnarled trees, and fell creatures not seen on Earth in centuries. Once inside the prison camp, the PCs face scores of soldiers both living and undead as well as even more supernatural threats as they search for the means to call Rasputin's otherworldly domicile back down to Earth—a secret that the Russian scientist Viktor Miloslav took to his grave when Rasputin betrayed him. However, if the PCs can retrieve Viktor's body before it is eaten by a hungry daemon and then recover his stolen soul, which is guarded by a troop of headless Siberian Cossacks, they can restore him to life with the help of a strange tombstone fairy named Polina. Along the way, the PCs meet a mysterious young woman who may be the next heir to the throne of Irrisen.

With Viktor Miloslav's help, the PCs can manipulate the World Anchors to pull Rasputin's monastery lair from its extradimensional sanctuary back to Earth. Fighting through the last of Rasputin's minions, the PCs confront the Mad Monk himself, but he proves exceedingly hard to kill, seeming to stand and fight on despite their best efforts to lay him low. After the PCs destroy Rasputin once and for all, they can finally rescue Baba Yaga, though she remains trapped within a magical matryoshka doll. Only by returning her to the *Dancing Hut* can the PCs hope to learn how to free her from her prison.

PART ONE: THE DANCING HUT

The adventure begins when the PCs place the two keys found on Triaxus—the bearskin and the two-headed eagle—in the cauldron Baba Yaga's *Dancing Hut*. Again, the layout of the hut changes as it leaves Triaxus for the home world of Baba Yaga: the planet Earth. The hut has appeared near an ice-choked river in Siberia, on a hill overlooking a wintry war-torn village. The year is 1918, the world is gripped in its first Great War, and the echoes of Russia's revolution sound even in this isolated region. More immediately, however, the hut's new incarnation begs exploration, and the PCs must traverse its changed interior to seek an exit to the new world outside.

The PCs begin the adventure in area **A1**. While the hut's Earth configuration contains several rooms, each chamber exists on its own miniature demiplane, creating a distorted mirror-maze of the hut's various fairy-tale incarnations on Earth. These rooms are not physically connected to one another, but they are mysteriously interconnected through some strange twist of time and reality. The only way into or out of these chambers is through the various doors or exits in each room, which act as portals that instantly transport creatures passing through them to the connected chamber. These portals are marked on the map of the *Dancing Hut*

BABA YAGA'S DANCING HUT



1 SQUARE = 5 FEET

with the letter and number designation of the chambers they connect to. Unless otherwise noted, the ceilings in the hut's rooms are 15 feet high.

While the doors in the hut's various rooms lead to other chambers, the same cannot be said of the windows, which reveal darkly idyllic forest scenes. With few exceptions (notably the window that acts as a *mirror of life trapping* in area A3), the windows (and the scenes visible through them) are *permanent images* (CL 20th), and reveal only bare walls behind them if broken or breached.

If the PCs befriended the kikimora Zorka (*Pathfinder Adventure Path* #68 58), she is initially not present when the hut shifts to its new location. No entrance to Zorka's hidey-hole exists in the domovoi gulag (area A1); she finds the presence of the dead domovoi in that area distressing and refuses to enter that room, but she may appear elsewhere in the hut's current configuration. None of the other denizens of the hut who the PCs might have befriended recognize this new layout, once more leaving it to the PCs to discover their new location.

The *Dancing Hut of Baba Yaga* is fully detailed on pages 61–63 of *Pathfinder Adventure Path* #68. The bearskin and two-headed eagle the PCs placed in the cauldron disappear, but reappear 1 hour later elsewhere in the hut. For the rest

of the campaign these keys remain in the hut, allowing the PCs to use them to return to Triaxus later, if they desire. Following their previous explorations, the PCs will likely seek clues regarding new keys to take the *Dancing Hut* to its next destination. There are no clues to be found, however, and it should slowly dawn on the PCs that Baba Yaga's trail of breadcrumbs ends here.

A1. DOMOVOI GULAG

Golden birdcages fill this chamber from floor to ceiling, hanging from every beam and resting on every shelf. While a few of the cages are empty, the majority of them hold the mummified remains of stunted, bearded men. A large cauldron bubbles and smokes in the center of the room.

Besides containing the cauldron and birdcages, this chamber appears to be a cluttered, one-room log hut, with a single door of rough-hewn planks, a cold fireplace opposite, a simple window, and a rickety ladder leading to a trap door in the ceiling. The single window displays a curious sight: a bone fence fallen into disrepair and overgrown with thorny vines, and the carcass of a rusted metal wagon (actually an old automobile). Beyond stand the tall, dark trees of an

ancient forest. The cauldron is used to transport the hut to other locations, provided one has the proper keys. The cauldron is a part of the hut and cannot be removed. The door to the east leads to the gingerbread room in area A2, while crawling through the fireplace deposits creatures in area A4. The trap door opens into the loft above (area A8).

Creatures: This room contains the remains of generations of house spirits called domovoi who came to the *Dancing Hut* to offer their services to Baba Yaga, only to find their meddling unwanted by the Great Crone, who imprisoned them here and left them to starve. Currently, only nine domovoi survive among hundreds. Surprisingly, even these few weak, emaciated survivors seem oddly resigned to their fate, sitting placidly and chewing slowly on tiny bird bones. Even if their cages are opened, they make no attempt to escape.

The domovoi do possess some cryptic information on the hut's current location, though they are completely uninterested in the PCs, failing to engage them in conversation no matter what the PCs may try to gain their attention. Instead, the PCs must glean what information they can from the domovoi's resigned mutters and whispers in a strange tongue the PCs likely do not recognize—Russian. If their words are translated, the domovoi mutter the following phrases.

“From distant world to distant world, at last now we come home.”

“Many huts for many tales, but all begin here. Vasilisa and her little doll. Hungry children and a house of gingerbread. Little Otik. The forsaken son, come to claim his birthright.”

“Grandmother's breadcrumbs, all snatched up. What little birds pecked them up?”

DOMOVOI (9) CR —

Pathfinder Adventure Path #67 86

hp 27 each (currently 1d6 hit points each)

Treasure: The “golden” birdcages are mostly tin painted to look gold, but three of them are genuine and are worth 800 gp each. In addition, a successful DC 25 Perception check turns up a pair of *manacles of cooperation* (*Pathfinder RPG Ultimate Equipment 274*) among the litter in the room.

A2. GINGERBREAD HUT (CR 14)

Gingerbread and candy form the walls of this chamber. It features furniture of stick candy, a large ribbon candy cabinet, curtains of licorice, and a cupcake table, all illuminated by distorted amber light streaming in from windows of glazed sugar brittle.

This entire room is constructed of cake and candy; its walls are decorated with licorice, gumdrops, and icing, the

tables are dark chocolate slabs, and the chairs are made of candy sticks. Piles of cooking utensils and baking crockery tower precariously, threatening to collapse at any moment.

The door to the west leads to area A1, while the fireplace in the east wall leads to area A6. A licorice ladder in the northeast corner leads up to the loft overhead (area A8). The main exit to this room is through a large ribbon-candy cupboard against the north wall. Opening its door reveals a dark, 5-foot square tunnel lined with the burned and broken skulls of children. The tunnel emerges through the soot-stained walls of a large hearth in area A3. The sugar brittle windows display a distorted scene of a bright, sunny morning in a flower-strewn field.

Trap: Any creatures that enter the room are subject to the effects of the chamber's captivating allure—the gingerbread walls and confections furnishing in this chamber are powerfully enchanted to entice intruders to eat their toxic substance, which is laced with an insidious poison called sweet dreams. Breaking off pieces of the walls and tables reveals only rotten, maggot-ridden filth beneath the sugary glaze, though those under the effects of the trap ignore this as they feast on the confections.

CAPTIVATING CONFECTIONS TRAP CR 12

XP 19,200

Type magic; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger sight (*true seeing*); **Reset** automatic (24 hours)

Effect spell effect (heightened *mass suggestion*, affected creatures immediately consume gingerbread walls or candy furniture, Will DC 23 negates); poison (sweet dreams)

SWEET DREAMS

Type poison, ingested; Save Fortitude DC 20

Onset 1 round; Frequency 1/round for 2 rounds

Initial Effect 1d3 Wis damage; Secondary Effect unconsciousness for 1d3 hours; Cure 1 save

Creatures: Two bogeymen inhabit the loft above this room, using *invisibility* to hide. In Baba Yaga's absence, these mischievous fey nightmares prey on anyone who succumbs to the room's poisoned confections.

BRONISLAV AND MITYA (2) CR 10

XP 9,600 each

Bogeymen (*Pathfinder RPG Bestiary 3 42*)

hp 93 each

TACTICS

During Combat The bogeymen use their deepest fear aura and *crushing despair* to further opponents' chances of succumbing to the room's poisoned confections. They cast *nightmare* on any creatures that fall unconscious from the poison, then cast *hold person* or quickened *phantasmal killer*

on those who resisted the poison. In combat, the bogeymen move to flank foes and use their sneak attack to best effect.

Morale The bogeymen fight to the death.

Treasure: A copper kettle encrusted with hardened brittle is actually a beaten *cauldron of plenty* (*Ultimate Equipment* 287).

A3. WINDOW PRISON (CR 13)

Bright sunlight filtered by a forest canopy streams into this derelict cottage room from a single large window to the northwest. Trees jut up from the dirt floor, bursting through the thatch ceiling above, and dead leaves cover a rusted iron stove and an old straw mattress. No door exits the cottage, only a rotten doorframe to the east, overgrown with thick vines blocking passage to the forest beyond. A large stone fireplace sits to the south.

Although this room appears to be a cottage in the woods, it is impossible to exit to the woods outside. The holes in the thatch roof are illusions covering a stone ceiling. The rotting doorframe leads to area A4, but it is overgrown with a thick tangle of vines—pushing through them requires a successful DC 20 Strength check. Alternatively, characters can hack through the vines with edged weapons in 15 minutes. The vines are immune to normal fire, but magical fire burns them away in 5 minutes. The fireplace to the south leads to the candy cabinet in area A2.

The window in this overgrown room acts as a *mirror of life trapping* (*Pathfinder RPG Core Rulebook* 523) with four extradimensional compartments (one of which is currently occupied). Any creature approaching within 30 feet of the window must succeed at a DC 23 Will save or be trapped in one of the mirror's cells, leaving its equipment behind in the room. Creatures trapped in the window appear on the edge of the forest visible through the window, standing silently with their backs turned toward the cottage. Creatures inside the room but not affected the window can attempt a DC 25 Perception check to notice a large, indistinct spidery form creeping toward the cottage from deep within the forest, its red insectile eyes staring hungrily at captured PCs.

Releasing trapped PCs is as simple as destroying the window (hardness 1, hp 5), which frees the trapped characters and deposits them, without their equipment, back in the room adjacent to the window. However, this also releases the other occupant trapped in the window (see Creature, below). If the window's capacity (four creatures) is exceeded, one randomly determined trapped creature (including the derghodaemon) is freed to accommodate the new victim. The window cannot be removed from the wall, and as with other windows in the hut, characters cannot interact with or enter the scene in any way, even once the window is broken.

Creature: If the window is broken, it also releases a derghodaemon trapped inside it. If the window fails to

capture any PCs, a successful DC 25 Perception check is enough for PCs to notice web-like cracks appearing in the window glass over 3 rounds as the concealed creature in the trees grows increasingly agitated. On the third round, the glass shatters inward and a swarm of insects pours forth, summoned by the derghodaemon's *creeping doom* ability. On the fourth round, the derghodaemon itself appears in the hut and attacks all within the room, fighting to the death. The swarms follow any creatures leaving the room, but the oversized daemon cannot fit through the room's exits.

DERGHODAEMON

CR 12

XP 19,200

hp 161 (*Pathfinder RPG Bestiary* 2 66)

Treasure: A successful DC 20 Perception check reveals a sooty tan *bag of tricks* stuffed inside the old stove.

Story Award: Award the PCs an additional 6,400 XP for dealing with the window of life trapping in this room.

A4. LITTLE OTIK (CR 13)

Thick vines and tendrils of ivy twist and writhe over every surface of this overgrown cottage room.

This room is furnished with cluttered tables and stuffed cabinets, but with ivy writhing through every nook. More disturbingly, the vines support dozens of withered humanoid and animal corpses, their desiccated forms sucked dry of all life and vitality.

An open doorway to the west leads to area A3, but pushing through the thick vines and overgrowth requires a successful DC 20 Strength check. Alternatively, characters can hack through the vines with edged weapons in 15 minutes. The vines are immune to normal fire, but magical fire burns them away in 5 minutes. A fireplace in the east wall connects to the fireplace in area A1. The only other exit from the room is through a worn, upright travel trunk overgrown with vines and filled with dirty clothing and rags in the southern portion of the room. Pushing through ragged cloaks and smelly tunics deposits creatures inside the back of a large wardrobe in area A5.

Creature: An overgrown mandragora named Otesánek ("Little Otik") inhabits this chamber, along with four assassin vines hidden among the vines on the walls. Though only Baba Yaga knows the truth, Otesánek claims to be the very first of the crone's children, created by a young Baba Yaga who raised the small mandrake root as her own child. Disgustingly overgrown and mightily corpulent, the mandragora is over 8 feet tall and almost as wide around. Otesánek is petty and immature, but he is willing to engage the PCs in conversation (provided they can get past the language barrier) between fierce licking of his barklike

lips and appeals for food. Little Otik is one of the hut's less helpful inhabitants, however, with the mentality of a spoiled and hungry child, and is interested only in suckling and eating and demanding his "mother's" return. The PCs can attempt to feed the creature in exchange for information, but Otesánek is voracious and unquenchable, and he contrasts the PCs with his more distinguished "siblings," "a queen with a heart of ice" and "a black-bearded monk" who gave their "little brother" a fat, tasty goat—a reference to Elvanna and Rasputin. After a few minutes of idle chitchat and the wide stares of its hungry, inhuman eyes, Otesánek shrieks, then attempts to snatch the nearest PC to make his next meal. When the mandragora makes this move, the assassin vines snaking up the walls animate to attack as well.

ADVANCED ASSASSIN VINES (4) **CR 4**

XP 1,200 each

hp 38 each (*Pathfinder RPG Bestiary* 22, 294)

OTESÁNEK **CR 12**

XP 19,200

Overgrown mandragora (*Pathfinder RPG Bestiary* 2 185)
CE Large plant



OTESÁNEK

Init +6; **Senses** low-light vision; Perception +23

DEFENSE

AC 26, touch 11, flat-footed 24 (+2 Dex, +15 natural, -1 size)

hp 168 (16d8+96)

Fort +16, **Ref** +9, **Will** +6

Immune plant traits; **Resist** acid 5, cold 5, electricity 10

Weaknesses vulnerable to supernatural darkness

OFFENSE

Speed 40 ft., burrow 10 ft., climb 40 ft.

Melee bite +21 (2d6+9/19-20 plus grab), 2 slams +20 (1d8+9 plus poison)

Space 10 ft.; **Reach** 10 ft. (15 ft. with slam)

Special Attacks blood drain (1d2 Constitution), shriek (DC 24)

STATISTICS

Str 29, **Dex** 14, **Con** 23, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +12; **CMB** +22 (+24 bull rush, +26 grapple); **CMD** 34 (36 vs. bull rush)

Feats Awesome Blow, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

Skills Climb +17, Knowledge (history) +6, Perception +23, Stealth +14 (+22 in vegetation)

Languages Abyssal, Czech, Russian

SPECIAL ABILITIES

Poison (Ex) Slam—injury; *save* Fort DC 24; *frequency* 1/round for 4 rounds; *effect* confusion and fatigue; *cure* no saves but "act normally" result on the confusion behavior table ends the effect.

Treasure: A large plate emblazoned with a roaring lion's head sitting atop an overgrown table is actually a lion's shield. In addition, Otesánek uses a discarded javelin of lightning as a toothpick.

A5. SHADOWS COME TO LIFE (CR 13)

A single candle atop a wooden table to the northeast illuminates this cluttered hexagonal room, though a hint of sunlight kisses the sill of a single window on the western wall from beneath heavy curtains. The only sound is the creaking of loose floorboards and the groan of aged walls. A single door, tightly barred with a hammered iron bar and stout lock, stands in the eastern wall.

The furnishings in this room are nothing more than the accumulated clutter common to any such rustic hut: hanging cured ham hocks, filthy dishes, a stove, disused farming implements, and long-dry clothing hanging from lines stretched across the chamber.

A wardrobe stuffed with smelly clothing against the north wall leads to the overstuffed travel trunk in area A4, while the locked and barred door

to the east (hardness 5, hp 20, break DC 25, Disable Device DC 25) opens directly into area A6. Crawling through the fireplace in the southwest wall transports creatures to another fireplace in area A7. Parting the curtains over the window floods the room with bright light, exposing idyllic, sun-drenched pastures beyond.

Trap: Before Elvanna took the *Dancing Hut* back to Golarion after Baba Yaga's capture, she placed a trap in this room to warn Rasputin of anyone coming to rescue their mother. The candle atop the table provides light as a *continual flame*, but 1 round after a creature is exposed to the candle's illumination (such as by entering this room), a shadow demon is called into the room through the creature's shadow. The shadow demons "steal" the shadows of creatures affected by the trap and take forms similar to those shadows. A successful DC 24 Perception check enables a creature to notice that its shadow (or another creature's shadow) is missing. PCs who detect the shadow demons see distorted versions of their own shadows coming frighteningly to life. Once creatures affected by the trap leave this room or are exposed to sunlight, their normal shadows return (though any unslain shadow demons remain).

CANDLE OF SHADOWCALLING TRAP **CR 10**
XP 9,600

Type magic; **Perception** DC 34; **Disable Device** DC 34

EFFECTS

Trigger visual (*clairvoyance*); **Reset** none

Effect spell effect (*gate*, calls up to five shadow demons)

Creatures: Any shadow demons summoned by the candle of shadowcalling immediately retreat into the room's shadows and turn invisible using their shadow blend ability. Created to warn Rasputin, the shadow demons attack briefly before fleeing to warn their master.

DETACHED SHADOWS (UP TO 5) **CR 8**
XP 4,800 each

Advanced shadow demon (*Pathfinder RPG Bestiary* 67, 294)

hp 73 each

TACTICS

During Combat The shadow demons emerge from the room's dark recesses, each making full attacks against the character from whose shadow it was summoned.

Morale The shadow demons flee if exposed to bright light.

Otherwise, they fight for only 1d4 rounds before using their sprint ability to flee through the room's fireplace to area A7, where the Coffin Man allows them to exit the hut.

Treasure: A small chest contains six *potions of cure serious wounds* nestled amid 2,500 gp in loose coins.

Development: These shadow demons are meant to follow and harass the PCs right up to the adventure's

climax, and the nature of their summoning gives them privileged information about the PCs from whose shadows they were created—including the PCs' names, some memories, and the nature of their classes and abilities. Shadow demons who survive this encounter pass this information on to Rasputin (see area B4) and his headless Siberian Cossacks (area E), before joining Rasputin for his final confrontation with the PCs in area H6.

Story Award: If the PCs manage to disable the candle of shadowcalling trap, thereby preventing the shadow demons from being summoned, award them 19,200 XP as if they had defeated four shadow demons in combat, in addition to the normal XP from the trap.

A6. THE CRUCIFIED DOLL (CR 9)

Flickering flames peer from the hollow eyes of hundreds of skulls piled in this dark chamber.

The fire-eyed skulls provide dim light in the room. No other sources of illumination function in this chamber; all magical light sources are suppressed inside this room, and lanterns, torches, and other nonmagical light sources immediately snuff out. The room contains the same ragged, worn trappings as many others—a cold stove and a straw-stuffed mattress, as well as piles of gnawed bones and skulls.

When living creatures first enter the room, all of the skulls begin clacking their jaws menacingly. Characters who succeed at DC 25 Perception checks detect the faint whispers of the chattering skulls, who seem to be chuckling and repeating a constant refrain amongst themselves: "Vasilisa... Vasilisa..."

A locked and barred door to the west (hardness 5, hp 20, break DC 25, Disable Device DC 25) opens into area A5, and the fireplace in the southeast wall leads to area A2. A third exit can be found amid a stack of old, empty whiskey barrels in the northern portion of the chamber with a successful DC 25 Perception check. If the lid is removed from the bottom barrel of the stack, PCs may crawl through it, emerging from a wooden coffin in area A7. The windows here gaze out on a nighttime scene faintly illuminated by fire-eyed skulls similar to those found in this chamber, but set atop a bone fence, and by a fire-scorched forest beyond where a black horse grazes.

Creature: One of Baba Yaga's best known embarrassments came at the hands of a young girl named Vasilisa, who with her hardworking magic doll performed impossible tasks for Baba Yaga to avoid being eaten. After escaping from the *Dancing Hut*, Vasilisa went on to defeat her cruel stepmother and stepsisters with the aid of a magical skull she earned from her labors, and as a woman she earned a forgotten tsar's hand in marriage. Baba Yaga, never forgetful of the girl's trickery, snatched the doll away from

the tsarina after her death, and for centuries since has tortured it here.

Vasilisa's doll lies crucified on a wooden table against the east wall of the room, pinned there with four crooked, rusty nails; its dress is torn and its delicate frame marred by hundreds of tiny cuts and burns. Characters who succeed at a DC 20 Perception notice the crucified doll limply straining at its bonds before again falling still. Other than this brief activity, the doll cannot take any action while crucified, and cannot communicate until freed (see Development, below). Attempting to remove the nails pinning the doll to the table triggers the room's trap (see below).

VASILISA'S DOLL CR 2

XP 600

NG soulbound doll (*Pathfinder RPG Bestiary 2* 255)

hp 19 (currently 2)

Languages Russian

SQ helping hand

SPECIAL ABILITIES

Helping Hand (Su) Unlike most soulbound dolls, Vasilisa's doll must be given a small amount of food and drink to activate. The doll can only animate once per day for up to 8 hours. During this period, the hardworking doll can perform mundane tasks equivalent to the work of two untrained laborers. The doll's assistance grants a +2 circumstance bonus on a single Craft skill check made during this time.

Trap: The fire-eyed skulls protect Vasilisa's doll from any who would free it. If any of the nails pinning it to the table are removed, the skulls blast the room with intense heat, likely destroying the doll in the conflagration.

FIRE-EYED SKULLS CR 9

XP 6,400

Type magic; Perception DC 33; Disable Device DC 33

EFFECTS

Trigger touch (removing a nail binding Vasilisa's doll); **Reset** none

Effect spell effect (*fire storm*, 20d6 fire damage, Reflex DC 22 half, on a failed save target catches on fire for 4d6 fire damage per round, full-round action and a successful DC 20 Reflex save extinguishes flames); multiple targets (all targets in room)

Development: Once Vasilisa's doll is freed, it is still inanimate until it is fed. A successful DC 20 Spellcraft check reveals that the wooden doll seems somehow malnourished, providing the PCs a clue about the secret to its animation. A successful DC 20 Knowledge (arcana)

check likewise reveals how to animate the doll. Once animated, the doll is friendly, loyal, and helpful (though severely injured) and can recount its sad tale of Vasilisa's triumph and Baba Yaga's vengeance, but only in its native Russian tongue. It claims no other name than "Vasilisa's doll." It also tells those who freed it that when it's needed, they should "give me a little to eat, and a little to drink, and to your assistance I will come."

Even if Vasilisa's doll is destroyed by the fire-eyed skulls, its soul focus (a small ruby worth 500 gp) remains, allowing the PCs to rescue the doll by creating a new soulbound doll to house the soul focus.

Story Award: If the PCs successfully rescue Vasilisa's doll, award them 19,200 XP.



VASILISA'S DOLL

A7. THE COFFIN MAN (CR 14)

Rows of wooden coffins lean against the thick timber walls of this room, with dozens more lying stacked and scattered on the floor. A dusty fireplace sits to the south, and a stout ironbound door stands in the eastern wall.

Creatures entering this room from the whiskey barrel in area A6 emerge from a coffin in the northeast corner of this room. The fireplace to the south leads to area A5. The door in the east wall leads outside to the hut's exterior porch. The windows in this room are real, not illusions, and look out over the hut's exterior surroundings, providing a view of a snowy hilltop overlooking a burned and ruined village next to a wide, ice-choked river.

A cracked clay bowl with a brown hen's egg inside sits on a table against the western wall. These are the controls to command the *Dancing Hut*, provided the user succeeds at a DC 30 Use Magic Device check every round to directly control the hut's actions. For more details on "piloting" the *Dancing Hut* using these controls, see pages 61–63 of *Pathfinder Adventure Path* #68.

Creature: A skeletal figure dressed in strange dark robes and crowned with a tall fur hat slumps in a dusty chair in front of the room's door. He is seated behind a dry-rotted coffin, grasping a crooked scythe in one hand and a deck of cards in the other. Several cards are dealt on the coffin lid before him. This creature is a thanadaemon known as the Coffin Man; he is tasked with guarding the hut's entrance and exit on Earth, and is perhaps the most knowledgeable of the hut's current inhabitants about the PCs' location.

When PCs first enter the room, the Coffin Man simply sighs heavily and waves for the PCs to take a seat on

one of the many coffins in the room. The Coffin Man introduces himself, and claims to be Baba Yaga's "cousin." With a creaking jaw and dusty coughs, the thanadaemon constantly wipes the backs of his skeletal hands against his grimy coat while speaking, as if perturbed by some unseen ichor. The Coffin Man is not interested in conflict, and is willing to engage in conversation, initially viewing the PCs as a potential source of a few minutes of entertainment. His initial attitude is unfriendly, but with a successful DC 24 Diplomacy check, the PCs can shift this to indifferent, or to friendly with a successful DC 29 Diplomacy check. Until then, the Coffin Man is sly and sullen, deftly deflecting questions so as to not reveal anything he does not intend, while aggressively barring passage beyond.

If made indifferent, the Coffin Man snickers gloatingly at the recent passage of the PCs' "shadows" (the shadow demons from area A5), saying that he could have stopped them, but chose not to intervene. He also reveals that PCs have reached a distant planet "from which magic has long flown," and that beyond the door he guards waits a "world gripped by war, in a frozen country stillborn in bloody revolution."

If his attitude is improved to friendly, the Coffin Man opens up, maintaining the poise of a disinterested observer while explaining how "two siblings—brother and sister—long separated by the vastness between stars" conspired to "lure the Baba Yaga home, and ensnare her with magic and technology." He briefly and vaguely outlines the events leading up to the Witch Queen's imprisonment: the luring call from a son thought murdered, strange machines that are calling her fey kingdom down to this world, Earth, and how this son, the "Mad Monk" Rasputin, now attempts to claim Baba Yaga's cold throne with the aid of long-slumbering evils and an army bristling with strange weapons, the sting of which the PCs have never felt.

If questioned about Rasputin, the Coffin Man reveals that he is "Baba Yaga's murdered-but-living son," killed for the strange powers he possesses in a world that rejects mysticism. The Coffin Man relates that Rasputin has escaped death numerous times, as if "his soul is stitched to his body," and his survival after a supposed murder is what drew Baba Yaga back to Earth, only to find herself betrayed by her son. The Coffin Man warns the PCs of the dangerous man, his ambition to mount Baba Yaga's vacant throne of power in her so-called Thrice-Tenth Kingdom, and his mastery of technology far beyond the PCs' comprehension.

The PCs can speak with the Coffin Man for as long as they like, but the thanadaemon blocks the way to the exit. If PCs managed to improve his attitude to helpful (with a successful DC 34 Diplomacy check), the Coffin Man reveals his treasure trove (see Treasure, below) and waves them toward the door, telling them in a dry croak, "You

may freely follow the path of your shadows." Otherwise, only those who can best him at a simple hand of poker are allowed to pass. This game can be played for real with two dealt hands of five-card stud, or resolved with opposed Bluff and Sense Motive checks. If PCs win, the Coffin Man allows them to pass. If the PCs lose, or if they threaten or attack the thanadaemon, the Coffin Man leaps up to defend the door that leads to the wider world outside.

THE COFFIN MAN

CR 13

XP 25,600

Thanadaemon (*Pathfinder RPG Bestiary 2* 74 with the following changes)

hp 172

Melee +2 *scythe* +22/+17/+12 (2d4+9/x4 plus energy drain) or 2 claws +20 (1d4+5 plus energy drain)

TACTICS

Before Combat At the first hint of hostility, the Coffin Man crushes a concealed soul gem to gain fast healing 15 for 15 rounds.

During Combat The Coffin Man attempts to summon 1d4 hydrodaemons to aid him in combat, then uses his fear gaze and *enervation* to hinder opponents before attacking with his energy-draining scythe.

Morale The Coffin Man yields when he reaches 50 hit points or fewer, stepping aside to allow PCs to pass.

Treasure: If the PCs make the Coffin Man helpful, or if he yields and the PCs spare him, he opens up a coffin near the door to reveal treasures "to assist you in rescuing Grandmother." The trove consists of a *flame tongue*, a *sword of the planes*, four *elixirs of hiding*, four *potions of good hope*, a *scroll of chain lightning*, a *scroll of iron body*, a *scroll of mage's sword*, a *scroll of mass hold person*, a *scroll of reincarnate*, a *scroll of wall of stone*, and 3,000 gp.

Story Award: If the PCs win their way past the Coffin Man without a fight, award them 25,600 XP, as if they had defeated him in combat.

A8. LOFT

Clutter and other detritus litter the floor of this cramped attic. The center of the loft is open to the room below, bordered by a ten-foot-wide walkway of wooden planks.

Areas A1 and A2 each contain a high loft. The lofts are approximately 15 feet above the floor of their lower levels, and are accessible by rickety ladders and trap doors. Their ceilings are only about 7 feet high. A narrow window sits in the southern wall of each loft, but these are caked with centuries of accumulated dirt that refuses to be cleaned off and only allows dim light to filter through. The lofts contain only clutter, old mattresses, and other useless junk.

PART TWO: THE CINDERS OF AKUVSKAYA

The PCs exit the *Dancing Hut* on a crisp and cold morning to the smell of burning cinders and a haze in the air from recent fires. Like a nesting hen, Baba Yaga's hut sits squat and low on a hilltop overlooking a wide, ice-choked river. Below the hut's high perch lies a devastated village, burned to the ground; the churned mud, black piles of charred timber, and splashes of bright crimson blood among the ruins contrast with the heavy white snowdrifts blanketing the ground.

A successful DC 20 Knowledge (geography) check is enough for the PCs to realize they have again traveled to another planet, though which planet and where is another matter entirely. The sun and moon are slightly different from those of Golarion, and the stars and constellations in the night sky are unlike anything the PCs have ever seen before.

The PCs have arrived on the planet Earth, in the region of Siberia, in the Russian Socialist Federative Soviet Republic. Although it is still autumn, an early winter has come to this area of Siberia, the land's normal weather patterns disrupted by the energies of Rasputin's World Engine. Snow covers the ground, and the average temperature during the day is around 20° F, dropping to 10° or even 0° F at night.

It is October in the year 1918; the world is gripped in its first Great War and Russia is locked in the throes of revolution and civil war. Somewhere among the desolation, Baba Yaga's son Rasputin plots and schemes and threatens wars between worlds far beyond our own.

Perhaps unsurprisingly, Siberia (and on a wider scale, Earth itself) contains no "magic shops" where the PCs can buy or sell magical gear. If they freed the mercane Zilvazaraat (*Pathfinder Adventure Path* #70 13), however, they can still call him to the *Dancing Hut* to take advantage of his mercantile services while on Earth.

MODERN WARFARE

Although the focus of this adventure is on infiltration, investigation, and rescue, unless the PCs are extraordinarily careful, they are likely to run afoul of platoons of soldiers armed with modern weaponry more than capable of damaging them. Earth in 1918 is significantly more technologically advanced than the PCs' home world of Golarion, and modern firearms are the great equalizer. As a result, the nature of combat is different from what the PCs are used to—battle on twentieth-century Earth focuses on defensive positions and rifle fire from afar rather than close-in melee combat, and the PCs will soon face weapons that are both unfamiliar and highly dangerous.

To adjust for this shift in combat and to avoid having to make numerous die rolls in combats containing dozens of combatants, a new subtype that conglomerates units of individual soldiers into a single unified whole

is presented below: the troop. This adventure contains several encounters with troops of Russian soldiers. These encounters are not meant as studies or simulations of modern tactical warfare; rather, by condensing many individual soldiers into a single stat block, the GM is free to concentrate on the atmosphere of the adventure without the fear of bogging down the combats.

TROOPS

The troop subtype represents an organized group of trained soldiers that act as a unit, rather than as individuals. A troop is something of an abstraction, in that the component creatures that make up the troop are mostly irrelevant; only the troop as a whole matters for the purposes of combat. A troop is similar to a swarm, but is normally composed of Small or Medium creatures. Large groups of Tiny or smaller creatures should use the normal swarm rules.

Troop Subtype: A troop is a collection of creatures that acts as a single creature, similar to a swarm, but typically as part of a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A troop makes saving throws as a single creature.

A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shapeable, though the troop must remain in contiguous squares to accurately reflect the teamwork of trained military units. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures.

The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures. Larger creatures can form troops, but the area occupied by such a troop should increase proportionally according to the size of the component creatures.

Troop Traits: A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop, though the damage taken until that point does not degrade its ability to attack or resist attack. A troop is never staggered or reduced to a dying state by damage. Also, a troop cannot be tripped, grappled, or bull rushed, except by area effects that include such effects. A troop can grapple an opponent.

A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate* and multiple target spells such as *haste*), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as *fireball* or *mass hold monster*). A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed its nonlethal damage.

Troop Attack: Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given. The amount of damage a troop deals is based on its Hit Dice, as shown in the table on page 313 of the *Pathfinder RPG Bestiary*.

Unless stated otherwise, a troop's attacks are nonmagical. Damage reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage. Troops threaten all creatures within their reach or within their area, and attempt attacks of opportunity as normal with their troop attack.

Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

RUSSIAN RIFLE TROOP

The following stat block represents an average troop of Russian soldiers defending the prison camp and monastery now claimed by Rasputin. These troops are normally outfitted with Mosin-Nagant M1891 rifles (see page 65), M1914 fragmentation grenades (see page 66), and gas masks (see page 67), but some variant troops carry additional weapons. A Russian rifle troop's troop attack is a combination of small arms fire, bayonets, trench shovels, and other close-combat attacks.

As a troop takes up the same space as a Gargantuan creature—16 squares—appropriate miniatures can be used to represent the troop for tabletop play, though it is important to remember that each miniature does not necessarily represent a single creature; all of the miniatures represent the troop in its entirety.

When running a combat with multiple troops, we recommend rolling initiative separately for each troop. With constant interruptions from barrages of rifle fire, grenades, and mortar explosions during a combat round, the chaos of modern warfare will be all the more effective and horrific.

GUNS ON EARTH

Guns are commonplace on twentieth-century Earth and are an integral part of modern warfare. As a result, Earth uses the "Guns Everywhere" category of firearms rarity, as described on page 135 of *Pathfinder RPG Ultimate Combat*. Early firearms that use black powder are considered antiques, while advanced firearms and metal cartridges are widespread. Firearms are considered simple weapons, and firearms and ammunition cost 10% of their listed price. However, firearms are still considered exotic weapons for characters from worlds with emerging guns, such as PCs from Golarion.

RUSSIAN RIFLE TROOP

CR 11

XP 12,800

LN Medium humanoid (human, troop)

Init +3; Senses Perception +23

DEFENSE

AC 24, touch 14, flat-footed 20 (+3 Dex, +1 dodge, +10 natural)

hp 152 (16d8+80)

Fort +11, Ref +13, Will +8

Defensive Abilities gas masks, troop traits

OFFENSE

Speed 30 ft.

Melee troop +20 (4d6+8)

Space 20 ft.; Reach 5 ft.

Special Attacks fusillade (DC 23), grenade volley (DC 21)

TACTICS

During Combat These troops are veterans of the Great War, and even when faced with fantastic foes (such as armored, sword-wielding, or spellcasting PCs), these hardened soldiers maintain a steely resolve, concentrating their rifle fusillades on flying opponents or supernatural threats, or readying actions to launch grenade volleys at charging opponents. In the absence of armor, troops seek any scrap of cover they can earn—particularly trenches, fortifications, and walls.

Morale A troop disperses when reduced to 0 hit points or fewer.

STATISTICS

Str 26, Dex 17, Con 18, Int 11, Wis 12, Cha 11

Base Atk +12; CMB +20; CMD 34

Feats Ability Focus (fusillade), Combat Reflexes, Dodge, Great Fortitude, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Toughness

Skills Climb +15, Craft (firearms) +4, Knowledge (engineering) +1, Perception +23, Profession (soldier) +6, Stealth +10, Survival +8

Languages Russian

SPECIAL ABILITIES

Fusillade (Ex) Rifle troops can fire a fusillade of rifle bullets as a standard action. This attack takes the form of up to four lines with a range of 200 feet. These lines can start from

LOOTING TROOPS

Although troops are composed of a number of individual creatures, the chaos and destruction of modern war means that not all of these creatures' equipment survives the rigors of combat. As a result, parties who wish to claim usable gear or treasure from slain foes treat a troop as a single creature for the purposes of looting.

If the PCs decide to loot a slain troop, they can recover items from 1d3 of the following categories.

- 1d12 Mosin-Nagant M1891 rifles (see page 65).
- 1d12 M1914 fragmentation grenades (see page 66).
- 1d2 Nagant M1895 revolvers (see page 65).
- 1d100 metal cartridges (*Ultimate Equipment* 41).
- 1d12 socket bayonets (see page 67).
- 1d12 gas masks (see page 67).
- One periscope (*Ultimate Equipment* 69).
- Assorted valuables worth 1,000 gp in total (military medals, pocket watches, rings, and other jewelry).
- *Chemical Warfare Troop Only*: 1d12 M1917 chemical grenades (see page 66).
- *Flamethrower Troop Only*: One Lawrence 1917 flamethrower (see page 64).
- *Machine Gun Troop Only*: One Madsen light machine gun or Maxim M1910 machine gun (see page 65) and 1d100 additional metal cartridges (*Ultimate Equipment* 41).
- *Mortar Troop Only*: 1d2 Aasen mortars and 2d4 Aasen mortar bombs (see page 65).

the corner of any square in the troop's space. All creatures in one of these lines' areas of effect take 6d10+6 points of bludgeoning and piercing damage (Reflex DC 23 for half). The save DC is Dexterity-based, and includes the bonus from the troop's Ability Focus feat.

Gas Masks (Ex) The soldiers of a rifle troop are all equipped with gas masks. This makes the troop immune to inhaled poisons and other nonmagical airborne attacks that require breathing, and grants it a +2 bonus on saving throws against magical cloud or gas attacks.

Grenade Volley (Ex) Rifle troops are equipped with grenades. As a move action, a rifle troop can target a single square up to 60 feet away with a volley of fragmentation grenades. A volley deals 12d6 points of piercing and slashing damage in a 30-foot-radius burst (Reflex DC 21 for half). The save DC is Dexterity-based.

VARIANT TROOPS

Some troops are equipped with additional weapons that provide them with special attacks in addition to the abilities listed above. These variant troops are as follows.

Chemical Warfare Troop (CR 11): Some troops are equipped with M1917 chemical grenades (see page 66) in

place of fragmentation grenades, and are able to unleash a devastating chemical attack. They gain the following special attack that replaces the grenade volley special attack.

Gas Attack (Ex): As a move action, a chemical warfare troop can target a single square up to 60 feet away with a volley of chemical grenades, creating a 20-foot-radius cloud of mustard gas. Living creatures within the cloud take 3d6 points of acid damage when first exposed to the gas and must succeed at a DC 22 Fortitude save each round or become nauseated and blinded for as long as they are in the cloud and for 1d4+1 rounds after leaving the cloud. This is a poison effect. Creatures that succeed at their saves but remain in the cloud must continue to save each round on their turn. The cloud disperses naturally after 4 rounds; a strong wind (21+ mph) disperses the cloud in 1 round. The save DC is Constitution-based.

Flamethrower Troop (CR 12): A troop equipped with a Lawrence 1917 flamethrower (see page 64) gains the following special attack.

Flamethrower Attack (Ex): A flamethrower troop can attempt a flamethrower attack as a swift action. This attack takes the form of a 60-foot-long line and deals 4d6 points of fire damage (Reflex DC 21 for half). The save DC is Dexterity-based. Creatures damaged by this attack must succeed at a DC 20 Reflex save or catch fire, taking an additional 2d6 points of fire damage per round until the flames are extinguished.

Machine Gun Troop (CR 12): A troop equipped with a Madsen light machine gun or a Maxim M1910 machine gun (see page 65) gains the following special attack.

Machine Gun Burst (Ex): A machine gun troop can attempt a machine gun attack as a swift action. This attack takes the form of a 300-foot-long line and deals 4d8 points of bludgeoning and piercing damage (Reflex DC 21 for half). The save DC is Dexterity-based.

Mortar Troop (CR 12): Some troops are equipped with Aasen mortars (see page 65) and gain the following special attack.

Mortar Barrage (Ex): As a swift action, a mortar troop can target a single square up to 400 feet away with mortar shells (minimum range of 50 feet). This attack deals 6d6 points of bludgeoning, piercing, and slashing damage to all creatures in a 30-foot-radius burst (Reflex DC 21 for half). The save DC is Dexterity-based.

RUSSIAN SOLDIERS

Although the troop subtype can be used to streamline combat with a large number of foes, the PCs will also encounter individual soldiers during the adventure. A typical Russian soldier in Rasputin's army uses the following stat block, although variant soldiers equipped with different types of weaponry such as flamethrowers or machine guns are also possible.

RUSSIAN SOLDIER

CR 5

XP 1,600

Human fighter (trench fighter) 6 (see page 67)

LN Medium humanoid (human)

Init +3; **Senses** Perception +7

DEFENSE

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)

hp 67 (6d10+30)

Fort +8, **Ref** +5, **Will** +3 (+2 vs. fear)

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee socket bayonet +7/+2 (1d6+1)

Ranged Mosin-Nagant M1891 rifle +11/+6 (1d10+6/x4) or

Rapid Shot Mosin-Nagant M1891 rifle +9/+9/+4 (1d10+6/x4) or
M1914 concussion grenade +9 (3d6)

Special Attacks trench warfare (rifle), weapon training (firearms +1)

STATISTICS

Str 13, **Dex** 16, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +7; **CMD** 21

Feats Deadly Aim, Dodge, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Weapon Focus (rifle), Weapon Specialization (rifle)

Skills Climb +5, Craft (firearms) +4, Knowledge (engineering) +4, Perception +7, Profession (soldier) +5, Ride +7, Stealth +9, Survival +5

Languages Russian

Combat Gear M1914 concussion grenades (2, see page 66); **Other Gear** Mosin-Nagant M1891 rifle (see page 65) with 20 metal cartridges, socket bayonet (see page 67), gas mask (see page 67)

SPECIAL ABILITIES

Trench Warfare (Ex) See page 67.

THE RUINED VILLAGE

Read or paraphrase the following when the PCs first exit the *Dancing Hut*.

Below the hill, a rutted, muddy road winds between still-smoldering charred cottages, and fire-blackened craters mar the pristine snow-covered landscape. Crows squawk from perches atop a strange, gigantic metal wagon with spoked wheels mired among the smoking ruins.

Until recently, the tiny village of Akuvskaya eked out a hardscrabble living in the tundra, with only occasional contact with the nearby

monastery-turned-prison-camp. But when Rasputin claimed the monastery as his sanctuary, not even the village's isolation could save it, as Rasputin's nosferatu lieutenants swept through to feed on the villagers. When the *Dancing Hut* appeared on the hill above Akuvskaya, Rasputin sent soldiers with a unique war machine—a lumbering Tsar tank—to capture the hamlet's few remaining survivors and level the village to deny shelter to Baba Yaga's would-be rescuers. Now little remains of Akuvskaya but the blackened bones of its cottages' burned foundations.

The hut arrived during the night, giving Rasputin's soldiers hours to prepare. They laid mines around both the hut and the ruined village (area **B1**), and have taken up defensive positions within the burned-out buildings (area **B2**). Although the mighty Tsar tank got stuck in the mud (area **B3**), its weapons still function and are more than capable of reaching anyone exiting the *Dancing Hut*.

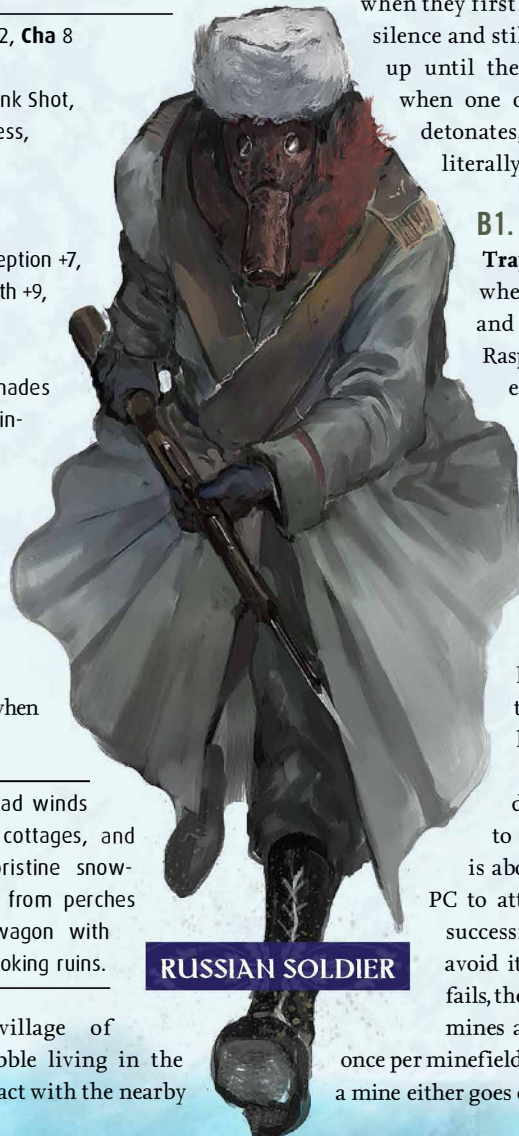
Of course, the PCs are likely unaware of these dangers when they first set foot outside of the hut. The dead silence and stillness of the village should be played up until the very last possible moment, likely when one of the land mines in area **B1** first detonates, at which point the scene should literally explode in a flurry of chaos.

B1. MINEFIELDS (CR 13)

Traps: In two locations between the hill where Baba Yaga's *Dancing Hut* perches and the burned-out village below, Rasputin's forces have laid minefields, each consisting of a dozen land mines,

to waylay anyone who might exit the hut. The mines are buried beneath the night's blanket of snow and are set to explode if disturbed. Each round a PC moves through one of the 40-foot-wide minefields, there is a cumulative 20% chance of setting off one of the buried land mines. Once the PCs realize the danger the minefields present, however (either by setting off one of the land mines or by discovering or disabling one), they have the chance to avoid other mines. Each time a PC is about to trigger a land mine, allow that

PC to attempt a DC 29 Perception check. If successful, the PC notices the mine and can avoid it without triggering it. If the check fails, the mine goes off. Regardless of how many mines are triggered or found, award XP only once per minefield (a total of two CR 11 encounters), when a mine either goes off or is found or disabled.



RUSSIAN SOLDIER



LAND MINE CR 11

XP 12,800 each

Type mechanical; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger location; **Reset** none

Effect explosion (8d6 bludgeoning, piercing, and slashing damage, Reflex DC 21 half); multiple targets (all targets in a 20-ft. radius)

Development: Once at least one mine has been set off, the soldiers in the village launch their ambush. The two mortar troops in area **B2** remain patient, peering from behind cover with periscopes and waiting for an opportune moment to strike once the PCs are in range. Similarly, the soldiers in the Tsar tank at area **B3** are able to slowly take aim with their cannon and machine guns with little fear of notice until they open fire.

B2. MORTAR EMPLACEMENTS (CR 14)

Creatures: Two mortar troops lurk among Akuvskaya's still-smoldering ruins at the two locations marked on the map. Nervous because of the appearance of the *Dancing Hut* and the Tsar tank becoming mired, the two troops hide behind the cover of toppled brick walls, gaining improved

cover, which grants them a +8 bonus to AC and a +4 bonus on Reflex saves. Each troop keeps watch on approaching PCs with periscopes (*Ultimate Equipment* 69), and begins launching mortar attacks as soon as the PCs set off a mine or pass through the first minefield unharmed. Once opponents are within the 200-foot range of their fusillade attacks, the troops open fire with their rifles as well. For ease of combat and to keep the PCs diving for cover, you should roll initiative separately for the two troops to reflect the omnipresent eruptions of mortar shells and rifle fire.

MORTAR TROOPS (2) CR 12

XP 19,200 each

Variant Russian rifle troop (see page 18)

hp 152 each

Special Attacks mortar barrage (DC 21)

Treasure: Besides the armaments carried by the troops, one soldier also wears a *frontovik's gas mask* (see page 60).

B3. THE TSAR TANK (CR 12)

Massive spoked wheels nearly thirty feet tall support this monstrous war wagon's heavily armored carriage, and the

barrels of stout guns and a cannon bristle from multiple armored turrets on the gigantic machine's frame.

This mighty war machine is a Lebedenko tank, more commonly known as a Tsar tank, a prototype armored vehicle with a tricycle design similar to a gun carriage. Designed by Nikolai Lebedenko on the orders of Tsar Nicholas of Russia, the tank never made it past the testing stage to see actual combat in the Great War and was discarded outside of Moscow. Rasputin had the abandoned tank repaired and brought to Akuvskaya to defend his monastery, but it has proven no more successful in Siberia. Because of the tank's poor design, not only have its rear wheels become stuck in the thick, icy mud, but its main drive shaft has snapped, permanently immobilizing it. Its weaponry, however, is still fully functioning, and the tank's crew uses it to deadly effect against any creatures exiting the *Dancing Hut* or approaching the ruins of Akuvskaya. Entry into the Tsar tank is via stairs that climb up its rear wheel assembly to a reinforced iron hatch (hardness 10, hp 60, break DC 35).

Creatures: Ten Russian soldiers crew the disabled Tsar tank and operate its weapons. Three of the soldiers crew the 6 pounder gun in the upper turret, while the three Maxim M1910 machine guns in the belly turret and the side sponsons are each crewed by one soldier. The soldiers open fire on anyone approaching within 400 feet of the immobilized tank. Inside the tank, the crew has improved cover, granting them a +8 bonus to AC (+10 with their trench warfare ability) and a +4 bonus on Reflex saves. The Tsar tank's stat block, using the vehicle rules found in *Pathfinder RPG Ultimate Combat*, is presented below. An inset map of the Tsar tank's interior appears on page 20.

TSAR TANK

Colossal land vehicle

Squares 96 (40 ft. by 60 ft.; 25 feet high)

DEFENSE

AC 2 (currently -5); **Hardness** 10

hp 1,920 (959)

Base Save +3

OFFENSE

Maximum Speed 90 ft. (currently 0 ft.); **Acceleration** 30 ft. (currently 0 ft.)

Ranged Hotchkiss 6 pounder +10 (8d6+1/×3), 3 Maxim M1910 machine guns +11/+6 (2d8+6/×4)

CMB +8; **CMD** 18

Ramming Damage 8d8

STATISTICS

Propulsion alchemical (4 squares of diesel engines on either side of tank; hardness 10, hp 80)

Driving Check Craft (alchemy) or Knowledge (engineering) +10 to the DC

Forward Facing the tank's forward

Driving Device throttle and two levers to steer the tank

Driving Space a single 5-foot-by-5-foot square in the middle deck that contains the tank's driving device

Crew 4

Passengers 6 gunners

Decks 3; The middle deck contains the 30-foot-by-10-foot crew compartment (including the driving square) with a 5-foot-square machine gun sponson on each side. The lower deck is a 5-foot square inside the belly-mounted machine gun turret. The upper deck is a 10-foot-square turret. The decks all have small armored slits serving as windows (treat as arrow slits) that provide improved cover to the crew within.

Weapons One Hotchkiss 6 pounder gun (see page 66) in the upper turret that can fire to the front, rear, and both sides of the tank; one Maxim M1910 machine gun (see page 65) in the belly-mounted turret that can fire to the front, rear, and both sides of the tank; and two Maxim M1910 machine guns in sponsons on the sides of the tank (one on each side) that can only fire out the side of the tank that they are mounted on and cannot fire to the front or rear.

The Tsar tank's crew members are equipped with Nagant M1895 revolvers instead of rifles, and their Weapon Focus and Weapon Specialization feats are replaced with Weapon Focus (machine gun) and Weapon Specialization (machine gun). If the Tsar tank is breached and the PCs get inside, the soldiers engage the intruders with small arms fire.

TSAR TANK CREW MEMBERS (10)

CR 5

XP 1,600 each

Variant Russian soldier (see page 19)

hp 67 each

Ranged Nagant M1895 revolver +10/+5 (1d8+1/×4)

Special Attacks trench warfare (machine gun)

Gear Nagant M1895 revolver (see page 65) with 21 metal cartridges

B4. THE BURNING CORPSES (CR 14)

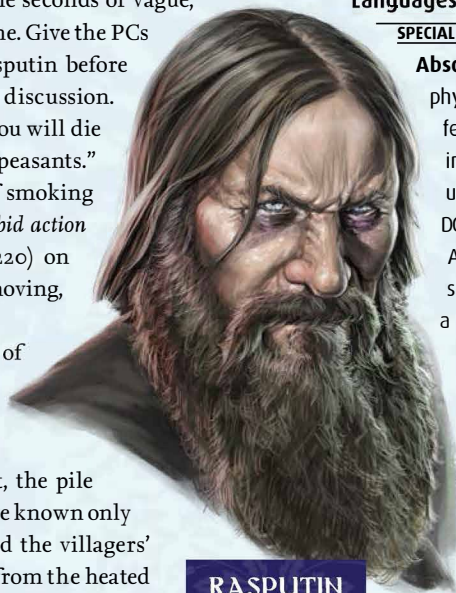
A large pile of corpses burns in the center of the ruined village, sending a plume of greasy black smoke into the air.

Creatures: As the PCs approach, they can see a slim man with an unkempt beard and a long black cassock gazing stoically through the flames of the burning bodies, his blue eyes piercing the haze like chips of chiseled ice. Rasputin, in the company of the PCs' shadow demon duplicates from area A5, is watching what transpires in the village from the nearby woods, using *project image* to appear next to the pile of corpses.

Rasputin uses this opportunity to address the PCs and size up their abilities. "You have come for my mother," he

states matter-of-factly (and perhaps disarmingly) in halting Taldane (the Common tongue of Golarion) with a Russian accent. “But it is too late. Her Thrice-Tenth Kingdom will soon be mine. Look—even her little hut grows saddened at her loss.” Rasputin points toward the hill where the *Dancing Hut* appeared, and where it now paces back and forth in agitation. If questioned, Rasputin meets most inquiries—as well as futile attacks on his projected image—with silent, icy glares extending for uncomfortable seconds or vague, cryptic responses in a mocking tone. Give the PCs time to briefly converse with Rasputin before he seemingly grows weary of the discussion. “You were most foolish to come. You will die here, no better than these poor peasants.” With a gesture toward the pile of smoking corpses, Rasputin casts *greater forbid action* (*Pathfinder RPG Ultimate Magic* 220) on the PCs, forbidding them from moving, as his image fades away.

At the same time, the pile of burning corpses seems to animate, melting together in a grotesque symphony of charred flesh and blackened bone. In fact, the pile is a bizarre and disgusting creature known only as a corpse orgy that has absorbed the villagers’ corpses into its own body. Called from the heated depths of the Earth by the power of Rasputin’s World Engine, the corpse orgy is infused with fiery energy. As soon as Rasputin’s image disappears, the corpse orgy attacks the PCs, seeking to add their bodies to its conglomerate form. It fights until destroyed. Rasputin’s full stat block appears in the NPC Appendix on page 56.



RASPUTIN

FIERY CORPSE ORGY CR 14

XP 38,400

Variant corpse orgy (*Tome of Horrors Complete* 121)

CE Large aberration (fire)

Init +8; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; Perception +28

DEFENSE

AC 28, touch 13, flat-footed 24 (+4 Dex, +15 natural, -1 size)

hp 218 (19d8+133)

Fort +15, **Ref** +12, **Will** +15

DR 10/piercing or slashing; **Immune** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee 4 slams +20 (2d6+6 plus 1d6 fire)

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

Special Attacks absorb body, burn (1d6 fire, DC 26), pain shriek

STATISTICS

Str 23, **Dex** 18, **Con** 25, **Int** 14, **Wis** 15, **Cha** 16

Base Atk +14; **CMB** +21 (+23 bull rush); **CMD** 35 (37 vs. bull rush, can’t be tripped)

Feats Blind-Fight, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Power Attack, Vital Strike, Weapon Focus (slam)

Skills Climb +19, Escape Artist +19, Intimidate +25, Knowledge (dungeoneering) +20, Perception +28, Sense Motive +21, Stealth +15, Survival +13; **Racial Modifiers** +4 Perception

Languages Aklo, Russian

SPECIAL ABILITIES

Absorb Body (Su) A corpse orgy can absorb the physical body of any creature it has reduced to 0 or fewer hit points by moving over it and remaining in contact with it for at least 1 full round. An unconscious or dying opponent can attempt a DC 26 Fortitude save to prevent the absorption. A dead opponent gets no saving throw. The save DC is Constitution-based. When it absorbs a body, the corpse orgy gains 12 temporary hit points. A creature whose body is absorbed can only be raised or resurrected if the corpse orgy that absorbed its body is slain and the corpse in question is recovered.

Pain Shriek (Su) Twice per day as a standard action, a corpse orgy can unleash a piercing shriek from the various heads captured in its form. This shriek deals 10d6 points of sonic damage to all creatures in a 40-foot radius (Fortitude DC 22 for half). Creatures that cannot hear do not take this damage. The save DC is Charisma-based.

Treasure: If the PCs search the charred bodies that compose the corpse orgy, they can recover melted gold slag—the remains of the villagers’ jewelry and dental fillings—worth a total of 1,000 gp.

Development: Although it can sense the presence of Baba Yaga nearby, the *Dancing Hut* is unable to pinpoint her location. It knows Rasputin, however, and when he departs from the nearby woods, the hut follows after in an attempt to rejoin its “mother.” As the fight with the corpse orgy ends, the PCs witness the hut excitedly dancing around in circles for a few moments before it charges into the nearby forest. Quick-thinking PCs might just manage to reenter the hut before it runs off; otherwise, they’ll need to follow its trail of broken trees and footprints in the snow. Regardless of the PCs’ actions, the hut does not stop until it reaches the forest at the edge of the no-man’s-land surrounding the nearby prison camp.

PART THREE: THE CALLED-DOWN KINGDOM

After a half-hour of crashing through the woods and likely leading the PCs on a desperate chase, the *Dancing*

Hut stops at the edge of a nightmarish landscape. Read or paraphrase the following when the PCs catch up to the hut.

The forest ends abruptly at a muddy field riddled with snow-rimmed craters and punctuated by gnarled trees, twisted coils of barbed wire, and deep trenches. Beyond a high fence, cracked and blackened onion domes hint of a ruined temple reaching for the stormy sky, where dark clouds churn and boil. Eerie gray shadows dance and writhe across the dusky landscape, giving it the appearance of a maggot-riddled corpse.

This no-man's-land surrounds the prison camp and monastery of Akuvskaya, which Rasputin has claimed as his stronghold and refuge. It marks the borders of Rasputin's new called-down kingdom—a twisted amalgamation of Siberia and the First World. Within these borders, long-dormant magic again flows through Earth, triggered by Rasputin's terrifying technology to guard the seat of his power. Using strange machinery fueled by his imprisoned mother, Rasputin has superimposed the fantastical lands of her so-called Thrice-Tenth Kingdom onto Earth, in much the same way his mother's power imposes eternal winter on Irrisen. Rasputin's new claim on Baba Yaga's mythic power is small but growing, but as Rasputin unlocks his mother's secrets, he creeps ever closer to permanently seizing her mantle of power for himself.

Although it can sense the presence of Baba Yaga somewhere in the prison camp beyond, the *Dancing Hut* instinctively avoids the otherworldly energies emanating from Rasputin's World Anchors, and does not approach any closer. The hut ignores any attempts on the part of the PCs to control it; it simply turns its door to the woods, and refuses to move until the PCs return with Baba Yaga. The hut defends itself against any creatures that approach or attack it. Fortunately for the PCs, the hut recognizes the mantle of the Black Rider and allows the PCs to freely enter or exit, providing a mostly safe haven they can retreat to between forays into the prison camp.

AKUVSKAYA PRISON CAMP

Rasputin's stronghold is an ancient thirteenth-century monastery built on older pagan sites of lost significance. It was abandoned for centuries, until the Imperial Russian government commandeered it for use as a prison camp for criminals and deserters during the Great War. Russia's new Bolshevik government then appropriated the camp to hold Imperial loyalists following the October Revolution. Most recently, Rasputin's forces overran the prison, arming those within and turning the prison camp's defenses outward. So entrenched, Rasputin and Viktor Miloslav constructed the World Engine to serve as Baba Yaga's otherworldly prison and call down her Thrice-Tenth Kingdom to Earth.

The arcane technology rooting the First World to Earth is strange and dangerous. The World Engine and Rasputin

both reside deep within the heart of the Akuvskaya Monastery itself, which hangs suspended between the Material Plane and the First World to protect Rasputin as he unravels his mother's mysteries. In its place on Earth is only a burned-out ruin, and Rasputin's sanctuary remains inaccessible by mortal magics. But tendrils of eldritch energy crisscross the veil between worlds, and four pillars of bizarre technology known as the World Anchors—concealed as prison watchtowers—root one world to the other. Tampering with this arcane energy is hazardous, more likely to do harm than good as dark fey magic is called into a world in which it no longer belongs.

The prison camp is an interactive sandbox, containing minions heavily invested in protecting their master as he seizes his throne of power. The PCs are not expected to face all of these foes, and it is the GM's job to present these encounters in a reactive manner, with various threats seeking out the PCs as they invade the compound. The buildings not described with their own encounter locations are burned-out, ruined husks. These ruins are empty, but may serve as hiding places or defensive strongpoints as needed.

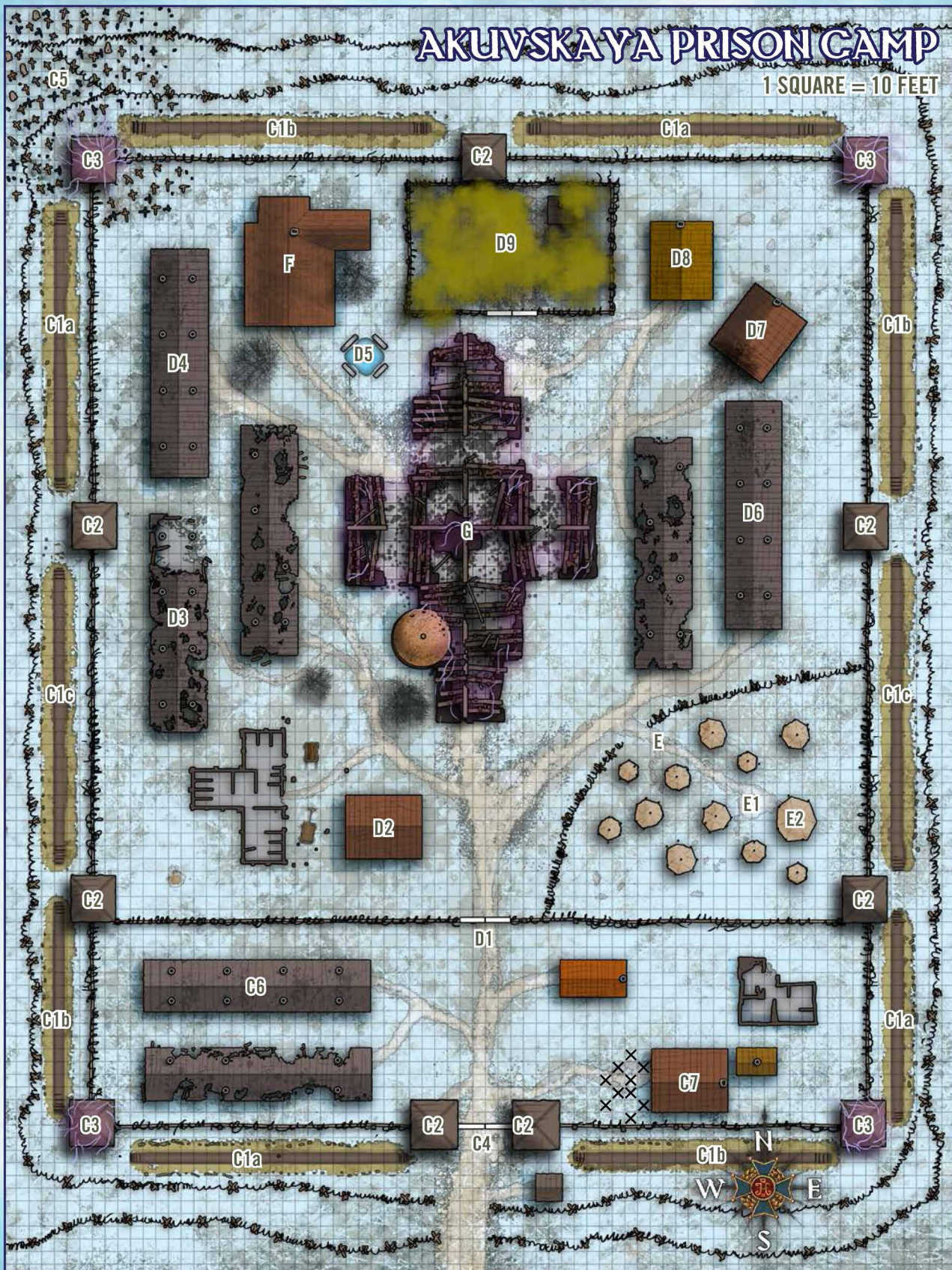
FINDING RASPUTIN

Regardless of the prison camp's sandbox elements, a larger plotline still runs through this part of the adventure—the search for Rasputin and Baba Yaga. Unfortunately, even the most thorough search of the prison's grounds will not locate Rasputin, hidden as he is in an inaccessible pocket dimension between Earth and the First World. While a *gate* spell is an efficient method of reaching the in-between pocket plane where the true monastery resides, it is likely far out of reach at the PCs' level, and other magical means, including *shadow walk*, *plane shift*, or *teleport*, simply do not work. However, the PCs should quickly realize that the ruins of the monastery at area G are an important nexus of strange energies. Interrogated soldiers might report the occasional appearance of “the monastery restored, its domes bathed in heavenly light,” hinting at the ruined chapel's mysterious extraplanar counterpart. Strange purple lightning occasionally arcs from the monastery's derelict spires to the corner watchtowers (area C3), which can lead the PCs to investigate the World Anchors and their role in securing the sanctuary between worlds, though the ability to control the strange devices will likely be beyond the PCs' grasp without the assistance of the World Anchors' creator, the ingenious inventor Viktor Miloslav.

The PCs should find clues early on about Viktor's importance in manipulating the nearly-impossible-to-control technology—through troop interrogations, divination, the blueprints found in area F3, and even the inventor's name on the World Anchors' control panels—and thereafter learn of his murder. But Viktor's death should be no more than a temporary obstacle for the PCs.

AKUVSKAYA PRISON CAMP

1 SQUARE = 10 FEET



With the retrieval of Viktor's body from the meladaemon nest in area **D3** and the recovery of his soul from the lantern goat in area **E1**, the PCs can resurrect the scientist (perhaps with the help of the tombstone fairy Polina in area **C5**) and coax the knowledge to control the World Anchors from him. With Rasputin's refuge called back to Earth, the PCs can finally enter the monastery to defeat Rasputin and free Baba Yaga from her prison.

The prison camp includes other plot elements as well. The discovery of Rasputin's daughter Anastasia in area **D6** may hold the key to the succession of Irrisen's throne back on Golarion. While Anastasia suffers from amnesia, her murdered mother's ghost in the seance chamber in area **F2** can reveal her heritage as Baba Yaga's granddaughter, thus giving PCs an important pawn to play after removing the stubborn tyrant Elvanna from her throne.

NO-MAN'S-LAND AND THE OUTER PERIMETER

Forming an open field nearly 1,000 feet wide from the forest's edge to the perimeter of the Akuvskaya prison camp, the muddy expanse of the no-man's-land surrounding the camp provides a formidable defense against intrusion. Strange machines run caterpillar-like through the snow, patrolling the grounds, as do undead Cossack cavalry, yeti trackers, and corrupted servants of the Mad Monk. Coils of barbed wire line the perimeter of the camp, and the trenches beyond them hold alert soldiers armed with sophisticated modern weaponry, dominated by Rasputin's nosferatu chaplains to ensure both their unwavering loyalty and their ignorance of the pervasive supernatural forces. Behind the trenches, a tall electrified fence bounds the camp, and watchtowers loom over the no-man's-land, machine guns at the ready. At night, powerful searchlights in the watchtowers play over the landscape, and everywhere the foul stench of rot pervades.

While PCs may use any number of approaches to infiltrate the camp, the challenge of running round-by-round encounters as the PCs attempt to reach the fence line under the glare of spotlights, approaching tanks, machine gun fire, grenades, mortars, and flamethrowers can be a harrowing prospect for a GM faced with dozens of die rolls. For this reason, the majority of the encounters in no-man's-land use the troop rules presented on page 16. Other hazards and defenses are outlined below in concise, easy-to-use formats, allowing GMs to react to the PCs' actions realistically while capturing the cinematic atmosphere of modern warfare rather than over-simulated combat.

Barbed Wire (CR 4): The shattered trees of the no-man's-land form anchors for twisted skeins of barbed wire that fill a zone 60 feet wide outside the perimeter fence, interrupted only by the muddy road leading up to the main gate. Any creature moving through a square containing barbed wire takes 1d4 points of piercing damage for each 5 feet

RASPUTIN

Although Rasputin lurks in his extraplanar sanctuary for the majority of this adventure, the World Engine's power (see area **H7**) allows him to monitor events on Earth and even transcend the planar boundaries to scry on the PCs as they seek to foil his plans, as well as harass them with his favorite tactic: appearing via *project image* and casting harmful spells through it. Beyond his first manifestation in area **B4**, Rasputin appears two more times before the PCs, in the abbot house (area **F1**) and when they first investigate the monastery chapel (area **G3**), but he can sow discord beyond these encounters as needed. In these cases, be sure to keep track of the spell slots Rasputin expends; if the PCs confront him before he can regain those spell slots, they'll have gained a slight advantage over their nemesis.

Portray Rasputin as a clever, vexing foe who always seems to be right on the PCs' heels, only to disappear before they can engage him fully. This will only heighten the PCs' experiences and highlight Rasputin's canny machinations, making for an even more satisfying conclusion when they finally corner the Mad Monk in his extradimensional lair!

of movement through the area. In addition, each creature trying to move through barbed wire must succeed at a DC 20 Reflex save or gain the entangled condition. Entangled creatures can try to break free of the barbed wire as a full-round action with a successful DC 20 Strength check or Escape Artist check. A creature trapped in barbed wire can opt to remain motionless in order to avoid taking any more damage. A creature can try to pick its way slowly through a field of barbed wire without taking damage or risking entanglement by attempting a Dexterity check as a full-round action. For every 5 points by which the check exceeds 10, the creature can move 5 feet (up to its normal land speed).

Spectral Searchlights: Magical spotlights called *spectral searchlights* (see page 61) are mounted in the camp's watchtowers (areas **C2** and **C3**). Warned of the possibility of otherworldly invaders, Viktor Miloslav designed the searchlights to detect invisible creatures.

TANK PATROLS (CR 14)

Creatures: Six lumbering metal monstrosities crawl through the no-man's-land around the prison camp like armored caterpillars. Combining the secrets contained in Tesla's notebooks and Rasputin's magical proficiency, Viktor Miloslav placed the pickled brains of some of Russia's most clever battlefield commanders into six captured English Mark IV tanks. The brains turn the tanks into intelligent, self-propelled constructs, capable of firing and reloading their weapons without the need of human crews. The six animated tanks patrol the prison

camp's perimeter in pairs at a distance of approximately 600 feet from the outermost barbed-wire emplacements. The tank pairs remain fairly equidistant from one another, so the PCs should not face more than two tanks at once. At night, the tanks stay within the area illuminated by the watchtowers' *spectral searchlights*.

ANIMATED TANKS (2)**CR 12****XP 19,200 each****hp** 144 each (see page 84)

Development: After a pair of animated tanks is defeated, a second pair of tanks comes to investigate within 1d8 rounds. If the PCs linger in the area after the combat, they risk being attacked by this second tank pair.

DEFENDERS IN THE TRENCHES (CR 15)

Dozens of soldiers guard the prison camp's perimeter, nestled behind curtains of barbed wire and entrenched in defensive trenches. Regardless of how they approach, PCs caught in the no-man's-land come under mortar and machine gun fire from the two closest trenches (area C₁) as well as the machine guns in the two closest watchtowers (areas C₂ and C₃). Taken together, these combined foes are a CR 15 encounter. See those encounter areas for details on the defenders' tactics.

Alternatively, the PCs might opt for a more subtle approach by impersonating soldiers and openly walking up the muddy road to the camp's main gate (area C₄). This ruse actually has a good chance of getting the PCs close to the camp before their subterfuge is revealed, as numerous patrols (such as the troops stationed in the village Akuvskaya) are constantly entering and exiting the camp. Once the PCs reach the gate, the soldiers in the watchtowers flanking the gate call for identification. The proper procedure upon approaching the gate (which can be determined by secretly watching other returning patrols) is to stop approximately 80 feet from the gate and give a signal—a military salute with the right hand brought palm-down to nearly touch the right temple, and the shouted phrase (in Russian), "Patrol returning!" Failure to give either the signal or the proper phrase results in warnings for the trespassers to halt. If intruders continue to move forward, the soldiers guarding the perimeter open fire as described above.

Rasputin's forces number approximately 250 soldiers. The majority of these are organized into 14 troops, though individual soldiers make up the crews of the Tsar tank (area B₃) and the watchtowers (areas C₂ and C₃). Most troops are dominated by the Brothers Three (see area H₅), the nosferatu chaplains whose nightly benedictions subtly renew the soldiers' mental control. While these troops provide a formidable defense against intrusion, they are confined to the trench defenses and watchtowers and have

orders to steer clear of the inner courtyard. You can use these troops as you best see fit, but you should carefully balance encounters with them as the PCs infiltrate the prison camp. As the PCs defeat these soldiers, subtract troops as appropriate to reflect attrition. If the perimeter defenses have faced heavy losses, the barracks (area C₆) is a source of reinforcements. The troop numbers are significant, but resist the urge to overwhelm the PCs with wave after wave of reinforcements, instead using them in a reactive manner against careless PCs.

C1. TRENCHES (CR 11 OR 12)

Felled timbers and corrugated metal line the frozen walls of this muddy trench.

The monastery grounds are surrounded by defensive trenches dug into the frozen ground. A standard defensive trench is approximately 100 feet long, 10 feet deep, and 5 feet wide with a wooden plank walkway at the bottom. A "firing step" cut into the outer wall of the trench allows soldiers to step up and fire over the edge of the trench. The squares immediately surrounding a trench on either side are filled with dirt, rubble, and sandbags, and are considered difficult terrain. Steps cut into the earth, shored up with timbers, ascend to ground level and exit a trench at either end. At night, the trenches are lit with strings of softly glowing incandescent bulbs every 10 feet. A trench provides improved cover to creatures inside against attacks originating from outside the trench. The map on page 38 provides a detailed view of a sample trench.

Creatures: Each of the 10 trenches surrounding the prison camp is considered a separate encounter area containing a single Russian troop. The four trenches labeled C_{1a} contain mortar troops, the four trenches labeled C_{1b} hold machine gun troops, and the two trenches labeled C_{1c} contain normal rifle troops. Creatures approaching the trenches from the no-man's-land come under fire from the troops' mortar barrages as long as they are beyond the 60-foot-wide barbed-wire barrier. Once attackers enter the barbed-wire perimeter, however, the mortar troops revert to fusillades and grenade volleys, as the destruction of the defenses by their own mortars is self-defeating. The machine gun and rifle troops do not have the same concerns, however, and use their machine gun bursts and fusillades until attackers reach the trenches. If intruders actually enter the trenches, the troops use their troop attacks. Despite these soldiers' recent exposure to unusual occurrences, they simply cannot fathom the power at the disposal of the high-level PCs, and are unlikely to perceive a strike force as small as the PCs' party as a legitimate threat to the entire trench complex. Therefore, the troops in the trenches hold their positions as ordered.

MACHINE GUN TROOPS (4) CR 12

XP 19,200 each

Variant Russian rifle troop (see page 18)

hp 152 each

Special Attacks machine gun burst (DC 21)

MORTAR TROOPS (4) CR 12

XP 19,200 each

Variant Russian rifle troop (see page 18)

hp 152 each

Special Attacks mortar barrage (DC 21)

RUSSIAN RIFLE TROOPS (2) CR 11

XP 12,800 each

hp 152 each (see page 17)

Development: Should the PCs take it upon themselves to clear the perimeter defenses of all soldiers, feel free to break up the monotony of multiple troop combats by mixing up the trench defenses with additional variant troops (see page 18) or more supernatural threats from other areas within the prison camp, always endeavoring to keep the trench encounters dynamic and imaginative.

C2. WATCHTOWERS (CR 9)

A covered watchtower looms over the prison camp, standing stiltlike on high metal legs. A ladder climbs up to a trap door in the tower's floor, and the barrels of machine guns protrude from behind low walls of sandbags.

Seven nonmagical watchtowers loom over the prison camp's fences. The four corner watchtowers are actually disguised World Anchors, and warrant their own entry (area C3). Each watchtower is 30 feet high, accessible by a wooden ladder that climbs to a barred metal trap door (hardness 10, hp 30, break DC 25) that opens in the floor of the tower's guardroom. A *spectral searchlight* (see page 61) is mounted in each tower, able to shine into no-man's-land or the prison yard. A large, hand-cranked alert horn is mounted on the building's frame. Inside each tower, beneath a corrugated metal roof, cases of ammunition, dirty tin plates and cups, and personal effects littering makeshift furniture are the only other accoutrements. The towers' sandbag walls provide improved cover to all within. In addition, the two watchtowers flanking the camp's main gate (area C4) each contain a key for the gate's lock. A map of a watchtower appears on page 38.

Creatures: Two Russian soldiers and two machine gunners armed with Madsen light machine guns (see page 65) are posted in each watchtower. The machine gunners' Weapon Focus and Weapon Specialization feats are replaced with Weapon Focus (machine gun) and Weapon Specialization

(machine gun). Machine gunners carry Nagant M1895 revolvers as backup weapons rather than rifles.

MACHINE GUNNERS (2) CR 5

XP 1,600 each

Variant Russian soldier (see page 19)

hp 67 each

Ranged Madsen light machine gun +11/+6 (2d6+6/x4) or Nagant M1895 revolver +10/+5 (1d8+1/x4)

Special Attacks trench warfare (machine gun)

Gear Madsen light machine gun (see page 65) with 200 40-round magazines, Nagant M1895 revolver (see page 65) with 21 metal cartridges

RUSSIAN SOLDIERS (2) CR 5

XP 1,600 each

hp 67 each (see page 19)

Development: While the *spectral searchlights* cannot be removed from the towers and still function, if the lights are trained them on the ruined chapel (area G), a successful DC 25 Perception check also reveals the ghostly form of a restored, onion-domed monastery superimposed over the ruins—a hint of the existence of Rasputin's otherworldly sanctuary (area H).

MACHINE GUNNER



INTERROGATING SOLDIERS

Rasputin relies on the dominate ability of his nosferatu chaplains to keep his human troops in check. As a result, captured soldiers appear glassy-eyed and befuddled. A successful DC 15 Sense Motive check reveals that a soldier has been magically dominated, but even if the domination is dispelled, after months of mental control, the soldiers still act confused and singularly focused on the defense of the complex.

If interrogated, most soldiers know of Viktor Miloslav's role as the creator of the World Anchors and fearfully admit no one else can control the devices. They can describe Viktor's singular appearance—his hunched back, bushy mustache, and distinctive prosthetic leg—and a few can even recall the last time he was seen: dragged before Rasputin and his chaplains by two Cossacks with a strange goat in one of the barracks in the inner courtyard (area D3). The scientist did not exit building, which burned down shortly thereafter. Others can recount that the monastery similarly burned down in strange purple flames days ago, "bathed in heavenly light" issuing forth from the watchtowers at each corner of the camp. Still others have seen sporadic appearances of the restored monastery building, "miraculously restored by the grace of God," and can relate the comings and goings of "the *strannik* Rasputin, in the company of holy men." Soldiers presented with Anastasia or "Alexei" (see area D6) recognize both children as the heirs of the Romanov Dynasty, and cross themselves frantically, lauding their survival as a miracle.

Beyond these hints to the adventure's plot points, most soldiers, if coerced, can reveal the nature of the perimeter defenses, but they know little of the terrors of the inner courtyard, where "strange things walk and wander," and which they studiously avoid.

C3. WORLD ANCHORS (CR 14)

A tall watchtower standing on rusted iron pylons stabs upward into the air like a deranged skeleton, its apex topped with a curiously levitating torus dancing with sparks of arcane energy.

The four corner watchtowers conceal the World Anchors built by Viktor Miloslav to channel the eldritch emanations of the World Engine—powered by the imprisoned Baba Yaga—and anchor the First World overlay in place around Rasputin's monastery. These watchtowers each contain a control panel used for operating the World Anchors themselves (see Trap and Development, below), as well as controls for the camp's electrified perimeter fence (area C4). Engraved into the side of each control panel at eye level is an inscription in the Russian language: "Viktor Miloslav, Akuvskaya Monastery, 1917." If PCs have not yet

learned of the deceased scientist, this can provide them with the name of the towers' creator.

The towers are otherwise similar to the other watchtowers (area C2), including the presence of a *spectral searchlight* and sandbags that provide improved cover to occupants. Use the watchtower map on page 38 for the World Anchors.

Creatures: Like the other prison watchtowers, each World Anchor tower holds two Russian soldiers and two machine gunners. Each tower contains a magical machine gun called a *Maxim of suppressive fire* (see page 61). The machine gunners work as a pair to fire the machine gun, allowing them to ignore cover bonuses to their targets' AC. They respond to attackers in the same way as the soldiers in the other watchtowers.

MACHINE GUNNERS (2)

CR 5

XP 1,600 each

Variant Russian soldier (see page 19)

hp 67 each

Ranged *Maxim of suppressive fire* +13/+8 (2d8+8/×4) or Nagant M1895 revolver +10/+5 (1d8+1/×4)

Special Attacks trench warfare (machine gun)

Gear *Maxim of suppressive fire* (see page 61) with two 250-round belts, Nagant M1895 revolver (see page 65) with 21 metal cartridges

RUSSIAN SOLDIERS (2)

CR 5

XP 1,600 each

hp 67 each (see page 19)

Trap: Each tower houses a single World Anchor that arcs with purple lightning that transcends planar boundaries. These energies are both the source of the Thrice-Tenth Kingdom's presence overlaying the camp and the towers' primary defense. The soldiers posted in the World Anchor towers know how to operate their controls in only one way—triggering the device to emit a pulse of dangerous electro-arcane energy every 10 minutes in a 90-foot-radius around the tower. Any failed attempt to operate the World Anchors' control panels also triggers the energy pulse, with the character attempting the check as the primary target.

WORLD ANCHOR ENERGY PULSE

CR 14

XP 38,400

Type magic and mechanical; **Perception** DC 31; **Disable Device** DC 35*

EFFECTS

Trigger manual or touch; **Reset** 10 minutes

Effect spell effect (*chain lightning*, 15d6 electricity damage, Reflex DC 19 half); multiple targets (up to 15 secondary targets within 30 ft. of primary target, Reflex DC 17 half)

* A successful Disable Device check deactivates a World Anchor's *chain lightning* effect for 2d10 minutes, though the

tampering may trigger sudden changes to the weather in the immediate vicinity or even unforeseen planar anomalies (see page 46).

Development: The World Anchors are the key to drawing Rasputin's sanctuary back to Earth from its current extraplanar location, assuming the PCs can discover the means to their operation. Operating the World Anchors is a difficult task, however, and they are dangerous to tamper with. See Controlling the World Anchors on page 46 for details on operating the World Anchors and the detrimental effects that may result from attempting to blindly operate the controls.

While the *spectral searchlights* cannot be removed from the towers and still function, if the lights are trained them on the ruined chapel (area G), a successful DC 25 Perception check also reveals the ghostly form of a restored, onion-domed monastery superimposed over the ruins—a hint of the existence of Rasputin's otherworld sanctuary (area H).

C4. FRONT GATE AND PERIMETER FENCE (CR 9)

A muddy road snakes through the barbed-wire field of the no-man's-land, winding between a wooden gate that serves as the only entrance into the prison yard beyond.

The camp's reinforced wooden gates are locked from the outside with a large padlocked bolt (hardness 5, hp 20, break DC 25, Disable Device DC 30) and flanked by two watchtowers (area C2). Two keys for the camp's gates exist, hanging on wooden pegs within each watchtower flanking the front gate. The camp's perimeter fence is 15 feet tall, constructed of barbed wire (see page 25).

Trap: The perimeter fence highly dangerous, its barbed wires electrified by the bizarre technological and arcane energies of Viktor Miloslav's World Anchors. Anyone who attempts to climb or break through the fence triggers the fence's trap. Controls for sections of the electrified fence can be found in the four World Anchors at the corners of the fence (area C3). A character inside one of these watchtowers can disable the electrified fence on one side of the camp (a section between two World Anchors) with a successful DC 30 Disable Device check.

ELECTRIFIED BARBED-WIRE FENCE CR 9 XP 6,400

Type mechanical; **Perception** DC 25; **Disable Device** DC 35

EFFECTS

Trigger touch; **Reset** automatic (immediate); **Bypass** control panel in area C3 (Disable Device DC 30)

Effect barbed wire plus electric shock (4d6 electricity damage each round of contact, Reflex DC 25 half); multiple targets (any target adjacent to fence when triggered)

C5. MONASTIC CEMETERY (CR 9)

The muddy trenches tear a gaping scar through a field of headstones and wooden crosses at the northwest corner of the prison camp. Upturned bone from centuries of burials crunch underfoot, hidden beneath the packed snow.

The monastery's cemetery contains the ancient graves of generations of pious monks, as well as the more recent burials of deceased prisoners, many of which were dug up or otherwise disturbed when the prison camp was built—even more so when Rasputin's troops dug their trenches along the camp's perimeter.

Creature: A single lonely fey called a tombstone fairy haunts the cemetery—a stunted little creature named Polina. Using an oversized shovel, Polina is currently unearthing a skeleton from a grave marked with a tombstone emblazoned with a large "M," intensely scrutinizing each new discovery. Short and stooped, only about 3 feet tall, and with dusky gray skin and long dark hair, Polina wears a long, shapeless coat and a worn ushanka that just barely conceals two hooked horns curving from her brow.



POLINA

Polina has no loyalty to Rasputin, and is more interested in her “precious bones” than in the goings-on in the prison camp. She is cautious and taciturn, with an initial attitude of indifferent, but if made helpful with a successful DC 25 Diplomacy check, she reveals everything she knows to help free Baba Yaga (or “Little Grandmother,” as Polina calls her)—sometimes with a sneer, other times with a wicked grin, but always with a deep Slavic accent.

Polina knows about Rasputin, “the one who wants to take Little Grandmother’s throne,” who now lurks “in the church-but-not-the-church, far, far away, between here and the land from which I come.” She describes in knowing whispers the comings and goings of “the one who built the anchors of the world”—an allusion to Viktor Miloslav and his World Anchors. If questioned about the whereabouts of the scientist, Polina points to the burned-out barracks in the inner courtyard (area D3) and the Cossack camp (area E1), where Miloslav’s body and soul, respectively, now reside.

POLINA CR 9

XP 6,400

Female tombstone fairy (*Tome of Horrors Complete* 604)

NE Small fey

Init +8; **Senses** low-light vision; Perception +21

DEFENSE

AC 22, touch 18, flat-footed 17 (+2 deflection, +4 Dex, +1 dodge, +4 natural, +1 size)

hp 97 (15d6+45)

Fort +9, **Ref** +13, **Will** +14

DR 10/cold iron and good; **SR** 20

OFFENSE

Speed 20 ft.

Melee dagger +12/+7 (1d3–1/19–20)

Special Attacks danse macabre

Spell-Like Abilities (CL 15th; concentration +20)

3/day—*dancing lights*, *death ward*, *deathwatch*, *desecrate*, *detect chaos*, *detect evil*, *detect law*, *detect thoughts* (DC 17), *dispel magic*, *protection from good*

1/day—*suggestion* (DC 18), *unholy blight* (DC 19)

TACTICS

During Combat If attacked, Polina casts *unholy blight* on foes, then *suggestion* to gain a defender while she makes her escape.

Morale If cornered, Polina fights to the death, hurling curses at her attackers.

STATISTICS

Str 9, **Dex** 19, **Con** 14, **Int** 16, **Wis** 17, **Cha** 20

Base Atk +7; **CMB** +5; **CMD** 22

Feats Blind-Fight, Combat Casting, Dodge, Great Fortitude, Improved Initiative, Iron Will, Toughness, Weapon Finesse

Skills Acrobatics +12, Bluff +23, Craft (stone carving) +11, Diplomacy +23, Escape Artist +22, Heal +18, Intimidate +20, Knowledge (religion) +8, Perception +21, Sense Motive +21, Stealth +26

Languages Aklo, Russian, Sylvan

Gear dagger, *hand of glory*, *ring of protection* +2

SPECIAL ABILITIES

Danse Macabre (Su) Once per night, a tombstone fairy can invoke a ritual to raise any evil creature from the dead.

The ritual takes 10 minutes to perform and the target cannot have been dead longer than 1 day per Hit Die of the tombstone fairy. Additionally, the target’s body must be present during the ritual and its soul must be available for return (if the target’s soul is trapped, such as by a *trap the soul* spell, this ritual automatically fails).

A target unwilling to return to life can try to prevent its raising by attempting an opposed Charisma check against the tombstone fairy’s Charisma check. If the tombstone fairy wins the opposed check, the target’s soul is forced into its body and it returns to life. If the target wins the opposed check, it prevents its raising, and the tombstone fairy cannot attempt to raise that target for 1 month.

During the ritual, a portion of the target’s soul transfers to its funeral shroud or cloth. The tombstone fairy often retains this shroud so as to force compliance from the returned target. Once the target does what the fairy desires, the tombstone fairy finishes this ritual and transfers the last bit of the target’s soul from the shroud into its body. If the funeral shroud is destroyed while it contains a part of the target’s soul, the target instantly dies and can only be returned to life through the use of a *miracle*, *resurrection*, *true resurrection*, or *wish*. This ability otherwise resembles a *raise dead* spell. A tombstone fairy can have only one funeral shroud containing a target’s soul in its possession at one time.

Development: Polina’s most important role is to help resurrect Viktor Miloslav once the PCs recover his body and release his soul from the lantern goat. If the PCs are stuck, Polina could approach them at an opportune moment with the information they seek regarding the scientist’s corpse and soul, warning them that without both, they cannot restore Viktor or interrogate his corpse through magic. Polina further offers Viktor’s funeral shroud as the key to his cooperation.

Story Award: If the PCs befriend Polina and use her danse macabre ability to resurrect Viktor Miloslav, award them 12,800 XP.

C6. BARRACKS (CR 14)

The smoke from several stoves clouds the air above this long, narrow barracks.

This building is the only barracks in the prison camp that still houses human troops; its neighbor to the south burned down at some point prior, and its companions in the inner courtyard either hold starving prisoners or have been

overtaken by supernatural threats. Flickering light bulbs powered by the World Anchors provide dim light inside. Use the barracks map on page 38 for this location.

Creatures: This barracks houses relief soldiers who rotate in with the troops in the trenches and watchtowers. Currently, one Russian rifle troop occupies the barracks, along with one flamethrower troop, which is used primarily to clear the roads of ice. These troops fight to defend the barracks, but if the PCs cause too much of a disturbance at the front gates, these troops may very well exit out into the front yard to confront invaders there directly. If these soldiers have already been called up to reinforce the camp's outer defenses, these barracks are likely empty, with the possible exception of a few sick or straggling soldiers.

FLAMETHROWER TROOP CR 12

XP 19,200

Variant Russian rifle troop (see page 18)

hp 152

Special Attacks flamethrower attack (DC 21)

RUSSIAN RIFLE TROOP CR 11

XP 12,800

hp 152 (see page 17)

C7. THE BEAR BARN (CR 14)

The roof of this wooden barn threatens to collapse under the heavy weight of snow.

The doors to this barn are held fast with a stout wooden bar on the outside. A successful DC 20 Perception check reveals the faint sounds of a low, deep snuffling from within. A number of bear traps are hidden beneath the snow outside the barn (see Traps, below). Use the camp outbuilding map on page 38 for this location, but without windows.

Creatures: The barn is the home of one of the prison camp's more enigmatic inhabitants—a vicious lunatic known only as the Bear Hunter. For years, this strange woman has hunted bears in the region, trading the spoils of her kills in the village or to the prison camp's guards. When Rasputin arrived in Akuvskaya, the Bear Hunter became a follower of the charismatic monk and offered her services in defense of the monastery. Because of her close proximity to the otherworldly influence of the World Anchors' twisted fey energies, the Bear Hunter has grown in power along with her three pets—three Siberian polar bears, warped into unearthly monstrosities from the Thrice-Tenth Kingdom's proximity. Wearing spiked bear-hunting armor of her own design, the Bear Hunter hides outside the barn in a snow drift (Perception DC 21 to spot), lying in wait to spring her trap (see page 32). Once her pets are released, she rushes to join in the melee in

a frenetic rage, growling like a beast behind the spiked metal faceplate of her helm.

THE BEAR HUNTER CR 13

XP 25,600

Female human barbarian 14

CE Medium humanoid (human)

Init +4; **Senses** Perception +18

DEFENSE

AC 22, touch 13, flat-footed 17 (+6 armor, +4 Dex, +1 dodge, +2 natural, -2 rage, +1 shield)

hp 180 (14d12+84)

Fort +15, **Ref** +12 (+4 vs. traps), **Will** +12 (+4 vs. enchantments); +5 vs. magic

Defensive Abilities improved uncanny dodge, indomitable will, trap sense +4;

DR 5/—

OFFENSE

Speed 30 ft.

Melee +2 *defending boar spear*^{UE}
+20/+15/+10 (1d8+11), +2 *armor spikes* +20 (1d6+8)

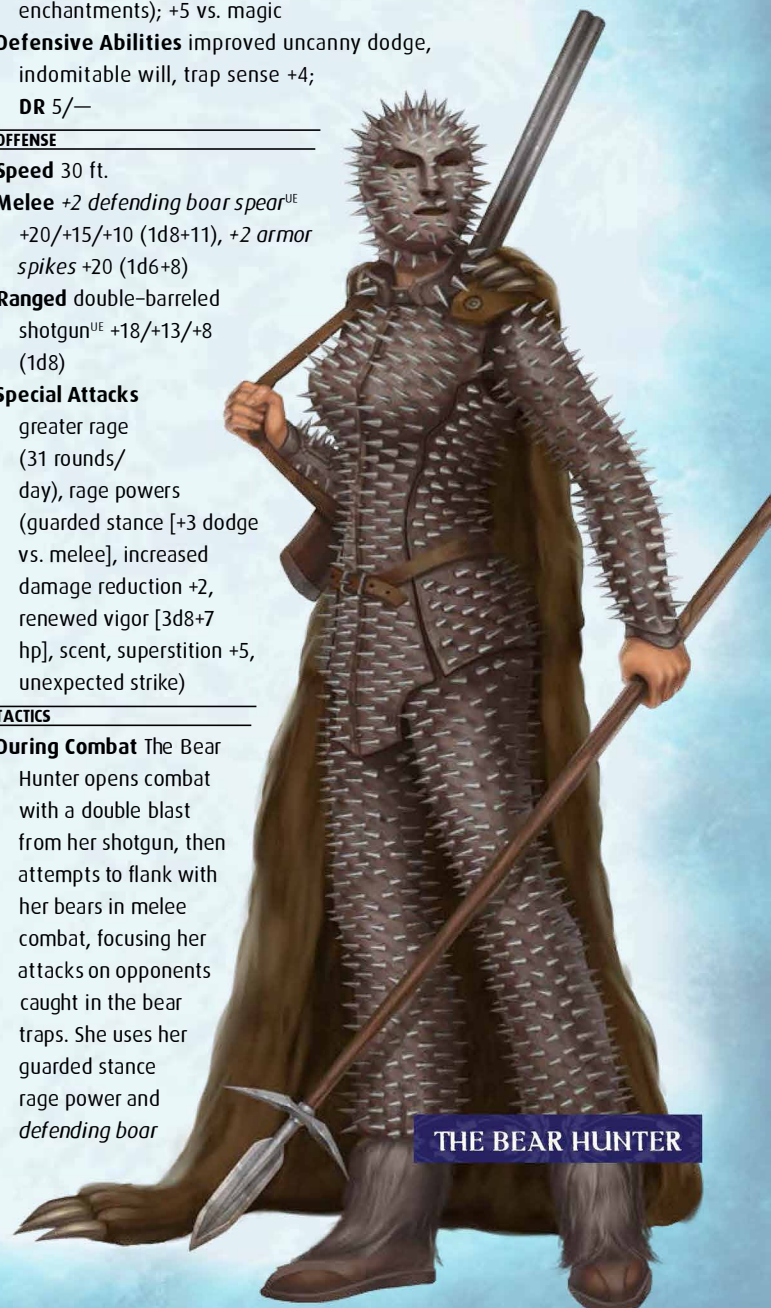
Ranged double-barreled
shotgun^{UE} +18/+13/+8
(1d8)

Special Attacks

greater rage
(31 rounds/day), rage powers
(guarded stance [+3 dodge vs. melee], increased damage reduction +2, renewed vigor [3d8+7 hp], scent, superstition +5, unexpected strike)

TACTICS

During Combat The Bear Hunter opens combat with a double blast from her shotgun, then attempts to flank with her bears in melee combat, focusing her attacks on opponents caught in the bear traps. She uses her guarded stance rage power and *defending boar*



THE BEAR HUNTER

spear to increase her AC in combat, making Power Attacks unless she is having trouble hitting foes.

Morale Once enraged, the Bear Hunter fights to the death.

Base Statistics When not raging, the Bear Hunter's statistics are

AC 24, touch 15, flat-footed 19; **hp** 138; **Fort** +12, **Will** +9;

Melee +2 *defending boar spear*^{UE} +17/+12/+7 (1d8+6), +2 *armor spikes* +17 (1d6+5); **Str** 16, **Con** 13; **CMB** +17, **CMD** 32.

STATISTICS

Str 22, **Dex** 18, **Con** 19, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +14; **CMB** +20; **CMD** 33

Feats Dodge, Double Slice, Iron Will, Lightning Reflexes, Power Attack, Toughness, Two-Weapon Defense, Two-Weapon Fighting

Skills Handle Animal +5, Intimidate +17, Knowledge (nature) +5, Perception +18, Stealth +11, Survival +18

Languages Russian

SQ fast movement

Gear +2 *hide armor*, +2 *armor spikes*, +2 *defending boar spear*^{UE}, double-barreled shotgun^{UE} with 20 metal cartridges (pellets), *amulet of natural armor* +2, *cloak of resistance* +2

WORLD-WARPED POLAR BEARS (3)

CR 7

XP 3,200 each

Dire bear (*Pathfinder RPG Bestiary* 31)

hp 95 each

Traps: The field to the west of the barn is strewn with 10 bear traps (*Ultimate Equipment* 76) hidden beneath the snow in the locations marked on the map. The Bear Hunter (see Creatures above) hides nearby, ready to set off her trap should the PCs approach. If the PCs trigger one or more of the bear traps, the Bear Hunter yanks a hidden chain, causing all of the remaining bear traps to snap shut and releasing a catch on the barn door's bar, thus setting free her hungry bears to attack the PCs without the risk of the traps harming them. If the PCs manage to avoid all of the bear traps without setting them off, the Bear Hunter simply pulls the chain to close her traps and release the bears, joining her pets in attacking the PCs.

BEAR TRAPS (10)

CR 2

XP 600 each

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 melee (2d6+3); sharp jaws spring shut around the creature's ankle and hold it immobile at the trap's location; the creature can escape with a successful DC 20 Disable Device check, DC 22 Escape Artist check, or DC 26 Strength check

INNER COURTYARD

Within the prison's inner courtyard, Rasputin's efforts to call down his mother's Thrice-Tenth Kingdom are visibly taking hold. The World Anchors' dark fey emanations

have unnaturally warped the landscape, and supernatural presences long forsaken by our world have again taken root.

The perimeter defenses are less effective here. The firing steps in the trenches face outward, not inward, and the cover provided by the electrified fence and the camp's buildings makes attacks from the trenches difficult. Still, searchlights from the watchtowers play over the inner courtyard at night, and if the PCs do not take some effort to maintain a low profile as they investigate, they may come under fire.

D1. INNER GATE (CR 9)

The muddy road continues through a wooden gate in a barbed-wire fence and into the prison camp's inner courtyard.

The prison camp's inner gate is not locked, but it is barred from the inner courtyard side (hardness 5, hp 20, break DC 25). The barbed-wire fence on either side of the gate is 15 feet tall.

Trap: Like the outer perimeter fence, the inner fence is electrified as well; this effect is triggered by anyone attempting to climb or break through it. Disabling the eastern or western outer perimeter fence (see area C4) disables that side of the inner fence as well.

ELECTRIFIED BARBED-WIRE FENCE

CR 9

XP 6,400

See page 25.

D2. GARAGE (CR 14)

This ramshackle building houses several mechanical vehicles in various states of repair.

Broken-down trucks, half-assembled motorcycles, and damaged tank tracks litter the yard of this leaning wooden building, along with a single tachanka (see page 67). Use the camp outbuilding map on page 38 for this location.

Creatures: Two animated tanks sit in silence under the cover of the garage's leaky roof. They can be used to confront the PCs when the front gates are breached, as regular patrols in the inner courtyard, or they can wait in more subtle ambush for the approach of interlopers, at your discretion.

ANIMATED TANKS (2)

CR 12

XP 19,200 each

hp 144 each (see page 84)

D3. BURNED-OUT BARRACKS (CR 14)

The blackened remains of a long wooden barracks building threaten to crumble to ashy ruin in the snow. The haphazard



pile of burned timbers resembles a mound of charred and tangled bones.

Several of the camp's barracks buildings have been consumed by fire, and all that remains is the burnt-black tangles of their frames and rusted stoves and bedsprings piled among the ruins. Though many burned in the conflagration that consumed Akuvskaya when its earthly form merged with its First World counterpart, this particular building caught fire more recently, when Viktor Miloslav tipped a stove over in his struggle to escape the murderous nosferatu chaplains who killed him. The smell of burnt flesh is strong here, and the skeletal remains of many people, some still strapped to their beds, can be spied among the ruins. Use the barracks map on page 38 for this location, but the porch and much of the building front have burned away, leaving the inside open to the elements.

Creatures: A large jackal-headed meladaemon is shuffling among the debris, gnawing on the burned bodies of those consumed by the flames. When the

PCs enter, the meladaemon is lifting up and beginning to pick at the charred flesh of the distinctive corpse of a hunchbacked individual with a prosthetic leg—the partially burned remains of Viktor Miloslav. In addition, 1 round after the PCs enter the barracks, three of the burned corpses spring to life as undead baykoks, bursting forth from the charred timbers of the barracks to attack intruders with well-placed shots. The baykoks' feet are eerily morphed into bird talons, and their partially burned, stringy gray hair clings tightly to their withered, ashen skin. The baykok are armed with Mosin-Nagant M1891 rifles (see page 65), and the chosen weapon for their Improved Critical and Weapon Focus feats is rifle instead of longbow. They fight until destroyed.

BAYKOK RIFLISTS (3)

CR 9

XP 6,400 each

Variant baykok (*Pathfinder RPG Bestiary 3* 35)

hp 97 each

Ranged Mosin-Nagant M1891 rifle +20/+15/+10 (1d10+1/19–20/×4 plus 1d6 negative energy and paralysis)

SPECIAL ABILITIES

Infused Bullets (Su) These baykoks create magical bullets when firing their rifles—they do not need to carry separate ammunition. These bullets do normal damage, but gain a +1 enhancement bonus on attack and damage rolls. In addition, each bullet deals an additional 1d6 points of negative energy on a hit. Further, the first creature a baykok successfully shoots each round must succeed at a DC 19 Fortitude save to avoid being paralyzed for 1d3 rounds. The save DC is Charisma-based. This replaces the baykok's normal infused arrows ability.

ADVANCED MELADAEMON CR 12

XP 19,200

hp 175 (*Pathfinder RPG Bestiary 2* 69, 292)

TACTICS

Before Combat Focused on its potential meal—the body of Viktor Miloslav—the meladaemon is taken by surprise unless opponents have been extraordinarily noisy.

During Combat The meladaemon is careful to stay on the far side of the baykoks as they attack, and casts *waves of fatigue*, quickened *magic missile*, and *horrid wilting* before closing for melee.

Morale The meladaemon fights to the death.

Treasure: A gold pocket watch worth 800 gp and a diamond engagement ring worth 1,000 gp lie among the ruins, where they can be uncovered with a successful DC 25 Perception check.

Development: The hunchbacked body with the artificial limb on which the meladaemon is about to feast is the corpse of Viktor Miloslav; the PCs must recover his body if they want to restore him to life and gain his aid in controlling the World Anchors. The PCs very well may visit this area before they learn of the need to recover the engineer's corpse. Luckily for them, the distinctive appearance of the body should ring a bell when they do learn of Viktor's importance. Should this be the case, Viktor's corpse remains where it fell, blanketed by ash, waiting for rediscovery by the party.

D4. PRISON BARRACKS

A thick padlocked chain secures the stout wooden door of these barracks.

The Brothers Three (area H5) hold the only key to the lock on the door of this barracks (harness 5, hp 20, break

DC 25, Disable Device DC 30). Inside are two rows of bunk beds and eight cast-iron stoves, cold and unlit. Weak bulbs provide dim light in the area. Use the barracks map on page 38 for this location.

Creatures: This barracks holds 30 humans strapped to their bunks, kept just barely alive enough to serve as food for Rasputin's nosferatu chaplains. The prisoners are starving, half-dead, and insane, subjected to constant feeding by the Brothers Three. The PCs can spot the distinctive punctures of the nosferatu's feeding with a successful DC 20 Perception check.

Among the mad and starving prisoners, one man has managed to hold on to his sanity: the war-scarred *frontovik*, or veteran, **Dmitri** (use the stats for a Russian soldier on page 19). While weak from repeated nosferatu feedings (Dmitri currently has only 11 hit points and a Constitution of 5), he is lucid and resentful. After surviving the horrors of the trenches on the front, Dmitri stubbornly refuses to accept his fate as mere fodder for blood-sucking vermin. While near death, he clings obstinately to life, and can be a valuable source of information to the PCs if they rescue him from his grisly fate. Dmitri has witnessed much, and can provide any information you feel the PCs might

need at the time of his discovery, particularly information about Anastasia, Rasputin's machinations, Viktor's death, or the periodic reappearance of the restored monastery (see the Interrogating Soldiers sidebar on page 28).

Development: Besides their use as little more than cattle for the nosferatu, the prisoners here can be used to provide supernatural reinforcements in Rasputin's last hours. Any of the prison camp's defenders could bring the *gas-trap cylinders* from area D9 here, setting the trench mists within free to feed and raise the men within as trench zombies under their command.

D5. RUSALKA SPRING (CR 12)

Ancient stone arches enshrining weatherworn statues of veiled women and saintly men frame a steaming natural spring, its waters unfrozen in the cold.

Isolated monasteries in Russia were often built around sacred springs discovered in the wilderness, and Akuvskaya is no exception. The spring here remains miraculously unfrozen in the bitter cold, undoubtedly because of the supernatural presence of the alluring creature that makes the spring her home.



DMITRI

Creature: A capricious fey creature from Slavic folklore known as a rusalka inhabits this spring. Named Libuska, she appears from the well's sacred waters if the PCs approach, her image shifting and distorting from her constant *blur* ability. Libuska perches on the stone lip of the spring and calls out sweetly with her beckoning call ability between snippets of song. Libuska is initially indifferent toward the PCs, even those under the effects of her beckoning call. One of Rasputin's lovers, Libuska hasn't seen him in days. Bored in Rasputin's absence and jealous that she was left behind while he departed with the erodaemon Serafina, Libuska acts as both a woman scorned and a captivating seductress, willing to cooperate on some level with the PCs if she isn't immediately attacked. She questions the PCs about their presence and their goals in an alluring voice and thick Russian accent, particularly if it appears that they seek to enter the abbot house near her spring (area F), all the while pulling her long, wet hair away from her chest with flirtatious smiles and playfully kicking at something below the steaming water with her feet. Libuska is fickle and cares little for Rasputin's secrets; she can reveal, among any other information you may need to share with the PCs, that the house beyond was his domicile, that Rasputin killed Viktor to cover his own tracks into the Thrice-Tenth Kingdom, and that the intriguing spirit of Rasputin's murdered former lover waits behind the house's walls. Libuska can certainly be dangerous if provoked, however, as evidenced by the drowned corpses that float up to the surface of her spring as she converses with the PCs—corpses she furtively attempts to push back down as they rise to the surface, dismissing their grisly appearance with giggles and winks.

LIBUSKA **CR 12**

XP 19,200

Rusalka (*Pathfinder RPG Bestiary 3* 232)

hp 150

TACTICS

Before Combat If Libuska spots the PCs before they arrive, she summons a Huge water elemental and commands it to remain deeply hidden in the waters of her spring until needed. She then waits for the PCs to approach, using her beckoning call if necessary.

During Combat Libuska attempts to charm the stoutest-looking combatants each round with her quickened *charm monster* spell, commanding them to protect her while she defends herself with her staggering touch and tresses, drowning grappled opponents in her spring.

Morale If reduced to 30 hit points or fewer, Libuska turns invisible and retreats to the bottom of her 60-foot-deep spring. Once her attackers have left the area, she might release the trench mists in area D9 to pursue them in revenge.

HUNTERS OR HUNTED?

The Akuvskaya prison camp holds many more threats than are necessary for the PCs to destroy. The camp's open trenches and half-burned buildings aren't conducive to corralling PCs in a predictable manner, and at this level, the party likely has an array of extraordinary means to traverse this treacherous landscape, and spells like *invisibility*, *fly*, and *teleport* can be used to good effect to bypass some of the more mundane threats that guard Rasputin's domicile. GMs may have their work cut out getting the PCs to stay on track, but you can turn this to your advantage by keeping a fluidity to the adventure's many encounter elements. Besides Rasputin's harassment via *project image*, the many soldiers under his command are capable of laying down withering fire on visible PCs, and the many supernatural threats in the inner courtyard need not be tied to their encounter locations, especially if having them take a more active role in opposing the PCs makes for a more dynamic and fun adventure.

Treasure: At the bottom of the spring, Libuska has hoarded assorted jewelry of a nonreligious nature—simple gold and silver chains, pearl earrings, and small gemstones—worth 1,500 gp in total.

D6. MACABRE SURGERY (CR 13)

Every wall in this long building is splattered with gore, and eviscerated bodies are strung up with barbed wire, their flayed flesh stretched taut to expose raw muscle and their disemboweled entrails draped like limp clotheslines over the high rafters of this horrific chamber.

Converted to a field hospital in the wake of Rasputin's arrival, this barracks originally served to ease the suffering of the dying, but is now the site of bloody torture and experimentation, and is horrifically decorated with eviscerated bodies hanging from every bed and rafter. Use the barracks map on page 38 for this location.

Creature: One of Rasputin's disciples, a sadistic surgeon who had seen too much of the horrors of modern war, followed Rasputin to Akuvskaya and took charge of the hospital, where exposure to the world-warping energies of the World Anchors transformed the already corrupted surgeon into a monstrously inhuman terror. His work in the hospital attracted the attention of an ostiarius kyton (*Pathfinder Adventure Path* #64 86), who inducted the surgeon into the ranks of the kyton race, transfiguring him into an interlocutor kyton. The unfortunate wounded soldiers who remained in the hospital became subject to the newly born kyton's torturous experiments. Its body now composed of foreign limbs, gnarled branches, and coiled barbed wire,

this patchwork quilt of hideously flayed flesh and tangled nerves now exists only to bring suffering to others. The interlocutor eagerly attacks any new creatures entering the surgery, hoping to find new parts to add to the living sculpture of its body. The interlocutor fights to the death.

ADVANCED INTERLOCUTOR KYTON

CR 13

XP 25,600

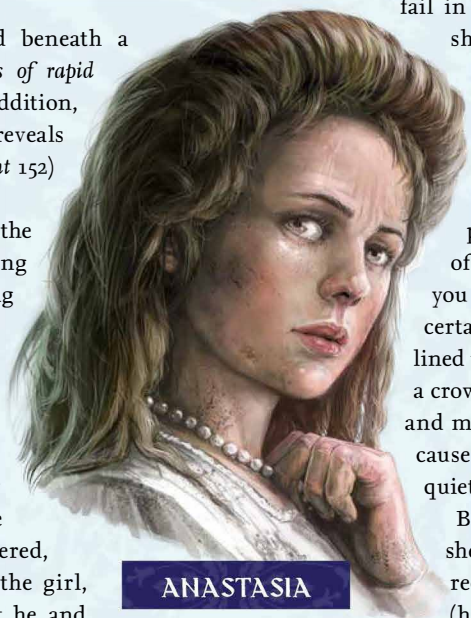
hp 175 (*Pathfinder RPG Bestiary 3* 174, 290)

Treasure: A doctor's bag shoved beneath a victim's bed contains five *bandages of rapid recovery* (*Ultimate Equipment* 220). In addition, a successful DC 25 Perception check reveals a *bloodletting kukri* (*Ultimate Equipment* 152) lying among the blood and gore.

Development: Little can be done for the dozen or so still-living soldiers strung up around the surgery beyond putting them out of their misery. There is life in this abattoir, however—after the battle, a successful DC 15 Perception check is enough to detect a shuffling nose within a small closet. Inside, two teenage children—a sickly boy and a petite young woman—huddle together in fear. When they're discovered, the boy steps protectively in front the girl, and in Russian, proudly states that he and his sister are, in fact, Alexei and Anastasia Romanov, heirs to the throne of the Russian Empire.

The siblings are dirty, malnourished, and on the precipice of shock. Grand Duchess **Anastasia** (LN female human aristocrat 3) is 17 years old with shoulder-length brown hair, wearing a lacy white dress that is now ragged and ruined. Tsesarevich **Alexei** (see below) appears to be about 13 years old and is dressed in the tattered rags of a child-sized military uniform. He is sickly and pale, and seems to wince at the slightest bump or bruise. Anastasia is currently suffering from amnesia, while Alexei is a hemophiliac. Despite his frailty, however, Alexei is outspoken and protective of Anastasia, while she is listless and lethargic at first, deferring to Alexei's lead.

The discovery of the Romanov children within the prison camp may come as quite a surprise to the PCs. Although the PCs are likely unaware of most current events, the entire Imperial family—including Alexei and Anastasia—were executed by Russia's Bolshevik government in July of this year. As far as the world knows, Anastasia is therefore the legitimate Romanov heir—yet she is also the daughter of Rasputin, who seduced her mother Tsarina Alexandra after a seance. As a result, Anastasia is not only heir to the Russian Empire, but also, as a granddaughter of Baba



ANASTASIA

Yaga, a contender for Irrisen's throne. After Anastasia's murder at the hands of the Bolsheviks, Rasputin used *miracle* to resurrect her from a lock of her hair. In addition to the permanent negative level she gained as a result of her resurrection, Anastasia also suffers from amnesia, and must be constantly reminded of her identity by her brother Alexei. Rasputin has kept her existence secret even from Elvanna, as Anastasia's survival gives Rasputin an alternative route to power should his sister fail in her efforts to retain her throne or should he falter in his own efforts.

Although confused, Anastasia is kind and soft-spoken, and should slowly assume a more headstrong and charismatic presence as her memory returns and she resumes a proud, regal bearing. What she knows of her current predicament is left for you to determine, though she should certainly have horrific flashes of being lined up along with the rest of her family in a crowded basement before a firing squad, and memories of gunshots and blood that cause her to sleep fitfully and cry out in quiet moments.

Beyond the memories of her murder, she remembers waking up in the camp recently, her brother Alexei by her side (he claims they escaped execution with the help of a loyal servant). As her memory returns, Anastasia recalls the comforting aid of her "holy friend" Rasputin, and is relieved to learn that he survived his assassination, marveling that his piety must have "kept his spirit stitched to his body." You can even use Anastasia to propel the plot forward if PCs reach a dead end, having her reveal the identity of Viktor Miloslav, his role in creating the World Anchors, or any other integral plot elements the PCs might have missed that Anastasia could have witnessed.

Alexei, on the other hand, is another matter entirely. In fact, he is not even human. Although the part is well played, the boy is actually a three-headed dragon called a gorynych in disguise. Under Rasputin's sway, the gorynych, named Radimir, has assumed the form of Anastasia's murdered brother to protect her. To protect his ruse, Radimir uses *limited wish* to extend the duration of his *alter self* ability to 24 hours, and further safeguards himself against divinations with an *amulet of proof against detection and location*. Otherwise, he plays the part of the doe-eyed, sickly hemophiliac in need of protection perfectly. He accompanies Rasputin's daughter wherever she goes, and can act as a sly, intervening foil against the information provided by Anastasia. Assuming his ruse

is not discovered beforehand, the gorynych reverts to his true form and ambushes the PCs when the time is right, such as when the PCs seem close to pulling Rasputin's sanctuary back down to this world. Until then, however, the boy accompanies the PCs—hopefully to safety—but never leaves the sight of his “sister,” whom he viciously defends against any threat.

Anastasia is an important NPC, primarily because of her heritage as Rasputin's daughter and Baba Yaga's granddaughter, which makes her a potential heir to the throne of Irrisen if Queen Elvanna is defeated. However, her ultimate fate is left up to the PCs. When they learn the truth of her ancestry (likely from her mother's ghost in area F2), the PCs might well want to use her as a bargaining chip with Baba Yaga, or perhaps as their own candidate for queen of a new Irrisen. More details on Anastasia's potential can be found in *Pathfinder Adventure Path* #72.

Although this adventure assumes that Anastasia is found hiding with her “brother” Alexei here in the field hospital, you can place the pair anywhere it best serves to move the plot forward or provide new clues to stuck PCs, though the PCs should meet Anastasia and Alexei before they encounter the tsarina's ghost in area F2.

RADIMIR, AKA “ALEXEI” **CR 15**
XP 51,200

Male gorynych (*Pathfinder RPG Bestiary* 3 137)

hp 212

Gear *amulet of proof against detection and location*

D7. CELLARIUM (CR 11)

An old stone building sits buried in snow, its wooden door hanging ajar. An old tree, lightning-scarred and twisted, juts through the roof, its drooping branches hanging like a curtain over the entrance.

This unstable building once served as the monastery's wine cellar, though it is long overgrown and was left untouched during the prison camp's construction. It is a simple square stone building, sparsely appointed with broken tables and rotting shelves piled with golden holy vessels and other treasures. Most recently, the cellarium served as the lair for the gorynych Radimir (see area D6). Use the camp outbuilding map on page 38 for this location.

Creature: The strange purple lightning that occasionally issues from the World Anchors has often struck the withered old tree jutting up through the cellarium's roof, giving it a foul sentience and terrible hunger. While Radimir impersonates Alexei Romanov, this lightning treant protects the gorynych's plundered hoard, but it can also harass the PCs from afar as they explore other nearby areas, using *call lightning storm* to rain down the arcane

lighting of the World Anchors on unsuspecting PCs nearly anywhere inside the inner courtyard.

ADVANCED LIGHTNING TREANT **CR 14**

XP 38,400

Tome of Horrors Complete 607

NE Huge plant

Init +5; **Senses** low-light vision; Perception +24

DEFENSE

AC 27, touch 9, flat-footed 26 (+1 Dex, +18 natural, -2 size)

hp 216 (16d8+144); fast healing 10

Fort +19, **Ref** +8, **Will** +12

Defensive Abilities electric healing; **DR** 10/slashing; **Immune** electricity, fire, plant traits

OFFENSE

Speed 40 ft.

Melee 2 slams +24 (2d8+14/19-20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks double damage against objects

Spell-Like Abilities (CL 12th; concentration +14)

At will—*faerie fire*, *greater magic fang* (self only)

3/day—*call lightning storm* (DC 17), *lightning bolt* (DC 15),

protection from energy

1/day—*chain lightning* (DC 18)

TACTICS

Before Combat The lightning treant casts *greater magic fang* on its slam attacks every day.

During Combat The lightning treant holds its position in the cellarium, attacking foes with its slam attacks or *lightning bolts*, and using the strikes to heal itself in combat as needed.

Morale The lightning treant fights to the death if confronted.

STATISTICS

Str 32, **Dex** 13, **Con** 28, **Int** 15, **Wis** 20, **Cha** 15

Base Atk +12; **CMB** +25 (+29 sunder); **CMD** 38 (40 vs. sunder)

Feats Cleave, Greater Sunder, Improved Critical (slam), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack

Skills Knowledge (nature) +18, Perception +24, Stealth +12 (+28 in forests), Survival +21

Languages Aklo, Russian, Sylvan

SPECIAL ABILITIES

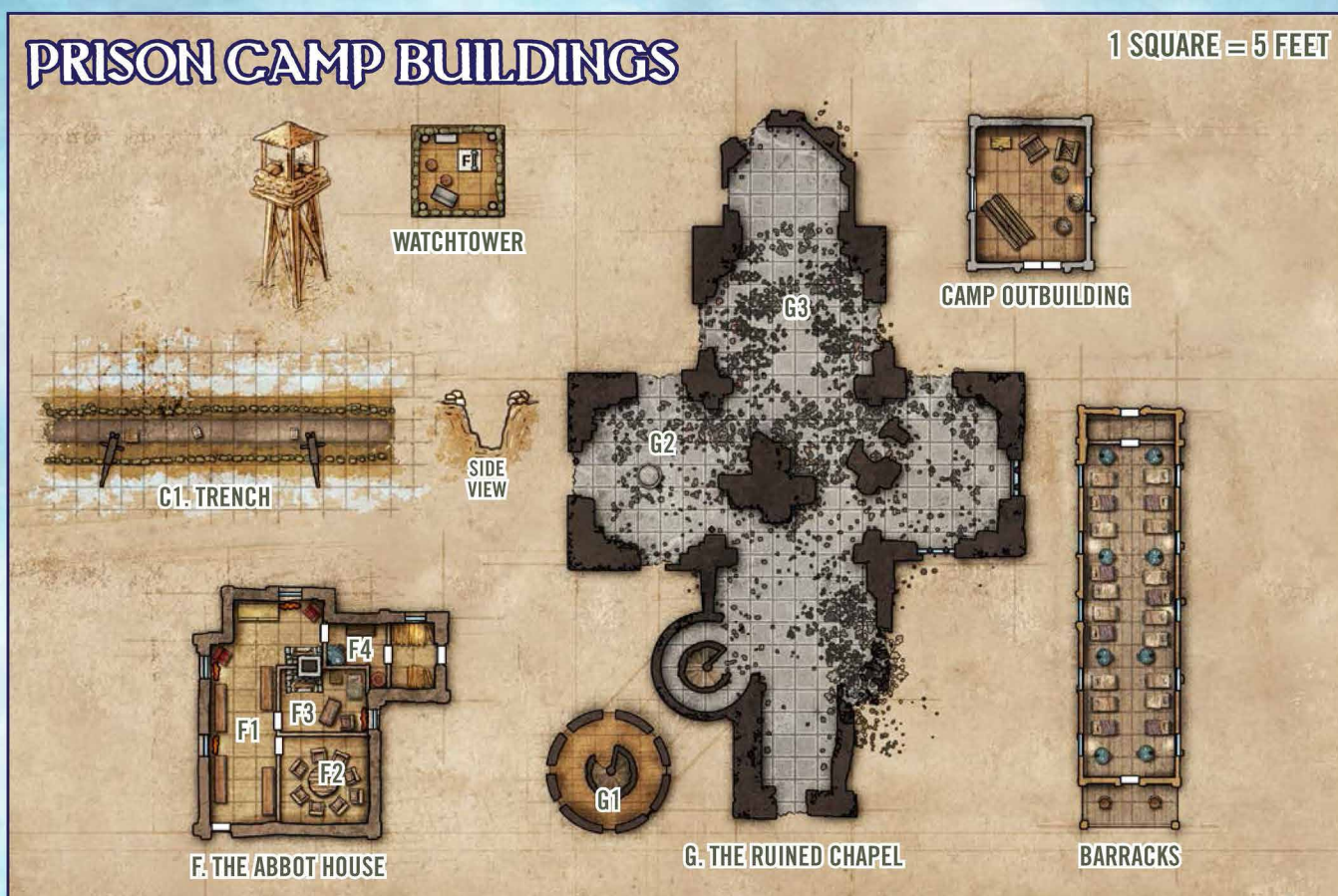
Double Damage Against Objects (Ex) A lightning treant that makes a full attack against an object or structure deals double damage.

Electric Healing (Ex) Electricity damage heals a lightning treant of 1 point of damage for every 3 points it would otherwise deal. If the amount would cause the lightning treant to exceed its full normal hit points, it gains any excess as temporary hit points. These temporary hit points last for 2 hours.

Treasure: Radimir's hoard consists of many treasures recovered from the monastery's ruins, carefully stacked

PRISON CAMP BUILDINGS

1 SQUARE = 5 FEET



atop old wine casks, including a magnificent gold chalice worth 3,200 gp, a dozen gold crucifixes worth 200 gp each, a reliquary holding a saint's mummified finger worth 4,800 gp, a cross-shaped reliquary holding a splinter of wood worth 600 gp, assorted gold and silver jewelry worth 2,000 gp in total, and, disturbingly, a basket of gold dental fillings yanked from prisoners' teeth worth a total of 1,200 gp.

Development: If the PCs have discovered Radimir's ruse and defeated him, his lair here is obviously ripe for plunder. But if the gorynych's true identity has not yet been revealed when the PCs explore the cellarium, this can be a good opportunity for the dragon to attack, particularly if PCs have left the young siblings alone at their camp, or if they begin plundering Radimir's hoard with "Alexei" in tow. If you present the confrontation here, the young Alexei pouts in the darkness at the building's rear after the lightning treant's defeat, and the PCs might spot him slipping through a small hole in the wall to escape (in human form, Radimir has a +16 Stealth modifier), after which he circles around to the building's front to confront the PCs when they exit. His attitude upon seeing his wealth stolen becomes increasingly angry, and he discards the caring, childlike facade to assume his true draconic form as rage overwhelms him.

D8. ZEMLEMER LAIR (CR 14)

This large building is dominated by a cold stove overturned among scattered cauldrons and smashed casks. Several frozen corpses hang from the rafters above a large copper kettle in the center of the room, surrounded by makeshift beds of piled furs.

Once the monastery's brewery, this building now serves as the lair for a tribe of zemlemers—large, dark-haired yeti-like creatures native to Siberia—who descended from the high peaks of the Ural Mountains to join Rasputin. Other than the zemlemers' musky stench, the lair is relatively clean, with crudely stitched furs patching the roof's holes to hold back the elements. Use the camp outbuilding map on page 38 for this location.

Creatures: Four mated pairs of zemlemers make their homes here, though not all are usually present here at once. Those encountered here in the lair are usually the females, who defend their territory ferociously while the males are likely out tracking the PCs at Rasputin's behest. The zemlemers are keenly resourceful and acutely aware of their surroundings, keeping constant lookout and silently retreating from their lair to surprise potential intruders from the outside should the PCs infringe on their territory.

ZEMLEMER TRACKERS (4)

CR 10

XP 9,600 each

Yeti ranger (wild stalker) 6 (*Pathfinder RPG Bestiary* 287, *Pathfinder RPG Ultimate Combat* 68)

N Large monstrous humanoid (cold)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 20, touch 11, flat-footed 16 (+3 Dex, +1 dodge, +9 natural, -2 rage, -1 size)

hp 144 each (12 HD; 6d10+6d10+78)

Fort +14, **Ref** +13, **Will** +10

Defensive Abilities uncanny dodge; **Immune** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 45 ft., climb 30 ft.

Melee bite +15 (1d6+4 plus 1d6 cold), 2 claws +20 (1d8+9 plus 1d6 cold)

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

Special Attacks cold, frightful gaze (DC 12), rage of the wild^{UC} (9 rounds/day), rage powers (animal fury, swift foot), rend (2 claws, 1d8+13 plus 1d6 cold)

Ranger Spells Prepared (CL 3rd; concentration +4)

1st—*hunter's howl*^{APG} (DC 12), *resist energy*

TACTICS

Before Combat The zemlemers drink their *potions of barkskin* and rage on the first round of combat.

During Combat The zemlemers attack with their claws and bites, rending if possible to tear enemies apart.

Morale These loyal combatants fight to the death.

Base Statistics When not raging, the zemlemers' statistics are

AC 22, touch 13, flat-footed 18; **hp** 120; **Fort** +12, **Will** +8;

Melee 2 claws +18 (1d8+7 plus 1d6 cold); **Special Attacks** rend (2 claws, 1d8+10 plus 1d6 cold); **Str** 24, **Con** 17; **CMB** +20; **Skills** Climb +23.

STATISTICS

Str 28, **Dex** 16, **Con** 21, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +12; **CMB** +22; **CMD** 34

Feats Dodge, Endurance, Great Fortitude, Improved Natural Attack (claw), Power Attack, Toughness, Vital Strike

Skills Climb +25, Intimidate +14, Knowledge (nature) +10, Perception +18, Stealth +18, Survival +16

Languages Aklo

SQ favored terrain (cold +2), strong senses^{UC}, track +3, wild empathy +5

Combat Gear *potions of barkskin* (3)

Treasure: While most of the trappings here hold value only for primitive creatures, several shiny baubles are valuable, including an enameled cameo worth 800 gp, a gold communion plate worth 1,000 gp, a pearl rosary worth 1,400, and a pair of fine glass-rimmed spectacles with green-tinted lenses that function as *sniper's goggles* (*Ultimate Equipment* 227).

Development: The actions of the four male zemlemers are largely left undefined to use as you best see fit. If the PCs kill the female zemlemers in their lair and have not yet encountered their mates, the male zemlemers hunt down the PCs with a vengeance.

D9. TRENCH MISTS (CR 14)

A tall fence surrounds a prison yard filled with a brownish-yellow fog. Ill-defined shapes shuffle slowly through the murk.

When Rasputin's forces overtook the prison camp, they breached the grounds with a new weapon of war—mustard gas. Unfortunately, the remnants of the gas lingered in the soil after the battle, and festered within the corpses of the acid-burned dead. Once awash in the arcane energies of the World Engine, these lingering vapors developed a sentience and a sense of purpose. Learning of the mists' ability to animate the dead, Rasputin sought to put a use to their foul malignance. At first, the living vapors posed a dangerous problem for Rasputin's troops, but combining his magical talents with the technological genius of Viktor Miloslav, Rasputin created magical *gas-trap cylinders* (see page 60) to catch and store the trench mists. Rasputin made an arrangement with the mists, coaxing them into the prison yard as yet another defense with the careful feeding of sick prisoners, while threatening them with confinement in the gas-trap cylinders if they turn against him.

Creatures: Two trench mists, each with five trench zombies under its control, currently roam this area. Another two trench mists are currently confined in *gas-trap cylinders* in the small shed inside the yard. Now bent to Rasputin's will, the sentient vapors and undead soldiers work together to defend their new master's sanctuary.

TRENCH MISTS (2)

CR 10

XP 9,600 each

hp 112 each (see page 90)

TRENCH ZOMBIES (10)

CR 6

XP 2,400 each

hp 43 each (see page 91)

Treasure: The shed contains four *gas-trap cylinders* (see page 60)—two empty and unarmed, and two full cylinders each containing a trapped trench mist (see Development, below).

Development: Rasputin's followers (especially the soldiers posted in the nearby watchtower; see area C2) are likely to order the trench mists to leave the yard one at a time to hunt the PCs when they are exploring the inner yard or attempting to tamper with the northern World Anchors (area C3)—particularly if no living reinforcements are

available or if living soldiers have proven ineffective. If the trench mists prove particularly effective in combating the PCs, Rasputin's soldiers might take the two *gas-trap cylinders* containing trench mists from this area into the prison barracks (area D4), using the prisoners within to produce more trench zombies, and creating two additional fully supported trench mists with which to engage the PCs.

E. COSSACK CAMP (CR 12)

The flaps of a dozen canvas tents whip stiffly in the cold wind. The ground in this yard is churned by the passing of heavy horses, and the fire pits dotting the area have long since grown cold.

Creatures: This camp was once the lively home of a group of Siberian Cossacks loyal to Rasputin. But their leader, corrupted by the fell energies of the Thrice-Tenth Kingdom, put each of his loyal men—and then himself—to the sword to gain power beyond life, and the Cossacks have risen as dullahans. Twelve headless Siberian Cossacks (and their fiendish mounts) are headquartered in this camp, typically split into two units of six dullahans each; one patrols the prison while the other guards this camp. If the PCs have destroyed members of one or more of these patrols, subtract them from the total here, but otherwise assume six dullahans inhabit the camp at any one time. Despite having no further use of the trappings of the living, the Cossacks return here to their camp when not on patrol. Among the ruin of their former lives, the headless Cossacks simply sit upon their tired mounts while awaiting orders, lances in hand, their astrakhan-brimmed heads hanging mournfully from their belts. Any intrusion results in the silent horsemen's immediate animation and attack.

Any surviving shadow demons from area A5 have informed the Cossacks of the PCs' names, allowing the dullahans to use their death's calling ability to greater effect. To build up the suspense of this development, approaching PCs should witness the familiar shadows flitting among the mounted, headless Cossacks, and with a successful DC 20 Perception check, the PCs can discern the unmistakable whispering of their names from behind lifeless, shadowy lips as combat ensues.

HEADLESS SIBERIAN COSSACKS (6) CR 7 XP 3,200 each

Variant dullahan (*Pathfinder RPG Bestiary 2* 111)
LE Medium undead

Init +2; **Senses** blindsight 60 ft.; Perception +16
Aura frightful presence (30 ft., DC 19)

DEFENSE

AC 20, touch 20, flat-footed 18 (+2 Dex, +8 profane)
hp 85 each (10d8+40); fast healing 5

Fort +7, **Ref** +5, **Will** +12

Defensive Abilities channel resistance +4; **Immune** undead traits; **SR** 18

OFFENSE

Speed 30 ft. (50 ft. mounted)

Melee +1 keen scimitar +14/+9 (1d6+6/15–20 plus 1d6 cold) or mwk lance +13/+8 (1d8+7/x3)

Ranged mwk Nagant M1895 revolver +10/+5 (1d8/x4)

Special Attacks chilling blade, death's calling, summon mount

TACTICS

During Combat The Cossacks charge with their lances, then hew at foes with their scimitars. Against firearm-wielding opponents, they return fire with their revolvers.

Morale The headless Cossacks fight until destroyed.

STATISTICS

Str 21, **Dex** 15, **Con** —, **Int** 14, **Wis** 16, **Cha** 19

Base Atk +7; **CMB** +12; **CMD** 32

Feats Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (scimitar)

Skills Handle Animal +14, Intimidate +17, Perception +16, Ride +12, Spellcraft +15, Stealth +15

Languages Balachka (Cossack dialect), Russian

Gear +1 scimitar, mwk lance, mwk Nagant M1895 revolver (see page 65) with 28 metal cartridges

FIENDISH MOUNTS (6) CR —

Advanced fiendish heavy horse (*Pathfinder RPG Bestiary 177, 294*)
hp 19 each

Treasure: The tents contain the lifeless trappings of a military camp, though a thorough search of the dullahans' corpses and their tents reveals valuables worth 1,000 gp in total, predominantly silver and gold jewelry and medals earned in life.

Development: After sharing the PCs' names with the Cossacks, the shadow demons immediately flee the scene, and unless extraordinary efforts are taken to hunt down and destroy them, they eventually join Rasputin in area H6.

E1. Lantern Goat Gruff (CR 12)

Creature: A ragged-looking goat with rotting, maggot-infested flesh, stone-like hooves, and dead white eyes stands silently chewing its cud, staked to the ground with a worn rope in a muddy circle in the middle of the Cossack camp. A lantern with a sickly glow hangs from the goat's neck. This creature is an undead lantern goat—known as a *dusha koza*, or “soul goat” in Russia—and while the PCs may not at first be aware of the significance of the lantern hanging from the creature's neck, it is vitally important to their goals, for the lantern holds the trapped soul of Viktor Miloslav—the only man besides Rasputin who knows the secret to calibrating the World Anchors. Retrieving the lamp (and Viktor's soul) is not easy, however, as the lantern

goat relies on such souls to fuel its power. If threatened or approached, the creature snaps its feeble rope and charges into combat to protect its prize.

DUSHA KOZA **CR 12**

XP 19,200

Advanced lantern goat (*Tome of Horrors Complete* 402)

CE Medium undead

Init +10; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +20

DEFENSE

AC 27, touch 17, flat-footed 20 (+6 Dex, +1 dodge, +10 natural)

hp 161 (19d8+76); fast healing 10

Fort +11, **Ref** +12, **Will** +15

Defensive Abilities channel resistance +4; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee gore +20 (1d8+4), 2 hooves +18 (1d6+2)

Special Attacks fear light, soul capture

STATISTICS

Str 19, **Dex** 22, **Con** —, **Int** 6, **Wis** 14, **Cha** 17

Base Atk +14; **CMB** +18; **CMD** 35 (39 vs. trip)

Feats Dodge, Great Fortitude, Improved Initiative, Improved

Natural Attack (gore), Improved Natural Attack (hooves),

Iron Will, Multiattack, Power

Attack, Toughness,

Weapon Finesse

Skills Acrobatics +14,

Perception +20,

Stealth +24

Languages Russian

(cannot speak)

SPECIAL ABILITIES

Fear Light (Su) A lantern goat can emit an ugly yellow light from the lantern around its neck as a free action. All creatures within 60 feet that view this light must succeed at a DC 22 Will save or be panicked for 1d4+4 rounds. A creature that succeeds at its save is immune to the fear light of that lantern goat for 24 hours. The save DC is Charisma-based.

Soul Capture (Su) Any living creature reduced to fewer than 0 hit points while within 60 feet of a lantern goat must succeed at a DC 22 Will save or have its soul drawn into the lantern goat's lantern. The DC increases by 1 for every hit point the character is below 0 (e.g., a character at -3 hit points must

succeed at a DC 25 save). As long as the lantern contains at least one soul, the lantern goat gains channel resistance +4 and fast healing 10. Once a soul is captured, the slain creature cannot be returned to life through *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even *wish* or *miracle*. Only by destroying the lantern can the soul be freed, at which point such spells work normally. The lantern cannot be destroyed or removed until the lantern goat is destroyed. The save DC is Charisma-based. The save DC is Charisma-based.

Development: The recovery of Viktor Miloslav's soul from the goat's lantern is essential if the PCs seek to communicate with the engineer or raise his lifeless corpse from the dead. Once the lantern is destroyed, Viktor's soul is freed and he can be raised or resurrected normally—by the tombstone fairy Polina (see area C5) or otherwise. If PCs kill the lantern goat before they know the importance of Viktor's soul and fail to recover or destroy the lantern, place the lantern in the possession of another nearby guardian whom the PCs must face to recover the soul.

E2. Polkovnik's Tent (CR 14)

The flaps of this massive yurt flap in the breeze, its roof partially collapsed by the weight of heavy snow.

This traditional Cossack military tent looms over the others, marking it as the quarters of someone of great distinction.

Creature: This tent is the home of the commander of Rasputin's military forces, the undead dullahan gunslinger Polkovnik Lavrenti. The *polkovnik*, or colonel, usually patrols the camp inspecting the troops, who are all dominated by Rasputin's nosferatu chaplains to ignore the polkovnik's rotting and headless appearance. The most effective use of Lavrenti is to have the PCs occasionally spot him at a distance—a headless rider addressing soldiers in the trenches or commanding other creatures to attack the PCs before disappearing in a cloud of smoke created by his nightmare mount to avoid confrontation. Lavrenti encounters the PCs on his own terms, likely just before they learn how to operate the World Anchors. He can also confront the PCs after they have



DUSHA KOZA

called Rasputin's sanctuary back to Earth, appearing just before they enter, serving as a fitting final opponent on Earth before they enter the cursed monastery.

POLKOVNIK LAVRENTI **CR 14**

XP 38,400

hp 192 (see page 58)

NIGHTMARE MOUNT **CR —**

Pathfinder RPG Bestiary 216

hp 51

Treasure: The polkovnik's tent contains personal effects and medals of distinction pinned to the frozen canvas's interior, worth 1,000 gp total. An ammunition box contains four extra *dimensional grenades* (see page 60). In addition, a successful DC 20 Perception check turns up a picture of Lavrenti while he was still living, standing guard over the Romanov family. The faces of both Alexei and Anastasia (see page 36) are both recognizable among the family pictured. The picture both proves Anastasia's claim to nobility and can further jar her memory as well.

F. THE ABBOT HOUSE

A solidly built stone house, its roof covered in snow, stands here amid the mud and snow of the prison camp's inner yard.

Originally built for the monastery's abbot, this house is one of the oldest buildings on the monastery grounds. Rasputin has made the house his den, filling its shelves with rare tomes and playing host to foul ceremonies within. Dim electric bulbs light most of the rooms. Use the abbot house map on page 38 for this location.

F1. Forbidden Library (CR 13)

A long parlor stretches almost the entire length of the house, filled with chairs trimmed in red velvet. Its walls are crowded with bookshelves holding esoteric tomes. Curtains are drawn tight over the windows to keep out the intrusion of sunlight.

Rasputin realized his secret plans to combine his mastery of magic with the technology of Nikola Tesla in this chamber. Poring through occult tomes accumulated throughout the course of his life and plundered from the murdered Tsar's secret libraries, Rasputin unlocked the secrets of constructing the World Engine to capture his mother and seize her mythic power.

Creatures: A startling sight awaits PCs who enter this room—Rasputin himself, patiently seated upon a cushioned divan, waiting for their arrival. In his hands he fiddles with a finely constructed matryoshka doll, as if trying to unlock

the secrets of its opening. He gazes at the PCs, and calmly gestures for them to take a seat. "I have what you want," he says. "You may take it without violence, and you may leave."

Of course, this projected image is merely a ruse to distract the PCs. Although Rasputin is willing to engage the PCs in conversation, his intent is ultimately hostile. Once he feels he has significantly mocked the PCs for their failure to call down his sanctuary, or if he is threatened, Rasputin opens the matryoshka doll, which appears to spill forth the corrupted souls of the recently murdered Romanov siblings—Anastasia's three sisters, Olga, Tatiana, and Maria, and their brother Alexei. The "spirits" are actually powerful guardians—four animate dreams that appear as ghostly, incorporeal images distorted by reality, their throats slit and their spectral bodies riddled with bullet holes from which gems spill forth as they fly about. Rasputin's full stat block appears in the NPC Appendix on page 56.

ROMANOV SOULS (4) **CR 9**

XP 6,400 each

Advanced animate dreams (*Pathfinder RPG Bestiary 2 29, 292*)

hp 114 each

Treasure: The bookshelves contain Rasputin's personal esoteric library, including a number of infamous works on alchemy, magic, and demonology. Among their number are a *greater book of extended summoning (evil)* (*Ultimate Equipment 283*), a copy of the fifteenth-century illuminated manuscript *Aurora Consurgens*, the *Book of Eibon*, the infernal hierarchies of Johann Weyer's *De Praestigis Daemonum* and Collin de Plancy's illustrated 1863 edition of *Dictionnaire Infernal*, an ancient copy of the *Key of Solomon*, and the Greek fire and gunpowder manual *Liber Ignium*, as well as more modern texts such as Aleister Crowley's *The Book of Lies* and Allan Kardec's *Le Livre des Médiums*. As rare as these magical texts are on Earth, they would be even more valuable on a world such as Golarion, and if sold, could fetch approximately 1,000 gp each to a collector.

F2. Seance Chamber (CR 14)

Thick velvet curtains hang from the walls of this dining room. A large table dominates the center of the room, around which are eight finely upholstered chairs.

The door to this former dining room is locked with a superior lock (hardness 5, hp 20, break DC 25, Disable Device DC 40), though the key can be found in Rasputin's bedroom (area F3). The large table was put to use by Rasputin to host seances to commune with spirits of both Earth and the Thrice-Tenth Kingdom, and eventually to enact a ritual to call forth—and capture—the ghost of the murdered Tsarina Alexandra, the mother of Rasputin's daughter, Anastasia.

The noble loyalists who assisted him in the sessions here still remain, though they are now horribly twisted into undead creatures.

Creatures: Eight desiccated corpses dressed in the finery of Russian nobles are seated around the table, their parchment-like skin pulled tight over their bones as if they had been here for many years. In fact they have been dead for only a few weeks, and were murdered by Rasputin and transformed into undead ectoplasmic creatures. The spectral forms of these ectoplasmic mediums inhabit their former bodies. From the mouth of each issues an ectoplasmic tendril stretching from that corpse to wrap around the ghostly form of a terrified woman of regal bearing and dress that hovers in the air above the table—the ghost of Tsarina Alexandra. Loyal to Rasputin even after death, the ectoplasmic mediums have captured the tsarina in hopes of keeping the secret of her daughter’s true heritage from ever reaching Queen Elvanna’s ears.

When the PCs enter the room, six of the ectoplasmic mediums release their tenacious grip on the ghost and attack the PCs, while the remaining two use full-round actions to maintain control over the tsarina’s ghost, forcing her to attack the PCs with her frightful moan ability each round. The ectoplasmic mediums fight until destroyed.

ECTOPLASMIC MEDIUMS (8) **CR 8**

XP 4,800 each

Advanced variant spectre (*Pathfinder RPG Bestiary* 256, 294)

hp 68 each

Fort +6, **Ref** +7, **Will** +11

Melee incorporeal touch +12 (1d8 plus energy drain), ectoplasmic lash +11 touch (1d8+4 plus entangle or grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with ectoplasmic lash)

SPECIAL ABILITIES

Ectoplasmic Lash (Su) An ectoplasmic medium can produce a long tendril of ectoplasm that affects both corporeal and incorporeal creatures. An ectoplasmic lash is a primary touch attack with a reach of 10 feet and is considered a force effect. An ectoplasmic medium adds its Charisma modifier to damage rolls with its ectoplasmic lash. An ectoplasmic medium can use its ectoplasmic lash to grapple an incorporeal undead creature. While grappled, an incorporeal undead creature is subject to a control undead

effect (Will DC 18 negates). A corporeal creature struck by an ectoplasmic lash is not grappled, but must succeed at a DC 18 Reflex save or be entangled in ectoplasm for 1 round. The save DC is Charisma-based.

TSARINA ALEXANDRA **CR 7**

XP 3,200

Ghost (*Pathfinder RPG Bestiary* 144)

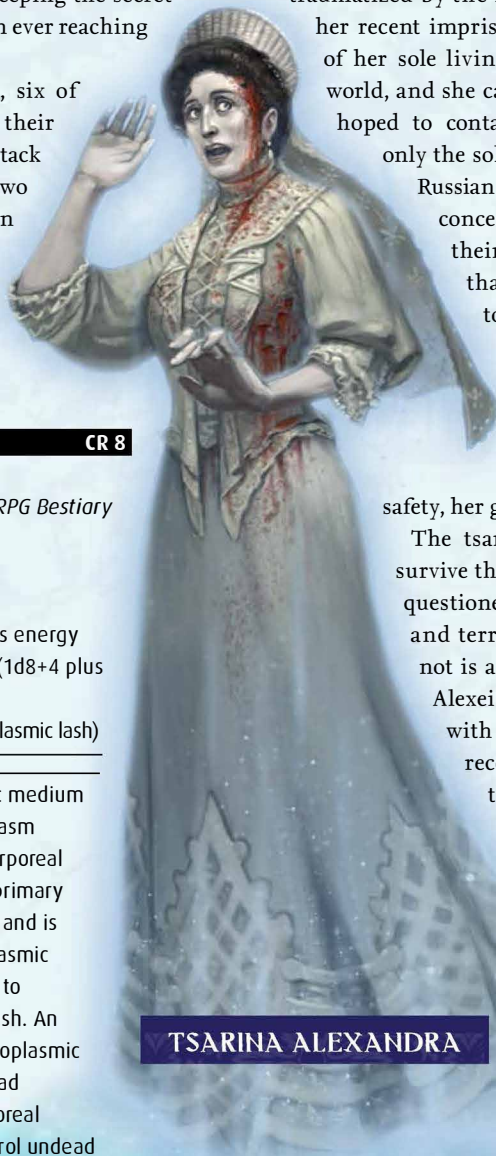
hp 73

Treasure: Fancy jewelry worth 2,000 gp in total adorns the corpses of the ectoplasmic mediums. In addition, a *trumpet of spirit speaking* (see page 61) lies beneath the table.

Development: If freed from her spectral captors, the ghost of Tsarina Alexandra reveals to the PCs that she is the murdered empress of the Russian Empire. She is traumatized by the memory of her family’s murder and her recent imprisonment, but the survival and safety of her sole living offspring binds her spirit to this world, and she can disclose the secret Rasputin most hoped to contain—that the girl Anastasia is not only the sole surviving heir to the throne of the Russian Empire, but also Rasputin’s daughter, conceived by Rasputin and Alexandra at their first meeting. The tsarina believes that Rasputin seeks to restore Anastasia to the throne of Russia, but the reality that her true throne may be far away on a fantastical world is too much for Alexandra to comprehend. However, if the PCs can convince the tsarina of Anastasia’s continued safety, her ghost fades away into the ether.

The tsarina knows her son Alexei did not survive the family’s murder, and should she be questioned on the matter, she acts confused and terrified, perhaps providing a clue that not is all that it seems with the boy. Should Alexei be present when the PCs interact with the tsarina’s ghost, she immediately recoils at the draconic abomination that’s impersonating her son, possibly revealing the gorynych’s ruse, and perhaps forcing it to attack the PCs immediately.

Story Award: If the PCs manage to defeat the ectoplasmic mediums without destroying the tsarina’s ghost and learn of Anastasia’s true heritage, award them an additional 25,600 XP.



TSARINA ALEXANDRA

F3. Rasputin's Bedroom

A simple bed and nightstand stand near a cold fireplace, across from an ornately carved wooden desk below a window with closed curtains.

This was Rasputin's private bedchamber before he entered the monastery to steal his mother's power. The room does not appear to have been disturbed for days.

Treasure: Several key items are kept in this bedchamber. The long black cloak or cassock of an Orthodox priest hangs on a hook behind the door. It has a strong transmutation aura and appears to be a *cloak of etherealness*, but in fact it is a cursed *cloak of immolation* (*Ultimate Equipment* 344). A *blessed book* rests atop the nightstand, along with the key to the door to area F2. The desk drawer is locked with a good lock (Disable Device DC 30) and contains Nikola Tesla's university notebooks, which include his drawings for machines to facilitate communication with other worlds—the inspiration for Rasputin's means to entrap his mother. A file stuffed with notes contains Viktor Miloslav's detailed blueprints for the World Engine and the World Anchors themselves. These documents impart a +5 bonus on Disable Device or Knowledge (engineering) checks to recalibrate the World Anchors (see page 46) and disable the World Engine (see area H7). Finally, a personnel file marked "Miloslav" contains details of Viktor Miloslav's work for the Russian military, and his subsequent imprisonment for failing to cease dangerous experiments to tap into other dimensions. The file also includes drawings for an intricate prosthetic leg, and contains a photograph of Viktor himself—short, hunchbacked, with a bushy mustache, and with the blueprint's realized prosthetic leg attached at his thigh.

F4. Kitchen and Storeroom

A cold stove and piles of dusty crockery and silverware crammed onto simple wooden shelves are the only notable features of this kitchen. To the east, a small storeroom contains two cords of firewood, neatly stacked along each wall.

G. THE RUINED CHAPEL

The ruins of an ancient onion-domed chapel sit on a small rise at the camp's center. Its charred bricks still smolder like dying embers as fresh flames flicker eerily across their crumbled surface.

The original purpose of the prison camp was to put prisoners to work rebuilding the ancient Akuvskaya monastery, which caught the Tsar's eye during a Siberian bear-hunting trip. These efforts were abandoned with the outbreak of war, and Rasputin's machinations have further destroyed what age could not. When the chapel's

First World simulacrum merged with its earthly form, the arcane fires of the World Anchors set the church ablaze, destroying it in a fiery conflagration and leaving only blackened ruins behind. Now the First World version of the monastery—which currently serves as both Rasputin's sanctuary and Baba Yaga's prison—hovers unseen over it in another dimension, inaccessible without proper manipulation of the World Anchors. Use the ruined chapel map on page 38 for this location.

Hazard: The destructive magical flames of the World Anchors still linger in the ruins of the monastery. PCs entering this area are subject to the effects of extreme heat (*Core Rulebook* 444), and after 10 rounds, the fires begin to rekindle in the presence of the living, creating a haze of heavy smoke (*Core Rulebook* 444).

A spellcaster who casts *detect magic* within this area must attempt a DC 22 Will save to avoid an intense sensation of vertigo from the overwhelming arcane energies. On a failed save, the spellcaster is stunned for 1d6 rounds, while a success staggers the spellcaster for the same duration. Regardless of the save result, those suffering from the backlash are subject to strange visions: an old crone flying around the restored monastery in a giant mortar and pestle, sniffing the air, before being struck and entangled by the living purple lightning emanating from the World Anchors; the shadowy form of the crone, crouching helplessly in the darkness, surrounded by strange machinery pulsing with mythic energy. The piercing blue eyes of a hundred Rasputins fill the air, and the tortured screams of Baba Yaga echo and fade as the crone is confined inside claustrophobic nesting matryoshka dolls. As the vision fades, a smile parts the lips of Rasputin's many images.

Development: The ruined chapel is bathed in strange storm energies that pulse between worlds, which the lightning treant in area D7 uses to its advantage to strike out at intruders within the ruins with its *call lightning storm* ability.

G1. Snipers in the Belfry (CR 13)

A single onion-shaped dome still stands teetering atop the burned chapel, threatening to collapse into the ruins below.

A ramshackle spiral staircase winds upward through the ruins to the top of this onion-domed tower some 60 feet above the prison grounds.

Creatures: Three of Rasputin's deadliest sharpshooters lurk in the belfry here. Killed in the conquest of the prison camp, these vengeful corpses have risen under the influence of Rasputin's dark powers, becoming undead creatures known as pale strangers, with ashen skin drawn tightly over bare bone. These snipers are armed with powerful rifles and take advantage of the high vantage

point to harass intruders with deadly sniping attacks. These pale snipers are canny, and have witnessed the many comings and goings of Rasputin's minions. If they spot Viktor Miloslav with the PCs, they are not above unleashing a barrage of rifle fire to destroy the inventor and protect the means to access their master's sanctuary, perhaps significantly inconveniencing the PCs in their efforts. The belfry's slim windows are treated as arrow slits, providing the snipers with improved cover—this grants them a +8 bonus to Armor Class, a +4 bonus on Reflex saves, and the benefits of improved evasion.

PALE SNIPERS (3) CR 10

XP 9,600 each

Variant pale stranger (*Pathfinder RPG Bestiary 3* 214)

NE Medium undead **Init** +9; **Senses** darkvision 60 ft.;

Perception +22

Aura fear aura (10 ft., DC 21)

DEFENSE

AC 23, touch 19, flat-footed 17 (+5 Dex, +1 dodge, +3 luck, +4 natural)

hp 127 each (15d8+60)

Fort +9, **Ref** +10, **Will** +13

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning and magic; **Immune** undead traits; **SR** 21

OFFENSE

Speed 30 ft.

Ranged +1 rifle +18/+13/+8 (1d10+6/19-20/x4)

Special Attacks rifle, stranger's shot

TACTICS

During Combat The pale snipers use their stranger's shot ability against targets at extreme range. At closer ranges, they use Deadly Aim and Rapid Shot to harass any creatures in view with well-placed shots.

Morale The pale snipers fight to the death if cornered.

STATISTICS

Str 17, **Dex** 21, **Con** —, **Int** 11, **Wis** 18, **Cha** 18

Base Atk +11; **CMB** +14; **CMD** 30

Feats Deadly Aim, Dodge, Improved Critical (rifle), Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (rifle)

Skills Acrobatics +13, Climb +13, Intimidate +22, Perception +22, Stealth +23

Languages Russian

SQ stranger's luck

Gear Mosin-Nagant M1891 rifle (see page 65) with scope (see page 67)

SPECIAL ABILITIES

Rifle (Su) A pale sniper fights with the rifle it wielded in life. While rifles normally consume bullets when fired, a pale sniper's rifle supernaturally reloads the instant it fires. The pale sniper gains a bonus equal to its Dexterity modifier on damage rolls when firing a rifle. In addition, any rifle a pale

sniper wields functions as a +1 rifle. A pale sniper does not provoke attacks of opportunity when it fires a rifle in melee.

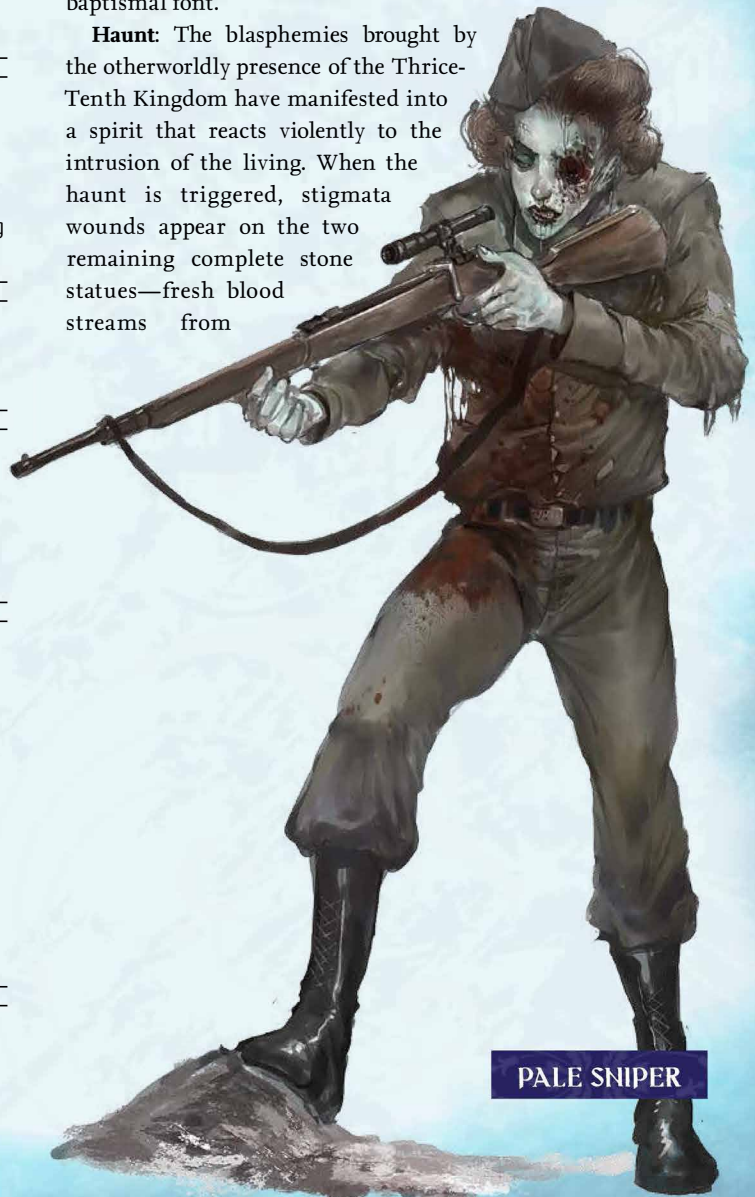
Treasure: One of the pale snipers wears a *sniper's helmet* (see page 61).

G2. Befouled Baptistery (CR 14)

Two marble statues of shrouded women, their forms wrapped in rusted barbed wire, flank a dry baptismal font in the center of this ruined chamber.

Though many of the ruined monastery's walls have fallen, those enclosing the chapel's baptistery still stand. Burned and pockmarked statues of saints and martyrs—two of them still whole and standing—encircle the baptismal font.

Haunt: The blasphemies brought by the otherworldly presence of the Thrice-Tenth Kingdom have manifested into a spirit that reacts violently to the intrusion of the living. When the haunt is triggered, stigmata wounds appear on the two remaining complete stone statues—fresh blood streams from



PALE SNIPER

their eyes and the wounds where prongs of barbed wire rest on their stone bodies. This flow of blood is fueled by draining the blood from living trespassers who dare to approach this baptistry.

LADY OF SORROWS HAUNT

CR 12

XP 19,200

NE haunt (area G2)

Caster Level 12th

Notice Perception DC 26 (to see bleeding stigmata)

hp 24; **Trigger** proximity; **Reset** 1 hour

Effect When triggered by the presence of the living, the eyes, ribs, palms, and feet of the stone statues begin to slowly seep blood. All witnesses within range similarly begin to bleed at a rapid rate, their bodies literally draining dry as if affected by *horrid wilting* (Fortitude DC 22 half).

Destruction Refilling the baptismal font with holy water and casting *consecrate* or *hallow* on the font permanently destroys the haunt.

Creatures: Once the haunt is triggered, the residual magics of the Thrice-Tenth Kingdoms that linger in this chamber awaken the statues and animate them as stone golems. The statues turn their bloodstained faces toward intruders and descend from their pedestals to attack, focusing on those already crippled by the haunt.

STONE GOLEMS (2)

CR 11

XP 12,800 each

hp 107 each (*Pathfinder RPG Bestiary* 163)

G3. The Monk in the Presbytery

Light shining through fire-damaged stained-glass windows casts distorted images of holy martyrdom and saints on the floor of this ruined chamber.

Creature: With the veil between worlds parted, Rasputin can sense intrusions into the earthbound ruins of his First World sanctuary. He uses *project image* to appear before the party again, this time seated among the ruins as if waiting on their arrival. His actions depend on whether the PCs have rescued Anastasia and learned of her true origins. If the PCs have not yet encountered Anastasia, Rasputin is sly, coy, and mocking. He engages the PCs in conversation only to deride them for their inability to find him and rescue Baba Yaga: “The longer you wait, the more my mother is diminished, and the greater my power grows.” His manipulations are subtle; he casts spells such as *bestow curse*, *blindness/deafness*, *murderous command*, or *terrible remorse* to turn the PCs against one another and sow strife within the party.

If the PCs have rescued Anastasia and discovered her true heritage, Rasputin is instead arrogant and hostile, to the

point of possibly tipping his hand, particularly if “Alexei’s” true nature has been revealed and the gorynych has been defeated. In this case, Rasputin unleashes a barrage of aggressive spells, including *blasphemy*, *flame strike*, *harm*, or *slay living* if the PCs show the slightest hint of challenge.

In either case, should combat erupt, Rasputin engages the PCs for only 4 rounds before breaking into peals of snarling laughter and mocking taunts as his image fades: “You cannot find me. You will never find me!”

Development: If “Alexei” has not yet revealed his true form and attacked the PCs, Rasputin—angered at the gorynych’s naive ploy to infiltrate the party—instructs him to do so as soon as possible to secure the safety of his daughter.

CONTROLLING THE WORLD ANCHORS

The trans-planar manifestation of the Akuvskaya Monastery is controlled primarily through the World Engine in the monastery itself (area H), but proper operation of the earthbound World Anchors (area C3) can also return the sanctuary from its suspended pocket dimension—though calibrating the strange technology safely is another matter. Recalibrating a World Anchor requires a successful DC 40 Knowledge (engineering) check and a successful DC 40 Spellcraft check. Alternatively, the same effect can be accomplished with a successful DC 50 Disable Device check. However, there are several ways clever PCs can make the task less daunting. Using Nikola Tesla’s notebooks and Viktor Miloslav’s blueprints (found in area F3), the PCs can decipher the generator’s plane-warping mechanics, providing a +5 bonus on the Knowledge (engineering) or Disable Device check. Studying a World Anchor watchtower or the ruined chapel (area G) with an *identify* spell for 10 rounds grants a +10 bonus on the Spellcraft check. Any character with at least 4 ranks in either skill can aid another to provide an additional +2 bonus. Finally, Viktor Miloslav himself can assist the PCs in operating the World Engines, provided he has been returned to life (see *The Resurrection of Viktor Miloslav* on page 47).

To prevent the PCs from attempting to simply destroy the World Anchors in hopes of summoning the monastery or stranding Rasputin’s sanctuary on a far-off plane, make it clear that tampering with the towers is extremely dangerous and potentially reality-altering. If the PCs try to blindly manipulate the controls or fail any skill checks to manipulate the machine by 5 or more, they not only are subject to the World Anchor’s energy pulse (see area C3), but also hear the unearthly screams of an old crone echoing through the planes as their mistakes cause harm to Baba Yaga herself. You can also demonstrate the detrimental effects with sudden instances of *call lightning*, *control weather*, or *earthquake* effects, or even the appearance of dangerous fey creatures that have slipped into this world from thinned dimensional barriers. Such effects can warn

overzealous PCs against using brute force, and they should be cautioned well in advance of the dire consequences of clumsily manipulating advanced technology they do not yet understand.

The World Anchors must all be calibrated within 1 hour of one another or they simultaneously reset (the documents found in area F3 reveal this fact). Once all four towers have been calibrated, purple lightning streaks from the four corner watchtowers to join above the ruined chapel in the center of the prison camp as a curtain of arcane sparks erupts skyward from the perimeter fence. The smoldering chapel erupts into strange flames burning backward through time, restoring its structure over the course of minutes rather than destroying it. Once the restored chapel has fully manifested, the PCs can enter in search of Rasputin and the captive Baba Yaga.

Story Award: If the PCs successfully calibrate the World Anchors to recall the Akuvskaya Monastery, award them 38,400 XP for performing this daunting task.

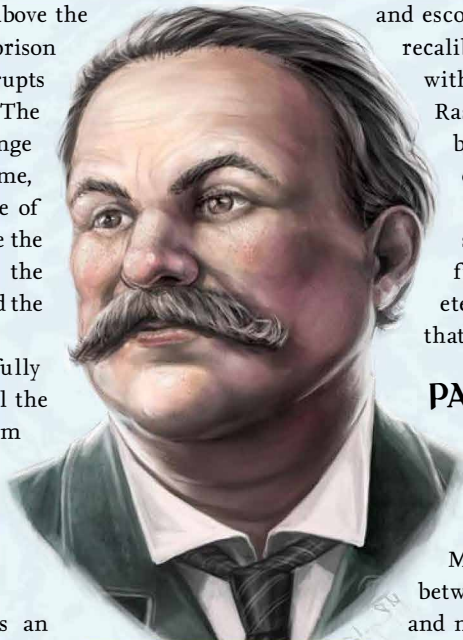
THE RESURRECTION OF VIKTOR MILOSLAV

Recalibrating the World Anchors is an enormous challenge, but their murdered maker, Viktor Miloslav, can help the PCs overcome this obstacle in time to stop Rasputin. With the recovery of Viktor's corpse from the meladaemon in area D3, and his soul from the lantern goat in area E1, the scientist can be returned to life, either through the PCs' own abilities or with the help of the tombstone fairy Polina (area C5).

Short and hunchbacked, with a bushy mustache, **Viktor Miloslav** (LN human expert 10) has a hard time coming to grips with his death and the impossibility of his resurrection. In fact, he disbelieves that he has returned to life, instead regarding his return to Earth as his own personal purgatory before an eventual eternity in Hell. Viktor poses no threat to the PCs, and given his final treatment at Rasputin's hands, he is surprisingly cooperative, though his actions are stilted and lethargic. Either through explanation of his blueprints from area F3, or firsthand if brought to the World Anchor watchtowers, Viktor can explain how to properly calibrate the machines in order to call Rasputin's extraplanar monastery back down to Earth without harming the imprisoned Baba Yaga. In addition to the +5 bonus his blueprints already provide to the skill checks to operate the World Anchors, Viktor's

direct explanations grant an additional +10 bonus to the Knowledge (engineering) or Disable Device checks to properly calibrate the devices. With his help, the PCs can even take 20 on the skill checks.

If the PCs bring Viktor into the open, however, his presence may spark an onslaught of attacks from any surviving denizens in the inner courtyard, particularly the pale snipers in area G1. If he is protected and escorted by the PCs, Viktor himself can recalibrate the World Anchor controls without a chance of failure. But once Rasputin's sanctuary has been pulled back to Earth, and despite his cooperation in restoring what he destroyed, Viktor stoically commits suicide with the first discarded firearm he comes across, praying for eternal ignorance of the nightmares that he brought to Earth.



VIKTOR MILOSLAV

PART FOUR: AKUVSKAYA MONASTERY

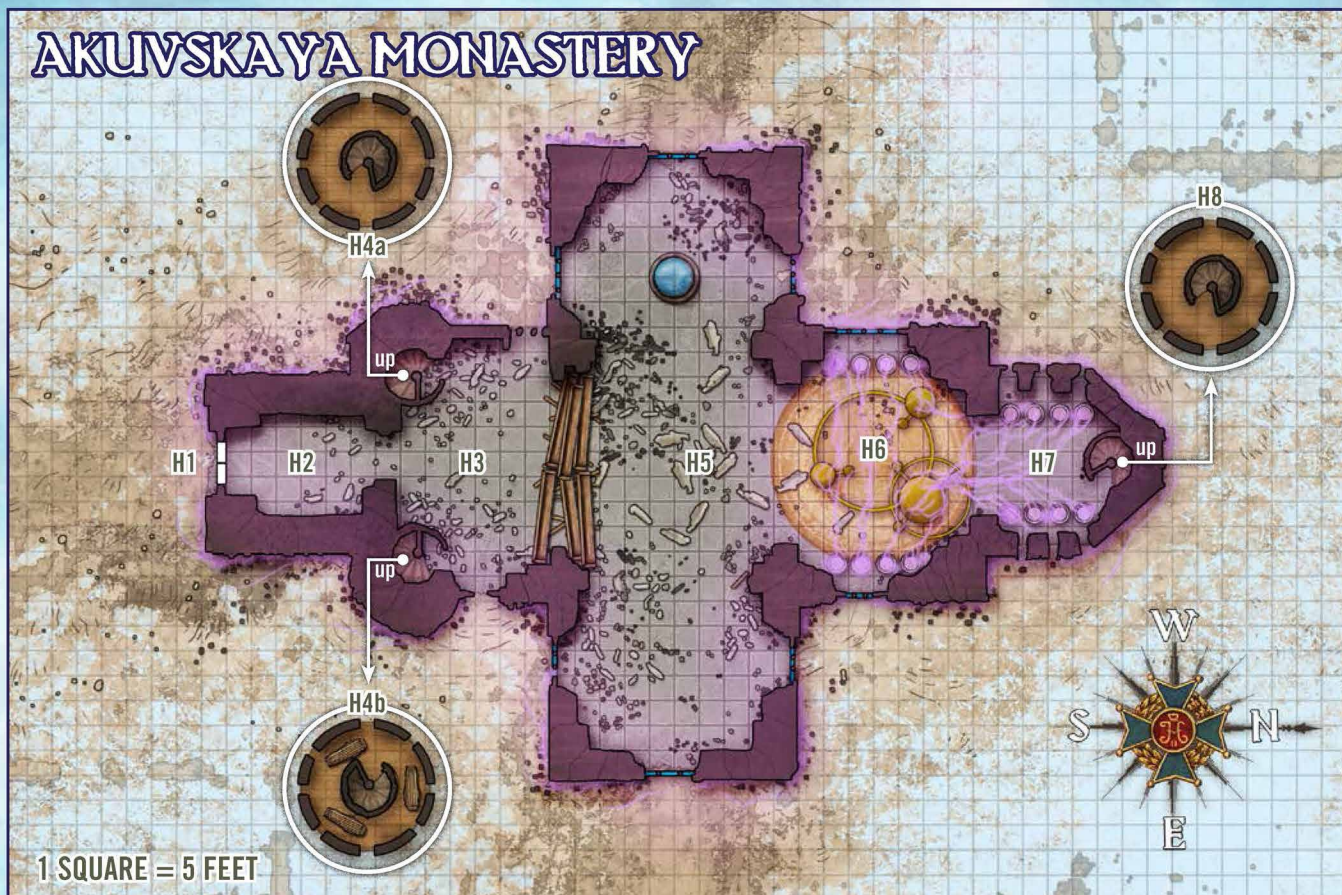
Once the PCs have recalibrated the World Anchors, the First World counterpart of the Akuvskaya Monastery—which is currently hovering between worlds—is called down to Earth and merges with the dilapidated ruins of the monastery chapel, presenting an image of the monastery fully restored. Its bulb-shaped domes rise toward the heavens,

and pulses of arcane energy flash through the chapel's stained-glass windows, casting eerie silhouettes on the snowy ground around it. Perhaps most disturbingly, soul-piercing shrieks cut through the air, echoing throughout the prison camp and into the empty wilderness beyond.

With the monastery's return to Earth, Rasputin's remaining guardians in the prison camp—particularly the Bear Hunter (area C7), the gorynych Radimir (area D6), or the headless Cossack Polkovnik Lavrenti (area E2)—mount a final defense to prevent the PCs' entry. If none of these powerful guardians remain, you may have a couple of surviving troops—perhaps supported by an animated tank—rush forth from the trenches to mount a final defense before the PCs are able to achieve a clear path to the monastery and their final confrontation with Rasputin.

The interior of the chapel is warded with a permanent neutral evil *forbiddance* effect (CL 18, DC 24) that prevents planar travel into the monastery and damages creatures of differing alignments that enter the building. Rasputin's allies in the monastery, including the erodaemon Serafina (area H2) and the Brothers Three (area H5) all know the password to avoid taking damage when entering the chapel.

AKUVSKAYA MONASTERY



H. CHAPEL EXTERIOR (CR 13)

Like a rotten tooth in an infected jawbone, the restored chapel sits in the prison's central yard. Strange lights flickering from within, and its onion-shaped domes scintillate with a sickly purple light.

Creatures: Beyond the double doors that serve as the chapel's only visible entrance (area H1), Rasputin (with Elvanna's help) has placed guardians of a different sort to defend their machinations against any disturbance. Large stained-glass windows adorn the chapel's otherwise solid stone exterior, depicting the fall of angels from the heavens, the miracles of saints, and the death of martyrs. While these windows might seem a viable alternative entrance to the chapel's main door and its crucified corpse, any disturbance of the windows triggers the appearance of four deadly stained-glass golem guardians, as the two-dimensional forms of saints and martyrs step from the glass to defend against intrusion.

STAINED-GLASS GOLEMS (4)

CR 9

XP 6,400 each

Advanced glass golem (*Pathfinder RPG Bestiary* 2 138, 292)

hp 96 each

H1. Crucified Soldier (CR 14)

Nailed to the cruciform crossbars of the monastery's front doors is an emaciated corpse. It is stripped bare to the waist, its body marked with crude tattoos, and a long mustache droops over the macabre grin that only rigor mortis can bring. The large double doors are unlocked, though with the corpse crucified across them, they cannot be opened without disturbing it, which poses a problem of its own.

Creature: The animate soul of the soldier whose corpse is crucified on the doors has become a dangerous crucifixion spirit—an incorporeal undead creature who lurks within its own dead body. With a successful Perception check opposed by the crucifixion spirit's Stealth check, the PCs can see the translucent form of the crucifixion spirit seemingly crucified to the door along with its emaciated corpse. As the party approaches, the crucifixion spirit locks eyes with any obvious divine spellcasters, attempting to focus its crucify soul ability on those characters first.

THE CRUCIFIED SOLDIER

CR 14

XP 38,400

Advanced crucifixion spirit (*Tome of Horrors Complete* 128)

CE Medium undead (incorporeal)

Init +7; Senses darkvision 60 ft.; Perception +31

DEFENSE

AC 19, touch 19, flat-footed 15 (+5 deflection, +3 Dex, +1 dodge)

hp 190 (20d8+100)

Fort +11, **Ref** +11, **Will** +18

Defensive Abilities incorporeal; **Immune** channel energy, undead traits; **SR** 25

OFFENSE

Speed fly 50 ft. (perfect)

Melee incorporeal touch +18 (1d8 plus paralysis)

Special Attacks crucify soul, paralysis (1d4 rounds, DC 25)

TACTICS

During Combat The crucifixion spirit attempts to crucify the souls of as many opponents as it can, using its incorporeal touch to paralyze those foes who initially resist. In melee, it uses Combat Expertise to gain an additional +4 dodge bonus to its AC.

Morale The crucifixion spirit fights until destroyed.

STATISTICS

Str —, **Dex** 17, **Con** —, **Int** 15, **Wis** 18, **Cha** 20

Base Atk +15; **CMB** +18; **CMD** 34 (can't be tripped)

Feats Alertness, Blind-Fight, Combat Expertise, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Lightning Stance, Mobility, Wind Stance

Skills Escape Artist +23, Fly +34, Intimidate +28, Perception +31, Sense Motive +31, Stealth +26

Languages Russian

SPECIAL ABILITIES

Crucify Soul (Su) Five times per day, a crucifixion spirit can attempt a ranged touch attack to crucify the soul of a single living target within 60 feet. If the attack is successful, the target's soul is ripped from its body, which collapses in a heap on the ground. Although the victim is not dead, the target's soul appears as a ghostly copy of the victim superimposed over the body of the dead soldier crucified on the door, held in place by translucent spikes or nails. The victim cries out silently in pain, and is visible to all those viewing it.

A crucified soul cannot be attacked or affected by anything, cannot take any actions (other than trying to escape; see below), and experiences excruciating pain that deals 2 negative levels to it in the round it is crucified, and 1 negative level each round thereafter. A successful DC 25 Fortitude save is required to remove a negative level. A crucifixion spirit does not need to concentrate on this ability for it to continue to affect a target, and the crucifixion spirit can direct attacks against different opponents. A creature whose soul is crucified can try to escape each round by attempting a DC 25 Will save. If the save is successful, the creature's soul is freed from its torment and returns to its body in the same round. The creature is stunned for 1 round, but can act normally afterward. A creature slain with this ability cannot be returned to life except through the casting of a *wish*, *miracle*, or *true resurrection* spell. The save DCs are Charisma-based.

Immunity to Channel Energy (Su) A crucifixion spirit takes no damage from the channel energy ability, and is not affected by effects that mimic channel energy or are based on the channel energy ability (such as Turn Undead and Command Undead).

Development: Creatures passing through the doors into the narthex (area H2) are subject to the chapel's *forbiddance* effect (see page 47).

H2. Narthex (CR 12)

The intricate and beautifully tiled mosaic floor of this chamber is weathered with weblike cracks. Numerous alcoves holding statues of saints and martyrs, each with fresh blood dripping from its eyes, run up the walls to the ceiling overhead. The thin air smells stale, as if the room had been sealed for thousands of years.

Beyond the bleeding statues and faded murals surrounding the alcoves, very little else stands in this chamber beyond a pair of toppled holy water fonts, a small stone pew, and several torch brackets hanging loosely from the walls, each holding a small filament bulb that lights the room with a soft glow. The ceiling is 15 feet high in this room. To the north, a passage opens into another chamber beyond, where towering piles of wooden pews block the passage further into the cathedral.

Creature: The flickering light bulbs reveal an aged, stooped crone perched in one dark corner of the room, sweat dripping from her lank hair and down her bony frame, as she struggles to rise, gasping for breath. This is Rasputin's lover, an erodaemon temptress who currently goes by the name Serafina, who seeks to protect Rasputin from the PCs in the best way she knows how—with guile and manipulation. As the PCs enter the room, have them attempt DC 20 Will saves to resist Serafina's *detect thoughts* ability. Assuming at least one of the PCs fails the save, Serafina uses her object of desire ability to convincingly assume the form of the PC's current greatest desire—Baba Yaga—and she takes great pains to put on a convincing performance. At the party's appearance, Serafina gnashes her iron teeth and feebly attempts to stand, crashing against a nearby baptismal font as she plays up the weakness of the recently escaped crone. "You heard my call, and you have come," she croaks, barely above a whisper. "My son, he is destroyed, his chapel beyond in ruins. Come, children, take me to my Dancing Hut." This ruse is meant not only to distract the PCs, but also to get them to abandon the monastery in hopes that Rasputin's minions can recalibrate the World Anchors so that the Mad Monk might resume stripping his mother of power in the nexus between worlds.

If the PCs manage to view her true form with *true seeing* or the like, the erodaemon sticks to her lies, glaring with impunity at her accusers and brushing off the revelations as “but one form of a thousand witches. I am Baba Yaga!” If unable to convince the PCs that she is Baba Yaga, or if threatened, Serafina discards her guise and attacks, revealing her true form—that of a bluish-purple-skinned daemon with a snake-headed tail, goat horns, and an unblinking red eye in the middle of her forehead.

SERAFINA **CR 12**

XP 19,200

Female advanced erodaemon (*Pathfinder Campaign Setting: Horsemen of the Apocalypse, Book of the Damned, Vol. 3 46, Pathfinder RPG Bestiary 294*)

NE Medium outsider (daemon, evil, extraplanar)

Init +11; **Senses** darkvision 60 ft., detect good, detect thoughts; Perception +22

DEFENSE

AC 29, touch 18, flat-footed 21 (+7 Dex, +1 dodge, +11 natural)

hp 175 (14d10+98)

Fort +11, **Ref** +16, **Will** +14

DR 10/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft.

Melee bite +21 (1d6+6 plus 1d4 Charisma drain), 2 claws +21 (1d6+6)

Special Attacks object of desire, wilting kiss

Spell-Like Abilities (CL 14th; concentration +22)

Constant—*detect good, detect thoughts* (DC 20), *tongues*

At will—*death knell* (DC 20), *greater teleport* (self plus 50 lbs. of objects only), *unnatural lust*^{UM} (DC 20)

3/day—quicken *crushing despair* (DC 22), *desecrate, enervation, suggestion* (DC 21)

1/day—*modify memory* (DC 22), *summon* (level 4, 1d3 ceustodaemons 35%), *utter contempt*^{UM} (DC 24)

TACTICS

During Combat Unable to summon ceustodaemon allies inside the chapel’s *forbiddance* effect, Serafina casts

quicken *crushing despair* and *unnatural lust* on her foes, then attempts to grapple an unaffected character to give it a wilting kiss. If hard pressed, she defends herself with *enervation*, her claws, and snake-tail bite.

Morale Serafina attempts to flee to Rasputin’s side in area **H6** if reduced to fewer than 90 hit points. If cornered, however, she fights to the death.

STATISTICS

Str 22, **Dex** 25, **Con** 25, **Int** 23, **Wis** 20, **Cha** 26

Base Atk +14; **CMB** +21; **CMD** 38

Feats Agile Maneuvers, Deceitful, Dodge, Improved Initiative, Quicken Spell-Like Ability (*crushing despair*), Skill Focus (Bluff), Weapon Finesse

Skills Acrobatics +21, Bluff +35, Diplomacy +25, Disguise +26, Intimidate +25, Knowledge (arcana) +13, Knowledge (local) +23, Knowledge (planes) +23, Perception +22, Sense

Motive +22, Sleight of Hand +24, Spellcraft +13, Stealth +24

Languages Abyssal, Draconic, Infernal, Russian; telepathy 100 ft., *tongues*

SPECIAL ABILITIES

Object of Desire (Su) While using its detect thoughts ability, an erodaemon can see into the mind of a humanoid and identify the person the target most desires, whether it be a lost loved one or an object of lust. As a full-round action, the erodaemon can change into the form of this desired person as long as the target is a Small, Medium, or Large humanoid. The erodaemon gains a +20 bonus on its Disguise and Bluff checks to impersonate that person and avoid being detected as a fraud, but spells like *true seeing* negate this effect as normal. This effect ends if the erodaemon attacks any creature. Actions that could reveal the erodaemon as a fraud (such as performing an action that the imitated person would obviously not do, like cast a spell or speak Infernal) require the erodaemon to attempt an immediate Bluff check to continue the impersonation, with the erodaemon losing some or all of its bonus depending on the severity of the breach (GM’s discretion).

Wilting Kiss (Su) An erodaemon can draw a mortal into a state of obsession with its kiss. An unwilling victim must be grappled before the erodaemon can use this ability. A creature affected by this kiss must succeed at a DC 25 Will save or become obsessed with the erodaemon, an obsession the erodaemon feeds on. Each round the target is more than 30 feet away from the erodaemon, it must attempt an additional DC



SERAFINA

25 Will save. Failing the save means that the sheer pain of her absence deals 1 point of Charisma drain to the subject that round. Succeeding at the Will save two consecutive times ends the effects of this ability. Spells such as *dispel magic* and *break enchantment* end this effect. The save DC is Charisma-based.

Development: If the PCs fall for Serafina's lies and leave with her as she insists, the chapel disappears back to its planar nexus between worlds within 10 minutes of their retreat, necessitating a recalibration of the World Anchors to again call it back down. Serafina, for her part, continues the ruse for as long as she is able, even going so far as to follow the PCs all the way back to the *Dancing Hut*. The hut recognizes that Serafina is not its true mistress, however, and refuses to let her enter. Faced with this dilemma, the daemon likely summons ceustodaemons, assumes her true form, and attacks.

H3. Obstructed Nave (CR 5)

The heads and limbs of several shattered statues litter the floor of the chapel's nave, where two spiral staircases lead upward into darkness. Dozens of thick wooden pews are piled to the apex of the chamber's partially collapsed vaulted ceiling and across the width of the nave, totally obstructing the view to the transept beyond.

This 30-foot-high room is lit only by the dim light of the electric bulbs in area H2, as well as occasional flashes of sickening purple sparks from beyond the densely piled pews. The spiral staircases lead to the boarded-up bell towers (area H4).

Hazard: The pile of pews blocking the way into the transept is set to collapse with a telekinetic push from the nosferatu antipaladins in area H5. A successful DC 20 Knowledge (engineering) check is enough to identify this delicate balance and potential for collapse. When two or more of the PCs approach within 10 feet of the pile, the nosferatus strike, and the stack of pews collapses in a dangerous rain of splintered wood and sharp nails. The collapsing pile of pews is similar to a cave-in (*Core Rulebook* 415). Any creature with 15 feet of the pile is caught in the bury zone, takes 3d6 points of damage (Reflex DC 15 for half), and is subsequently buried. The slide zone extends 10 feet beyond the bury zone. Any creature in the slide zone takes 2d6 points of damage (Reflex DC 15 negates). Characters in the slide zone who fail their saves are buried. Buried characters take 1d6 points of nonlethal damage per minute while buried. A buried character can free herself with a successful DC 20 Strength check. Once the pile collapses, the entire area of the bury and slide zones is considered difficult terrain.

Development: As soon as the pews tumble into the nave, the Brothers Three in area H5 scramble over the collapsed stack to ravenously attack the PCs.

H4. Bell Towers

Two onion-domed bell towers rise above the nave, accessible by central spiral staircases. Their wooden floors are 60 feet above the ground, with mosaic dome ceilings 15 feet high. The towers are dark, their arrow-slit-like windows boarded up. The western tower (area H4a) is filled with nearly 15 emaciated human prisoners, all delirious and dying from starvation, kept here as livestock for the nosferatu brothers in area H5. The eastern tower (area H4b) is the roost of the Brothers Three. It contains their three coffins as well as a few ripe corpses, drained empty of blood.

Treasure: Each of the coffins holds a single chaotic evil *candle of invocation*.

H5. Transept (CR 15)

The piercing echoes of squeaking bats bounce from the walls of the chapel's transept. Saintry statues of cold white marble perch high above in recessed alcoves, their lifeless eyes streaming blood and their stone faces bathed in purple light—and all of their faces have turned to focus on the unholy fey energies emanating from the strange machinery surrounding the altar beyond.

Beyond the litter of shattered pews and broken statues, this area is empty, dominated by the sound of the bizarre machines humming and whirling in the presbytery and apse to the north. The center of the transept is under the effects of a *desecrate* spell cast by the erodaemon Serafina (area H2).

Creatures: Rasputin's nosferatu chaplains, known as the Brothers Three, guard this transept, and are ready to use their telekinesis ability to topple the pile of pews into the nave. These three brothers were cursed with vampirism many centuries ago in the First Crusade, and brought the dread disease back with them from the Holy Land. Since that time, fallen from the perfect holy warriors they once were, they have squatted in animal-like filth in dark caves and ruins until Rasputin's call drew them here to command his army. Rasputin uses the power of the World Engine to open a *gate* for the Brothers Three to leave the otherworldly monastery and return to the prison camp on Earth to feed and "bless" the troops each night—though in reality, the brothers' "blessing" is nothing less than a renewal of their dominate ability, which gives them absolute command over Rasputin's soldiers. Dressed in the severely cut cassocks of Orthodox priests, the brothers' razor-sharp incisors protrude from behind thin black beards, and the three seem to mimic each other's movements and mannerisms, as if unsure of how to act without the guidance of the others.

THE BROTHERS THREE (3)

CR 12

XP 19,200 each

Male human nosferatu antipaladin 11 (*Pathfinder Adventure Path #8 88, Pathfinder RPG Advanced Player's Guide 118*)

CE Medium undead (augmented humanoid, human)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +31

Aura cowardice (10 ft.), despair (10 ft.), vengeance (10 ft.)

DEFENSE

AC 26, touch 16, flat-footed 22 (+2 armor, +2 deflection, +3 Dex, +1 dodge, +8 natural)

hp 164 each (11d10+99); fast healing 5

Fort +24, **Ref** +18, **Will** +20

Defensive Abilities channel resistance +4; **DR** 5/wood and piercing; **Immune** disease, undead traits; **Resist** cold 10, electricity 10, sonic 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee 2 +1 *unholy claws* +20 (1d8+8)

Special Attacks blood drain (1d4 Con and Wis drain), channel



ONE OF THE BROTHERS THREE

negative energy (DC 25, 6d6), cruelties (nauseated, sickened, staggered), dominate (DC 22), smite good 4/day (+7 attack and AC, +11 damage), telekinesis (DC 22), touch of corruption (5d6, 12/day)

Antipaladin Spell-Like Abilities (CL 11th; concentration +18)

At will—*detect good*

Antipaladin Spells Prepared (CL 8th; concentration +15)

3rd—*defile armor*^{APG}, *vampiric touch*

2nd—*bull's strength*, *eagle's splendor*

1st—*death knell* (DC 18), *disguise self*, *doom* (DC 18), *protection from good*

TACTICS

Before Combat The Brothers Three prepare themselves by casting *bull's strength*, *eagle's splendor*, *defile armor*, and *protection from good*, and use their fiendish boon ability to make their claws +1 unholy weapons. In addition, they are under the effects of the erodaemon Serafina's *desecrate* spell in this area.

During Combat The nosferatu brothers flank opponents and use their smite good ability on the biggest apparent threat. They make liberal use of their touch of corruption ability to harm and nauseate opponents, and use it or channeled negative energy to heal one another as needed.

Morale If reduced to fewer than 30 hit points, the nosferatus retreat behind Rasputin's *antilife shell* in area **H6** to allow their fast healing to take over. If reduced to 0 hit points, a nosferatu assumes bat swarm form and flees to its coffin in the eastern bell tower (area **H4b**).

STATISTICS

Str 22, **Dex** 17, **Con** —, **Int** 14, **Wis** 16, **Cha** 25

Base Atk +11; **CMB** +17; **CMD** 33

Feats Alertness^B, Combat Expertise, Dodge, Extra Lay On Hands, Improved Initiative^B, Improved Natural Attack (claw), Lightning Reflexes^B, Power Attack, Skill Focus (Perception)^B, Skill Focus (Stealth)^B, Toughness, Weapon Focus (claw)

Skills Bluff +20, Intimidate +20, Knowledge (history) +7, Knowledge (religion) +9, Perception +31, Sense Motive +22, Stealth +30; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Greek, Russian; telepathy 60 ft.

SQ aura of evil, code of conduct, fiendish boon (weapon +3, 2/day), plague bringer, spider climb, swarm form

Gear key to area **D4**

SPECIAL ABILITIES

Blood Drain (Ex) A nosferatu can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution and Wisdom drain each round the pin is maintained. On each such successful attack, the nosferatu gains 5 temporary hit points.

Damage Reduction (Ex) A nosferatu has damage reduction 5/wood and piercing (this includes all wood-shafted weapons like arrows, crossbow bolts, spears, and javelins, even if the weapon's head is made of another material).

Dominate (Su) This functions as the vampire ability of the same name (*Pathfinder RPG Bestiary* 271).

Spider Climb (Ex) This functions as the vampire ability of the same name (*Pathfinder RPG Bestiary* 271).

Swarm Form (Su) As a standard action, a nosferatu can change into a bat swarm, centipede swarm, rat swarm, or spider swarm. The swarm has the same number of hit points as the nosferatu. While in swarm form, a nosferatu cannot use its claw attacks or any of its special attacks. It retains its defensive abilities and special qualities, and counts as an undead creature. It gains the natural weapons and extraordinary special attacks of the swarm it transformed into and can use any of the swarm's abilities and defenses. It can remain in swarm form until it assumes another form or until the next sunrise.

Telekinesis (Su) As a standard action, a nosferatu can use *telekinesis* (caster level 12th).

H6. Thrice-Tenth Presbytery (CR 17+)

Coils of insulated wires snake forth from mechanical cylinders and batteries standing in the apse beyond, their ends terminating in rows of strange machines arranged like technological standing stones along the walls of the chapel's presbytery. Between them, the copper-plated floor pulses with engraved runes that writhe like tortured living things.

The presbytery contains a bizarre arrangement of looming mechanical cylinders, massive coils sparking with electricity, and hovering orrery-like lenses focusing divine rays. A massive copper plate approximately 40 feet in diameter covers the floor; it's encircled with glyphs that pulse with purple energy, shifting and conjoining as if trying to resolve some arcane combination. This chamber is the nexus of the World Engine's power, where the fey energies of the Thrice-Tenth Kingdom combine with the imprisoned Baba Yaga's own mythic power. The majority of the World Engine's components lie in the apse to the north, and its trap effect does not extend into **H6**. The PCs can attack or disable the components in this area to damage the machine (see area **H7**), but they can deal no more than 50 points of damage to it from this location, enabling them to, at most, dismiss the device's *unholy aura* effect. Any further damage dealt or Disable Device checks attempted in this area subtract no additional hit points from the World Engine's total and have no additional effect on the World Engine's operation. If the PCs succeed at a DC 30 Spellcraft check, they can identify the power flowing from the World Engine into Rasputin and recognize that damage to the World Engine can have detrimental effects on Rasputin.

Creature: The "Mad Monk" Grigori Rasputin levitates above the copper plate in the center of the room, absorbing his mother's essence and metaphorically assuming her cold throne by tapping into the "kingdom" that represents

her mythic power. Purple energy coruscates around him from the machinery of the World Engine, and this same energy leaks from his eyes, ears, and mouth. Rasputin has prepared himself well, and is ready to lay waste to the PCs who have been so troublesome in attempting to thwart his plans. Besides the insight bonus to AC and *unholy aura* effect provided by the World Engine in area **H7**, Rasputin has cast *antilife shell*, using its field to block access to the delicate World Engine machinery in the apse beyond, all the while mocking the PCs as he forecasts doom and eternal damnation for the interlopers. Depending on when the PCs finally face Rasputin, remember that he may have already expended some of his spell slots through his interactions with the PCs via *project image*.

There is also a possibility that additional guardians have joined Rasputin here for his final battle with the PCs. The defenders include any surviving shadow demons from area **A5**, the erodaemon Serafina (area **H2**), and the Brothers Three (area **H5**), assuming they have not already been slain. All of these creatures gain the benefits of the World Engine's *unholy aura* effect, and are immune to Rasputin's *antilife shell*. All of these creatures fight to the death to defend their master.

RASPUTIN

CR 17

XP 102,400

hp 192 (see page 56)

H7. The World Engine (CR 12)

Metal cylinders affixed with dials, hoses, and coiled wires, all glowing with eldritch energy, stand in stark contrast to the worn, weathered stone walls of the cathedral's apse. Tendrils of purple lightning pulse down insulated wiring to the presbytery's copper plate flooring, then arc up from its components glyphs and seem to pierce reality before dissolving in a blur to some world beyond. Past the machinery, a stone staircase spirals toward the ceiling.

Theorized by a young Nikola Tesla and realized by the brilliant inventor Viktor Miloslav, the World Engine is unlike anything seen on Earth before or since; its intricate batteries, amplifiers, and coils are able to literally tear the veil of planes asunder and overlap the fabrics of reality so that one world might be drawn into another. In this case, Rasputin has used the machine to draw down his mother's Thrice-Tenth Kingdom—located on the First World—so that he can claim his mother's mythic mantle of power. The World Engine is attuned only to Rasputin, and when fully operational, produces an *unholy aura* effect (CL 20th; DC 22) within the presbytery (area **H6**) and grants Rasputin a +4 insight bonus to his AC. It also allows Rasputin to use *scrying* at will within the earthbound confines of the prison camp and provides line of effect for the purpose of casting

project image. In addition, Rasputin can use the power of the World Engine to open a *gate* between the monastery in its trans-planar nexus and the prison camp, allowing his allies (such as the Brothers Three) to freely travel between Rasputin's sanctuary and the prison camp.

The World Engine is a complicated device, and to shut it down and set reality right, the focus of its energies—Rasputin himself—must be slain, or the machinery focusing the energy must be disengaged from him. Reaching the World Engine is likely to prove difficult, however, as Rasputin carefully places his *antilife shell* to block access to this area, and the chapel's *forbiddance* effect makes magical transportation impossible.

Trap: While active, the World Engine pulses with otherworldly purple lightning, and is considered a traplike device. Any creature setting foot in the apse is subject to the World Engine's deadly energy pulse, which manifests as multicolored beams of world-ripping energy with a variety of effects. The World Engine can either be destroyed or disabled, and its powers fluctuate as the machine is damaged, potentially creating dangerous feedback that can hinder Rasputin in area **H6**.

THE WORLD ENGINE

CR 12

XP 19,200

Type magic and mechanical; **Perception** DC 32; **Disable Device** see below

EFFECTS

Trigger location; **Reset** automatic (5 rounds)

Effect spell effect (*prismatic spray*, random effect [Core Rulebook 325], save DC 20); multiple targets (all targets in area **H7**)

To completely disable or destroy the World Engine, the PCs must enter the apse, where they are subject to its energy pulse, unleashed by the device every 5 rounds. The World Engine's various components are spread throughout the apse, but they are considered a single item with hardness 10 and 150 hit points. Reducing the World Engine to 100 hit points or fewer disables its *unholy aura* effect. If reduced to 50 hit points or fewer, the World Engine creates a backlash of feedback in the presbytery, which staggers Rasputin for 1d6 rounds and dismisses the insight bonus to his AC. If the World Engine is reduced to 0 hit points, it is destroyed, and Rasputin is stunned for 1d3 rounds.

Alternatively, the PCs can attempt to disable the World Engine, though its partly magical nature requires the trapfinding ability to do so. While a successful DC 32 Disable Device check disables the device's energy pulse for 2d6 rounds, completely disabling the World Engine requires additional measures. As a full-round action, a single character can attempt a DC 40 Disable Device check. If the PCs have Viktor Miloslav's blueprints from area **F3**, they

gain a +5 bonus on this check. If the check is successful, the World Engine takes damage equal to the result of the check (this damage bypasses the device's hardness). Failing this check by 5 or more triggers the energy pulse immediately. Once reduced to 0 hit points, the World Engine is destroyed.

Treasure: Once the World Engine is destroyed, several valuable components can be salvaged from the wreckage, including a pair of *ring gates*, an *extend metamagic rod*, a *well of many worlds*, and precious metals and gems worth 6,000 gp.

Development: PCs in the apse can attempt a DC 20 Perception check to notice pulses of arcane energy flowing along insulated wires that snake up the spiral stair to the bell tower above the apse. These wires lead to the matryoshka doll batteries in the tower above (area **H8**).

H8. Baba Yaga's Prison

The small, arched openings that perforate this bell tower are boarded up from the inside. The tang of ozone hangs in the air.

Like the bell towers off the nave, the windows in the bell tower over the apse are boarded up. The floor of the tower is covered with dozens of wooden matryoshka dolls—commonly known as Russian nesting dolls—each surrounded with tiny, glowing sigils and connected to the others with ropy strands of insulated wiring plugged into the dolls. Each holds the captured soul of an imprisoned soldier, similar to a *soul bind* effect. The matryoshka dolls have a strong necromancy aura and function as batteries powering the World Engine in area **H7**.

If the PCs enter the tower while the World Engine is still operational, the matryoshkas are open and un-nested, revealing the tiny, glowing figures of the trapped souls within, surrounded by hovering mystical and technological components. Disturbing any of the dolls or their components while the World Engine still functions automatically triggers the machine's energy pulse, which travels up the wires to affect creatures in this room as well.

A successful DC 20 Perception check made in this area reveals that one of the matryoshka dolls is different from all the others. This doll, bearing the image of an old crone, remains closed, and has an overwhelming aura of abjuration and necromancy. This matryoshka holds the imprisoned form of Baba Yaga, and is the primary power source of the World Engine. It cannot be opened under any circumstances, and resists all attempts to damage it or free Baba Yaga. However, the wires leading into the doll can simply be unplugged. Doing so triggers one final energy pulse from the World Engine, but this immediately disables the machine, with all of the attendant effects.

Once the World Engine is destroyed or disabled, the matryoshka dolls all snap shut. Breaking the dolls (hardness 5, hp 20, break DC 20) has no effect beyond freeing the



captured souls within, releasing them into the afterlife. The doll holding Baba Yaga remains closed, however—see *Concluding the Adventure* for details on freeing her.

Story Award: Award the PCs 51,200 XP for recovering the matryoshka doll containing the imprisoned Baba Yaga.

CONCLUDING THE ADVENTURE

Once destroyed or disconnected from Baba Yaga’s matryoshka doll prison—the true source of its power—the World Engine releases its energy back to the worlds from which it was stripped, and the torn fabric between Earth and the First World begins to heal. Slowly, surely, the twisted landscape around Akuvskaya begins to discard its twisted fey aspects in favor of its true Earthly appearance, and any remaining supernatural creatures in the prison camp (with the exception of those within the monastery and any surviving members of the zemlemer tribe in area D8) vanish back to the shadows whence they came, leaving behind the intact monastery and the snow-blasted, war-torn landscape as it once was. Rasputin’s troops disband in a dazed stupor, wandering off in small bands back to their homes.

Although the PCs can find no way to open Baba Yaga’s matryoshka doll prison and free her, and she is unable to speak or use any of her powers, she can communicate with them, after a fashion. With empathic urges and emotions, Baba Yaga encourages the PCs to return to the *Dancing Hut*. When presented with the doll, the chicken-legged artifact dances about excitedly before kneeling to allow the PCs to enter with its mistress. If the PCs rescued Anastasia and bring her to the hut with them, any of the hut’s “friendlier” residents, including Zorka and the Coffin Man (area A7), bow before her in deference, hailing her as “honored granddaughter.”

Before the PCs can react to this development, however, the doll urges them toward the trap door in the ceiling of area A1, and the PCs get the feeling that they can only free Baba Yaga by taking the doll into her inner sanctum somewhere deep within the hut. The trap door no longer leads to a loft above the room, but exactly where it goes and what the PCs must do to free Baba Yaga is the subject of the final installment of the Reign of Winter Adventure Path, “The Witch Queen’s Revenge.”

GRIGORI RASPUTIN

The estranged son of the Witch Queen Baba Yaga, the “Mad Monk” Rasputin seeks to drain the power of her Thrice-Tenth Kingdom to fuel his own mythic ascension.

GRIGORI RASPUTIN

CR 17

XP 102,400

Male middle-aged human oracle 18 (*Pathfinder RPG Advanced Player's Guide* 42)

NE Medium humanoid (human)

Init +0; **Senses** *true seeing*; Perception +13

Aura *unholy aura* (DC 22)

DEFENSE

AC 32, touch 22, flat-footed 32 (+10 armor, +4 deflection, +4 insight, +4 luck [touch only], +4 natural)

hp 192 (18d8+108)

Fort +16, **Ref** +12, **Will** +20; +4 vs. death effects, domination, mind-affecting effects, and possession

Defensive Abilities stitched soul; **SR** 25 vs. good

OFFENSE

Speed 30 ft.

Melee mwk dagger +13/+8/+3 (1d4-1/19-20)

Ranged mwk Nagant M1895 revolver +14/+9/+4 (1d8/x4)

Oracle Spells Known (CL 18th; concentration +26)

9th (3/day)—*astral projection*, *miracle* (DC 27)

8th (6/day)—*fire storm* (DC 26), *mass cure critical wounds*, *moment of prescience*, *stormbolts*^{APG} (DC 26)

7th (7/day)—*blasphemy* (DC 25), *destruction* (DC 25), *ethereal jaunt*, *mass cure serious wounds*, *regenerate*, *reverse gravity* (DC 25), *vision*, *waves of ecstasy*^{UM} (DC 25)

6th (7/day)—*antilife shell*, *blade barrier* (DC 24), *harm* (DC 24), *heal*, *mass cure moderate wounds*, *project image*

5th (7/day)—*contact other plane*, *flame strike* (DC 23), *greater forbid action*^{UM} (DC 23), *mass cure light wounds*, *slay living* (DC 23), *telekinesis*, *true seeing*

4th (8/day)—*cure critical wounds*, *divine power*, *freedom of movement*, *scrying*, *sending*, *terrible remorse*^{UM} (DC 22), *unholy blight* (DC 22)

3rd (8/day)—*bestow curse* (DC 21), *blindness/deafness* (DC 21), *clairaudience/clairvoyance*, *cure serious wounds*, *dispel magic*, *searing light*

2nd (8/day)—*cure moderate wounds*, *death knell* (DC 20), *dread bolt*^{UM} (DC 20), *enthrall* (DC 20), *hold person* (DC 20), *levitate*, *minor image* (DC 20), *silence* (DC 20), *spectral hand*

1st (8/day)—*command* (DC 19), *cure light wounds*, *entropic shield*, *forbid action*^{UM} (DC 19), *murderous command*^{UM} (DC 19), *remove sickness*^{UM} (DC 19), *unseen servant*

0 (at will)—*bleed* (DC 18), *detect magic*, *detect poison*, *ghost sound* (DC 18), *guidance*, *light*, *mage hand*, *read magic*, *resistance*, *stabilize*, *virtue*

Mystery occult (see page 68)

TACTICS

Before Combat Within the Thrice-Tenth presbytery (area H6), Rasputin enjoys the benefits of the World Engine's *unholy aura* and insight bonus to his AC. When faced with combat, Rasputin activates his ectoplasmic armor revelation and casts *entropic shield*, *freedom of movement*, *levitate*, *moment of prescience*, and *true seeing*. Once enemies are in sight, he casts *antilife shell* and *spectral hand* to enable him to use touch attacks beyond the field's perimeter.

During Combat Under the protection of his *antilife shell*, Rasputin attempts to hinder opponents with *reverse gravity* and *waves of ecstasy* and turn foes against each other with *terrible remorse* and *murderous command*, before laying waste with such deadly effects as *blade barrier*, *blasphemy*, *destruction*, *harm*, *stormbolts*, and *unholy blight*. If wounded, Rasputin casts quickened cure spells while continuing to target enemies with offensive spells.

Morale On the precipice of claiming his mother's mythic power, Rasputin relies on his stitched soul to preserve his life, and fights to the death again and again until slain permanently.

STATISTICS

Str 9, **Dex** 11, **Con** 19, **Int** 14, **Wis** 17, **Cha** 26

Base Atk +13; **CMB** +12; **CMD** 30

Feats Combat Casting, Craft Wondrous Item, Diehard^B, Ectoplasmic Spell^{APG, B}, Expanded Arcana^{APG} (2), Great Fortitude, Iron Will, Lightning Reflexes, Persuasive, Quicken Spell, Toughness

Skills Bluff +25, Diplomacy +30, Intimidate +25, Knowledge (arcana) +15, Knowledge (nobility) +10, Knowledge (planes) +12, Knowledge (religion) +20, Perception +13, Sense Motive +16, Spellcraft +15, Use Magic Device +25

Languages Church Slavonic, Common, Russian

SQ oracle's curse (haunted), revelations (ectoplasmic armor [+10, 18 hours/day], project psyche, shroud of retribution [3/day, 1d8+9], spectral spells [4/day], spirit walk [2/day, 18 rounds], sure soul [+4])

Gear mwk dagger, mwk Nagant M1895 revolver (see page 65) with 21 metal cartridges, *amulet of natural armor* +4, *belt of physical perfection* +2, *cassock of the Black Monk* (see page 60), *headband of mental prowess* +4 (Wis, Cha)

SPECIAL ABILITIES

Stitched Soul (Su) Rasputin's soul is stitched to his body with threads of fate, and he clings tenaciously to life. He gains Diehard as a bonus feat. In addition, when first reduced to a number of negative hit points equal to or greater than his current Con score, Rasputin dies, but he springs back to life 1d4 rounds later as if the target of a *resurrection* spell. If killed a second time, the Mad Monk again comes back to life 1d6 rounds later, as if the target of a *raise dead* spell (upon his return, he loses 50% of his remaining unused spell slots as if they had been used to cast spells). Only after Rasputin is slain for a third time do his soul's stitches finally unravel from his corpse, releasing his malignant spirit into the ether.

Many far-fetched tales and exaggerations surround the man named Grigori Rasputin, also known as the Mad Monk, but the secret history of Rasputin reveals the exaggerated tales to be not only true, but not aggrandized enough. Born in 1869 and raised by a peasant family in Siberia's frozen wastes, Rasputin's early life was filled with great tragedy and revelation, though nothing so powerful as the life-altering vision the so-called monk received in his eighteenth year while serving penance at the Verkhoturys Monastery for theft. However, the beautiful woman who appeared before Rasputin was not the Virgin Mary, as he later claimed, but rather his half-sister Elvanna, who hailed from a strange and distant world. Through Elvanna, Rasputin learned of his true heritage as Baba Yaga's sole surviving son; he grew bitter at the thought of his abandonment, resenting Baba Yaga's denial of his birthright.

That communion was but the first of hundreds, and it inspired Rasputin's lifelong pursuit of occult knowledge, as he strove to catch up with his sister, though the lustful tendencies inherited from his mother often stifled these pursuits. He toyed with forbidden secrets while communing with unholy creatures not of Earth, and experimented with an outlawed *khlysty* sect, a group of flagellants known for their intense orgies of sexual excess.

Perhaps Rasputin's earliest inroad to securing his later fame and legacy came in Saint Petersburg in 1900. Invited into the home of a Russian military officer to display his mediumistic abilities, Rasputin hosted a seance attended by the young Tsarina Alexandra, wife of the Russian Tsar. Sensing a chance to tie himself to the royal family with blood, Rasputin seduced the tsarina, who succumbed to the allure of the strange young monk's charisma. The tsarina believed their tryst was nothing more than a lustful vision of imaginative excess, a sensuous temptation born of the darkened seance chamber, but 9 months later, she gave birth to her daughter Anastasia. She never realized until well after her own murder that the child was Rasputin's

daughter and carried in her veins the legacy of Russia's true mythic grandmother.

By 1916, Rasputin's influence over the imperial family was such that political rivals attempted to murder him, and by all accounts succeeded. But Rasputin's stitched soul—his birthright as Baba Yaga's son—would not let him die so easily. Having been poisoned, shot, beaten, and drowned, he yet lived, and woke in a frozen grave. Rasputin disappeared from view at this point, replacing the body in his grave with a simulacrum created by a *miracle*. It was this simulacrum that the Bolsheviks exhumed months after his murder to burn in a final funeral pyre, leaving Rasputin's survival a secret to all save Elvanna, who believed her brother would be the perfect lure to call Baba Yaga into the trap that Elvanna had set for her.



POLKOVNIK LAVRENTI

Once a proud Cossack soldier, the headless Polkovnik Lavrenti now commands Rasputin's forces in the Akuvskaya prison camp, bringing terror with him wherever he goes.

POLKOVNIK LAVRENTI**CR 14****XP 38,400**

Male variant dullahan gunslinger 7 (*Pathfinder RPG Bestiary 2* 111, *Pathfinder RPG Ultimate Combat* 9)

LE Medium undead

Init +9; **Senses** blindsight 60 ft.; Perception +23

Aura frightful presence (30 ft., DC 21)

DEFENSE

AC 29, touch 29, flat-footed 20 (+2 deflection, +7 Dex, +2 dodge, +8 profane)

hp 192 (17 HD; 10d8+7d10+109); fast healing 5

Fort +14, **Ref** +17, **Will** +12

Defensive Abilities channel resistance +4, nimble +2; **Immune** undead traits; **SR** 18

OFFENSE

Speed 30 ft. (40 ft. mounted)

Melee +1 keen scimitar +21/+16/+11 (1d6+7/15–20 plus 1d6 cold) or mwk lance +21/+16/+11 (1d8+9/x3)

Ranged +2 Nagant M1895 revolver +24/+19/+14 (1d8+9/x4)

Special Attacks chilling blade, death's calling (DC 21), grit (5), gun training (revolver, rifle, +7), nightmare mount

TACTICS

During Combat Lavrenti typically relies on a clever mixture of aggressive melee lance or scimitar attacks from atop his charging mount and ranged harassment with his revolver, taking full advantage of his gunslinger abilities. He uses his targeting ability to disarm foes, followed by utility shots to scoot their weapons out of reach before his nightmare mount tramples the disarmed opponents. Against opponents behind cover, he uses his *dimensional grenades*. If threatened by one whose name he knows, Lavrenti uses the target's name to take full advantage of his death's calling ability.

Morale Though unafraid of death, Lavrenti does not wish to face it again so soon, and makes use of his mount's flight or *plane shift* ability to retreat from ambush or surprise, returning to meet opponents on his own diabolical terms.

STATISTICS

Str 23, **Dex** 24, **Con** —, **Int** 16, **Wis** 16, **Cha** 22

Base Atk +14; **CMB** +20; **CMD** 49

Feats Extra Grit, Lightning Reflexes, Mounted Archery, Mounted Combat, Point-Blank Shot, Rapid Shot, Ride-By Attack, Snap Shot^{UC}, Trample, Weapon Focus (revolver)

Skills Bluff +15, Handle Animal +19, Intimidate +26, Perception +23, Ride +27, Sense Motive +23, Spellcraft +16, Stealth +27, Survival +14

Languages Abyssal, Balachka (Cossack dialect), Infernal, Russian
SQ deeds (dead shot, deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, startling shot, targeting, utility shot)

Combat Gear *dimensional grenades* (6; see page 60); **Other Gear** +1 scimitar, +2 Nagant M1895 revolver (see page 65) with 70 metal cartridges, mwk lance, *belt of incredible dexterity* +4, *ring of protection* +2

SPECIAL ABILITIES

Nightmare Mount (Su) As a standard action, Lavrenti can summon a nightmare (*Bestiary* 216) as a mount. This nightmare remains until it is slain or Lavrenti dismisses it. He can only have one such nightmare in his service at a time.

The Cossacks are a proud, regal folk with deep ties to Russia's rich history, and while Lavrenti was once a sterling example of his people's best qualities of bravery and resilience, now he is nothing more than a tragic corruption of that heritage. By the time of Lavrenti's birth, Cossacks served Russia's Tsarist government as elite cavalry forces used as personal escorts and quick-striking roughrider units to protect border settlements. In this role Lavrenti served proudly, rising in his regiment to the rank of *polkovnik*—or colonel—by his fortieth year, just in time to command his host in the First World War. During the Great War, Lavrenti served with distinction, earning great honors during the Brusilov Offensive, one of the most lethal battles the world had ever seen. But victory came at a high price, and the scarred and wounded polkovnik, his leg injured by an artillery blast, limped back to Petrograd to rest and heal. Despite the nagging injury to his leg, Lavrenti continued to serve with distinction, and he and his men were rewarded for their heroics by being assigned to Tsar Nicholas II's household guard. As a personal escort to the Romanovs, Lavrenti became quite close to the family, particularly to Tsarina Alexandra and her children, who relied on his loyalty as Russia's struggles in the Great War made the world a dangerous place for the Imperial Family.

Lavrenti could never have foretold the treachery that awaited in Russia's imperial capital, however. The failing

of a government distracted by war led to food and fuel shortages during a harsh winter, turning the people against the Tsar, and many Cossacks were swept up in the rising tides of revolution in Petrograd. The betrayal and disillusionment of his formerly most-loyal subjects dealt the Tsar a stunning blow, hastening Nicholas II's abdication and bringing to an end over 300 years of Romanov rule. Despite his protests and vows of service, Lavrenti found himself surrounded by contemptuous soldiers who now disavowed their previous loyalties, and with the house arrest of the Imperial Family at Tsarskoye Selo, Lavrenti returned to his homeland of Siberia with only a few loyal cousins from his regiment, their heads hung in shame over the treachery of their people.

Although he had not previously met Rasputin, Lavrenti's reputation was well known, and after the Black Monk's supposed assassination, Rasputin sought out the Cossack in his exile in Siberia. Rasputin offered Lavrenti and his men the chance to loyally serve the Tsar once more and redeem the perceived failings of their people. With the help of Polkovnik Lavrenti's brave Cossack cavalry, Rasputin was able to breach the defenses of the Akuvskaya prison camp and free the loyalists within to set the monk's diabolical plan into action. For a brief time, Lavrenti had, again, a sense of purpose. But when the news came of the Romanovs' execution, his spirit was again broken. Dispossessed, and with his mind increasingly scarred by the new horrors summoned by Rasputin through his technological manipulations and breaches into the First World—including the lure and capture of the legendary Baba Yaga—the weight of the world became too much for the polkovnik to bear as mortal man any longer. Not wishing his cousins to witness a world in which loyalty was so easily dismissed, and blaming the insurrection of the Cossacks for the eventual deaths of the Romanovs, Lavrenti put his men to the sword, beheading them each in turn, before slitting his own throat to the bone.

But not even death freed the Cossacks from service. Under the fell influence of the Thrice-Tenth Kingdom, now drawn down over the prison camp, Lavrenti and his men awoke, their lifeless eyes staring upward at their own rotting bodies standing above them. The Cossacks rose again as headless undead dullahans, their anger and resentment

at the betrayal of their people fueling hate, and that hate fueling this unholy and blasphemous transformation. Now firmly locked to Rasputin's will, Lavrenti and his Cossacks are death and destruction personified. Polkovnik Lavrenti is rarely seen without his summoned mount, a smoldering, rotting nightmare of hellish heritage.

CAMPAIGN ROLE

Polkovnik Lavrenti and his headless Cossacks are merciless trackers and remorseless killers, patrolling the Akuvskaya prison camp and its surrounding lands to defend Rasputin and his machinations. Lavrenti's authority is reinforced by his imposing presence, though the living soldiers under his command only ignore his rotting and headless body because of the mental dominance of Rasputin's nosferatu chaplains, the Brothers Three. Lavrenti's loyalty to Rasputin is absolute and unswerving, something that even the recent appearance of the Alexei and Anastasia cannot challenge, so lost is the soul of the man who once held their lives above his own.



REIGN OF WINTER TREASURES

The following unique treasures can be found in “Rasputin Must Die!” Player-appropriate handouts appear in the *Pathfinder Cards: Reign of Winter Item Cards*.

CASSOCK OF THE BLACK MONK		PRICE 34,000 GP
SLOT body	CL 12th	WEIGHT 1 lb.
AURA strong transmutation		

This ankle-length black robe, cut in the style favored by Orthodox priests, bears little outward ornamentation beyond its gold buttons, though subtle occult symbols embroidered in black thread decorate the skirt’s hem. The *cassock of the Black Monk* grants a +4 luck bonus to the wearer’s touch AC. In addition, while wearing the cassock, an oracle of the occult mystery (see page 68) gains access to the spectral spells revelation (see page 69) and may use it as if he had it as a normal class feature. If the wearer already has that revelation, he can use that ability one additional time per day. This ability has no effect if worn by a non-oracle. If the wearer is an oracle but does not have the occult mystery, once per day he can cast a spell with the Ectoplasmic Spell feat (*Pathfinder RPG Advanced Player’s Guide* 158) as a standard action that does not increase the level of the spell. This ability has no effect if the wearer is a non-oracle.

CONSTRUCTION REQUIREMENTS	COST 17,000 GP
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Craft Wondrous Item, *divine favor*, *ghostbane dirge*^{APG}

DIMENSIONAL GRENADE		PRICE 1,450 GP
SLOT none	CL 7th	WEIGHT 1 lb.
AURA moderate conjuration		



This M1914 concussion grenade (see page 66) can be thrown up to 680 feet away, as it teleports itself directly to the target location when thrown. This allows a *dimensional grenade* to be thrown even at targets behind cover, including total cover. The wielder does not need to attempt an attack roll; the

dimensional grenade simply appears in the target location and detonates at the beginning the wielder’s next turn. A *dimensional grenade* deals 3d6 points of force damage in a 15-foot radius (Reflex DC 15 for half). In addition, any creature damaged by the grenade’s blast must succeed at a DC 16 Will save or be dazed for 1 round. The grenade is consumed in the attack.

CONSTRUCTION REQUIREMENTS	COST 750 GP
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Craft Magic Arms and Armor, *dimension door*, *mass daze*^{MM}

FRONTOVIK’S GAS MASK		PRICE 17,000 GP
SLOT head	CL 7th	WEIGHT 2 lbs.
AURA moderate abjuration		



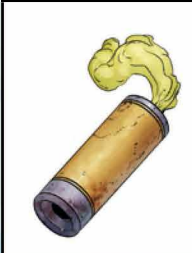
A *frontovik’s gas mask* has the appearance of a typical Zelinsky-Kummant gas mask used by the Russian army: a rubberized cloth bag worn over the face, with two thick glass eyepieces and a rectangular filter canister (see page 67). Named for the *frontovik*, the typical combat-hardened veteran of the front

line, a *frontovik’s gas mask* allows its wearer to breathe freely, even underwater or in a vacuum, as well as making its wearer immune to harmful gases and vapors, including inhaled diseases, poisons, and magic spells such as *cloudkill* and *stinking cloud*. In addition, the wearer can see through magical and normal clouds, fogs, mists, and similar effects that grant concealment, but only so long as the wearer is within the area of such concealment. A *frontovik’s gas mask* does not grant any other kind of vision (such as darkvision or low-light vision). Wearing a gas mask imposes a –2 penalty on hearing- and sight-based Perception checks.

CONSTRUCTION REQUIREMENTS	COST 8,500 GP
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Craft Wondrous Item, *darkvision*, *fog cloud*, *life bubble*^{APG}

GAS-TRAP CYLINDER		PRICE 6,500 GP
SLOT none	CL 15th	WEIGHT 50 lbs.
AURA strong enchantment		



This tarnished canister appears to be a normal gas cylinder for releasing poisonous gases (see page 66), but it is actually a strange combination of arcane magic and modern technology designed to trap free-roaming vaporous creatures. A *gas-trap cylinder* can be armed as a standard action, and

the device activates 1 round later. Once a *gas-trap cylinder* is activated, it remains so for 10 minutes, and any creature composed primarily of air, fog, mist, or other vapor (including air elementals, hungry fogs, mihstus, trench mists, vampiric mists, and creatures in *gaseous form*) within 30 feet of the cylinder must succeed at a DC 22 Fortitude save or be sucked into the device, becoming trapped within. Once trapped, a creature is held in stasis until released. A *gas-trap cylinder* can hold one Gargantuan or Huge creature, or up to two Large creatures, four Medium creatures, or eight Small or smaller creatures.

Releasing creatures trapped in a *gas-trap cylinder* follows the same process as arming the cylinder. Arming the device requires a standard action, and the trapped creatures are released 1 round later. A *gas-trap cylinder* can also be perforated (hardness 10, hp 30) to release those trapped within. All of the creatures trapped within the cylinder are released at one time. Freed creatures are not under the control of the device's user and are free to act as they wish—often violently.

A *gas-trap cylinder* can hold a creature or creatures indefinitely, but once the trapped creatures are released, the cylinder becomes nonmagical.

CONSTRUCTION REQUIREMENTS	COST 3,500 GP
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Craft Wondrous Item, *binding*

MAXIM OF SUPPRESSIVE FIRE		PRICE 33,800 GP
SLOT none	CL 13th	WEIGHT 140 lbs.
AURA strong conjuration		



The bullets fired by this +2 *Maxim M1910 machine gun* (see page 65) are enhanced to pierce protective cover, allowing the wielder to ignore the AC bonus granted to targets by anything less than total cover. A *Maxim of suppressive fire* can make

attacks against targets with total cover, but the wielder must still guess the correct square of its target's location, and the target still benefits from total concealment (50% miss chance).

CONSTRUCTION REQUIREMENTS	COST 17,800 GP
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Craft Magic Arms and Armor, *phase door*

SNIPER'S HELMET		PRICE 9,000 GP
SLOT head	CL 5th	WEIGHT 3 lbs.
AURA faint divination		



A *sniper's helmet* looks like the simple steel soldier's helmet common to the European trenches of the First World War, with the addition of a steel eye shield. Once per day, the wearer of a *sniper's*

helmet can, as a standard action, denote one creature within her line of sight as her target. The wearer can perceive the target when it is invisible or ethereal as though using the *see invisibility* spell, and gains a +20 competence bonus on Perception checks to locate the target. The wearer ignores concealment provided by fog or mist, *blur*, *displacement*, *invisibility*, and similar effects affecting the target, but not concealment provided by darkness. These bonuses last for 5 minutes or until the target creature is dead. The *sniper's helmet* provides no benefits to the wearer's allies, and the wearer gains no benefits against creatures other than her chosen target.

In addition, once per day, the wearer of a *sniper's helmet* can create a magical sensor up to 600 feet above her that gives her a full 360-degree viewpoint as if she were actually there. The wearer perceives with her normal visual senses, and though the sensor cannot penetrate solid surfaces, it is unaffected by foliage and the like.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
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Craft Wondrous Item, *eagle eye*^{APG}, *hunter's eye*^{APG}

SPECTRAL SEARCHLIGHT		PRICE 24,050 GP
SLOT none	CL 3rd	WEIGHT 200 lbs.
AURA faint divination and evocation [light]		

Created by Rasputin and the Russian inventor Viktor Miloslav, this carbon-arc spotlight provides normal light in a 360-foot line and increases the light level by one step in the area beyond that, out to a 720-foot line (darkness becomes dim light and dim light becomes normal light). A *spectral searchlight* also reveals ethereal or invisible creatures or objects in its area of effect. *Spectral searchlights* are normally mounted in watchtowers or atop two-wheeled carts for easier transport.

CONSTRUCTION REQUIREMENTS	COST 12,050 GP
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Craft Wondrous Item, *continual flame*, *see invisibility*

TRUMPET OF SPIRIT SPEAKING		PRICE 6,500 GP
SLOT none	CL 6th	WEIGHT 1 lb.
AURA moderate necromancy		

This long, segmented cone is made of a lightweight metal and collapses into three sections. Although nonmagical "spirit trumpets" are used by fraudulent mediums and manipulated with sleight of hand and ventriloquism, a *trumpet of spirit speaking* allows actual communication with the spirits of the deceased. Once per day, when its mouthpiece is placed to the lips of a mostly intact corpse, the user may ask up to three questions of the dead creature, as if the corpse were subject to a *speak with dead* spell. The corpse's replies issue forth from the horn in quiet, ghostly whispers.

CONSTRUCTION REQUIREMENTS	COST 3,250 GP
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Craft Wondrous Item, *speak with dead*



GUNS, SPIRITS, AND REVOLUTION

HE GLARED AT US WITH HIS BLACK, BLACK EYES AS THOUGH HE READ OUR MINDS AND WOULD FOOL US... SUDDENLY... SOMEONE SHOT AT HIM... WITH A FRIGHTFUL SCREAM RASPUTIN WHIRLED AND FELL, FACE DOWN, ON THE FLOOR... WE LEFT THE ROOM TO LET HIM DIE ALONE... SUDDENLY WE HEARD A STRANGE AND UNEARTHLY SOUND... AND THERE WAS RASPUTIN... THE BLOODY FROTH GUSHING FROM HIS MOUTH, HIS TERRIBLE EYES BULGING FROM THEIR SOCKETS... PURISHKEVICH... FIRED TWO SHOTS SWIFTLY INTO HIS RETREATING FIGURE... LATER WHEN WE APPROACHED THE BODY HE WAS VERY STILL AND COLD AND-DEAD... RUSSIA HAD BEEN FREED FROM THE VILEST TYRANT IN HER HISTORY; AND THAT IS ALL.

~FROM THE MEMOIR OF STANISLAUS DE ŁAZOVERT, 29 DECEMBER 1916

At the opening of this volume's adventure, the nation of Russia is in turmoil. The people are hungry and war-weary. Russia has suffered more than a million casualties trying to maintain a 900-mile-long front against the Germans, and the war has led to rationing and inflation. The soldiers complain that their leadership is corrupt and lacks the skill to see them through to the end.

Tsar Nicholas II was the leader of 170 million Russians during his reign, and considered himself the holy tsar and the father of his people. The tsar was in love with his country and proud of his army. He was a family man who adored his children and gave unprecedented power to his wife, Tsarina Alexandra, who helped run the nation while Nicholas was away at the front of the Great War. However, the tsar was so distracted by the war that he let his grip on his nation slip away. Many of Russia's citizens did not see the tsar in such a divine light, and grew tired of his autocratic leadership. The streets of Petrograd, the capital of Russia at the time, filled with protestors who were upset about food shortages, inflation, and the rationing of goods and supplies, and who lacked faith in their leadership. The protestors called on their leaders to help them, but were ignored. The tsar was then at the front of the war leading his army (against the advice of his advisors and wife), but after receiving numerous telegraphs about the state of the capital, he ordered soldiers to fire on the protestors if they didn't disperse. The protestors stood their ground and were shot, but despite this aggression the demonstrations continued. In time, even the soldiers stationed in Petrograd showed sympathy to the protestors, as their families were hungry and tired as well. When the first groups of soldiers mutinied against their officers and joined in the demonstrations, it was clear this "peasant nuisance" wasn't going away.

Amid chants of "Peace, Land, and Bread," Tsar Nicholas abdicated and a provisional government was founded. An amnesty was declared and political prisoners were released. As Russia's people stood up to lead themselves, there were still disagreements as to how to steer the nation. Eventually, the Bolsheviks rose to the top under the leadership of a man named Vladimir Lenin, who began working to stabilize Russia, empower its people, and end hostilities in the Great War. Freed of autocratic rule, the people of Russia hoped to enter a golden age of freedom.

MODERN FIREARM RULES

Modern firearms use the same rules as the advanced firearms found in *Pathfinder RPG Ultimate Combat*, with the following differences. In addition, modern firearms include a new type of firearm—the automatic firearm.

Firearm Proficiency: In this era, guns are everywhere. Early firearms are seen as antiques, and advanced firearms are widespread. Firearms are considered simple weapons,

and the gunslinger loses the gunsmith class feature and instead gains the gun training class feature at 1st level.

Capacity: Modern firearms typically have a much greater capacity than earlier firearms, and are frequently easier to load. When making a full-attack action with a single-shot or semi-automatic firearm, you may fire a firearm as many times in a round as you have attacks, up to the number of cartridges in the weapon (or more, if you can reload the weapon as a swift or free action while making a full-attack action).

Loading Modern Firearms: With the exception of antique weapons, almost all modern firearms are chamber-loaded, in that a plastic or brass cartridge is inserted directly into the chamber either by hand or by an ammunition-feeding mechanism such as a magazine or clip. Otherwise, loading follows the rules for advanced firearms. Other rules for loading a firearm depend on the firearm's overall capacity and replaceable magazine capability.

Internal Magazine Firearms: Some firearms, such as modern shotguns, bolt-actions, lever-actions, and older styles such as revolvers, retain their ammunition internally, either through a permanently attached tube-feed magazine, an internal holding chamber, or a revolving cylinder, along with more archaic designs. Unless otherwise stated, it is a move action to load up to 6 rounds of ammunition into a one-handed or two-handed modern firearm of this nature.

Magazines: Reloading devices such as clips, ammo belts, "stripper clips," speedloaders, and detachable magazines allow many modern firearms to be reloaded more quickly than their predecessors, with the entire magazine being replaced relatively swiftly. Such firearms require a swift action to load a one-handed or two-handed advanced firearm to the capacity of the replacement magazine.

MODERN RUSSIAN FIREARMS

The firearms of early modern Earth are more reliable and accurate than early firearms, and produced for war on a much more massive scale than even the advanced firearms listed in *Ultimate Combat*. By this era in their development, firearms use brass cartridges loaded into a chamber rather than shoved down the muzzle. Firearms' capacity for these cartridges—particularly in long guns—has increased significantly, increasing the rate of fire. Another significant development is the invention of automatic fire, which allows belt-fed machine guns the capability to mow down targets with an amazing rain of fire, showering lead on opponents and creating a reliance on trench warfare. Though the firearms presented here were most commonly used by Russian soldiers of the time, these statistics can be used to simulate most other firearms of the same era. The costs listed for the various weapons and gear in this

MODERN FIREARMS

Firearm	Cost	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
One-Handed Firearms									
Revolver, Nagant M1895	400 gp	1d8	×4	80 ft.	1	7	4 lbs.	B and P	—
Two-Handed Firearms									
Flamethrower, Lawrence 1917	800 gp	4d6	—	—	—	6	20 lbs.	Fire	—
Fuel tank	50 gp	—	—	—	—	—	40 lbs.	—	—
Light machine gun, Madsen	1,000 gp	2d6	×4	100 ft.	1-2	20, 30, or 40	20 lbs.	B and P	Automatic
Machine gun, Maxim M1910	1,500 gp	2d8	×4	120 ft.	1-2	250	140 lbs.	B and P	Automatic
Rifle, Mosin-Nagant M1891	500 gp	1d10	×4	80 ft.	1	5	9 lbs.	B and P	—

SIEGE FIREARMS

Firearm	Cost	Dmg	Critical	Range	Misfire	Weight	Type	Crew	Aim	Load
Aasen mortar	500 gp	6d6	×3	200 ft. (50 ft. min.)	1	50 lbs.	B, P, and S	1	0	1
Hotchkiss 6 pounder	2,000 gp	8d6	×3	300 ft.	1	Special	B, P, and S	2	0	2

EXPLOSIVES

Explosive	Cost	Dmg (M)	Critical	Range	Misfire	Weight	Type	Special
Gas cylinder	300 gp	See description	—	—	—	50 lbs.	—	See description
M1914 grenade (concussion)	50 gp	3d6	×2	20 ft.	—	1 lb.	B	See description
M1914 grenade (fragmentation)	75 gp	4d6	×2	20 ft.	—	1 lb.	B, P, and S	See description
M1917 chemical grenade	100 gp	See description	—	20 ft.	—	2 lbs.	Acid	See description

article represent the costs associated with a world where guns are everywhere, and thus cost 10% of the amount they would cost in a place where they are rarer.

Automatic Weapon Quality: A weapon with the automatic weapon quality fires a burst of bullets with a single pull of the trigger, attacking all creatures in a line. This line starts from any corner of your space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When an automatic weapon attacks all creatures in a line, it makes a separate attack roll against each creature in the line. Each creature in the line can only be attacked with one bullet from each burst. Each

attack roll takes a –2 penalty to account for recoil, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil an automatic weapon's line attack. If any of the attack rolls threaten a critical hit, confirm the critical for that attack roll alone. An automatic weapon misfires only if all of the attack rolls made misfire. A single attack with an automatic weapon fires 10 bullets. An automatic weapon cannot fire single bullets that target one creature. When taking a full-attack action with an automatic weapon, you can fire as many bursts in a round as you have attacks.

MODERN FIREARMS

Lawrence 1917 Flamethrower:

One of the most infamous devices to evolve as a result of trench warfare, the flamethrower is still in its infancy in the early twentieth century. The British military produced the Lawrence 1917, which found its way into the hands of Russia's soldiers. The device consists of a cumbersome backpack of two tanks and a swivel-mounted, handheld projection unit, or "lance." When the device is aimed and a small hand lever



MADSEN LIGHT MACHINE GUN

depressed, a small gas burner ignites the oil, which is propelled forth in a blazing stream of intense flame. A flamethrower with full tanks is capable of unleashing up to 6 charges of ignited oil, to devastating effect.

When using a flamethrower, the wielder projects a 60-foot-long line of fire, attempting a separate attack roll against each creature within the line. Each attack roll takes a -2 penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil this line attack. If any of the rolls threatens a critical hit, the wielder confirms the critical for that roll alone.

All affected creatures take 4d6 points of damage, and any creature hit by the flaming stream must also succeed at a DC 20 Reflex save or catch fire, taking an additional 2d6 points of damage each round until the flames are extinguished. A burning creature can attempt a new save as a full-round action, and dropping and rolling on the ground grants a +2 bonus on this save.

The device's tanks and backpacks are awkward, and the wielder takes a -4 armor check penalty when wearing the cumbersome device. In addition, the tanks have hardness 10 and 5 hit points, and if the tank is ruptured in the presence of any adjacent flame (including the device's own gas igniter), a mighty conflagration erupts, the wielder takes 6d6 points of fire damage, and all creatures within a 20-foot radius take 3d6 points of fire damage (Reflex DC 20 for half). Any creatures who take damage must succeed at a DC 20 Reflex save or catch on fire.

Lawrence 1917 Flamethrower Fuel Tank: This pair of tanks—one filled with oil, and the other a propellant—provides enough flammable material to use a flamethrower six times.

Madsen Light Machine Gun:

This imposing machine gun is light enough to be transported and wielded by a single user. Chambered for the Russian military in 7.62×54mmR, this machine gun uses a top-loading, detachable 20-, 30-, or 40-round magazine. Like most machine guns, it is only capable of automatic fire.

Maxim M1910 Machine Gun: This heavy machine gun uses 7.62×54mmR ammunition in 250-round belts. Although a single person can fire a Maxim, it typically has a two-person crew: the gunner, and a loader who assists with feeding the ammunition belt into the weapon. As a full-round action, the loader can use a special aid another action to grant the gunner a +2 bonus on his next attack

roll. Because of its size and heavy weight, a Maxim is often either mounted on a wheeled chassis with a gun shield for trench defensive use, or on the back of a horse-drawn wagon called a tachanka (see page 67). Assuming a user can even lift the weapon, firing a Maxim M1910 machine gun that is not mounted imparts a -4 penalty on attack rolls and the recoil knocks the wielder prone. The Maxim M1910 is automatic-fire only. The armored shield provides cover when firing the weapon from the prone position.

Mosin-Nagant M1891 Rifle: This bolt-action rifle is the mainstay of Russian military forces. It is similar to the advanced firearms rifle with the following differences. It uses the same 7.62×54mmR ammunition as the Madsen machine gun, and is fed from a 5-round internal, non-detachable magazine that is typically loaded with 5-round stripper clips (loading it is a move action). Without stripper clips, you may only reload up to 2 rounds of ammunition as a move action. Ammunition is typically sold in groups of 5 rounds. The rifle has a lug for the attachment of a socket bayonet, and can be equipped with a unique side-mount scope system (see below).

Nagant M1895 Revolver: This firearm is identical in operation to the advanced firearms revolver (*Ultimate Combat* 139), though it has a capacity of 7 instead of 6.

SIEGE FIREARMS

Aasen Mortar: The Aasen mortar is an indirect-fire advanced siege firearm,



LAWRENCE 1917
FLAMETHROWER

consisting of a heavy steel barrel, a loading mechanism, and a folding bipod stand, and is used to launch explosives to penetrate enemy defensive lines. Aiming the mortar is part of the standard action required to fire it. Reloading the mortar is a full-round action, and the user loads a grenade-like projectile into the breech of the weapon's steel barrel, along with a blank rifle round that propels the bomb when triggered. The weapon uses indirect fire to lob bombs in slow-moving, high arcs, and the user targets a specific square. Rules for indirect-fire siege weapons are found on page 160 of *Ultimate Combat*. Mortars can also be fired as direct-fire siege engines. When used for direct fire, they take a -4 penalty on attack rolls and their range increment is halved, but they do not have a minimum range. After the point of impact is determined, the shell explodes and deals 6d6 points of bludgeoning, piercing, and slashing damage to all creatures in a 30-foot radius (Reflex DC 20 for half). An Aasen mortar has hardness 10 and 35 hit points; it fires special, finned fragmentation bombs that cost 10 gp each and weigh 4 pounds each. These bombs usually arrive on the battlefield in wooden cases containing 6 mortars each.

Hotchkiss 6 pounder: The Hotchkiss 6 pounder gun is a shortened version of the Hotchkiss 6 pounder naval gun, designed for use in the sponsons of World War I-era tanks such as the Mark IV. The Hotchkiss 6 pounder is a direct-fire advanced siege firearm that must be mounted in place on a vehicle to be used. It fires high explosive (HE) shells that deal 8d6 points of bludgeoning, piercing, and slashing damage in a 30-foot radius around the point of impact (Reflex DC 20 for

half). A Hotchkiss 6 pounder is a Medium weapon and has hardness 10 and 70 hit points. Hotchkiss HE shells cost 25 gp each and weigh 6 pounds each.

EXPLOSIVES

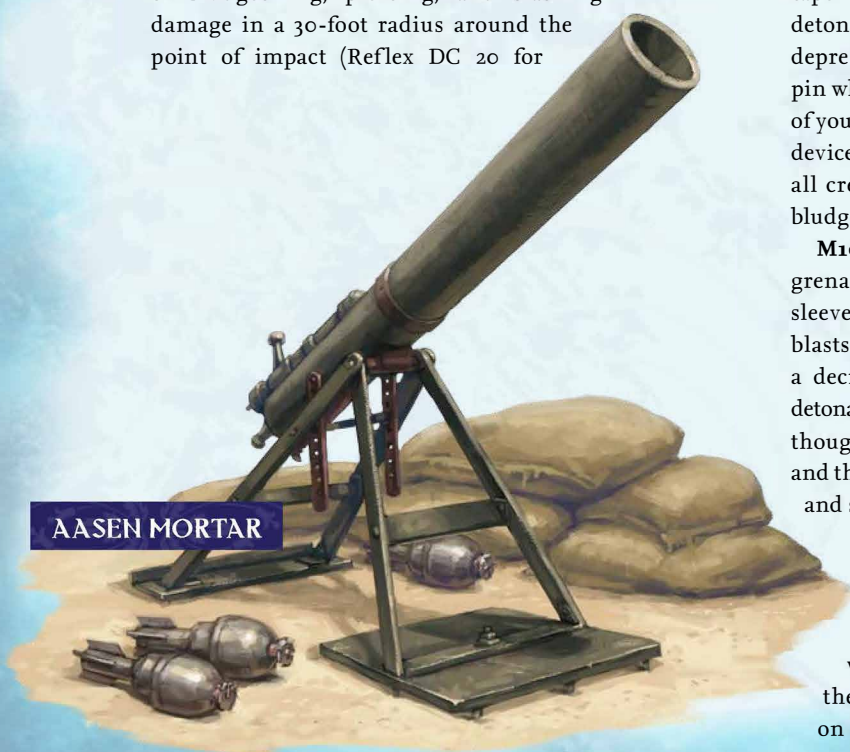
The following explosives shook the battlefields of the Great War. Making an attack with a grenade is similar to throwing a splash weapon (*Pathfinder RPG Core Rulebook* 202). Specific details for the explosives are listed in their descriptions.

Gas Cylinder (Mustard Gas): This large metal canister releases a cloud of toxic gas. It is usually placed on the ground and triggered so that the wind blows the gas toward enemy positions. Normally, multiple gas cylinders are placed in line and triggered together to cover a wider area of the battlefield. First, determine what direction the wind is blowing by rolling 1d4 (1 is north, 2 is east, 3 is south, and 4 is west). When triggered, a gas cylinder releases a cloud of mustard gas (see the sidebar on page 67) in a 15-foot cone. On the following 2 rounds, the cloud extends by an additional 15-foot square away from the canister, forming a 15-foot-wide, 45-foot-long cloud at the end of 3 rounds. The cloud moves with the wind, rolling along the surface of the ground, and disperses after 10 rounds. A strong wind (21+ mph) disperses the cloud in 4 rounds, and a severe wind (31+ mph) disperses it in 1 round.

M1914 Grenade (Concussion): This time-delayed concussion grenade is a mainstay of trench warfare. The device appears to be little more than a metal cylinder tapering to a handle containing a spring-loaded lever. To detonate the device, you disengage the safety pin while depressing the handle's lever, which releases the firing pin when thrown. The device detonates at the beginning of your next turn, hopefully in the area you targeted. The device relies on a concussive blast to deal damage, and all creatures within a 20-foot radius take 3d6 points of bludgeoning damage (Reflex DC 15 for half).

M1914 Grenade (Fragmentation): Standard M1914 grenades can be fitted with an optional fragmentation sleeve. This sleeve converts the normal concussive blasts into a cloud of deadly shrapnel at the expense of a decreased damage radius. The device is armed and detonated in the same manner as a regular M1914 grenade, though the explosion radius is reduced to a 15-foot radius and the grenade instead deals 4d6 bludgeoning, piercing, and slashing damage (Reflex DC 15 for half).

M1917 Chemical Grenade: The M1917 is a modified M1914 grenade specially modified and enlarged to release a cloud of toxic gas upon detonation. Resembling an overlarge metal can with a small lever and handle protruding from the bottom, the grenade is armed by pulling back on a metal firing pin held in place by the handle's



AASEN MORTAR

depressed lever, which is released when thrown. At the beginning of your next turn, the grenade spews forth a cloud of mustard gas (see the sidebar on this page) in a 20-foot radius. The cloud disperses naturally after 4 rounds; a strong wind (21+ mph) disperses the cloud in 1 round.

OTHER MODERN MILITARY GEAR

The following items were also used by the military units of this time period.

Item	Cost	Weight
Bayonet, socket	5 gp	1 lb.
Gas mask	25 gp	1 lb.
Gas mask canister	5 gp	1 lb.
Scope	25 gp	1 lb.
Tachanka	1,550 gp	750 lbs.

Bayonet, Socket: A socket bayonet fits onto a lug mounted on the barrel of some modern firearms. It has the same statistics as a bayonet (*Ultimate Equipment* 24), but a firearm fitted with a bayonet lug can be fired while the bayonet is in place, albeit with a –2 penalty on attack rolls. Each bayonet is designed for a specific model of firearm. The bayonets in this adventure are M1891 bayonets designed for use with the Russian Mosin-Nagant M1891 rifle.

Gas Mask: Russia's Zelinsky-Kummant gas masks are rubberized-cloth masks fitted with thick glass eyepieces and a charcoal-dust filter in a rectangular canister that screws in near the mouthpiece. A gas mask is worn tightly around the head and face, allowing the user to breathe in hazardous environments. A gas mask grants immunity to inhaled poisons and other nonmagical airborne attacks that require you to breathe them, and a +2 bonus on saving throws against magical cloud or magical gas attacks. Using a gas mask imposes a –2 penalty on hearing- and sight-based Perception checks. A gas mask's filter canister can be used for 8 hours before needing to be replaced.

Scope: Scopes are telescopic sights mounted on rifles to increase accuracy at range by magnifying the target. Scopes reduce the penalty for ranged attacks by 1 for each range increment.

Tachanka: This vehicle consists of an agile wagon with a machine gun mounted in the back. The driver sits at the front of the tachanka while the machine gun crew sits at the rear. Though only one horse is required to pull the tachanka, sometimes two or more were used. The price and weight listed in the table above include the wagon and the mounted machine gun but not the horse. This vehicle uses the same statistics as the light wagon found on page 183 of *Pathfinder RPG Ultimate Combat*, but with the addition of a Maxim M1910 machine gun.

MUSTARD GAS

Used in warfare during the Great War, mustard gas (along with other gases such as chlorine and phosgene) were responsible for the grisly and painful deaths of nearly 90,000 people, and permanently scarred more than a million.

Mustard gas is normally deployed via gas cylinders or chemical grenades. A cloud of mustard gas obscures vision like *fog cloud* and looks like a bank of fog, except that its vapors are yellowish-brown.

Living creatures within a cloud of mustard gas take 3d6 points of acid damage when first exposed to the gas and must succeed at a DC 18 Fortitude save each round or become nauseated and blinded for as long as they are in the cloud and for 1d4+1 rounds after leaving the cloud. Creatures that succeed at their save but remain in the cloud must continue to save each round on their turn. This is a poison effect. Because mustard gas is heavier than air, its vapors sink to the lowest level of the land, pouring down into holes and trenches. A gas mask (see below) completely protects the wearer from the nausea and blindness effects of mustard gas, though holding one's breath does not.

TRENCH FIGHTER (FIGHTER ARCHETYPE)

Advances in technology have made archaic armors obsolete by the twentieth century, and modern soldiers concentrate training on firearms and swift feet.

Trench Warfare (Ex): Starting at 3rd level, a trench fighter can select one specific type of firearm (such as a machine gun, revolver, or rifle). He gains a bonus equal to his Dexterity modifier on damage rolls when firing that type of firearm. Every 4 levels thereafter (7th, 11th, and 15th), the trench fighter picks up another type of firearm, gaining these bonuses for those types as well. Furthermore, when behind partial, normal, or improved cover, a trench fighter gains an additional +2 AC bonus from the cover. This ability replaces armor training 1, 2, 3, and 4.

MYSTERIES OF MOTHER RUSSIA

By the time Western spiritualism entered into Russian culture in the early 1850s, belief in a great variety of spirits was already common. The theology of the Russian Orthodox Church not only promoted belief in miracles, but also taught that a person's soul lingered for 40 days before its final passing into Heaven. Common superstition already recognized a staggering array of ghosts and haunts that plagued the Russian countryside, from the drowned *rusalkas* to the spirits of unbaptized children, and regional folklore had long held that *banniks*, *domovoi*, *kikimoras*, and *vodyanois* inhabited the domiciles and natural spaces of Russia. So when Spiritualists introduced the idea that the souls of the dead could communicate with the living,

spirit mediums, mystics, and psychic healers found easy entrance into every level of Russian society—including the courts of the tsars.

These mediums, like their Western counterparts, were responsible for fanning the flames of spiritualistic fervor with all manner of haunting manifestations, from simple rapping haunts to the appearance of partial and full-form ghostly apparitions, as well as sensational communications received by tipping tables, writing planchettes, and the whispered prophecies of spirit trumpets. Such tools allowed sitters to communicate with the spirits of the dead in a direct way never experienced in their culture, and exerted tremendous influence on their followers by introducing revolutionary notions into the minds of the common Russians. The irony was apparently lost on the ruling nobility, who had for generations persecuted such freethinking radicals, and the sudden command these esoterics exerted over the proletariat soon proved dangerous to the established order.

By the time of the Great War, spiritualism was deeply entrenched in the Russian psyche, and seances were commonplace—and nowhere accepted more enthusiastically than in the high courts of the tsars. The entire household of Tsar Nicholas II's grandfather, Alexander II, was said to have converted to the belief, and the tsar even patronized the famous medium D. D. Home. Tsar Nicholas himself engaged all manner of occultists—most famously Rasputin, of course—but also Dr. Gerard Encausse, a university-trained doctor known esoterically as Papus. Papus was a mesmerist, revered esoteric, and member of the Golden Dawn, who served Nicholas II both as a physician and as a spirit medium. Famously, in a 1905 seance, Papus is said to have conjured the spirit of Alexander III, the tsar's father, who prophesied Nicholas II's death by revolutionaries. The doctor assured his patron that he would work to magically ward him from this fate as long as he lived. How effective these wards were in shielding the tsar from this prophesy is unknown, but the fact that the tsar and his family were executed by revolutionaries less than 5 months after Papus' death may be telling.

The Motherland gave birth to many great occultists able to exert significant influence over the minds of their followers. The powerful seer and founder of the Theosophical Society, Helena Blavatsky, hailed from Russia. Rasputin's rival—an Orthodox monk known as Iliodor—provided the model for aspiring Russian spiritualists: a rogue, common-born monk well versed in traditional theology, possessed of sufficient charisma to inspire a cult of prostitute disciples, one of whom very nearly assassinated Rasputin himself, giving rise to the famous saying that “the soul of this cursed *muzhik* was sewn on his body.”

The ideas of these occultists were dangerous to the same established order that sought to embrace their

strange devotions and theologies. These dissident mystics often promoted the same ideals as their radical socialist counterparts who would soon control the country, helping to ignite the sparks of revolution by calling for a new age of peace while promoting free love, worker's rights, and equality for women, as well as the classic Gnostic ideal of communal living and contempt for material wealth—all of which was in direct contradiction to the oppressive regimes of the old social and religious orders. These contradictions in thought and belief finally gave rise to open rebellion, as the followers of these new philosophies promoted their ideas while gaining popular support and a firm political foothold that led directly to the overthrow of the reigning monarchy.

NEW ORACLE MYSTERY

The following is a new mystery for oracles. An oracle chooses one mystery upon taking her first level of oracle. Once made, this choice cannot be changed. Further rules on oracles can be found in the *Pathfinder RPG Advanced Player's Guide*.

OCCULT

Deities: Magdh, Nethys, Pharasma, Tsukiyo

Class Skills: An oracle with the occult mystery adds Bluff, Disguise, Knowledge (arcana), and Use Magic Device to her list of class skills.

Bonus Spells: *unseen servant* (2nd), *spectral hand* (4th), *clairaudience/clairvoyance* (6th), *screaming* (8th), *contact other plane* (10th), *project image* (12th), *vision* (14th), *moment of prescience* (16th), *astral projection* (18th).

Revelations: An oracle with the occult mystery can choose from any of the following revelations.

Automatic Writing (Su): Once per day, you can spend a full hour in uninterrupted meditation. During this period, your hands produce mysterious writing that pertains to the future. At 1st level, the prophetic writing manifests as an *augury* spell with 90% effectiveness. At 5th level, the writing takes the form of a *divination* spell with 90% effectiveness. At 8th level, the writing manifests as a casting of *commune* with no material component required.

Brain Drain (Su): You can take a standard action to violently probe the mind of a single intelligent enemy within 100 feet. The target receives a Will save to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, taking 1d4 points of damage per oracle level you possess. After successfully attacking with this ability, you may use a full-round action to sort through the jumble of stolen thoughts and memories and then attempt a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in your mind for a number of rounds equal to your Charisma modifier. Treat

the knowledge gained as if you had used *detect thoughts*. This is a mind-affecting effect. You can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels beyond 5th.

Ectoplasmic Armor (Su): You can conjure armor made of ectoplasmic force that grants you a +4 armor bonus. In addition, this armor functions as if it had the *ghost touch* special ability. At 7th level and every 4 levels thereafter, the armor bonus increases by 2. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Phantom Touch (Su): As a standard action, you can perform a melee touch attack that causes a living creature to become shaken. This ability lasts for a number of rounds equal to 1/2 your oracle level (minimum 1 round). You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 5th level, the target instead becomes frightened, and at 7th level the target becomes panicked.

Project Psyche (Su): You can project your psyche into another vessel. Once per day, you can possess another creature as if using the *magic jar* spell, though this does not require a receptacle. You must be adjacent to the target creature, which receives a Will save against the effect. You must at least 11th level to choose this revelation.

Shroud of Retribution (Su): As an immediate action, you can summon a shroud of spirits that reflects your attackers' damage back onto them. Any creature that strikes you deals normal damage to you, but at the same time the attacker takes 1d8 points of force damage + 1 point per 2 caster levels you possess (maximum +10). This effect lasts until the end of your next turn. You can use this ability once per day, plus one additional time per day at 11th level and every 4 levels thereafter. You must be at least 7th level to select this revelation.

Spectral Spells (Su): You gain Ectoplasmic Spell (*Pathfinder RPG Advanced Player's Guide* 158) as a bonus feat. In addition, once per day, you can cast a spell with the Ectoplasmic Spell feat as a standard action that does not increase the level of the spell. You can use this ability one additional time per day at 7th level and every 4 levels thereafter.

Spirit Walk (Su): You can become incorporeal and invisible. While in this form, you can move in any direction and pass through solid objects. You can take no action other than to move while in this form. You remain in this form for a number of rounds equal to your oracle level, but you can end this effect prematurely as a standard action. You can use this ability once per day at 11th level and twice per day at 15th level. You must be at least 11th level to select this revelation.

Sure Soul (Su): Because of your experience with possessing spirits, you gain a +2 insight bonus on saving

throws against possession effects such as *magic jar*, a ghost's malevolence ability, or domination effects. At 7th level, this bonus also applies against death effects and mind-affecting effects. At 11th level, the bonus increases to +4.

Voice of the Grave (Su): You can *speak with dead*, as per the spell, for a number of rounds per day equal to your oracle level. These rounds do not need to be consecutive. At 5th level and every 5 levels thereafter, the dead creature takes a cumulative -2 penalty on its Will save to resist this effect.

Final Revelation: Upon reaching 20th level, you become one with the spirits. You become immune to death effects, exhaustion, fatigue, nausea effects, negative levels, and sickened effects. You can cast *astral projection* and *true seeing* once per day as spell-like abilities without requiring material components. Should you die, you rise again 2d4 days later as a ghost (*Pathfinder RPG Bestiary* 144).





SZURIEL

SZURIEL (SZUR-EE-ELL) IS THE HORSEMAN OF WAR, LEADER OF THE GREATEST ARMY OF DAEMONS. ONCE A MORTAL PALADIN BANISHED FROM HER FAITH FOR HERESY, SHE WAS DRIVEN BY HER IRON WILL TO AVENGE HERSELF UPON HER BRETHREN, AND WHEN HER VIOLENT SOUL FELL INTO ABADDON, SHE CLAWED HER WAY UPWARD THROUGH THE DAEMONIC RANKS AND SLEW THE PREVIOUS HORSEMAN OF WAR TO TAKE HIS PLACE. LIKE ALL DAEMONS, SHE EMBODIES THE IMPARTIAL TAIN OF PUREST EVIL AND NIHILISM, UNBURDENED BY ORDERED AMBITION OR CHAOTIC FRENZY. SHE AND THE OTHER HORSEMEN PERSONIFY THE GREATEST THREATS TO MORTAL LIFE, AND SHE BEARS AN AURA OF COLD SATISFACTION AT THE INNUMERABLE VIOLENT DEATHS THAT ARE HER LEGACY.

None know what crime or blasphemy Szuriel committed as a mortal to merit being excommunicated from her church—or even if there was any justification for it other than political maneuvering or a personal vendetta. Regardless of the cause, she cloaked herself in vengeful wrath and amassed an army of bloodthirsty soldiers under her white banner. Using this army to conquer her own homeland, the now-fallen paladin declared herself empress of the realm and demanded that as tribute to her greatness every member of her former faith be crucified—hierophant, priest, and lay believer. As these religious folk fled or went into hiding, she turned her attention to other lands, and the threat of invasion by her armies so frightened the royal families of neighboring kingdoms that they sent dozens of assassins to kill her. One was successful, and in death she was damned to Abaddon, though this was just the start of another chapter in her book of conquests.

Through fate, luck, and skill, Szuriel evaded more powerful daemons who would have consumed her, and survived long enough for the substance of the plane to change her into a true daemon. She began rallying other weak daemons to follow her, ambushing and consuming successively stronger daemons and absorbing their power. Picking her battles wisely, she avoided the attention of the deacons of war and remained independent even as Abaddon was rocked by Lamashtu's invasion and the brief interregnum when there was no Horseman of War. When Ortaro of the Ten Thousand Screams became Horseman of War, Szuriel knew it was time for her to strike.

Ortaro's obsession was trophies from his greatest kills, while Szuriel's obsession was war itself. He reigned only briefly before she led her armies to the Cinder Furnace, engaged his soldiers with her own, and personally struck him down with her ebon-bladed sword. She desecrated his corpse and cast it into the volcanic forges, wishing to keep no trophies of him or reminders of his weakness, and claimed her destined role as Horseman of War.

Like all daemons, Szuriel's goal is the eradication of all mortal life. Her servitor daemons are constantly working at new methods of waging war, including creating new war machines. Though these devices are usually too big to transport to the mortal realm, her daemons may whisper descriptions or leave sketches of these things with mortals to inspire more slaughter. Many technological innovations over the ages may have come from careful

whispers in an inventor's ear, from the secret of forging iron to the creation of the first bows. New magic items, spun out of crushed soulmatter like obscene thread, are left in the mortal realm to tempt the living to acts of great evil or to the summoning of daemons. Szuriel's focus is the destruction of life, and she is not opposed to the creation of new things if their purpose is to accelerate the end of all living things.

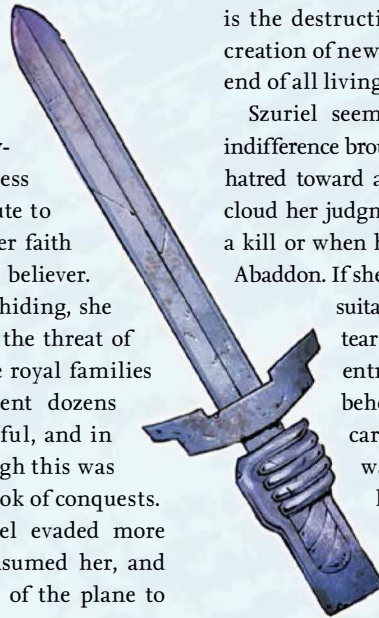
Szuriel seems cold and emotionless, but this is an indifference brought on by immortality and a slow, genocidal hatred toward all living things. She does not let emotion cloud her judgment, but does feel elation when she makes a kill or when her plans bring a large number of souls to Abaddon. If she has time during a battle or feels it would be suitably intimidating to her foes, she may casually tear out an opponent's heart or feast on its living entrails. She has no mercy and will just as easily behead a crying child, a mourning widow, or a career soldier—she is not a proponent of just war, but of the slaughter necessary to turn all living things into cold meat. In one battle, she may quietly strike down her enemies and dispatch the wounded; in another, she may crucify or draw and quarter

any prisoners in order to draw out, humiliate, terrify, or sicken those who dare oppose her. She is both the cruel beauty of war and the ugly truth that war is a hideous, destructive thing that cares not about guilt, innocence,

right, or wrong; it merely exists to kill on a scale impossible for a single being. She is war as a force of nature, a relentless tide of death that washes over the living to whittle away at their numbers or surges forth to bury them in an unexpected rush. She is a murderer of multitudes, whether good or evil, chaotic or lawful, snuffing out mortal lives to make room for sweet oblivion.

The Horseman treats her servants (mortal and otherwise) as disposable tools, using them until they break and replacing them with new ones. The daemons expect no less, having arisen from the hordes of mewling souls that appear on Abaddon every minute of the plane's timeless, eclipse-illuminated day. She shows them no affection, and expects them to perform the tasks she gives them without complaint. She doesn't care whether they resent, fear, or love her, only that they do as they are told. Most mortal worshipers view themselves as agents of the apocalypse, loathing and hating their own mortal existence, but bearing it like a necessary burden they must overcome by enacting Szuriel's will.

Szuriel's true appearance is that of a 20-foot-tall angelic being with ivory skin, flowing golden hair, a flawless



*"WAR IS THE TIMELESS ENGINE, THE
NATURAL STATE OF CONFLICT THAT TURNS
ALL MORTALS AGAINST EACH OTHER."*

~SZURIEL

mighty body clad in silk, and majestic raven-black wings. Unlike the celestials she superficially resembles, however, her form also has elements of horror. Her eyes are mirrored and black as onyx, constantly weeping blood and leaving trails down her face. In the rare times when she smiles, she reveals a mouthful of jagged razor-sharp fangs, like a shark or ancient dragon. Her black sword, *Lamentation of the Faithless*, is said to be the corrupted blade of a forgotten celestial, and is a grim token borne by every Horseman of War. She is rarely depicted in art, for the mortals who serve her are more interested in destruction than creation, but may be painted on a banner or flag as a tall white female figure with an upright black sword. Also called the Angel of Desolation and the Seraph of Devastation, Szuriel by her very form makes a mockery of archons and angels—creatures she studied well during her mortal life as a paladin.

Szuriel's power is not suited for subtle manifestations in the material realm such as images in mirrors or blood dripping from weapons. Her relationship with mortals is exploitative and pragmatic, and she has no interest in small signs of her pleasure or displeasure—if a worshiper pleases her, she continues to grant it power, and if it displeases her, it quickly dies at the hand of a daemon, an ally, or an enemy. When she (or an authorized servant) enters an agreement with a mortal, the particulars are lax and informal, but always include a proviso that she (or her servant) may send daemons to supervise and observe the mortal's actions—which allows her to send an assassin to eliminate the worshiper if she finds it necessary. If she wishes to humiliate that worshiper and set an example for others, she sends a single cacodaemon (*Pathfinder RPG Bestiary 2*) to tear out the mortal's throat while it sleeps.

Szuriel is neutral evil and her portfolio is war. Her weapon is the greatsword, and her symbol is a black sword held upright in a pale hand. Her domains are Evil, Fire, Strength, and War. Her worshipers are any folk who glory or profit in war—mainly evil soldiers, mercenaries, arms dealers, looters, and warlords. Szuriel's priests are usually clerics, inquisitors, rangers, or souldrinkers (*Pathfinder Campaign Setting: Horsemen of the Apocalypse, Book of the Damned, Vol. 3 34*), but many oracles (particularly of bones or metal) and antipaladins also pay her homage. Some evil blackblade magi likewise see her as their patron, and their strange blades resemble her own.

Her faith arises in small pockets on many worlds, especially where war has been going on for generations and both sides have lost hope or forgotten the original reasons for the conflict. For example, many crusaders fighting at the Worldwound are worn down by the endless battles and futility of their actions; slowly their hearts and souls have turned from lofty goals to the grim acceptance of eternal

war and the need to eradicate their enemies at any cost. Her worshipers are murderous, nihilistic, and pragmatic. They may work alone or with other like-minded believers, keeping their allegiance secret under the guise of a higher purpose, or welcoming their minions into the cult of Szuriel with hidden initiations—by this method they can create a complete cult cell that can present an acceptable, if martial, face to the public.

Szuriel is uninterested in the content of mortal pleas and prayers, though they gain her attention. If the mortal is of no consequence to her and is invoking her name for protection (such as a soldier praying to live through a battle or someone praying for a lover to return from war), she may ignore the plea or use this connection to send a daemon to claim the mortal's soul. If the mortal can be of use to her, she may answer those prayers with a visitation from a daemon, who may offer power in exchange for swearing loyalty to the Horseman. There is never a guarantee that the daemon won't turn on the mortal after a time or in response to some secret agenda by Szuriel, and countless mortals have believed daemonic assurances of safety in these agreements, only to be surprised—first, when the daemon tears them apart, and again, when their souls meet a similar fate in Abaddon. The trappings of worship are irrelevant to her, so there is no consistent method of prayer, offering, or sacrifice among the church, though individual daemons may create their own rituals to amuse themselves, especially ones that pervert or blaspheme mortals' previous beliefs or prayers.

Szuriel loathes anything that promotes families, as marriage frequently leads to procreation, which means more souls and delays the daemon's victory over mortal life. A worshiper who has a spouse or children may be encouraged to sacrifice them or put them in harm's way as a test of loyalty, or they may die in unfortunate accidents or at the hands of enemy soldiers. She is equally callous toward orphans and others who have suffered because of war, and it is common for mortals in her service to execute noncombatants and those who surrender, as they are all just grist in the soul-mill of Abaddon.

TEMPLES AND SHRINES

Szuriel despises mortals and courts no priests, nor does she require temples built in her name. However, mortals often feel the need for such things, and thus they build them according to their own aesthetics. One temple to Szuriel may be a stone fortress overlooking a road connecting two warring realms, another may be a macabre tower of bones and weapons taken from a battlefield, and yet another may be a conquered temple of Iomedae with its icons inverted and draped in bloodied shrouds. Shrines are simpler and likewise vary in particulars; a shrine could take the form of a pile of skulls topped with an upright sword, a lonely banner

planted at a battlefield, or a ring of stones around a mass grave or place of genocide. Any site that is or was the location of a deadly battle may be claimed by a priest as a temple or shrine, whether or not there is a permanent structure there.

A PRIEST'S ROLE

Szuriel has no dogma but war. She has no approved or forbidden means of waging war, and leaves her priests to their own devices as they attempt to determine how best to serve her. Many worship her out of a lust for power or in desperate need of some advantage over their adversaries. Those who squander her magic on wealth or pleasures of the flesh quickly fall out of her favor and are either slain by their daemonic advisors or crushed under the boots of an opposing army—only the pursuit of mortal war and conflict mollifies her ire, and only for a while.

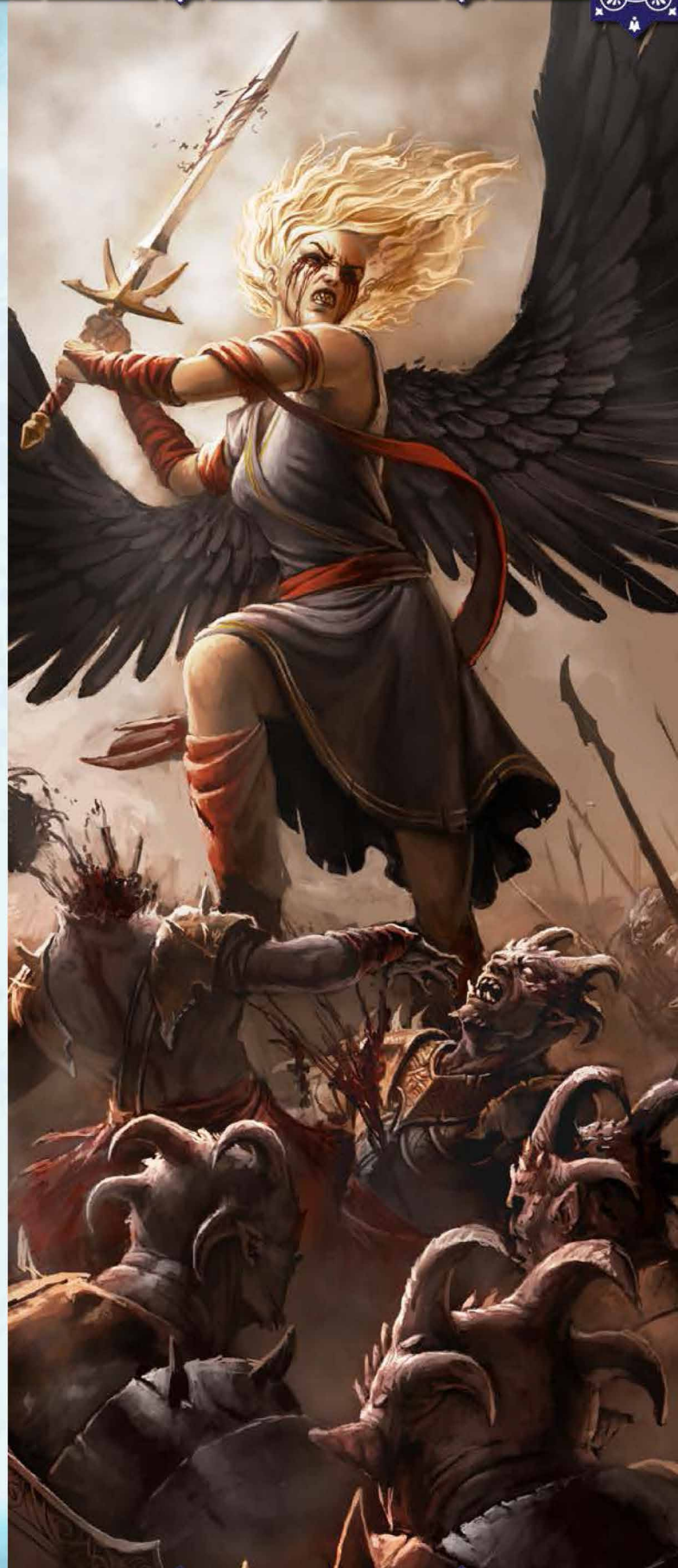
A powerful worshiper may remain useful for a long time if he has the means to bring many daemons to the mortal world, though this is no guarantee of any favors once that usefulness comes to an end. Most priests think they can outlive or outsmart their daemonic patron, but she cannot lose; her reach is long and her patience is infinite, and should they somehow escape her grasp, they will still succumb to Charon eventually. A realistic priest hopes that excellent service will be rewarded in Abaddon with immediate conversion into a daemon or at least a quick, merciful death at the claws and teeth of her immortal servants. Most realize their role to promote war, and expect no mercy if they fail.

In some cases, a priest founds a cult on her own without any direct input from a daemon. These priests tend to be the most fanatical, and create or discover blasphemous knowledge on their own, based on pure intuition of the daemonic powers or scraps deliberately left by the Horsemen and their servitors. These self-trained priests tend to be misguided and deluded, focusing more on the rewards of serving Abaddon than the harsh realities of this fealty. Some of these priests, though, may be skilled preachers and see their primary role as converting nonbelievers to the cause, with moves to stir up conflict only happening once the priest has a large enough base of followers.

Despite no encouragement to dress a particular way, most priests favor wearing red clothing and a black cloak with a feathered motif. Some paint tear-streaks on their faces with blood or (if unafraid to flaunt their loyalty) tattoo them. They favor weapons with the *unholy* weapon special ability, or paint their blades black so they can be used as unholy symbols for spellcasting.

HOLIDAYS

The Angel of Desolation has no interest in honoring specific days of the year—the only day she longs for is the one when the last mortal expires and its soul appears in Abaddon to be devoured. Informally, mortal worshipers of Szuriel mark



any eclipse as a day of worship, celebrating with the sacrifice of enemy prisoners of war. Any battle occurring during an eclipse is believed to have Szuriel's favor, and her priests are especially reckless with their magic during such times, believing that anyone slain under these circumstances—enemy or ally—is greatly savored by the Horseman of War.

COMMANDMENTS

Szuriel has no interest in great speeches, though among mortals a few sayings are common.

Be the Tide of Steel: Put the impure to the sword, butcher infidels, and slay heretics. Any who do not worship Szuriel deserve death. This belief conveniently ignores that the Horsemen wishes the death of all mortals, even those who worship her.

Paradise Despite Any Crime: Those who die in war are guaranteed a favored place in the afterlife, regardless of what crimes they may have committed or the rightfulness of their cause. This promise alone (especially when spoken by a daemon or a charismatic priest) is often enough to convince a desperate soldier or mercenary to worship Szuriel, despite all evidence that this sort of bargain is false.

HOLY TEXT

The Seraph of Devastation has no holy book. To her, creating inspiring words for mortals to follow is like writing love letters to a cesspool—pointless and a distraction to her real work of fomenting conflict. Instead, mortals are simply told to wage war and send souls to Abaddon in whatever manner is the most expedient. Some of her rare eloquent priests may pen their own ideas about war and oblivion, but as these mortals eventually die and are consumed, their works are usually lost to decay and time. Many tomes written by spellcasters describe methods of summoning and binding daemons (though any “binding” is fragile at best), and worshipers of Szuriel sometimes use these books as holy texts.



RELATIONS WITH OTHER RELIGIONS

Szuriel's goals of slaying all mortals in the multiverse puts her at odds with most gods, as her actions target their worshipers. Lamashtu bears a grudge against the Horseman of War for turning back her invasion of Abaddon, and she longs to use Szuriel's body to birth hideous demonic offspring. Asmodeus has his own agenda for corrupting and claiming mortal souls, and objects to her wasteful consumption of these resources. Of course, she is allied with the Horsemen of Death, Famine, and Pestilence, though they disagree on the best method to destroy all mortal life. Three gods have especially important relationships with Szuriel.

Gorum: As the god of war, Our Lord in Iron has a strange rivalry with the Horseman of War. On one hand, the god supports any endeavor that encourages battle. On the other hand, Szuriel's fatalistic outlook draws worshipers from him, especially those too weak-willed to endure the fatigue of frequent or tragic battles. His role is to stoke the hearts of mortals so they embrace the glory of war with enthusiasm and bloodlust, whereas Szuriel wants mortals to accept oblivion and a cold, murderous intent. As with Gorum's interactions with all deities, he is sometimes an enemy and sometimes an ally to Szuriel—but unlike in his occasional battles with divine powers, he takes conflict with the Horseman personally.

Urgathoa: The Pallid Princess's divine realm is in Abaddon, within Szuriel's territory. Granted this territory long ago by the daemons, the goddess respects the borders they established for her. Urgathoa takes no actions against Szuriel or the watchful daemons motionlessly observing just beyond her realm, nor does Szuriel wage war against Urgathoa, her followers, or souls destined for the goddess's realm. The two entities have not communicated with each other in any way for decades, though their supernatural minions may trade information across the border. The main benefit to the daemons is the ability to study a goddess in her own realm, which may allow for some insight should the gods invade

Abaddon or if the daemons need to attack another deity. In the mortal realm, the two faiths are coolly tolerant of each other, and some worshipers of Urgathoa ally themselves with daemon cults for easy access to freshly killed bodies.

Zyphus: As with Urgathoa, the Grim Harvestman's realm lies in Abaddon—in fact, it's contained entirely within Urgathoa's domain. He has similarly maintained a wary peace with the daemons for ages, and his servants mostly keep to themselves (especially as Urgathoa's realm is a buffer between his own and the daemons).

NEW SPELLS

Several daemonic spells appropriate to Szuriel are presented in *Horsemen of the Apocalypse* (including several spells used to summon specific daemons). Her priests also have access to the following spells.

BLACK SWORD OF WAR

School necromancy; **Level** antipaladin 3, cleric 3, ranger 3, sorcerer/wizard 3 (Szuriel)

Casting Time 1 standard action

Components V, S, F

Range touch

Target piercing or slashing manufactured weapon touched

Duration 1 minute/level (D)

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

The target weapon turns a glossy black color and deals bleed damage if it deals hit point damage to a creature. The amount of bleed damage is equal to 1/2 your caster level (maximum bleed 5).

BLOODY TEARS AND JAGGED SMILE

School necromancy; **Level** cleric 2, sorcerer/wizard 2 (Szuriel)

Casting Time 1 standard action

Components V, S

Range personal and see text

Target you and see text

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** yes

Your eyes turn black and weep blood, and your teeth become jagged fangs. You gain a bite attack (1d3 points of damage if you are Small, 1d4 points of damage if you are Medium). You gain a +4 profane bonus on Intimidate checks and on your spell DCs for spells with the fear descriptor. You perceive creatures as if using *deathwatch*.

SERVITOR DAEMONS

Szuriel's daemons are usually paler than those serving other Horsemen. Some decorate their faces with blood to resemble her bleeding eyes, or wear masks made of hardened soul-stuff that resemble her grinning face.

CUSTOMIZED SUMMON LIST

Szuriel's priests can use *summon monster* spells to summon the following creatures in addition to the normal creatures listed in the spells.

Summon Monster III

Cacodaemon (evil)

Summon Monster IV

Fiendish urdefhan (evil)

Summon Monster V

Genthodaemon (evil) (see page 86)

Nightmare (evil)

Some give these masks to mortals as a reward for prayers, offerings, or services, but some are actually cacodaemons temporarily shaped into mask form. These latter daemon-masks may whisper advice to mortals, silently observe what the mortals see (with the intent of reporting back to Abaddon after a time), or wait until the mortals are vulnerable and slay them.

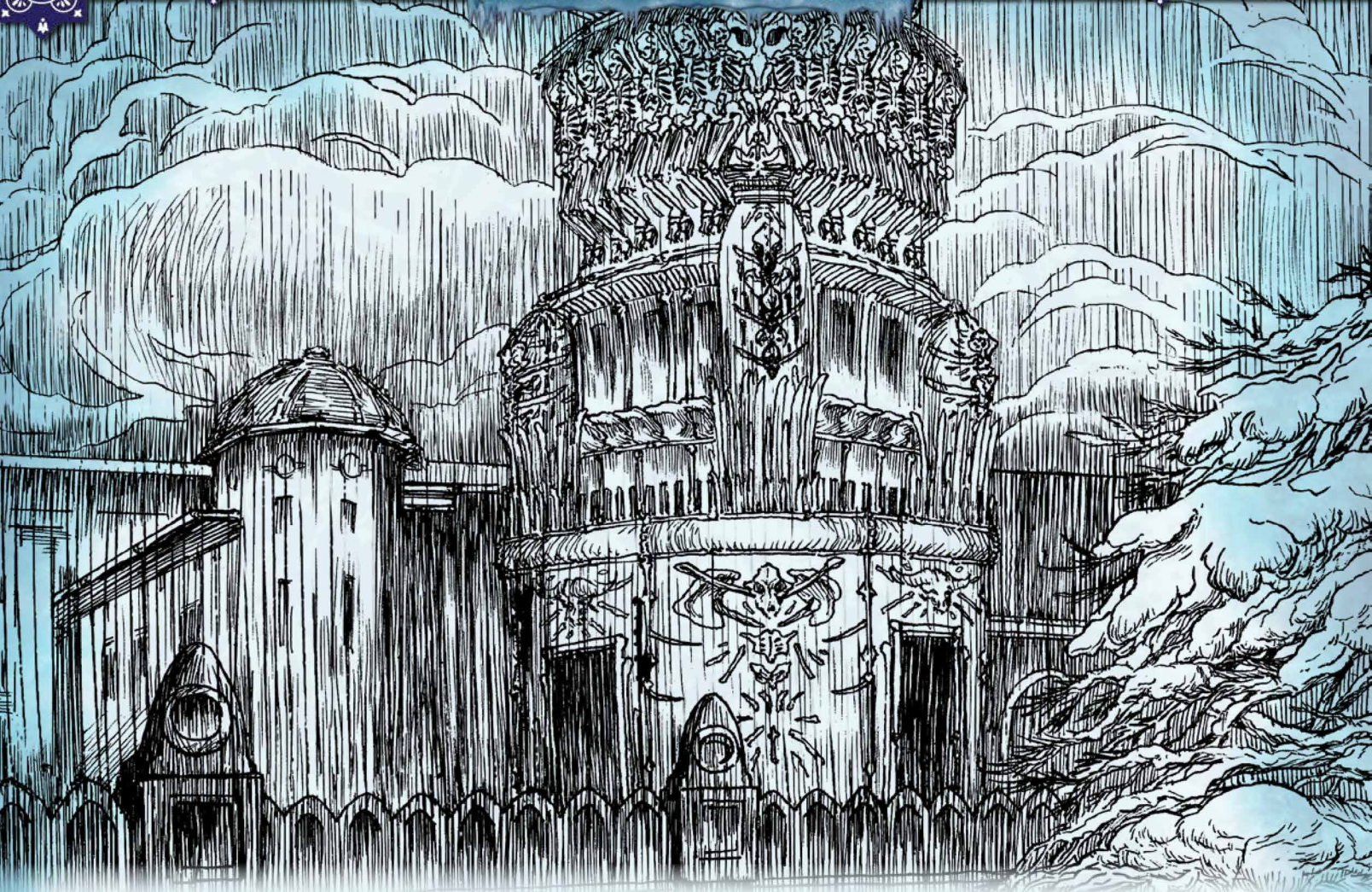
Szuriel rarely grants additional powers to her daemons, preferring they seize such things from other beings or learn how to craft new abilities into their own flesh.

PLANAR ALLIES

In addition to the deacons and other major servants named in *Horsemen of the Apocalypse*, Szuriel has a few specific daemon servitors whose names are known to mortals and who quickly respond to requests for aid. More information about her Daemonic Harbinger, Zelishkar the Bitter Flame, can be found in *Pathfinder Campaign Setting: Inner Sea Bestiary*, including full stats.

Gothus-Re: This ceustodaemon ranger claims to have once been a pharaoh's general who sought to serve his master as a living mummy. Convinced by his daemon advisor during his mortal life that the ritual of mummification would work only if he died by his own hand, he hung himself and awoke in Abaddon as a daemon. Now he obeys Szuriel by convincing mortal officers and soldiers of the merits of suicide missions. A mortal who summons him is likely to gain his aid if the mortal has another creature kill itself when the demon appears.

Valak With Itching Fingers: This urdefhan wizard is infused with daemonic power and works as an archivist and researcher in Szuriel's war-forges. He teaches forbidden magic to mortal spellcasters and crafters, and has been known to provide magical weapons to mortals loyal to Abaddon, though these weapons have been known to turn on their wielders if left idle for too long. He is inclined to assist mortals only if enemy prisoners are executed in his presence.



WEB OF SECRETS

PATHFINDER'S JOURNAL: THE BONEDUST DOLLS 5 OF 6

At first there was a mad dash up the stairs. Byanka led the troop of dolls, winding her way up, cursing another blue-and-yellow spider into a chipmunk that Murzik chased down a hallway.

I followed. I have charged into battle alongside dwarves or halflings, their heads coming up to my chest or waist, but not dolls. Few reached as high as my knees. It would not do to trip over one's comrades. Luckily, the spiral stairs were wider at one side than the other. I ran up the center while the dolls took the portion toward the inner bannister. I felt like a giant among halflings, even though the stairs to my left were grand enough to accommodate ogres and trolls.

One brown-haired doll ran onto the steps in front of me, but before I tripped over her, she leapt up. "I will

help you, Papa!" she cried, clambering to my shoulder as familiarly as Poskarl's monkey.

"Hold tight, Emilie!" I steadied her with my left hand, the duke's ruby winking on the back. I dimly noted that the "magical child" of Arjan and Anais Devore was costumed as a Galtan shepherdess, or at least a pre-Revolutionary fantasy of one, all furbelows and frippery, ribbons and lace. Having known actual shepherdesses, I knew the only accurate detail was her crook, which some shepherdesses did decorate with bows. Emilie had tied a three-pronged lemon fork to the end of hers, forming a makeshift trident.

I spotted a spider behind a potted palm. Partially camouflaged by the striped shadows cast by the chandelier's twisted candles, it lurked there, waiting. I

dropped a lens and peered closer. The arachnid's brindled markings were like indigo inkblots on saffron silk.

All at once the threads tied together: Kyevegeny's shimmering silk screen in the shadow theater; the shiver-laced cocoa; Silvertooth's insinuations.

"It's a dream spider," I warned the dolls. "Don't let it lure you into its web. The strands are drugged."

"We can't be drugged," a porcelain crone pointed out.

"Poisoned, then."

"Silly Papa!" exclaimed Emilie, patting my cheek with her porcelain hand. "We can't be poisoned either!"

"That should prove useful..." I reached to my bandolier. "Use this."

I unstopped a wide-mouthed flask, the aperture suitable to accommodate knives or sword points.

Lemon forks fit too.

Emilie hurled her crook like a fishing spear, a trail of ribbon spooling out behind. The prongs flew through a palm frond's slots and pierced the spider's mottled flesh. It spasmed for a moment, then froze, paralyzed.

"What is *that*?" Byanka inquired icily.

"A dream spider," I repeated. "A monstrous arachnid from the jungles of the Mwangi Expanse."

"Interesting. Potentially useful. I meant the poison."

"Oh," I said, "giant wasp venom, concentrated, adulterated with venom from the tarantula hawk."

She raised a pale eyebrow.

"Not some wizard's hybrid monstrosity—a wasp from Qadira. Apricot wings, ebony body, absolutely excruciating venom. The Poisoner's Guild of Daggermark has it smuggled through Galt. But it still serves its original purpose as a paralytic agent for arachnids." I couldn't quite suppress a shudder. "I've had unpleasant encounters with spiders before."

"Did you bring enough to share?"

"Indeed."

Flatware was envenomed, and while I had never considered what a gang of dolls wielding ivory-handled cake knives would do to a giant spider, I had seen wasps swarm one before.

The effect was much the same.

We continued upward, past a schoolroom filled with tiny chairs and a slate bearing the word DEPARTMENT in pretty cursive script, past a miniature confectioner with jars of nonpareils and boiled sweets, past a hospital with pots of paste and sawdust alongside a shattered porcelain arm, and ascended a few more floors.

The high doors at the end of a landing stood open, shadows and darkness within.

Byanka touched the knob of her cane to an oil lamp in a niche, and it blazed alight with blue witchfire. It floated out of its niche, spinning like a gyroscope, and assumed a gentle orbit over Byanka's shoulder.

Valya touched her finger to the lamp in the opposite niche, causing it to glow a soft rose.

Orlin took a candle stub out of his tinderbox, showed it to Tinka, then fit it in the lid's holder. He saved a match by having it float over to the chandelier.

I borrowed it on the way back. While my army-issue bullseye lantern may not have been as convenient as witchcraft, it did have the advantage of a directional beam.

I scanned the doors first. The twin ivory panels opened out, the beam revealing scrimshawed images of princes in kaftans and princesses in kokoshniks and sarafans skating on the surface of a frozen lake. I then directed the beam inside, revealing a forest festooned with opalescent cobwebs.

Not a real forest. The trees were paper-mache and pasteboard cutouts. What appeared to be a beautiful trembling aspen was in fact a collection of bleached vertebrae and finger bones wired together in semblance of a tree with painted leather leaves. A clutter of newly hatched spiderlings the size of plums seethed over it.

We entered. Large marionettes dangled from the ceiling like halflings swinging from the gallows: witches and woodcutters, winter wolf pups and dancing bear cubs, even a wooden hut the size of an outhouse with limply dangling chicken feet. We moved through the forest of puppetry and scenery, avoiding contact with the shimmering iridescent webs.

I then beheld the stage and a great silver screen glowing with an incandescent illumination. On it was a shadow spider so immense it filled half the screen, locked in mortal combat with the shadow of an equally immense warrior, his cloak flying, the blade of his axe striking again and again. The sounds of battle accompanied this sight, but were more muffled than such a titanic struggle should warrant.

The shadow titan's axe struck again, but this time it was accompanied by a terrific *boom!*

I spun, for the sound had come from behind me

I shone my lantern back the way we came. One of the two-dimensional trees lay toppled over. I saw a quaking of the bony aspen's leaves, so I aimed the beam up.

A tall figure pushed the uppermost branches out of his way as he ducked—not downward, but upward. The figure dashed across the ceiling upside down, dressed in an assassin's shadowy silks. I did my best to follow with my light as he drew a cutlass and struck. A moment later, a sandbag hit the stage as he grabbed hold of another set. He rode them down and the silver screen rode up.

I quickly closed my right eye and dropped all my smoked lenses on the left. Silhouetted before the unshielded glare of a blazing limelight stood a spider, not titanic, but almost as large as me, locked in battle with a halfling dressed like Kostchtchie from Kyevegeny's puppet show. His fur cloak flew wildly, the ends of the

otterskin wrappings on his wrists and joints did likewise, and the limelight dazzled across a golden torc worn on his broad bare chest. He swung his great axe with mighty thews again and again—yet they did not quite move as mighty thews ought.

I then realized this was because they were not flesh, but porcelain. The halfling barbarian was a halfling-size doll—an Ulfen warrior who bore a more than passing resemblance to Kyevgeny.

“Oh Klaufi! Be careful!” called Madenya, riding Valya’s shoulder as Emilie did mine.

Then the black-cloaked figure’s hood fell back and Kyevgeny’s blond mane shook free.

“Kyevgeny, you too...” Valya clenched her hands before her chin in an attitude of fright and concern.

Byanka pursed her lips. I guessed she had spat her last curse.



“Emilie is small, but formidable.”

It would be a distance to hurl a dart, but fortunately an alchemist is not without resources. In this case, substances as common as soda ash and vinegar, mixed in my mouth and catalyzed with spittle, produced an excess of air to jet through my blowgun.

Giant spiders scream remarkably like stuck pigs when stung with tarantula hawk venom. Of course, rather than two evil beady eyes glaring at you, spiders have eight. I decided what was needed was more darts. I confiscated the shepherdess’s crook from Emilie, still tied with the lemon fork. This I envenomed again, placed into the blowgun, and shot with considerable force. The expanding gas puffed out my cheeks like those of Calistria on Irynya’s scurrilous little fan charm.

The lemon fork’s tines skewered a lemon-colored blotch on the spider’s abdomen. The monster screamed again, then trailed off into a gurgling froth as it froze in place, ready for a tarantula hawk to lay her eggs in it.

“Where’s Holgrim?” Kyevgeny demanded of the halfling-size doll who I assumed to be Klaufi.

“There!” Klaufi pointed to a shadowy corner of the ceiling and what I had assumed to be another cobwebbed puppet. My lantern revealed it to be a boy.

Kyevgeny dashed up one side of the proscenium arch and cut his valet free, swirling his cloak and rappelling down via silken threads from the cloak itself.

We ran to where he descended. I didn’t have to tell him to strip the cobwebs. His hands, gloved with more black silk, bundled the webbing with supernatural alacrity. “Holgrim...”

“He’s poisoned,” Orlin declared unnecessarily.

“Someone fetch a leech jar,” Byanka snapped. “Valya, you know—”

“I have this.” I knelt down. Holgrim looked like a younger version of Ermutt, his hair already starting to thin. I placed my glove on the boy’s face. I felt an electric tingle through my fingertips as the duke’s glove leached the venom, the unicorn’s carbuncle on the back swirling like an opal as it consumed the spider’s poison before subsiding to its usual sanguine hue.

“Help him,” begged Kyevgeny. “Wake him up!”

I felt Holgrim’s skin through the fine leather. He was still warm, but the room was too, pleasantly heated by some means. The ceiling would be nearly tropical given the physics of heat. I felt behind his ear for the pulse of life but found none.

If he was asleep, he was not dreaming. The eyes move beneath the eyelids when a man dreams.

I pulled them open and shone my lantern in, looking for any response from the pupil, a contraction of the iris. Holgrim’s were pale blue-gray, the color of twilight on a frozen lake. They did not move. When I released his eyelids, they stayed open.

I sat back, looking to the concerned faces above me. "I'm sorry. He is dead."

"I'll be the judge of that," snapped Byanka. She hunched down, removing her compact from her sealskin muff. She popped it open with a thumbnail and held the mirror before his mouth, examining it for breath. Then she held it before his dead staring eyes and examined it again. She checked his pulse.

"The alchemist spoke correctly," she told her grandchildren. "Your playmate is dead. But there may still be time. What would you sacrifice to save him?"

The brother and sister's lapis eyes exchanged frightened looks.

Valya spoke first. "I would give my mother's ring." She held forth her right hand upon which sparkled a beautiful diamond heart.

Byanka nodded. "And you?" she asked her grandson.

"Anything," Kyevegeny begged. "Everything. Whatever I—"

Her palm struck his cheek with a resounding slap. "Foolish boy! Never promise such a thing! You never know to whom you might be speaking! Be thankful it was your grandmother who heard your rash offer—but all I will take from you are your secrets. I will have the whole truth, all of it—no lies, no omissions, no deceptions. Swear it! By powers we both will respect!"

"I swear it by the Three Riders, and by our ancestor Queen Morgannan, who walks the worlds forever with Baba Yaga."

Byanka nodded, then placed her fingertip on Kyevegeny's lips. "I will have your truth later. For now we must gather Holgrim's soul while it is still close." She pointed to Orlin. "You, witch child—you have a familiar spirit. Can you see souls?"

"No," Orlin admitted, "I only smell them, sometimes. But Norret can spot them with his monocle."

I swapped the relevant lenses. "On it."

I looked about the theater. I could see the brightness of my own aura and the nimbus of light around Byanka and the others, the smaller aureoles around the familiars and dolls, and the glows around the spiders—not dead, only paralyzed.

Holgrim's body had no aura. It was only meat.

Rhodel waved frantically, pointing near the boy's head. I looked, seeing nothing out of the ordinary.

Then I saw it—a tiny mote of light, dancing like a moth in the lantern-light. It was already fading, the last vestiges of the mostly departed soul detaching from his body.

"He's here," I said. "But fading."

"Quickly," ordered Byanka. "Give me the lantern and the ring. There's little time left."

I placed my bullseye lantern on the floor before her as Valya handed her the ring. Byanka placed it on the ring

finger of her left hand, the heart worn inward toward her palm. She placed her compact on the floor, angled so it reflected the beam to the diamond.

She turned the lantern's knob, adjusting the wick. The light dimmed. She began to chant.

"Blood to Blood and Bone to Bone,

Eye to Eye and Heart to Heart—

By these Four, Ensoul this Stone!

By these Four, I Bind my Art!"

Byanka produced a penknife and nicked her ring finger, the one whose vein ran to the heart. Heart's blood dripped onto the diamond. She lay the tip of her ivory walking stick against it. A tear splashed down from her cheek, intermingling.

She reached out and turned the lantern's knob.

A final flash burst from the lens, drawing the tiny soul fragment toward it like a leaf being drawn along in a stream's current. Holgrim flew into the diamond. Byanka closed her fist.

The witch let out a long breath, her shoulders slumping, as if exhausted by a great effort. She opened her hand again.

Valya's diamond shone with a beautiful light. It radiated out of the facets, and in the lens of my monocle, it seemed to project a dozen spectral images of Holgrim. One looked kind. Another proud. A third wary. A fourth mischievous. Happy, sad, confused—all facets that might make up a boy's life.

"We've saved as much as we can," Byanka said. "Most of him has gone on. But we have enough."

"What about the spiders?" asked Tinka, hugging close to Orlin.

"Spiders tend to hole up when it gets cold," my brother said. "Could we just open the windows?"

Byanka looked to me. "Would that work?"

"In theory," I said. "You'd need to have someone hunt them down while they're torpid."

"We can do it!" Emilie pressed her cool porcelain cheek against mine. "Dolls don't get cold!"

Fires were doused. Windows were opened. The Ivory Tower very quickly became as cold as the air outside, far below freezing, for the sun had now set on Whitethrone.

The mortal staff was sent to Morgannan Abbey for the night. The dolls, except for a few favorites, went off to hunt spiders and egg sacks while we retreated to Byanka's private attic.

The layout was much like the round gallery where we had first been, with the same placement of windows and fireplaces, but in the center stood a firepit with a great copper cauldron of ancient design, burnished to brilliance. The now familiar "M" sigil of the Morgannan clan was hammered around the rim, and four cracked, smoke-blackened tusks served as its tripod.

DREAM SPIDERS

Native to the jungles of the Mwangi Expanse, dream spiders are trapped and exported to cities all over the Inner Sea region due to the extreme value of their venom, which can be distilled into a potent narcotic called shiver.

On its own, dream spider venom causes hallucinations and damage to the target's mind, yet is not particularly habit-forming. Once boiled with precise ratios of water, alcohol, and the spider's own webbing, however, the venom transforms into shiver. Shiver is ingested orally, and its effects show up within minutes, forcing the user into a comatose state in which he experiences vivid, bizarre dreams. While this is hard on the user's body and mind, the real danger of shiver is its extremely addictive nature. Users who succumb to this vile addiction risk much greater damage from avoiding the drug, and in the worst cases can be reduced to gibbering idiocy, or even a coma from which they're unable to wake. As a result, most governments frown heavily on the use and sale of shiver, yet even a few addicts in a city can foster a thriving drug culture, needing to sell more and more in order to finance their own purchases.

Dream spiders normally live in dark places—in the jungles, they spin their webs in the branches of the thick canopy, while in cities they seek homes among rafters and in attics. Libraries are particularly susceptible to infestation, as books are easily chewed into nesting material. A live dream spider is typically worth 50 gp, while an egg cluster is worth 100 gp. A dose of shiver can cost anywhere from 10 gp to 50 gp, depending on the pressures of supply and demand.

Kyevgeny sat on the edge of the firepit and sobbed. "It was Poskarl's idea," he moaned. "I had the cloak and slippers from the jorogumo ladies, but the scarlet spiders they sent were just like the rabbits—none of them wanted to be my familiar. But Poskarl bought an egg sack for dream spiders and said we could get rich. They were easy to raise—I gave them storybook pages to line their nests and they liked puppet shows—but they grew so big and so hungry! They ate all the geese! And now they've eaten Holgrim!"

"And you were doing all this to make drugs," Byanka concluded. Her face was cold, as hard and pale as the ivory lining the walls.

Kyevgeny nodded. "They were so expensive! Poskarl already ran through all his pocket money and every bit of credit the Elvanna name can buy. He said the recipe was supposed to be simple: just spider venom, webs, water, and alcohol boiled together."

"Kyevgeny always has been good at mixing things," Valya offered in defense of her brother.

"Some brews are more difficult than others, my dear," her grandmother said, then asked me, "Have you made sense of anything yet?"

I was looking through Kyevgeny's notes. Witches may not need spellbooks and formularies, but I knew the scribbles of an amateur alchemist when I saw one. There was some brilliant work here, the youth having tried experiment after experiment to create shiver. Properly brewed, the drug was a potent narcotic that knocked the imbiber into a hypnagogic trance. It was also exceedingly addictive.

Kyevgeny had failed to create it, but in the process had made some marvelous alchemical discoveries, including a formula for hallucinogenic gas and notes on the illusory effect of combining a homeopathic dose of venom in cocoa while listening to a storyteller and looking at shadows projected on a screen woven from dream spider webs.

I looked at his huge hands. "How did you weave the silk?"

Kyevgeny looked stricken, then Madenya spoke up. "I did that." We all looked at Valya's doll. "He asked me. There's nothing I wouldn't do for my sweet children."

The fervency with which she said it made me pause. Then I had an epiphany. "You're their mother."

Madenya's mouth fell open, but she was mute. Her porcelain head turned toward Byanka.

Valya's head turned as well. "Grandmother!" she gasped. "You captured her soul-shard for a doll, then forbade her to ever tell us?"

It was Byanka's turn to look stricken. "I—I was waiting until you were the right age."

I looked at Klaufi, the toy barbarian who sat next to Kyevgeny like a bodyguard. "I'm guessing that Klaufi is their father."

"No," said Kyevgeny, "our father is in the Iron Guard. We seldom hear from him, but he still lives."

"No," corrected Valya, "my father still lives."

Kyevgeny stared.

His sister explained, "Your father was Kurteis, mother's bodyguard, who was once father's whipping boy. You have his hair and his height. I heard them quarrel when you were three and I was six. Father left. I never saw Kurteis again." She looked to her grandmother. "You gave Klaufi to Kyevgeny not a week later."

"It's true," said Byanka stiffly. "I made Klaufi with a shard from Kurteis's soul. It was a tattered, divided thing, but stronger for all that. Your father did not deserve his loyalty. You children did." She looked grim. "You are Morgannans."

She held up her hand, the diamond heart glowing against her fingers. "I captured part of Holgrim's soul. He was a good boy and did not deserve his death, but we can give him new life. It is high time you both learned the secrets of the family business." She looked at me. "The

duke already knows many of them. His brother is his blood." Her eyes flicked to Tinka. "Whipping child, do you know how to play towers?"

Tinka shook her head, eyes wide.

"Then it is time you learned. Baba Alechka can teach you. Klaufi and Madenya? You should play as well."

"Come with us, child," said the babushka doll who had spoken earlier on the stairs. "I will be your partner." She pointed a walnut-spotted porcelain hand toward a low game table checkered with ivory and black horn and set round with cushions, Katapeshi-style. A stack of gilt-edged ivory harrow placards waited beside pawns and other game pieces.

Tinka went hesitantly, but soon was sitting on the pillows as Klaufi shuffled the deck and Baba Alechka explained the rules.

Byanka turned to me. "Do you have any questions, 'Norret Gantier'?"

I thought. "You are going to make what's left of Holgrim into a doll." This was not a question but a statement. "His hair into a wig, his bones ground and mixed with the clay, his blood and flesh mixed with some of the glazes, yes?" My last word met with no answer, simply icy silence. "When you made Emilie fifty years ago, what did you add to the clay? I believe I left Irrisen with all my bones."

"Think. Don't you remember, Duke Devore?"

I thought of what I knew of Dabril's duke, what I had read in his formulary. The mascot of House Devore was Patapouf, the unicorn who had saved my hometown of Dabril by killing Coco the cockatrice, but had been petrified in the process. Most adults assumed the story was entirely mythological—and certainly it had become a ribald favorite over countless generations of retellings. Yet the jewel in my glove matched the one said to grow from the base of Patapouf's horn, and I had found fragments of alicorn in the duchess's laboratory as well.

"Unicorn ivory," I said.

"A marvelously useful substance," Byanka agreed, "but for one descended from the unicorn? Well, the marrow holds the blood, the blood holds the soul." She reached out and tugged the stubble of hair on my chin, which would be an impressive goatee if I let it grow.

Lately it had been getting more impressive still.

"You can always tell a man of Dabril by his beard.' That's

what you said." She reached to my glove and stroked the silky fringe.

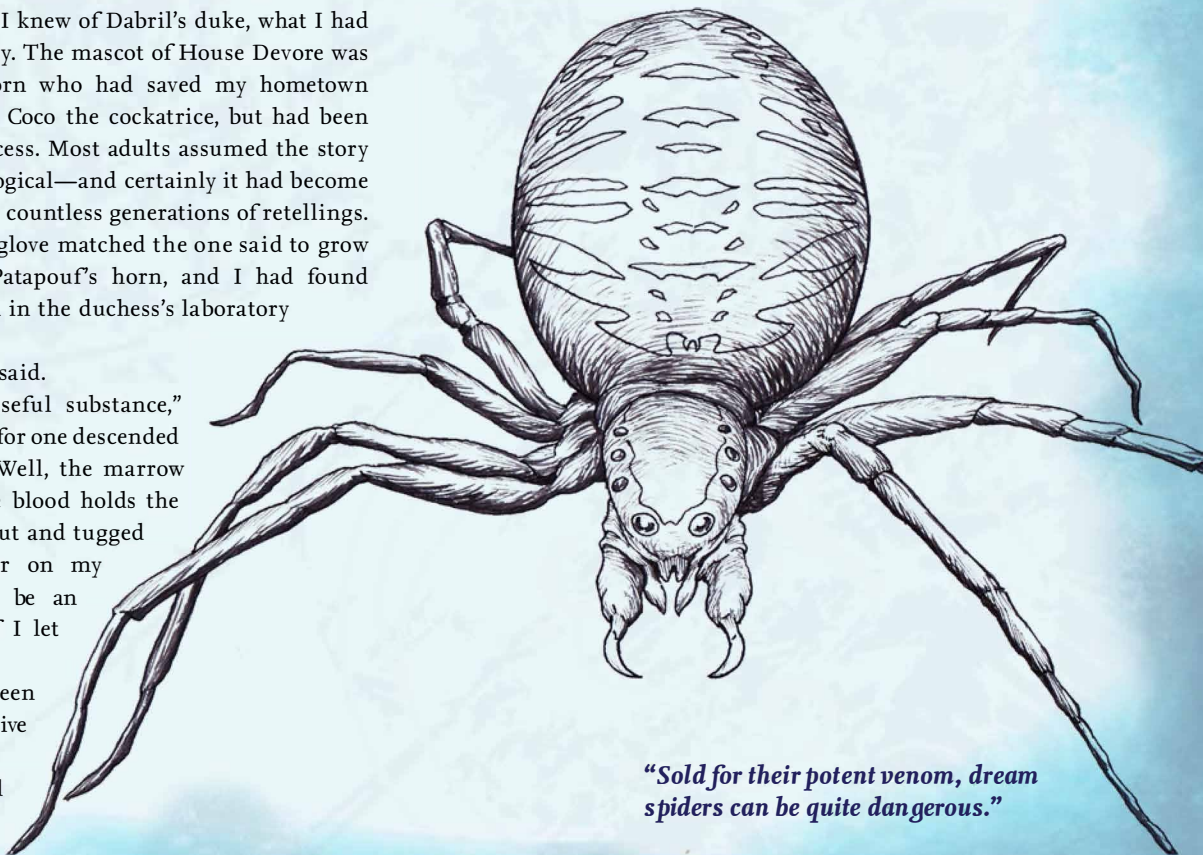
I put my hand to my chin, stroking it on reflex, realizing that the posture placed the fringe where my beard would go. Patapouf's beard.

Could I actually be related to Duke Devore? Moreover, could I be related to the town's patron *unicorn*—the living product of risqué tavern tales? Or was it simply that Arjan Devore had placed a fragment of his soul in the glove's gem, which in turn, by the laws of sympathetic magic, bore a trace of the unicorn's soul? Pretending to be a man long dead was twisting my mind in unfamiliar ways, making me wonder if I even knew myself at all.

Then Byanka dropped the other shoe: "Emilie may of course leave with you, as she is bought and paid for and her soul is not of Irrisen. But sweet little Tinka is a child of Baba Yaga's lands, and I would not wish to explain to my ancestress that I let her go, especially with all the secrets she's heard."

"You're going to turn her into a doll," Orlin stated flatly.

"Only if you leave," Byanka admitted. "Dolls are utterly dutiful." She picked up Murzik and petted him. "But if you choose to stay and allow me to tutor you in witchcraft, she may remain as your whipping child."



"Sold for their potent venom, dream spiders can be quite dangerous."



BESTIARY

AFTER SPENDING 2 YEARS ON THE FRONT AGAINST THE GERMANS, I SAW SOME STRANGE AND TERRIBLE THINGS. I SAW WAVES OF MUSTARD GAS BLISTERING SOLDIERS' SKIN AS IT SWEEPED ACROSS THE TRENCHES. I SAW MY BEST FRIEND GET BLOWN APART BY A MORTAR WHILE I STOOD LESS THAN 10 FEET AWAY. I SAW ONE OF MY BROTHERS TAKE A MAN'S HEAD OFF WITH HIS TRENCH SHOVEL AFTER HIS RIFLE JAMMED. TERRIBLE, HORRIBLE THINGS. EVEN WITH ALL I HAD SEEN, I WASN'T READY—I COULD NEVER BE READY—FOR WHEN A HUT WITH CHICKEN LEGS APPEARED OUT OF NOWHERE AND SPAT UP A GROUP OF PEOPLE WEARING ARMOR AND ROBES, WIELDING SWORDS AND BOWS, AND CALLING FIRE OUT OF THE SKY LIKE SOME KIND OF DEMONS."

—ISAK SIDOROV, SOLDIER

This month's Pathfinder Bestiary includes monsters and threats inspired by the atrocities of war. In this volume you'll find self-aware tanks, undying military leaders, sentient clouds of toxic gas, and a daemon dedicated to the carnage of hopeless warfare.

BATTLE AT AKUVSKAYA PRISON CAMP

The bulk of this month's adventure takes a sandbox-style approach that allows the GM to react to players' different approaches to storming the prison camp. The camp's various defenders don't necessarily need to stay in one place, nor should they. As the PCs attack the prison camp, it's quite reasonable for the camp's defenders to move to more advantageous positions, find better cover from the PCs, and alter their strategies in defending the camp. All of the named NPCs and unique monsters are likely to remain in the areas in which they are listed, but the prison camp has plenty of other denizens that freely roam the fortification, ever ready for action.

The pale snipers in the tower (area **G1**) are a deadly, sleepless threat, and GMs should take pot-shots at exposed PCs at every opportunity, further emphasizing the horrific atmosphere of war later in the adventure. The lightning treant (area **D7**) has a long range with its spell-like abilities and can likely strike anywhere in the prison camp it can see.

If you use any unique creatures or named NPCs as random encounters (such as Polkovnik Lavernti in area **E2** or the Bear Hunter in area **C7**), be sure you don't reproduce them in the adventure and use care when taking them from the encounters they are supposed to be in. It's also reasonable that some of these NPCs might retreat from combat only to engage the PCs again once they have a chance to heal and reassess the situation. The following entries provide some more threats awaiting PCs at Akuvskaya prison camp that a GM can use as random encounters or to offer additional challenges for the PCs. They should find no quarter and little rest from Rasputin's loyal guardians.

Animated Tanks: Though the PCs only encounter two animated tanks in the no-man's land between the treeline and the prison camp, there are four more on patrol that can be used as random encounters or to increase the difficulty of getting to the camp's walls. In addition, there are two more animated tanks in the garage (area **D2**) that a GM could use to threaten the PCs once they make it to the inner courtyard.

Headless Siberian Cossacks: The PCs encounter a group of six of these creatures during the adventure, but a unit of six more patrol the grounds in and around the prison camp. If the PCs leave the camp to rest, this secondary unit can be used to track them down. As undead creatures, the dullahans can fight alongside trench mists and benefit

AKUVSKAYA ENCOUNTERS

d%	Result	CR	Source
01-10	1 fext	10	See page 88
11-20	1 chemical warfare troop	11	See page 18
21-30	4 headless Siberian Cossacks	11	See page 40
31-40	1 Russian rifle troop	11	See page 17
41-50	1 flamethrower troop	11	See page 18
51-60	1 machine gun troop	12	See page 18
61-70	1 mortar troop	12	See page 18
71-80	1 trench mist and 4 trench zombies	12	See page 90
81-90	2 animated tanks	14	See page 84
91-100	4 zemlemer trackers	14	See page 39

from their negative energy damage for healing, keeping them in the fight longer than they might otherwise last. If they are encountered prior to the PCs making it inside the prison camp, they may reveal the strange things going on inside a bit early.

Trench Mists and Trench Zombies: In addition to the two trench mists in area **D9**, Rasputin and his followers have two *gas-trap cylinders* containing trench mists. Rasputin can use these captured trench mists by bringing them to area **D4** and releasing them in the barracks to feed and then raise the men within as trench zombies under their command. In this case, one trench mist lurks inside the barracks with five trench zombies, while the other roams the inner courtyard with another five trench zombies. Rasputin's followers could also release the trench mists to harass the PCs when they are exploring the inner courtyard or attempting to tamper with the World Anchors (area **C3**). Another good time to deploy the trench mists is when the PCs are investigating the Abbot House (area **F**). The trench mists block the front and rear exits of the building and send in their zombie minions to surprise the PCs.

Zemlemer Trackers: Rasputin and his followers have enlisted the help of a group of eight zemlemers who lair in area **D8**. Only four of them are encountered during the adventure, leaving four more for a GM to use. These four have been patrolling the area surrounding the prison camp, including the nearby woods, so they can be used to threaten the PCs before they make their way to the prison camp. Also, a GM can use them within the inner courtyard as additional challenges. If the PCs assault the prison camp, find it too difficult to invade in one attack, and retreat to recuperate, Rasputin's followers rouse the trackers and send them in pursuit. Once the trackers find the PCs, they don't immediately attack. Rather, they report back to their base, rousing a full troop of Russian riflemen, and hastily return to ambush the PCs in their camp.

ANIMATED TANK

Like a deranged caterpillar of grinding metal and protruding turrets, this massive armored vehicle dominates the battlefield, spitting hot lead and artillery—seemingly without a crew.

ANIMATED TANK

CR 12



XP 19,200

N Huge construct

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 29, touch 9, flat-footed 28 (+1 Dex, +20 natural, –2 size)

hp 144 (16d10+56)

Fort +5, **Ref** +6, **Will** +5

DR 10/adamantine; **Immune** construct traits

OFFENSE

Speed 40 ft.

Ranged 3 Maxim M1910 machine guns +15 (2d8/19–20), Hotchkiss 6 pounder +15 (8d6/×3)

Space 15 ft.; **Reach** 5 ft.

Special Attacks integrated weaponry, telekinesis, vicious trample (6d6+18, DC 30)

STATISTICS

Str 35, **Dex** 12, **Con** —, **Int** 13, **Wis** 10, **Cha** 9

Base Atk +16; **CMB** +30 (+32 bull rush); **CMD** 41 (43 vs. bull rush, can't be tripped)

Feats Alertness, Awesome Blow, Improved Bull Rush, Improved Initiative, Point-Blank Shot, Power Attack, Skill Focus (Perception), Toughness

Skills Intimidate +15, Perception +26, Sense Motive +20

Languages Russian (can't speak); telepathy 100 ft.

SQ inexhaustible ammo

ECOLOGY

Environment any

Organization solitary, troop (2–4), squadron (5–12)

Treasure none

SPECIAL ABILITIES

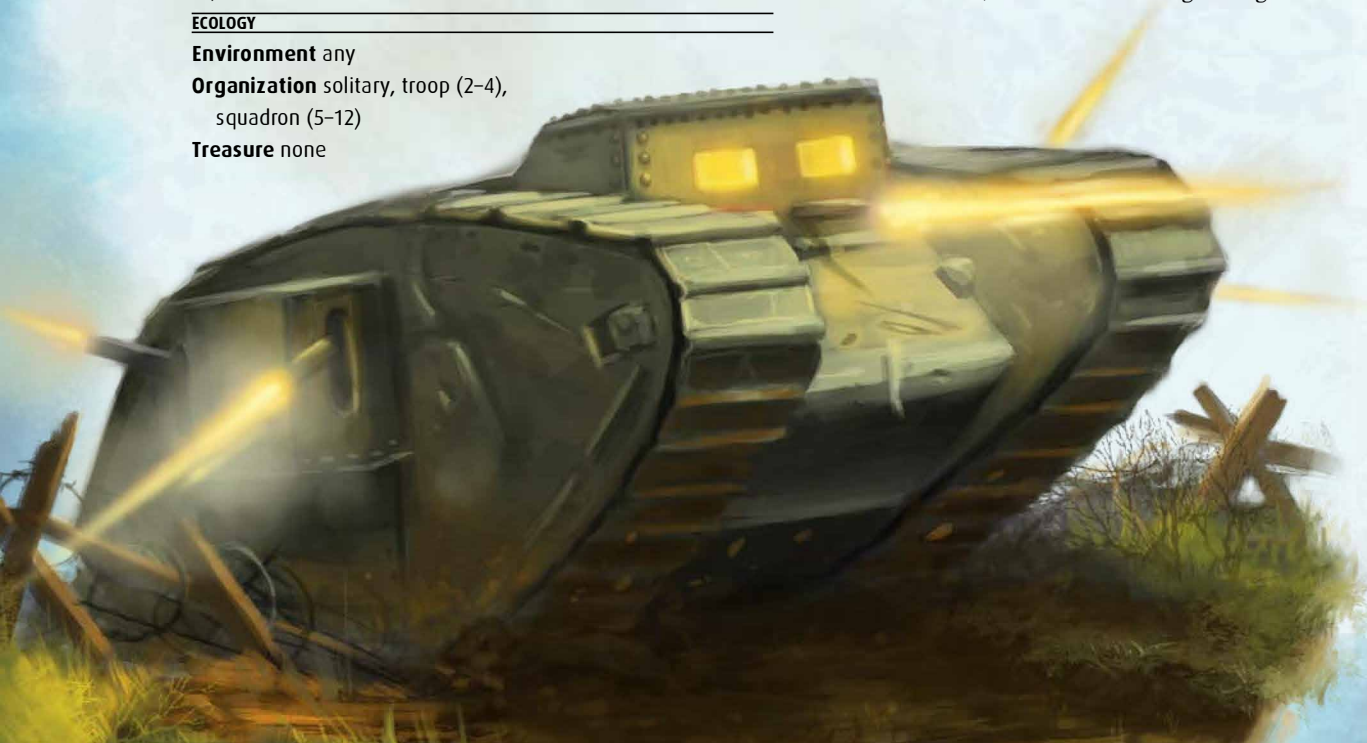
Inexhaustible Ammo (Su) An animated tank loads and fires its weapons as a normal tank, but it telekinetically reloads from a supernaturally endless supply of ammunition.

Integrated Weaponry (Ex) An animated tank is equipped with three Maxim M1910 machine guns (see page 65) and two Hotchkiss 6 pounders (see page 66) built into its body. It treats these weapons as natural attacks and not manufactured weapons. It cannot make iterative attacks with these weapons. An animated tank has its weapons arranged on all sides of its body and can make three machine gun attacks and one Hotchkiss 6 pounder attack each round. An animated tank's weapons can still be targeted by effects that target manufactured weapons (such as *magic weapon* spells or sunder attempts), but cannot easily be harvested for use once the animated tank is destroyed. An animated tank is always proficient with its weapons, and its ranged weapons do not provoke attacks of opportunity when fired in melee combat.

Telekinesis (Su) The pickled brain that animates the tank possesses a supernatural ability to manipulate its surroundings and reload its armament. The animated tank can use *telekinesis* as a standard action every 1d4 rounds (caster level 16th).

Vicious Trample (Ex) An animated tank's powerful metal treads deal 6d6+18 points of damage on a successful trample.

The brains of great military commanders and tacticians need not go to waste simply because their mortal bodies have been slain. Preserved in glass vessels, bathed in nutrient fluids, and wired to strange energies and bizarre



technologies, these organs are given new life, as their mental talents are preserved and tapped to independently control monstrous war machines. Though the methods, magic, and technology used differ between creators of these hulking engines, incarnations of these creatures typically take the form of captured siege engines and vehicles retrofitted to allow independent control by the pickled brains inside.

Animated tanks are perhaps the most dangerous of such animate siege engines. Though haunted by some, and simply assumed by others to be well-commanded vehicles crewed by crack soldiers, these animated monstrosities are feared and loathed on battlefields across the front. Blessed with incredible armor and the ability to never tire or deplete their stocks of ammunition, these creatures run roughshod over trenches and barricades alike, grinding troops unfortunate enough to fall beneath their tracks to splinters of meat and bone. The tremendous range afforded by their armaments only makes matters worse for those forced to confront the lumbering monstrosities, and finding a weakness within their steel carcasses is nigh impossible.

Animated tanks are found in the company of one or more rifle or flamethrower troops; these soldiers are usually either keenly aware of the tank's unique magical animation, or wholly ignorant of its mysterious and taciturn movements as they simply follow their commander's orders without regard to the tank's missing crew. Those hearing the tanks' orders in their own heads, however, instantly realize that something is not quite normal. As animated tanks are built with the armored frames of British Mark IV tanks—a common war wagon on First World War battlefields—few soldiers question the orders of their superiors when tasked with accompanying one of the beasts. Though Mark IV tanks could normally hold a crew of eight, the cabin of an animated tank is filled with strange technological and alchemical devices, allowing only four Medium creatures space to ride inside—that is, if the animated tank agrees to carry passengers.

Animated tanks were designed by Viktor Miloslav for use by the Russian Imperial Army, and it is thought that this mad experimentation and blasphemous use of the deceased is what triggered his exile to the cold wastes of Siberia and his imprisonment in the Akuvskaya prison camp. It is ultimately unknown how effective the creations of Viktor Miloslav proved on the battlefields of the Great War, or whether any of the monstrosities survived the war, as their shelled-out carcasses look little different from normal tanks, with the exception of a faint smell of formaldehyde and remnants of broken glass not usually found with tanks of this model. Whether some slumbering beast waits patiently in some forgotten barn or warehouse remains to be seen, or whether brave soldiers have laid this dangerous and blasphemous technology to rest is unknown, but hopefully

Viktor Miloslav's mad designs have all been destroyed or lost forever.

VARIANTS

Viktor Miloslav is rumored to have created variations on the normal Mark V tank during his brief explorations into self-animated war machines during World War I.

“Female” Animated Tank (CR 11): So named because it lacked the heavier Hotchkiss 6 pounder guns of its more robust counterpart, this variant makes up for its lack of explosive firepower with a bristling barrage of machine gun fire, being able to make up to five attacks per round with its Maxim M1910 machine guns. The tanks are otherwise identical in most respects, and few find a female animated tank's lack of Hotchkiss 6 pounder guns a relief when faced with its withering machine gun attacks.

The “Moving Fortress” (CR 13): Once word of Viktor Miloslav's inventions spread to Germany, the engineers there tried to replicate the effects he'd achieved, though it's unknown to what degree they succeeded. Should one of these specimens have survived, it would have been much more highly armored, built on the base of the German A7V tank—designed literally like a tracked, armored land ship. A moving fortress has 2 additional Hit Dice, and its natural armor bonus is increased by 5. Its single main gun, more robust than the Hotchkiss 6 pounder, deals an additional 4d6 points of damage, and the moving fortress is equipped with six Maxim M1910 machine guns.

CONSTRUCTION

An animated tank is built by retrofitting a preexisting tank and hard-wiring its pickled brain to the controls through strange technology, rather than crafting the construct's tank body from scratch. The secrets to preserving brains and connecting them to metal war wagons is lost, as is the nonmagical technological process by which Viktor Miloslav constructed the monstrosities found on Earth during the First World War. However, those able to inspect a destroyed specimen may be able to reconstruct the process. In addition to an animated tank's creation requirements—beyond the body of an intact tank—an animating brain must be harvested soon after its body is deceased, preserved with *gentle repose*, and subjected to a special nutrient bath before being revived and ultimately hooked into the tank. Only time and experimentation will reveal whether other secrets to this mysterious process were lost in the chaos of war on Earth.

ANIMATED TANK

CL 12th; **Price** 200,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *geas/quest*, *resurrection*, *telekinesis*; **Skill** Craft (blacksmithing), Knowledge (engineering), and Heal DC 25; **Cost** 100,000

DAEMON, GENTHODAEMON

Jagged bits of metal, armor, and sharp pieces of wire embed the flesh of this towering fiend.

GENTHODAEMON

CR 5



XP 1,600

NE Large outsider (daemon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +10

Aura destruction (30 ft.)

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size)

hp 51 (6d10+18)

Fort +8, **Ref** +5, **Will** +3

Defensive Abilities barbed defense; **DR** 5/good or silver;

Immune acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

OFFENSE

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

Melee bite +10 (1d8+4), 2 claws +10 (1d6+4 plus bleed 1d4), tail slap +4 (1d8+2 plus bleed 1d4)

Ranged 4 shrapnel +5 (1d6+4/19-20)

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

Special Attacks penetrating slivers, trample (1d6+6 plus bleed 1d4, DC 17)

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*detect good*

At will—*cause fear* (DC 13), *lesser confusion* (DC 13), *message*, *obscuring mist*

1/day—*crushing despair* (DC 16), *dispel magic*, *meld into stone*, *move earth*

STATISTICS

Str 18, **Dex** 11, **Con** 16, **Int** 11, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 21

Feats Power Attack, Weapon Focus (bite), Weapon Focus (claws)

Skills Fly +7, Intimidate +11, Knowledge (engineering) +9, Knowledge (planes) +9, Perception +10, Stealth +5

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

Organization solitary or squad (2-18)

Treasure standard

SPECIAL ABILITIES

Aura of Destruction (Su) A genthodaemon can create an aura of pure carnage. All critical threats made against targets within the aura (including the genthodaemon) are automatically confirmed. Dying creatures within the aura take a -10 penalty on stabilization checks. The genthodaemon can activate or suppress this aura as a free action.

Barbed Defense (Su) A creature that strikes a genthodaemon with a melee weapon, an unarmed strike, or a natural weapon takes 1d4+4 points of piercing damage from the barbed wire and other pieces of jagged metal embedded in

the genthodaemon's body. Melee weapons with reach do not endanger their users in this way.

Penetrating Slivers (Ex) When a genthodaemon confirms a critical hit with a claw attack, pieces of its metal nails break off and enter the target's body, working their way toward its heart. When the slivers reach the heart 1d3 rounds later, the creature takes 1d6 points of Constitution damage. The slivers are destroyed by anything that removes curses, diseases, or death effects. Likewise, creatures immune to curses, diseases, and death effects are immune to this ability.

Shrapnel (Ex) A genthodaemon can shake loose four large pieces of the shrapnel embedded in its body as a standard action (make a separate attack roll for each piece). This attack has a range of 180 feet with no range increment. All targets of this attack must be within 30 feet of each other. The daemon can launch at most 24 pieces of shrapnel in any 24-hour period.

Genthodaemons are common troops of daemonic armies, resolutely obedient to any greater type of daemon that gives them orders. They personify death in hopeless or futile wars, genocide, and the despair created by long, bloody stalemates where the combatants lose their will to live and forget why they were fighting in the first place. They have almost no role in corrupting mortals, as they are devoid of interest in the fates of most other creatures, but are sometimes called by daemonologists or greater daemons for use in war or their ability to shape battlefields. Any daemon that can summon a ceustodaemon can instead use its summon ability to summon a genthodaemon.

A genthodaemon looks like a stereotypical fiend—basically humanoid, but with claws, a tail, batlike wings, and cloven hooves. Metal armored plates, barbs, and spikes cover its body, though these are part of the daemon rather than armor it wears. Its claws are jagged metal shards sprouting from its fingers where nails should be.

Genthodaemons are only slightly above cacodaemons and lacridaemons in the hierarchy of Abaddon. A greater daemon may create a genthodaemon from a cacodaemon or one of the hunted (a dead soul trying to survive on Abaddon); however, most arise naturally from war-battered souls who band together as hunted, transforming into true daemons simultaneously when the group has cannibalized enough souls. Genthodaemons show unusual loyalty to others in their band, though this doesn't interfere with their obligations to more powerful daemons.

A typical genthodaemon stands over 9 feet tall and weighs 500 to 600 pounds (with much of this weight stemming from the daemon's embedded metal).

ECOLOGY

Souls that become genthodaemons usually come from worlds where war technology has advanced to allow

production of large amounts of metal armor and weapons—particularly worlds where firearms have been invented. When battle grows so such a scope that the enemy becomes a faceless tide, or killing becomes casual and easy at long range, the act of waging war becomes completely dehumanized and soldiers become mere pieces in a perpetual machine. In such grim instances and the seeds are planted to send soldiers' souls to Abaddon.

These ties to the craft of war stain the dead soul and the daemon created from it, manifesting as armor plates fused with daemonic flesh, pieces of weapons embedded in its bones, or even remnants of siege engines or barbed wire sprouting from or wrapped around the daemon's body. These elements are part of the daemon, not mere decorations, but any mechanical pieces merely resemble functional items and no longer work (for example, a daemon with a crossbow or rifle embedded in its arm cannot shoot it). Genthodaemons from the same band often resemble each other, including the shape of their metal parts, sometimes because their mortal selves were even in the same army and uniform.

Though genthodaemons serve in the armies of all four Horsemen, they are most strongly associated with Szuriel, the Horseman of War. Her military background, strong discipline, and focus on the brutality of war resonates with the core of a genthodaemon's being. Those who (as mortals) were involved in acts of genocide have a morbid fascination with obscisidaemons and tend to follow them. Though genthodaemons were not the instigators of genocide in their mortal lives (which could have granted them higher status on Abaddon), those who participated in such acts feel a fawning admiration for the greater daemons who orchestrated such atrocities.

Like other daemons, genthodaemons hate all living things—and to an extent, themselves—and look forward to the death of the last mortal, for on that day they will have no other reminders of their bleak mortal lives and can focus all their hate inward.

HABITAT & SOCIETY

Genthodaemons patrol the fortresses, cities, ruins, and wastelands of Abaddon looking for invaders, hostile non-daemons, and gangs of the hunted. Because they usually travel in groups, they are rarely preyed upon by other creatures and only have to face death when deployed as part of a Horseman's army. They are of low

status but fulfill a necessary role as soldiers of Abaddon. Greater daemons treat them with the formal respect due their relative difference in rank, much like how a general might treat a common soldier. However, in the wars against mortal life, the Horsemen understand the value of suicidal missions and brazen sacrifice, and are not above sending countless genthodaemons to permanent destruction if it advances the cause of Abaddon. The genthodaemons accept this as their lot and never complain, as protests require effort, will, and the belief that there is a possibility of change—three things these shell-shocked creatures lost long ago.

On the Material Plane, genthodaemons sometimes serve daemonic cults that are unworthy of a greater daemon's attention or lacking the power to summon a more powerful creature. As their magic is suitable for war and destruction, they have limited use to mortal cultists not intent on violence.



FEXT

This creature's pallid skin belies its healthy, powerful physique. Dressed in a fine military uniform, complete with numerous decorations and medals, the creature gazes from eyes that are dead and vacant, its thin lips grinning wickedly and revealing pointed, inhuman teeth.

FEXT

CR 10



XP 9,600

LE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 15, flat-footed 20 (+4 Dex, +1 dodge, +10 natural)

hp 127 (15d8+60)

Fort +9, **Ref** +9, **Will** +11

DR 10/glass or obsidian; **Immune** cold, undead traits; **Resist** electricity 10, fire 10; **SR** 21

OFFENSE

Speed 40 ft.

Melee bastard sword +18/+13/+8 (1d10+6/17-20) or slam +17 (1d4+9 plus energy drain)

Special Attacks energy drain (1d4 levels, DC 21)

Spell-Like Abilities (CL 15th; concentration +19)
At will—*death knell* (DC 16),
protection from good, *speak with dead* (DC 17)
3/day—*bestow curse* (DC 17)

STATISTICS

Str 23, **Dex** 18, **Con** —, **Int** 13, **Wis** 15, **Cha** 18

Base Atk +11; **CMB** +17;
CMD 32

Feats Cleave, Dodge, Great Cleave, Improved Critical (bastard sword), Mobility, Power Attack, Spring Attack, Weapon Focus (bastard sword)

Skills Acrobatics +10 (+14 when jumping), Disguise +15, Intimidate +20, Knowledge (engineering) +12, Knowledge (religion) +12, Perception +20, Sense Motive +9, Stealth +17

Languages Common, Necril

SQ unkillable

ECOLOGY

Environment any

Organization solitary

Treasure standard (bastard sword, other gear)

SPECIAL ABILITIES

Ungillable (Su) When reduced to 0 hit points by anything other than a glass or obsidian weapon, a fext is not destroyed, but instead becomes unconscious. Additionally, 1d4 minutes after falling, a fext gains fast healing 1. To be completely destroyed, a fext must be reduced to 0 hit points by a glass or obsidian weapon or, once a fext is rendered unconscious, its head must be severed and anointed with holy water. Once destroyed, a fext dissolves into fine ash.

Any good general forbids mention of fexts among his ranks, but such strictures do little to prevent soldiers from whispering tales of undying officers leading enemy units.

These supernatural officers—often the targets of dozens of strikes and attempted assassinations over the course of their careers—never seem to fall to these attempts, and when they do, they return for the next clash unfazed. Soldiers whisper that these undead officers are only vulnerable to glass arrows,

glass bullets, or glass daggers.

Tales of fexts, usually dismissed as camp folktales derived from soldiers' frustration at failed campaigns and lost battles, are most frighteningly true—a truth living officers keep from the normal rank and file, for it takes a truly strong leader to send his soldiers against an unkillable foe.

Fexts are relatively new on the face of Golarion. The Whispering Way is said to be behind the existence of these powerful creatures, which not only possess skills at warfare and widespread destruction, but also excel at the subterfuge and guile necessary to pass themselves off as normal, living humanoids. While these abominations often serve corrupt monarchs or power-hungry and desperate tyrants, some fexts infiltrate good armies and act as horrible warlords, defying their nation's ideals. These fexts use politics and miscommunication to distort the truth of their battlefield atrocities.



Though a fext normally acts as a commander on the battlefield, when engaged in combat, a fext favors its martial prowess, intermingling quick strikes and deadly blows with disruptive curses and its energy drain ability. Many fexts enjoy cruel and humiliating alternatives for their curses instead of simply reducing ability scores or the effectiveness of attack rolls—they may choose abstract effects such as having the target's commander view him as an enemy or making the target of the curse appear loathsome to fellow soldiers in order to break ranks. In war zones, fexts never spare a kill, being eager to use their *death knell* spell-like ability. Also, as they wade through scorched battlefields, they frequently use their *speak with dead* spell-like ability to discern information about rival armies.

ECOLOGY

Strange rituals doom a child to becoming a fext, ensuring its twisted immortality. Usually male and usually human, the child is destined from birth to die young, but will shine in undeath as a great military leader. Wicked rites corrupt the child while it's still in its mother's womb, infusing it with a power that burns brightly during its development, only to dim upon reaching adulthood into a spiral of blackness followed by an immediate descent into undeath.

Creating a fext requires a caster of at least 15th level who must subject an expectant mother to weekly treatments throughout her pregnancy, consisting of an array of charms, herbs, oils, pastes, and powders. After the child is born, a portion of the preserved placenta must be carried or kept near the fext throughout its childhood, usually disguised as a charm, stuffed into a doll, or worked into a favored toy or memento. Born a strong and healthy child, the fext leads a mostly typical life for a child of its parentage, region, and status, maintaining a keen intellect and hearty physique. These boons in its youth all but guarantee it a powerful place in society, especially in the field of battle. A young fext finds itself enamored with warfare of any kind and usually studies weaponry, fighting styles, and historical battles with a voracious appetite. Some fexts grow up knowing their destiny—or learn of it along the way—and choose to dedicate their lives to preparing for some dark purpose. Upon reaching adulthood, a fext falls ill. With fever rising and a head full of hallucinations, the fext lies comatose for a week. During this time, the creature slowly passes from mortality, its soul hanging suspended between worlds, then crumbling into undeath. The transition from life to undeath yields great benefits to a fext, though some experience shocking revelations during the transformation.

Like vampires, fexts decay at a slower rate than most undead, allowing the creatures to feign normal life for at least a decade. During this time, their skin slowly grows pallid and the odor of death increasingly haunts them. As fexts begin to degrade, the creatures employ mundane

GLASS WEAPONS

Brittle and often strange in appearance, glass weapons mostly serve as ceremonial instruments, but are also the best way of permanently slaying fexts. The glass parts of these weapons replace what is typically a metal or stone component, such as an arrowhead or a dagger's blade. The remainder of the weapon is created normally, though the fittings require some specialization.

Glass weapons cost half of what base items of their type do, and have 75% the weight of base items of their type. Glass can be used to craft light and one-handed weapons that deal piercing or slashing damage, as well as bullets, spear tips, and arrowheads. Glass weapons have half the hardness of their base weapon and have the fragile quality (see *Pathfinder RPG Ultimate Combat* 146 for details on the fragile quality).

disguises and use restorative spells to maintain their physical bodies' previous appearance.

Maintaining their image, fexts generally keep to their expected behavior and use their given names until disguise becomes too difficult. At that point, they often choose a name from the Necril tongue, granted in a vision during their transformation to undeath.

HABITAT & SOCIETY

Fexts have no choice as to where they grow up, but in adolescence and young adulthood, before the transformation takes place, they find themselves drawn to areas of conflict and war. In fact, regions of political turmoil and constant battles are breeding grounds for fexts—the ritual that creates these creatures is performed almost exclusively in war-torn countries for two reasons. First, it ensures the youth grows up knowing the ravages of war, allowing the fext to learn the reality of death early on, just as a child in a more idyllic setting might learn to play make-believe. Second, it places the youth in a position to become a great leader and a strong warrior who strives to lead forces in battle.

The ritual for creating a fext is nearly as variable as the path to lichdom, and must be customized for each potential child who is to carry the honor. Some parents are aware of the path their unborn child is destined to walk, but others are manipulated into allowing these foul rites. They remain unaware of what the procedure will do to their child, and being told it will protect the child and make it stronger. Subjects for this transformation are usually children of nobles or families renowned for a lineage of strong soldiers. When those driven to create a fext discover an ideal mother is with child, they pose as midwives or doctors, and work the rites into their regular care, explaining the tinctures and herbs away as beneficial supplements for the mother and child.

TRENCH MIST

A noxious mustard-colored vapor hangs low over the battlefield, concealing the sickening forms of dead soldiers who walk once more among the living. Its heavy fumes shift and swirl as if alive.

TRENCH MIST

CR 10



XP 9,600

NE Gargantuan aberration (air)

Init +9; **Senses** darkvision 60 ft., lifesense; Perception +25

DEFENSE

AC 12, touch 12, flat-footed 6 (+5 Dex, +1 dodge, -4 size)

hp 112 (15d8+45); fast healing 5

Fort +8, **Ref** +10, **Will** +10

Defensive Abilities amorphous, negative energy affinity; **DR** 10/magic; **Immune** acid, electricity, sonic

OFFENSE

Speed 0 ft., fly 40 ft. (perfect)

Melee touch +7 (4d6 acid plus 4d6 negative energy)

Space 20 ft.; **Reach** 10 ft.

Special Attacks create trench zombie, engulfing mists

STATISTICS

Str —, **Dex** 20, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

Base Atk +11; **CMB** +15; **CMD** 31 (can't be tripped)

Feats Ability Focus (engulfing mists), Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Skill Focus (Perception), Weapon Finesse

Skills Fly +25, Perception +25

Languages Russian (can't speak); telepathy 30 ft.

SQ gaseous, trench zombie symbiosis

ECOLOGY

Environment any

Organization solitary, pair, or horror (3-5)

Treasure none

SPECIAL ABILITIES

Create Trench Zombie (Su) A trench mist can animate any corporeal creature slain while engulfed within its form. The victim rises as a trench zombie (see facing page) in 1d4 rounds and is under the control of the trench mist that created it. A trench zombie becomes free-willed if it is separated from its parent trench mist. A trench mist can animate a number of trench zombies whose Hit Dice total does not exceed more than twice its own Hit Dice.

Engulfing Mists (Ex) A trench mist can engulf foes (see the engulf special ability on page 296 of *Pathfinder RPG Bestiary 2*). A creature engulfed by a trench mist does not gain the pinned condition and may move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it automatically takes 4d6 points of acid damage and 4d6 points of negative energy damage. A trench mist's vapors obscure all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use

sight to locate targets). The save DC to avoid the engulfing mists is Constitution-based.

Gaseous (Ex) A trench mist has a body composed of foul, mustard-colored vapors. This form grants the amorphous defensive ability and allows it to pass through small holes or narrow openings, even mere cracks, with no reduction to its speed, but it cannot enter water or other liquids. A trench mist doesn't have a Strength score. It can't manipulate or wear objects, and it is treated as a creature three size categories smaller than its actual size (Medium for most trench mists) for the purposes of how wind affects it.

Trench Zombie Symbiosis (Su) Because of its symbiotic relationship with the trench zombies it creates, a trench mist shares senses with its animated creatures when they are engulfed within its form, granting them lifesense and making them immune to the concealment the trench mist grants to creatures within and outside of its foggy form.

Trench mists are created anywhere that deadly gas attacks are used for the wholesale slaughter of troops, whether attacks of a mundane poisonous nature, or from the magical effects of spells such as *acid fog*. Under mysterious circumstances likely born of the horrors of war and the final throes of young soldiers dying before their time, these mists linger over the battlefield, absorbing the departing souls of the slain. This commingling of loosed life energy and strange chemicals grants the miasma a sly, malevolent sentience. Once so born, the trench mist then seeks only to impart misery and share its singular fate with those fortunate enough to have escaped the poisonous attacks that birthed the creature in the first place. As it preys upon the living it absorbs the afflicted into its growing horde of shambling servants. Victims of its acidic mist rise as hateful zombies under the creature's control, and a trench mist that gains a horde of zombies is a dangerous foe indeed. On battlefields where trench mists are known to have arisen, wise commanders arrange cease-fires during which both sides abandon the site, lest their troops succumb to the horrifying fate of their comrades.

Part of the trench mist's self-awareness comes from the symbiotic trench zombies it gains as it slaughters its victims, as the zombies under the mist's control retain the abilities they had in life as well as some snippets of their former memories, which all feed into the collective consciousness of the trench mist. This allows the mist to learn and adapt, granting it a relatively keen intelligence compared to other similar creatures, and allowing it to make canny combat decisions and cleverly manipulate its surroundings.

Trench mists wander battlefields looking for prey so they can add more shambling zombies to their collective hordes. Occasionally they might even enter inhabited areas to seek out fresh ammunition and armaments for those of their symbiotic undead who may have exhausted their

weaponry. When bereft of such foul company, trench mists often persist for years after the tides of war have receded, settling into the soil and slumbering until fresh prey arises. The lifespan of trench mists is unknown, though through this sort of hibernation they very well may be immortal, reemerging without warning at the scenes of ancient battles centuries after they have taken place, whether turned up by an unsuspecting farmer's plow or war waged anew.

TRENCH ZOMBIE

A trench zombie is a rotting creature leaking sulfurous fumes from beneath its acid-burned, peeling skin, and bristling with the armaments it possessed in its horrifying death. Retaining many of the memories and skills it possessed in life, a trench zombie contributes its intelligence into a sort of hive mind for the trench mist that originally spawned it, creating a true symbiosis between the two—a gift the trench zombie repays upon its destruction, when the horrific fumes that granted it unlife go back to the trench mist that birthed it. Trench zombies are foul and vengeful, and are canny enough to lurk within the nurturing embrace of their mother mist, which provides them concealment without impairing their senses. Those seeking trench zombies' destruction typically must enter the engulfing body of a trench mist if they are to ward off the zombies' ranged attacks. Trench zombies are created using the juju zombie template (*Bestiary 2* 291), but they lose the juju zombie's immunity to *magic missile*, which is replaced by immunity to acid. Trench zombies also gain the following special ability.

Symbiote (Ex) A unique relationship with trench mists grants trench zombies immunity to acid. In addition, when a trench zombie reaches 0 hit points and is destroyed, the mustard-colored mist that animates the creature bursts violently from its damaged form. All creatures adjacent to the trench zombie are exposed to the toxic gas and take 4d6 points of acid damage. If the trench zombie is enveloped within the fog of its parent

trench mist when this death burst occurs, the mist's fast healing ability increases by 1 for a number of rounds equal to the Hit Dice of the destroyed trench zombie. The effects of the deaths of multiple symbiotic trench zombies stack.

TRENCH ZOMBIE

CR 6



XP 2,400

Human fighter (trench fighter) 6 (see page 67)

LN Medium undead (augmented human, human)

Init +8; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural)

hp 43 (6d10+6)

Fort +4, **Ref** +6, **Will** +3 (+2 vs. fear)

Defensive Abilities bravery +2; channel resistance +4; **DR** 5/magic and slashing; **Immune** acid, cold, electricity, undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee socket bayonet +9/+4 (1d6+3) or slam +9 (1d6+4)

Ranged Mosin-Nagant M1891 rifle +12/+7 (1d10+6/x4) or

M1914 concussion grenade +10 (3d6)

Special Attacks trench warfare (rifle), weapon training (firearms +1)

STATISTICS

Str 17, **Dex** 18, **Con** —, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 24

Feats Deadly Aim, Dodge, Improved Initiative^B, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Weapon Focus (rifle), Weapon Specialization (rifle)

Skills Climb +15, Craft (firearms) +4, Knowledge (engineering) +4, Perception +7, Profession (soldier) +5, Ride +8, Stealth +10, Survival +5;

Racial Modifiers +8 Climb

Languages Russian

SQ symbiote

Combat Gear M1914 concussion grenades (2, see page 66);

Other Gear Mosin-Nagant M1891 rifle (see page 65) with 20 metal cartridges, socket bayonet (see page 67), gas mask (see page 67)

SPECIAL ABILITIES

Trench Warfare (Ex) See page 67.

Symbiote (Ex) See above.



THE WITCH QUEEN'S REVENGE

by Greg A. Vaughan

Baba Yaga has been rescued from the clutches of her son Rasputin, but the Queen of Witches remains trapped inside a magical matryoshka doll. Delving into hidden chambers deep within the *Dancing Hut*, the heroes must open the nesting dolls imprisoning Baba Yaga, but they also must contend with the hut's most dedicated guardians, including the former queens of Irrisen. The campaign reaches its climax when the heroes finally face Queen Elvanna, the fourteenth daughter of Baba Yaga, inside the *Dancing Hut's* innermost sanctum. Will the heroes defeat Elvanna and finally free Baba Yaga, or will their failure plunge Golarion into a new ice age ruled by the Witch Queen of Irrisen?

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IT WAS THROUGH BETRAYAL THAT THE MAD MONK WAS LAID LOW. RASPUTIN THE DRUNK. RASPUTIN THE WOMANIZER. RASPUTIN THE DECEIVER. ALL OF THESE ACCUSATIONS HAUNTED THE MAN. THE PEOPLE SAID THAT RASPUTIN PULLED THE STRINGS OF THE TSAR AND BY DOING SO HE WAS STEERING THE COUNTRY. SOME MADE LEWD CLAIMS THAT RASPUTIN SHARED A BED WITH THE TSARINA. FEELING HE WAS DESTROYING THE NATION, LOYAL COUNTRYMEN HATCHED A PLOT TO END HIS THREAT. SOME SAY THAT RASPUTIN FORETOLD THE EVENTS OF HIS OWN PASSING, BUT FEW KNOW THAT HE USED THIS PLOT TO FOREVER SLIP FROM THE ATTENTIONS THAT HAD HAUNTED HIM FOR SO LONG, ENABLING HIM TO PURSUE THE NEXT STAGE OF A FAR DARKER PLOT.



WORLDS AT WAR

The search for the Queen of Witches finally ends when the *Dancing Hut* travels to Baba Yaga's homeland of Russia on the planet Earth. The year is 1918, and the First World War rages throughout Europe. The heroes find themselves in the wilds of Siberia, where they must face Russian soldiers armed with twentieth-century technology to infiltrate an ancient monastery and rescue Baba Yaga from her estranged son, Grigori Rasputin. Can the heroes kill the "Mad Monk"—who has already cheated death once before—and free Baba Yaga, or will they fall before the horrors of modern war?

This volume of Pathfinder Adventure Path continues the Reign of Winter Adventure Path and includes:

- "Rasputin Must Die!", a Pathfinder RPG adventure for 13th-level characters, by Brandon Hodge.
- A look into the cultural climate of Russia in the midst of revolution, along with rules for her weapons of war, by Adam Daigle and Brandon Hodge.
- Revelations on Szuriel, the Horseman of War, and her brutal quest for souls, by Sean K Reynolds.
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