

REIGN OF WINTER



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.

RASPUTIN MUST DIE!

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

REIGN OF WINTER

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 Akuvskaya. 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*

RASPUTIN MUST DIE!

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

REIGN OF WINTER

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*

RASPUTIN MUST DIE!

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

REIGN OF WINTER

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

RASPUTIN MUST DIE!

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

REIGN OF WINTER

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.

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



VASILISA'S DOLL

RASPUTIN MUST DIE!

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/×4 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.

REIGN OF WINTER

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.

RASPUTIN MUST DIE!

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

REIGN OF WINTER

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.

RASPUTIN MUST DIE!

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

REIGN OF WINTER

**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

RASPUTIN MUST DIE!

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.

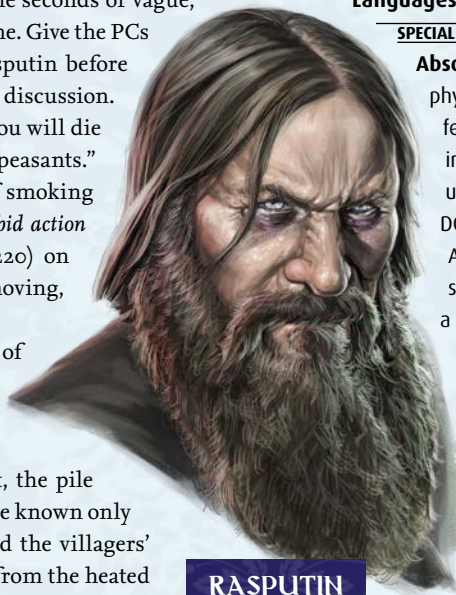
Creatures: As the PCs approach, they can see a slim man with an unkempt beard and a long black cassock gazing stoically through the flames of the burning bodies, his blue eyes piercing the haze like chips of chiseled ice. Rasputin, in the company of the PCs' shadow demon duplicates from area A5, is watching 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

REIGN OF WINTER

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*

RASPUTIN MUST DIE!

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.

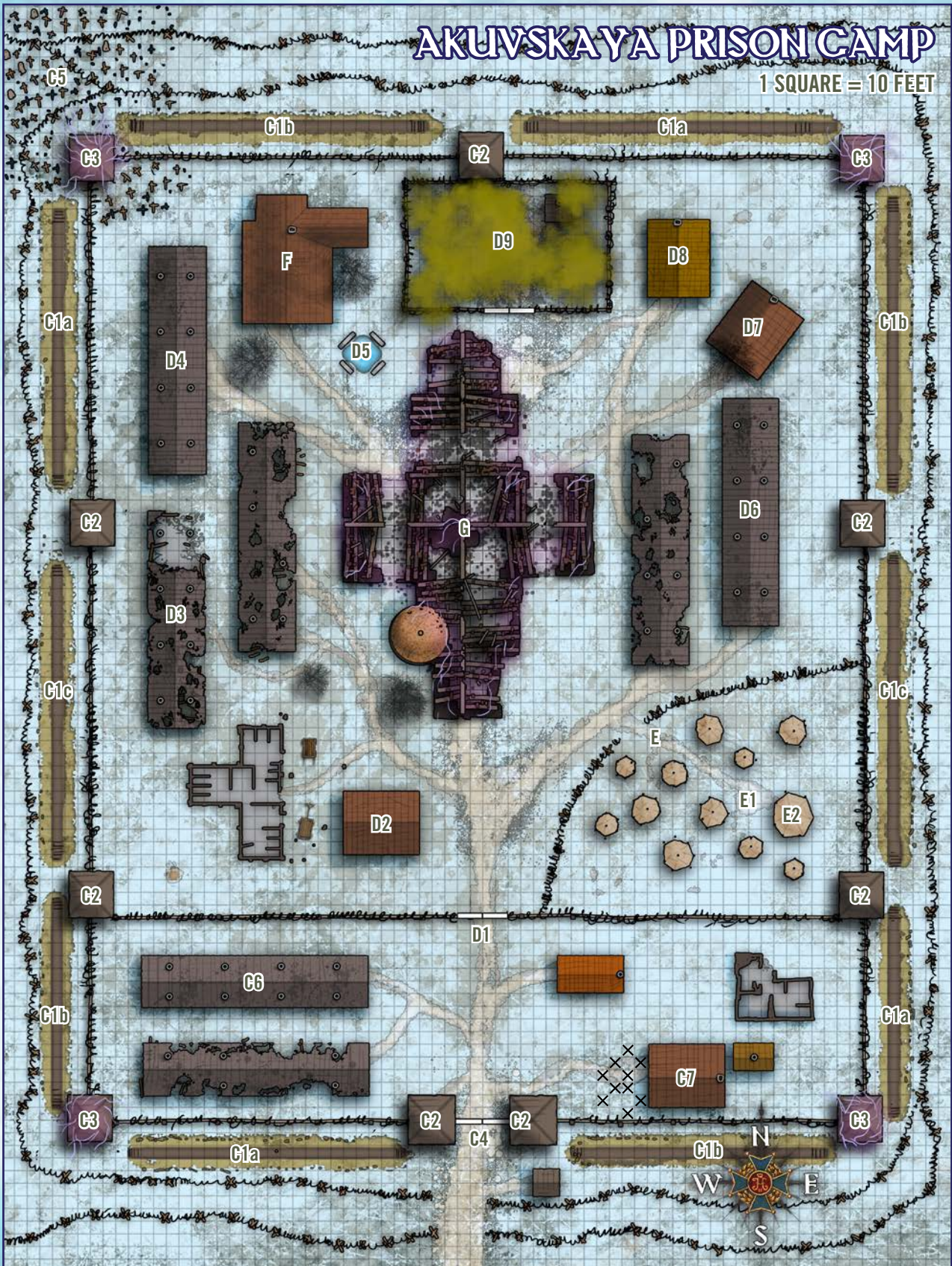
The prison camp is an interactive sandbox, containing minions heavily invested in protecting their master as he seizes his throne of power. The PCs are not expected to face all of these foes, and it is the GM's job to present these encounters in a reactive manner, with various threats seeking out the 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.

REIGN OF WINTER



RASPUTIN MUST DIE!

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

REIGN OF WINTER

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.

RASPUTIN MUST DIE!

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



REIGN OF WINTER

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.

3.3. 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

RASPUTIN MUST DIE!

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. Uprturned 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

REIGN OF WINTER

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 indifference, 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

RASPUTIN MUST DIE!

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

REIGN OF WINTER

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

RASPUTIN MUST DIE!



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)

REIGN OF WINTER

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

RASPUTIN MUST DIE!

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,

REIGN OF WINTER

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

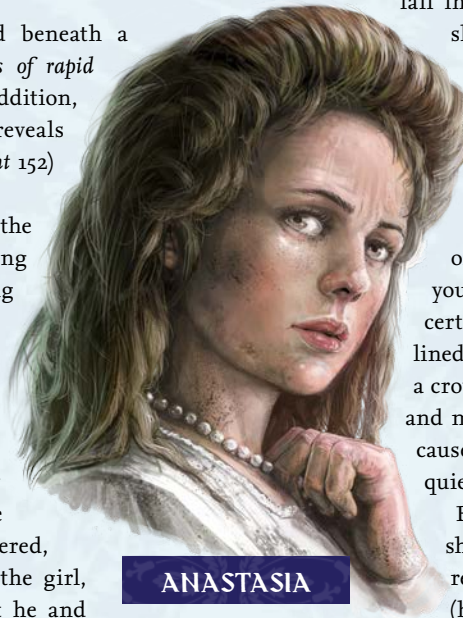
Yaga, a contender for Irrisen's throne. After Anastasia's murder at the hands of the Bolsheviks, Rasputin used *miracle* to resurrect her from a lock of her hair. In addition to the permanent negative level she gained as a result of her resurrection, Anastasia also suffers from amnesia, and must be constantly 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



ANASTASIA

RASPUTIN MUST DIE!

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.

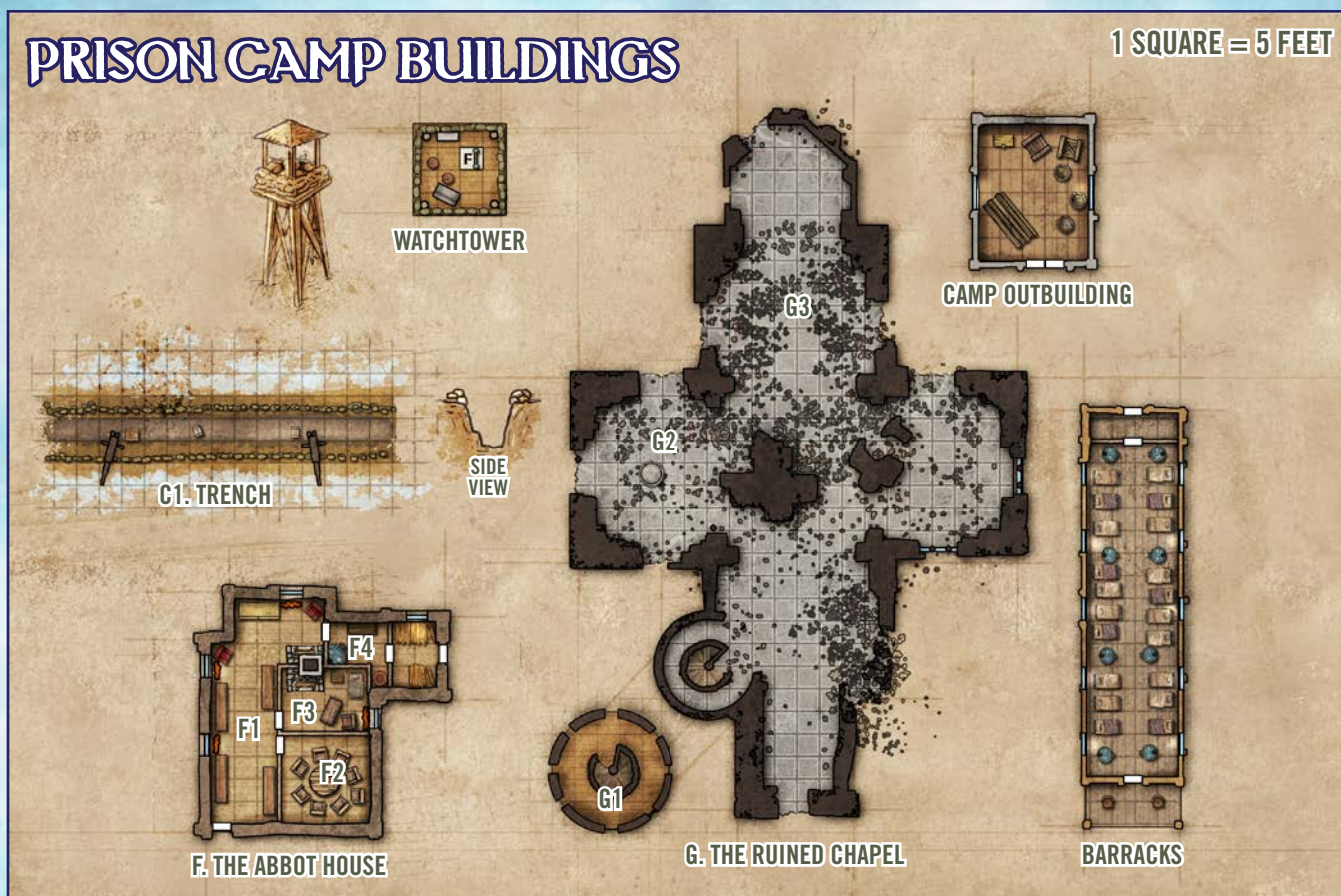
Electric Healing (Ex) Electricity damage heals a lightning treant of 1 point of damage for every 3 points it would otherwise deal. If the amount would cause the lightning treant to exceed its full normal hit points, it gains any excess as temporary hit points. These temporary hit points last for 2 hours.

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

REIGN OF WINTER

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.

RASPUTIN MUST DIE!

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

REIGN OF WINTER

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/×3)

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

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

RASPUTIN MUST DIE!

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

REIGN OF WINTER

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 Praestigiiis 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 Médiuims*. 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.

RASPUTIN MUST DIE!

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)

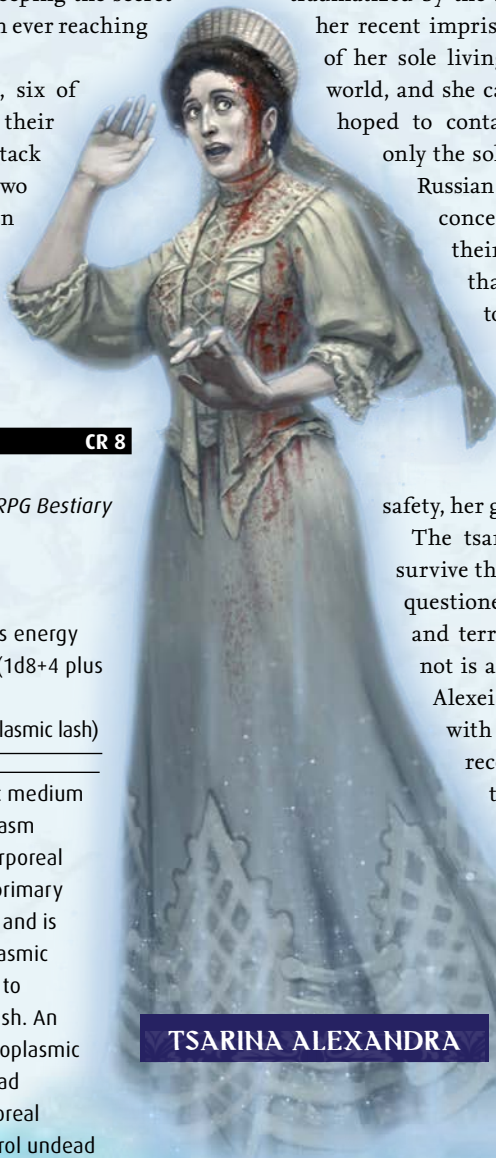
hp 73

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

REIGN OF WINTER

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

RASPUTIN MUST DIE!

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.

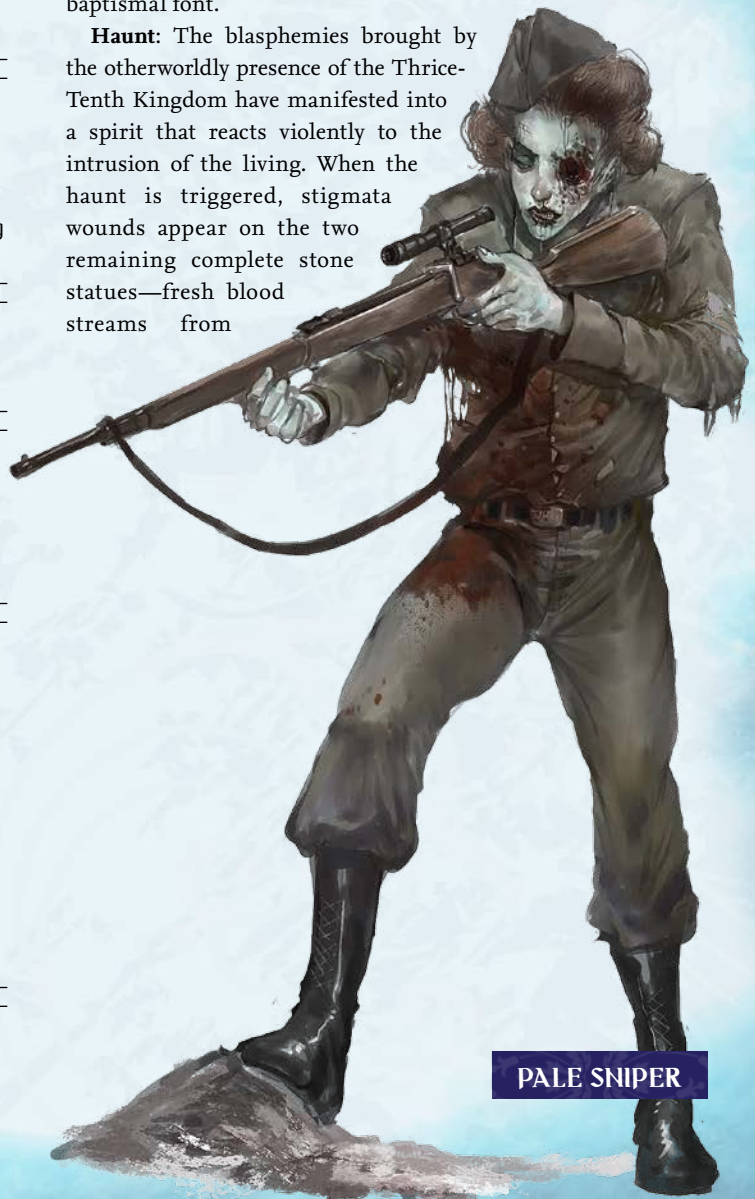
Treasure: One of the pale snipers wears a *sniper's helmet* (see page 61).

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

REIGN OF WINTER

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

RASPUTIN MUST DIE!

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. One 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.

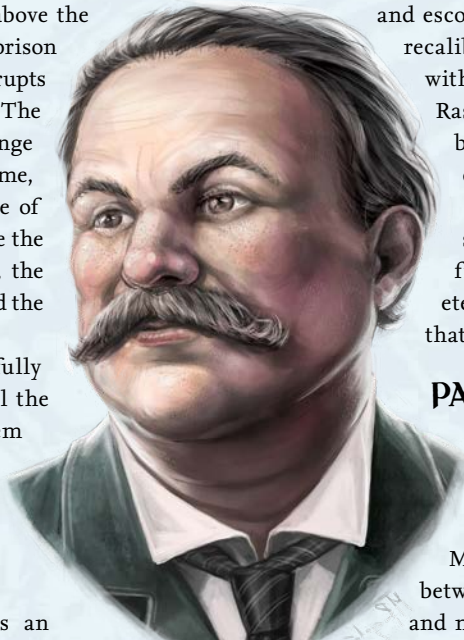
THE RESURRECTION OF VIKTOR MILOSLAV

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,

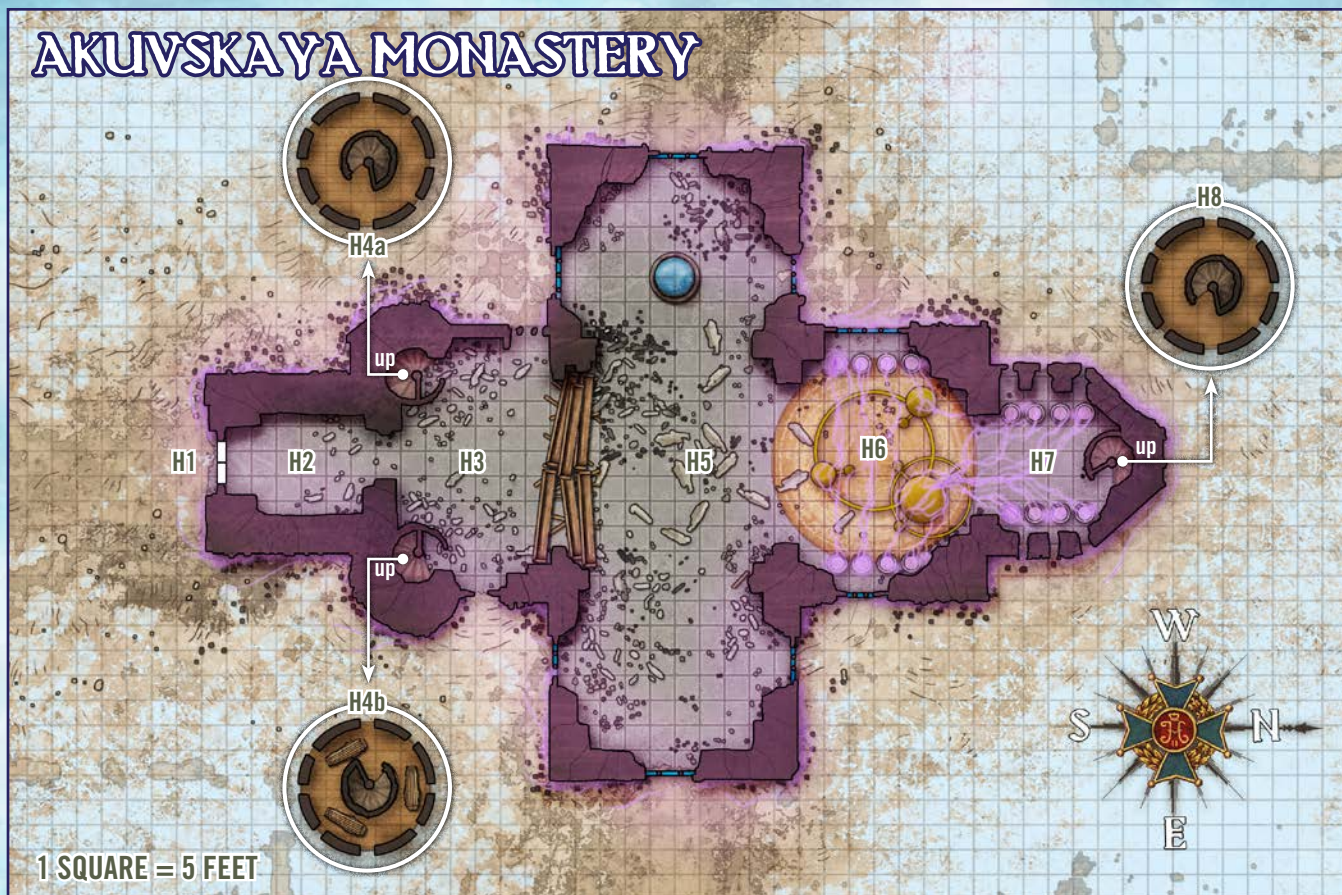
and pulses of arcane energy flash through the chapel's stained-glass windows, casting eerie silhouettes on the snowy ground around it. Perhaps most disturbingly, soul-piercing shrieks cut through the air, echoing throughout the prison camp and into the empty wilderness beyond.

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.

REIGN OF WINTER

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

RASPUTIN MUST DIE!

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.

REIGN OF WINTER

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

RASPUTIN MUST DIE!

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.

REIGN OF WINTER

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).

RASPUTIN MUST DIE!

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

REIGN OF WINTER

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.”