

## REIGN OF WINTER

## GRIGORI RASPUTIN

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

**GRIGORI RASPUTIN****CR 17****XP 102,400**

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

NE Medium humanoid (human)

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

**Aura** *unholy aura* (DC 22)

**DEFENSE**

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

**hp** 192 (18d8+108)

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

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

**OFFENSE**

**Speed** 30 ft.

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

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

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

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

8th (6/day)—*fire storm* (DC 26), *mass cure critical wounds*, *moment of prescience*, *stormbolts*<sup>APG</sup> (DC 26)

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

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

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

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

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

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

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

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

**Mystery** occult (see page 68)

**TACTICS**

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

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

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

**STATISTICS**

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

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

**Feats** Combat Casting, Craft Wondrous Item, Diehard<sup>B</sup>, Ectoplasmic Spell<sup>APG, B</sup>, Expanded Arcana<sup>APG</sup> (2), Great Fortitude, Iron Will, Lightning Reflexes, Persuasive, Quicken Spell, Toughness

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

**Languages** Church Slavonic, Common, Russian

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

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



## NPC GALLERY

### SPECIAL ABILITIES

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

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

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

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

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

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





## REIGN OF WINTER

## POLKOVNIK LAVRENTI

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

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

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

LE Medium undead

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

**Aura** frightful presence (30 ft., DC 21)

**DEFENSE**

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

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

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

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

**OFFENSE**

**Speed** 30 ft. (40 ft. mounted)

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

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

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

**TACTICS**

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

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

**STATISTICS**

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

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

**Feats** Extra Grit, Lightning Reflexes, Mounted Archery, Mounted Combat, Point-Blank Shot, Rapid Shot, Ride-By Attack, Snap Shot<sup>UC</sup>, Trample, Weapon Focus (revolver)

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

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

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

**SPECIAL ABILITIES**

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

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

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



## NPC GALLERY

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

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

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

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

### CAMPAIGN ROLE

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





# REIGN OF WINTER

## REIGN OF WINTER TREASURES

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

|                                  |                |                           |
|----------------------------------|----------------|---------------------------|
| <b>CASSOCK OF THE BLACK MONK</b> |                | <b>PRICE</b><br>34,000 GP |
| <b>SLOT</b> body                 | <b>CL</b> 12th | <b>WEIGHT</b> 1 lb.       |
| <b>AURA</b> strong transmutation |                |                           |

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

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| <b>CONSTRUCTION REQUIREMENTS</b> | <b>COST</b> 17,000 GP |
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Craft Wondrous Item, *divine favor*, *ghostbane dirge*<sup>APG</sup>

|                                  |               |                          |
|----------------------------------|---------------|--------------------------|
| <b>DIMENSIONAL GRENADE</b>       |               | <b>PRICE</b><br>1,450 GP |
| <b>SLOT</b> none                 | <b>CL</b> 7th | <b>WEIGHT</b> 1 lb.      |
| <b>AURA</b> moderate conjuration |               |                          |

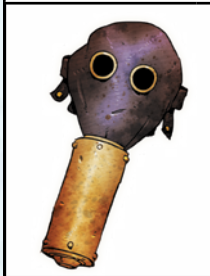


This M1914 concussion grenade (see page 66) can be thrown up to 680 feet away, as it teleports itself directly to the target location when thrown. This allows a *dimensional grenade* to be thrown even at targets behind cover, including total cover. The wielder does not need to attempt an attack roll; the *dimensional grenade* simply appears in the target location and detonates at the beginning the wielder’s next turn. A *dimensional grenade* deals 3d6 points of force damage in a 15-foot radius (Reflex DC 15 for half). In addition, any creature damaged by the grenade’s blast must succeed at a DC 16 Will save or be dazed for 1 round. The grenade is consumed in the attack.

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| <b>CONSTRUCTION REQUIREMENTS</b> | <b>COST</b> 750 GP |
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Craft Magic Arms and Armor, *dimension door*, *mass daze*<sup>UM</sup>

|                                 |               |                           |
|---------------------------------|---------------|---------------------------|
| <b>FRONTOVIK’S GAS MASK</b>     |               | <b>PRICE</b><br>17,000 GP |
| <b>SLOT</b> head                | <b>CL</b> 7th | <b>WEIGHT</b> 2 lbs.      |
| <b>AURA</b> moderate abjuration |               |                           |



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

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

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| <b>CONSTRUCTION REQUIREMENTS</b> | <b>COST</b> 8,500 GP |
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Craft Wondrous Item, *darkvision*, *fog cloud*, *life bubble*<sup>APG</sup>

|                                |                |                          |
|--------------------------------|----------------|--------------------------|
| <b>GAS-TRAP CYLINDER</b>       |                | <b>PRICE</b><br>6,500 GP |
| <b>SLOT</b> none               | <b>CL</b> 15th | <b>WEIGHT</b> 50 lbs.    |
| <b>AURA</b> strong enchantment |                |                          |



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



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

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

A *gas-trap cylinder* can hold a creature or creatures indefinitely, but once the trapped creatures are released, the cylinder becomes nonmagical.

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| <b>CONSTRUCTION REQUIREMENTS</b> | <b>COST</b> 3,500 GP |
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Craft Wondrous Item, *binding*

|                                  |                |                           |
|----------------------------------|----------------|---------------------------|
| <b>MAXIM OF SUPPRESSIVE FIRE</b> |                | <b>PRICE</b><br>33,800 GP |
| <b>SLOT</b> none                 | <b>CL</b> 13th | <b>WEIGHT</b> 140 lbs.    |
| <b>AURA</b> strong conjuration   |                |                           |



The bullets fired by this +2 *Maxim M1910 machine gun* (see page 65) are enhanced to pierce protective cover, allowing the wielder to ignore the AC bonus granted to targets by anything less than total cover. A *Maxim of suppressive fire* can make

attacks against targets with total cover, but the wielder must still guess the correct square of its target's location, and the target still benefits from total concealment (50% miss chance).

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| <b>CONSTRUCTION REQUIREMENTS</b> | <b>COST</b> 17,800 GP |
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Craft Magic Arms and Armor, *phase door*

|                              |               |                          |
|------------------------------|---------------|--------------------------|
| <b>SNIPER'S HELMET</b>       |               | <b>PRICE</b><br>9,000 GP |
| <b>SLOT</b> head             | <b>CL</b> 5th | <b>WEIGHT</b> 3 lbs.     |
| <b>AURA</b> faint divination |               |                          |



A *sniper's helmet* looks like the simple steel soldier's helmet common to the European trenches of the First World War, with the addition of a steel eye shield. Once per day, the wearer of a *sniper's*

*helmet* can, as a standard action, denote one creature within her line of sight as her target. The wearer can perceive the target when it is invisible or ethereal as though using the *see invisibility* spell, and gains a +20 competence bonus on Perception checks to locate the target. The wearer ignores concealment provided by fog or mist, *blur*, *displacement*, *invisibility*, and similar effects affecting the target, but not concealment provided by darkness. These bonuses last for 5 minutes or until the target creature is dead. The *sniper's helmet* provides no benefits to the wearer's allies, and the wearer gains no benefits against creatures other than her chosen target.

In addition, once per day, the wearer of a *sniper's helmet* can create a magical sensor up to 600 feet above her that gives her a full 360-degree viewpoint as if she were actually there. The wearer perceives with her normal visual senses, and though the sensor cannot penetrate solid surfaces, it is unaffected by foliage and the like.

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| <b>CONSTRUCTION REQUIREMENTS</b> | <b>COST</b> 4,500 GP |
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Craft Wondrous Item, *eagle eye*<sup>APG</sup>, *hunter's eye*<sup>APG</sup>

|  |               |                           |
|--|---------------|---------------------------|
| <b>SPECTRAL SEARCHLIGHT</b>                        |               | <b>PRICE</b><br>24,050 GP |
| <b>SLOT</b> none                                   | <b>CL</b> 3rd | <b>WEIGHT</b> 200 lbs.    |
| <b>AURA</b> faint divination and evocation [light] |               |                           |

Created by Rasputin and the Russian inventor Viktor Miloslav, this carbon-arc spotlight provides normal light in a 360-foot line and increases the light level by one step in the area beyond that, out to a 720-foot line (darkness becomes dim light and dim light becomes normal light). A *spectral searchlight* also reveals ethereal or invisible creatures or objects in its area of effect. *Spectral searchlights* are normally mounted in watchtowers or atop two-wheeled carts for easier transport.

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| <b>CONSTRUCTION REQUIREMENTS</b> | <b>COST</b> 12,050 GP |
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Craft Wondrous Item, *continual flame*, *see invisibility*

|                                   |               |                          |
|-----------------------------------|---------------|--------------------------|
| <b>TRUMPET OF SPIRIT SPEAKING</b> |               | <b>PRICE</b><br>6,500 GP |
| <b>SLOT</b> none                  | <b>CL</b> 6th | <b>WEIGHT</b> 1 lb.      |
| <b>AURA</b> moderate necromancy   |               |                          |

This long, segmented cone is made of a lightweight metal and collapses into three sections. Although nonmagical "spirit trumpets" are used by fraudulent mediums and manipulated with sleight of hand and ventriloquism, a *trumpet of spirit speaking* allows actual communication with the spirits of the deceased. Once per day, when its mouthpiece is placed to the lips of a mostly intact corpse, the user may ask up to three questions of the dead creature, as if the corpse were subject to a *speak with dead* spell. The corpse's replies issue forth from the horn in quiet, ghostly whispers.

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| <b>CONSTRUCTION REQUIREMENTS</b> | <b>COST</b> 3,250 GP |
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Craft Wondrous Item, *speak with dead*