

REIGN OF WINTER



BESTIARY

AFTER SPENDING 2 YEARS ON THE FRONT AGAINST THE GERMANS, I SAW SOME STRANGE AND TERRIBLE THINGS. I SAW WAVES OF MUSTARD GAS BLISTERING SOLDIERS' SKIN AS IT SWEEPED ACROSS THE TRENCHES. I SAW MY BEST FRIEND GET BLOWN APART BY A MORTAR WHILE I STOOD LESS THAN 10 FEET AWAY. I SAW ONE OF MY BROTHERS TAKE A MAN'S HEAD OFF WITH HIS TRENCH SHOVEL AFTER HIS RIFLE JAMMED. TERRIBLE, HORRIBLE THINGS. EVEN WITH ALL I HAD SEEN, I WASN'T READY—I COULD NEVER BE READY—FOR WHEN A HUT WITH CHICKEN LEGS APPEARED OUT OF NOWHERE AND SPAT UP A GROUP OF PEOPLE WEARING ARMOR AND ROBES, WIELDING SWORDS AND BOWS, AND CALLING FIRE OUT OF THE SKY LIKE SOME KIND OF DEMONS."

—ISAK SIDOROV, SOLDIER

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This month's Pathfinder Bestiary includes monsters and threats inspired by the atrocities of war. In this volume you'll find self-aware tanks, undying military leaders, sentient clouds of toxic gas, and a daemon dedicated to the carnage of hopeless warfare.

BATTLE AT AKUVSKAYA PRISON CAMP

The bulk of this month's adventure takes a sandbox-style approach that allows the GM to react to players' different approaches to storming the prison camp. The camp's various defenders don't necessarily need to stay in one place, nor should they. As the PCs attack the prison camp, it's quite reasonable for the camp's defenders to move to more advantageous positions, find better cover from the PCs, and alter their strategies in defending the camp. All of the named NPCs and unique monsters are likely to remain in the areas in which they are listed, but the prison camp has plenty of other denizens that freely roam the fortification, ever ready for action.

The pale snipers in the tower (area **G1**) are a deadly, sleepless threat, and GMs should take pot-shots at exposed PCs at every opportunity, further emphasizing the horrific atmosphere of war later in the adventure. The lightning treant (area **D7**) has a long range with its spell-like abilities and can likely strike anywhere in the prison camp it can see.

If you use any unique creatures or named NPCs as random encounters (such as Polkovnik Lavernti in area **E2** or the Bear Hunter in area **C7**), be sure you don't reproduce them in the adventure and use care when taking them from the encounters they are supposed to be in. It's also reasonable that some of these NPCs might retreat from combat only to engage the PCs again once they have a chance to heal and reassess the situation. The following entries provide some more threats awaiting PCs at Akuvskaya prison camp that a GM can use as random encounters or to offer additional challenges for the PCs. They should find no quarter and little rest from Rasputin's loyal guardians.

Animated Tanks: Though the PCs only encounter two animated tanks in the no-man's land between the treeline and the prison camp, there are four more on patrol that can be used as random encounters or to increase the difficulty of getting to the camp's walls. In addition, there are two more animated tanks in the garage (area **D2**) that a GM could use to threaten the PCs once they make it to the inner courtyard.

Headless Siberian Cossacks: The PCs encounter a group of six of these creatures during the adventure, but a unit of six more patrol the grounds in and around the prison camp. If the PCs leave the camp to rest, this secondary unit can be used to track them down. As undead creatures, the dullahans can fight alongside trench mists and benefit

AKUVSKAYA ENCOUNTERS

d%	Result	CR	Source
01-10	1 fext	10	See page 88
11-20	1 chemical warfare troop	11	See page 18
21-30	4 headless Siberian Cossacks	11	See page 40
31-40	1 Russian rifle troop	11	See page 17
41-50	1 flamethrower troop	11	See page 18
51-60	1 machine gun troop	12	See page 18
61-70	1 mortar troop	12	See page 18
71-80	1 trench mist and 4 trench zombies	12	See page 90
81-90	2 animated tanks	14	See page 84
91-100	4 zemlemer trackers	14	See page 39

from their negative energy damage for healing, keeping them in the fight longer than they might otherwise last. If they are encountered prior to the PCs making it inside the prison camp, they may reveal the strange things going on inside a bit early.

Trench Mists and Trench Zombies: In addition to the two trench mists in area **D9**, Rasputin and his followers have two *gas-trap cylinders* containing trench mists. Rasputin can use these captured trench mists by bringing them to area **D4** and releasing them in the barracks to feed and then raise the men within as trench zombies under their command. In this case, one trench mist lurks inside the barracks with five trench zombies, while the other roams the inner courtyard with another five trench zombies. Rasputin's followers could also release the trench mists to harass the PCs when they are exploring the inner courtyard or attempting to tamper with the World Anchors (area **C3**). Another good time to deploy the trench mists is when the PCs are investigating the Abbot House (area **F**). The trench mists block the front and rear exits of the building and send in their zombie minions to surprise the PCs.

Zemlemer Trackers: Rasputin and his followers have enlisted the help of a group of eight zemlemers who lair in area **D8**. Only four of them are encountered during the adventure, leaving four more for a GM to use. These four have been patrolling the area surrounding the prison camp, including the nearby woods, so they can be used to threaten the PCs before they make their way to the prison camp. Also, a GM can use them within the inner courtyard as additional challenges. If the PCs assault the prison camp, find it too difficult to invade in one attack, and retreat to recuperate, Rasputin's followers rouse the trackers and send them in pursuit. Once the trackers find the PCs, they don't immediately attack. Rather, they report back to their base, rousing a full troop of Russian riflemen, and hastily return to ambush the PCs in their camp.

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ANIMATED TANK

Like a deranged caterpillar of grinding metal and protruding turrets, this massive armored vehicle dominates the battlefield, spitting hot lead and artillery—seemingly without a crew.

ANIMATED TANK

CR 12

XP 19,200

N Huge construct

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 29, touch 9, flat-footed 28 (+1 Dex, +20 natural, –2 size)

hp 144 (16d10+56)

Fort +5, **Ref** +6, **Will** +5

DR 10/adamantine; **Immune** construct traits

OFFENSE

Speed 40 ft.

Ranged 3 Maxim M1910 machine guns +15 (2d8/19–20), Hotchkiss 6 pounder +15 (8d6/×3)

Space 15 ft.; **Reach** 5 ft.

Special Attacks integrated weaponry, telekinesis, vicious trample (6d6+18, DC 30)

STATISTICS

Str 35, **Dex** 12, **Con** —, **Int** 13, **Wis** 10, **Cha** 9

Base Atk +16; **CMB** +30 (+32 bull rush); **CMD** 41 (43 vs. bull rush, can't be tripped)

Feats Alertness, Awesome Blow, Improved Bull Rush, Improved Initiative, Point-Blank Shot, Power Attack, Skill Focus (Perception), Toughness

Skills Intimidate +15, Perception +26, Sense Motive +20

Languages Russian (can't speak); telepathy 100 ft.

SQ inexhaustible ammo

ECOLOGY

Environment any

Organization solitary, troop (2–4), squadron (5–12)

Treasure none

SPECIAL ABILITIES

Inexhaustible Ammo (Su) An animated tank loads and fires its weapons as a normal tank, but it telekinetically reloads from a supernaturally endless supply of ammunition.

Integrated Weaponry (Ex) An animated tank is equipped with three Maxim M1910 machine guns (see page 65) and two Hotchkiss 6 pounders (see page 66) built into its body. It treats these weapons as natural attacks and not manufactured weapons. It cannot make iterative attacks with these weapons. An animated tank has its weapons arranged on all sides of its body and can make three machine gun attacks and one Hotchkiss 6 pounder attack each round. An animated tank's weapons can still be targeted by effects that target manufactured weapons (such as *magic weapon* spells or sunder attempts), but cannot easily be harvested for use once the animated tank is destroyed. An animated tank is always proficient with its weapons, and its ranged weapons do not provoke attacks of opportunity when fired in melee combat.

Telekinesis (Su) The pickled brain that animates the tank possesses a supernatural ability to manipulate its surroundings and reload its armament. The animated tank can use *telekinesis* as a standard action every 1d4 rounds (caster level 16th).

Vicious Trample (Ex) An animated tank's powerful metal treads deal 6d6+18 points of damage on a successful trample.

The brains of great military commanders and tacticians need not go to waste simply because their mortal bodies have been slain. Preserved in glass vessels, bathed in nutrient fluids, and wired to strange energies and bizarre



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technologies, these organs are given new life, as their mental talents are preserved and tapped to independently control monstrous war machines. Though the methods, magic, and technology used differ between creators of these hulking engines, incarnations of these creatures typically take the form of captured siege engines and vehicles retrofitted to allow independent control by the pickled brains inside.

Animated tanks are perhaps the most dangerous of such animate siege engines. Though haunted by some, and simply assumed by others to be well-commanded vehicles crewed by crack soldiers, these animated monstrosities are feared and loathed on battlefields across the front. Blessed with incredible armor and the ability to never tire or deplete their stocks of ammunition, these creatures run roughshod over trenches and barricades alike, grinding troops unfortunate enough to fall beneath their tracks to splinters of meat and bone. The tremendous range afforded by their armaments only makes matters worse for those forced to confront the lumbering monstrosities, and finding a weakness within their steel carcasses is nigh impossible.

Animated tanks are found in the company of one or more rifle or flamethrower troops; these soldiers are usually either keenly aware of the tank's unique magical animation, or wholly ignorant of its mysterious and taciturn movements as they simply follow their commander's orders without regard to the tank's missing crew. Those hearing the tanks' orders in their own heads, however, instantly realize that something is not quite normal. As animated tanks are built with the armored frames of British Mark IV tanks—a common war wagon on First World War battlefields—few soldiers question the orders of their superiors when tasked with accompanying one of the beasts. Though Mark IV tanks could normally hold a crew of eight, the cabin of an animated tank is filled with strange technological and alchemical devices, allowing only four Medium creatures space to ride inside—that is, if the animated tank agrees to carry passengers.

Animated tanks were designed by Viktor Miloslav for use by the Russian Imperial Army, and it is thought that this mad experimentation and blasphemous use of the deceased is what triggered his exile to the cold wastes of Siberia and his imprisonment in the Akuvskaya prison camp. It is ultimately unknown how effective the creations of Viktor Miloslav proved on the battlefields of the Great War, or whether any of the monstrosities survived the war, as their shelled-out carcasses look little different from normal tanks, with the exception of a faint smell of formaldehyde and remnants of broken glass not usually found with tanks of this model. Whether some slumbering beast waits patiently in some forgotten barn or warehouse remains to be seen, or whether brave soldiers have laid this dangerous and blasphemous technology to rest is unknown, but hopefully

Viktor Miloslav's mad designs have all been destroyed or lost forever.

VARIANTS

Viktor Miloslav is rumored to have created variations on the normal Mark V tank during his brief explorations into self-animated war machines during World War I.

“Female” Animated Tank (CR 11): So named because it lacked the heavier Hotchkiss 6 pounder guns of its more robust counterpart, this variant makes up for its lack of explosive firepower with a bristling barrage of machine gun fire, being able to make up to five attacks per round with its Maxim M1910 machine guns. The tanks are otherwise identical in most respects, and few find a female animated tank's lack of Hotchkiss 6 pounder guns a relief when faced with its withering machine gun attacks.

The “Moving Fortress” (CR 13): Once word of Viktor Miloslav's inventions spread to Germany, the engineers there tried to replicate the effects he'd achieved, though it's unknown to what degree they succeeded. Should one of these specimens have survived, it would have been much more highly armored, built on the base of the German A7V tank—designed literally like a tracked, armored land ship. A moving fortress has 2 additional Hit Dice, and its natural armor bonus is increased by 5. Its single main gun, more robust than the Hotchkiss 6 pounder, deals an additional 4d6 points of damage, and the moving fortress is equipped with six Maxim M1910 machine guns.

CONSTRUCTION

An animated tank is built by retrofitting a preexisting tank and hard-wiring its pickled brain to the controls through strange technology, rather than crafting the construct's tank body from scratch. The secrets to preserving brains and connecting them to metal war wagons is lost, as is the nonmagical technological process by which Viktor Miloslav constructed the monstrosities found on Earth during the First World War. However, those able to inspect a destroyed specimen may be able to reconstruct the process. In addition to an animated tank's creation requirements—beyond the body of an intact tank—an animating brain must be harvested soon after its body is deceased, preserved with *gentle repose*, and subjected to a special nutrient bath before being revived and ultimately hooked into the tank. Only time and experimentation will reveal whether other secrets to this mysterious process were lost in the chaos of war on Earth.

ANIMATED TANK

CL 12th; **Price** 200,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *geas/quest*, *resurrection*, *telekinesis*; **Skill** Craft (blacksmithing), Knowledge (engineering), and Heal DC 25; **Cost** 100,000

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DAEMON, GENTHODAEMON

Jagged bits of metal, armor, and sharp pieces of wire embed the flesh of this towering fiend.

GENTHODAEMON

CR 5

XP 1,600

NE Large outsider (daemon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +10

Aura destruction (30 ft.)

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size)

hp 51 (6d10+18)

Fort +8, **Ref** +5, **Will** +3

Defensive Abilities barbed defense; **DR** 5/good or silver;

Immune acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

OFFENSE

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

Melee bite +10 (1d8+4), 2 claws +10 (1d6+4 plus bleed 1d4), tail slap +4 (1d8+2 plus bleed 1d4)

Ranged 4 shrapnel +5 (1d6+4/19-20)

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

Special Attacks penetrating slivers, trample (1d6+6 plus bleed 1d4, DC 17)

Spell-Like Abilities (CL 6th; concentration +8)

 Constant—*detect good*

 At will—*cause fear* (DC 13), *lesser confusion* (DC 13), *message*, *obscuring mist*

 1/day—*crushing despair* (DC 16), *dispel magic*, *meld into stone*, *move earth*

STATISTICS

Str 18, **Dex** 11, **Con** 16, **Int** 11, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 21

Feats Power Attack, Weapon Focus (bite), Weapon Focus (claws)

Skills Fly +7, Intimidate +11, Knowledge (engineering) +9, Knowledge (planes) +9, Perception +10, Stealth +5

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

Organization solitary or squad (2-18)

Treasure standard

SPECIAL ABILITIES

Aura of Destruction (Su) A genthodaemon can create an aura of pure carnage. All critical threats made against targets within the aura (including the genthodaemon) are automatically confirmed. Dying creatures within the aura take a -10 penalty on stabilization checks. The genthodaemon can activate or suppress this aura as a free action.

Barbed Defense (Su) A creature that strikes a genthodaemon with a melee weapon, an unarmed strike, or a natural weapon takes 1d4+4 points of piercing damage from the barbed wire and other pieces of jagged metal embedded in

the genthodaemon's body. Melee weapons with reach do not endanger their users in this way.

Penetrating Slivers (Ex) When a genthodaemon confirms a critical hit with a claw attack, pieces of its metal nails break off and enter the target's body, working their way toward its heart. When the slivers reach the heart 1d3 rounds later, the creature takes 1d6 points of Constitution damage. The slivers are destroyed by anything that removes curses, diseases, or death effects. Likewise, creatures immune to curses, diseases, and death effects are immune to this ability.

Shrapnel (Ex) A genthodaemon can shake loose four large pieces of the shrapnel embedded in its body as a standard action (make a separate attack roll for each piece). This attack has a range of 180 feet with no range increment. All targets of this attack must be within 30 feet of each other. The daemon can launch at most 24 pieces of shrapnel in any 24-hour period.

Genthodaemons are common troops of daemon armies, resolutely obedient to any greater type of daemon that gives them orders. They personify death in hopeless or futile wars, genocide, and the despair created by long, bloody stalemates where the combatants lose their will to live and forget why they were fighting in the first place. They have almost no role in corrupting mortals, as they are devoid of interest in the fates of most other creatures, but are sometimes called by daemonologists or greater daemons for use in war or their ability to shape battlefields. Any daemon that can summon a ceustodaemon can instead use its summon ability to summon a genthodaemon.

A genthodaemon looks like a stereotypical fiend—basically humanoid, but with claws, a tail, batlike wings, and cloven hooves. Metal armored plates, barbs, and spikes cover its body, though these are part of the daemon rather than armor it wears. Its claws are jagged metal shards sprouting from its fingers where nails should be.

Genthodaemons are only slightly above cacodaemons and lacridaemons in the hierarchy of Abaddon. A greater daemon may create a genthodaemon from a cacodaemon or one of the hunted (a dead soul trying to survive on Abaddon); however, most arise naturally from war-battered souls who band together as hunted, transforming into true daemons simultaneously when the group has cannibalized enough souls. Genthodaemons show unusual loyalty to others in their band, though this doesn't interfere with their obligations to more powerful daemons.

A typical genthodaemon stands over 9 feet tall and weighs 500 to 600 pounds (with much of this weight stemming from the daemon's embedded metal).

ECOLOGY

Souls that become genthodaemons usually come from worlds where war technology has advanced to allow

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production of large amounts of metal armor and weapons—particularly worlds where firearms have been invented. When battle grows so such a scope that the enemy becomes a faceless tide, or killing becomes casual and easy at long range, the act of waging war becomes completely dehumanized and soldiers become mere pieces in a perpetual machine. In such grim instances and the seeds are planted to send soldiers' souls to Abaddon.

These ties to the craft of war stain the dead soul and the daemon created from it, manifesting as armor plates fused with daemonic flesh, pieces of weapons embedded in its bones, or even remnants of siege engines or barbed wire sprouting from or wrapped around the daemon's body. These elements are part of the daemon, not mere decorations, but any mechanical pieces merely resemble functional items and no longer work (for example, a daemon with a crossbow or rifle embedded in its arm cannot shoot it). Genthodaemons from the same band often resemble each other, including the shape of their metal parts, sometimes because their mortal selves were even in the same army and uniform.

Though genthodaemons serve in the armies of all four Horsemen, they are most strongly associated with Szuriel, the Horseman of War. Her military background, strong discipline, and focus on the brutality of war resonates with the core of a genthodaemon's being. Those who (as mortals) were involved in acts of genocide have a morbid fascination with obscisidaemons and tend to follow them. Though genthodaemons were not the instigators of genocide in their mortal lives (which could have granted them higher status on Abaddon), those who participated in such acts feel a fawning admiration for the greater daemons who orchestrated such atrocities.

Like other daemons, genthodaemons hate all living things—and to an extent, themselves—and look forward to the death of the last mortal, for on that day they will have no other reminders of their bleak mortal lives and can focus all their hate inward.

HABITAT & SOCIETY

Genthodaemons patrol the fortresses, cities, ruins, and wastelands of Abaddon looking for invaders, hostile non-daemons, and gangs of the hunted. Because they usually travel in groups, they are rarely preyed upon by other creatures and only have to face death when deployed as part of a Horseman's army. They are of low

status but fulfill a necessary role as soldiers of Abaddon. Greater daemons treat them with the formal respect due their relative difference in rank, much like how a general might treat a common soldier. However, in the wars against mortal life, the Horsemen understand the value of suicidal missions and brazen sacrifice, and are not above sending countless genthodaemons to permanent destruction if it advances the cause of Abaddon. The genthodaemons accept this as their lot and never complain, as protests require effort, will, and the belief that there is a possibility of change—three things these shell-shocked creatures lost long ago.

On the Material Plane, genthodaemons sometimes serve daemonic cults that are unworthy of a greater daemon's attention or lacking the power to summon a more powerful creature. As their magic is suitable for war and destruction, they have limited use to mortal cultists not intent on violence.



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FEXT

This creature's pallid skin belies its healthy, powerful physique. Dressed in a fine military uniform, complete with numerous decorations and medals, the creature gazes from eyes that are dead and vacant, its thin lips grinning wickedly and revealing pointed, inhuman teeth.

FEXT

CR 10

XP 9,600

LE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 15, flat-footed 20 (+4 Dex, +1 dodge, +10 natural)

hp 127 (15d8+60)

Fort +9, **Ref** +9, **Will** +11

DR 10/glass or obsidian; **Immune** cold, undead traits; **Resist** electricity 10, fire 10; **SR** 21

OFFENSE

Speed 40 ft.

Melee bastard sword +18/+13/+8 (1d10+6/17-20) or slam +17 (1d4+9 plus energy drain)

Special Attacks energy drain (1d4 levels, DC 21)

Spell-Like Abilities (CL 15th; concentration +19)

 At will—*death knell* (DC 16), *protection from good*, *speak with dead* (DC 17)

 3/day—*bestow curse* (DC 17)

STATISTICS

Str 23, **Dex** 18, **Con** —, **Int** 13, **Wis** 15, **Cha** 18

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

CMD 32

Feats Cleave,

Dodge, Great Cleave, Improved Critical (bastard sword), Mobility, Power Attack, Spring Attack, Weapon Focus (bastard sword)

Skills Acrobatics +10

(+14 when jumping), Disguise +15, Intimidate +20, Knowledge (engineering) +12, Knowledge (religion) +12, Perception +20, Sense Motive +9, Stealth +17

Languages Common, Necril

SQ unkillable

ECOLOGY

Environment any

Organization solitary

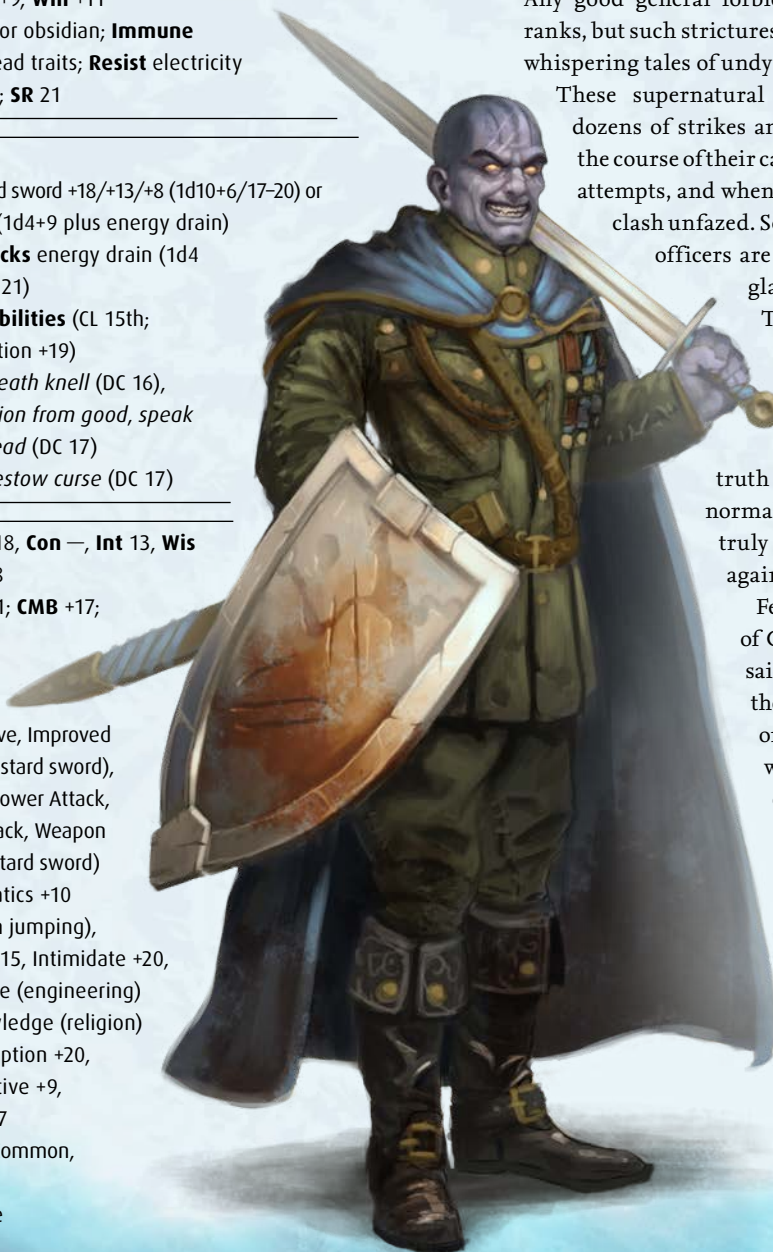
Treasure standard (bastard sword, other gear)

SPECIAL ABILITIES

Ungillable (Su) When reduced to 0 hit points by anything other than a glass or obsidian weapon, a fext is not destroyed, but instead becomes unconscious. Additionally, 1d4 minutes after falling, a fext gains fast healing 1. To be completely destroyed, a fext must be reduced to 0 hit points by a glass or obsidian weapon or, once a fext is rendered unconscious, its head must be severed and anointed with holy water. Once destroyed, a fext dissolves into fine ash.

Any good general forbids mention of fexts among his ranks, but such strictures do little to prevent soldiers from whispering tales of undying officers leading enemy units. These supernatural officers—often the targets of dozens of strikes and attempted assassinations over the course of their careers—never seem to fall to these attempts, and when they do, they return for the next clash unfazed. Soldiers whisper that these undead officers are only vulnerable to glass arrows, glass bullets, or glass daggers. Tales of fexts, usually dismissed as camp folktales derived from soldiers' frustration at failed campaigns and lost battles, are most frighteningly true—a truth living officers keep from the normal rank and file, for it takes a truly strong leader to send his soldiers against an unkillable foe.

Fexts are relatively new on the face of Golarion. The Whispering Way is said to be behind the existence of these powerful creatures, which not only possess skills at warfare and widespread destruction, but also excel at the subterfuge and guile necessary to pass themselves off as normal, living humanoids. While these abominations often serve corrupt monarchs or power-hungry and desperate tyrants, some fexts infiltrate good armies and act as horrible warlords, defying their nation's ideals. These fexts use politics and miscommunication to distort the truth of their battlefield atrocities.



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Though a fext normally acts as a commander on the battlefield, when engaged in combat, a fext favors its martial prowess, intermingling quick strikes and deadly blows with disruptive curses and its energy drain ability. Many fexts enjoy cruel and humiliating alternatives for their curses instead of simply reducing ability scores or the effectiveness of attack rolls—they may choose abstract effects such as having the target's commander view him as an enemy or making the target of the curse appear loathsome to fellow soldiers in order to break ranks. In war zones, fexts never spare a kill, being eager to use their *death knell* spell-like ability. Also, as they wade through scorched battlefields, they frequently use their *speak with dead* spell-like ability to discern information about rival armies.

ECOLOGY

Strange rituals doom a child to becoming a fext, ensuring its twisted immortality. Usually male and usually human, the child is destined from birth to die young, but will shine in undeath as a great military leader. Wicked rites corrupt the child while it's still in its mother's womb, infusing it with a power that burns brightly during its development, only to dim upon reaching adulthood into a spiral of blackness followed by an immediate descent into undeath.

Creating a fext requires a caster of at least 15th level who must subject an expectant mother to weekly treatments throughout her pregnancy, consisting of an array of charms, herbs, oils, pastes, and powders. After the child is born, a portion of the preserved placenta must be carried or kept near the fext throughout its childhood, usually disguised as a charm, stuffed into a doll, or worked into a favored toy or memento. Born a strong and healthy child, the fext leads a mostly typical life for a child of its parentage, region, and status, maintaining a keen intellect and hearty physique. These boons in its youth all but guarantee it a powerful place in society, especially in the field of battle. A young fext finds itself enamored with warfare of any kind and usually studies weaponry, fighting styles, and historical battles with a voracious appetite. Some fexts grow up knowing their destiny—or learn of it along the way—and choose to dedicate their lives to preparing for some dark purpose. Upon reaching adulthood, a fext falls ill. With fever rising and a head full of hallucinations, the fext lies comatose for a week. During this time, the creature slowly passes from mortality, its soul hanging suspended between worlds, then crumbling into undeath. The transition from life to undeath yields great benefits to a fext, though some experience shocking revelations during the transformation.

Like vampires, fexts decay at a slower rate than most undead, allowing the creatures to feign normal life for at least a decade. During this time, their skin slowly grows pallid and the odor of death increasingly haunts them. As fexts begin to degrade, the creatures employ mundane

GLASS WEAPONS

Brittle and often strange in appearance, glass weapons mostly serve as ceremonial instruments, but are also the best way of permanently slaying fexts. The glass parts of these weapons replace what is typically a metal or stone component, such as an arrowhead or a dagger's blade. The remainder of the weapon is created normally, though the fittings require some specialization.

Glass weapons cost half of what base items of their type do, and have 75% the weight of base items of their type. Glass can be used to craft light and one-handed weapons that deal piercing or slashing damage, as well as bullets, spear tips, and arrowheads. Glass weapons have half the hardness of their base weapon and have the fragile quality (see *Pathfinder RPG Ultimate Combat* 146 for details on the fragile quality).

disguises and use restorative spells to maintain their physical bodies' previous appearance.

Maintaining their image, fexts generally keep to their expected behavior and use their given names until disguise becomes too difficult. At that point, they often choose a name from the Necril tongue, granted in a vision during their transformation to undeath.

HABITAT & SOCIETY

Fexts have no choice as to where they grow up, but in adolescence and young adulthood, before the transformation takes place, they find themselves drawn to areas of conflict and war. In fact, regions of political turmoil and constant battles are breeding grounds for fexts—the ritual that creates these creatures is performed almost exclusively in war-torn countries for two reasons. First, it ensures the youth grows up knowing the ravages of war, allowing the fext to learn the reality of death early on, just as a child in a more idyllic setting might learn to play make-believe. Second, it places the youth in a position to become a great leader and a strong warrior who strives to lead forces in battle.

The ritual for creating a fext is nearly as variable as the path to lichdom, and must be customized for each potential child who is to carry the honor. Some parents are aware of the path their unborn child is destined to walk, but others are manipulated into allowing these foul rites. They remain unaware of what the procedure will do to their child, and being told it will protect the child and make it stronger. Subjects for this transformation are usually children of nobles or families renowned for a lineage of strong soldiers. When those driven to create a fext discover an ideal mother is with child, they pose as midwives or doctors, and work the rites into their regular care, explaining the tinctures and herbs away as beneficial supplements for the mother and child.

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TRENCH MIST

A noxious mustard-colored vapor hangs low over the battlefield, concealing the sickening forms of dead soldiers who walk once more among the living. Its heavy fumes shift and swirl as if alive.

TRENCH MIST

CR 10

XP 9,600

NE Gargantuan aberration (air)

Init +9; **Senses** darkvision 60 ft., lifesense; Perception +25

DEFENSE

AC 12, touch 12, flat-footed 6 (+5 Dex, +1 dodge, -4 size)

hp 112 (15d8+45); fast healing 5

Fort +8, **Ref** +10, **Will** +10

Defensive Abilities amorphous, negative energy affinity; **DR** 10/magic; **Immune** acid, electricity, sonic

OFFENSE

Speed 0 ft., fly 40 ft. (perfect)

Melee touch +7 (4d6 acid plus 4d6 negative energy)

Space 20 ft.; **Reach** 10 ft.

Special Attacks create trench zombie, engulfing mists

STATISTICS

Str —, **Dex** 20, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

Base Atk +11; **CMB** +15; **CMD** 31 (can't be tripped)

Feats Ability Focus (engulfing mists), Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Skill Focus (Perception), Weapon Finesse

Skills Fly +25, Perception +25

Languages Russian (can't speak); telepathy 30 ft.

SQ gaseous, trench zombie symbiosis

ECOLOGY

Environment any

Organization solitary, pair, or horror (3-5)

Treasure none

SPECIAL ABILITIES

Create Trench Zombie (Su) A trench mist can animate any corporeal creature slain while engulfed within its form. The victim rises as a trench zombie (see facing page) in 1d4 rounds and is under the control of the trench mist that created it. A trench zombie becomes free-willed if it is separated from its parent trench mist. A trench mist can animate a number of trench zombies whose Hit Dice total does not exceed more than twice its own Hit Dice.

Engulfing Mists (Ex) A trench mist can engulf foes (see the engulf special ability on page 296 of *Pathfinder RPG Bestiary 2*). A creature engulfed by a trench mist does not gain the pinned condition and may move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it automatically takes 4d6 points of acid damage and 4d6 points of negative energy damage. A trench mist's vapors obscure all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use

sight to locate targets). The save DC to avoid the engulfing mists is Constitution-based.

Gaseous (Ex) A trench mist has a body composed of foul, mustard-colored vapors. This form grants the amorphous defensive ability and allows it to pass through small holes or narrow openings, even mere cracks, with no reduction to its speed, but it cannot enter water or other liquids. A trench mist doesn't have a Strength score. It can't manipulate or wear objects, and it is treated as a creature three size categories smaller than its actual size (Medium for most trench mists) for the purposes of how wind affects it.

Trench Zombie Symbiosis (Su) Because of its symbiotic relationship with the trench zombies it creates, a trench mist shares senses with its animated creatures when they are engulfed within its form, granting them lifesense and making them immune to the concealment the trench mist grants to creatures within and outside of its foggy form.

Trench mists are created anywhere that deadly gas attacks are used for the wholesale slaughter of troops, whether attacks of a mundane poisonous nature, or from the magical effects of spells such as *acid fog*. Under mysterious circumstances likely born of the horrors of war and the final throes of young soldiers dying before their time, these mists linger over the battlefield, absorbing the departing souls of the slain. This commingling of loosed life energy and strange chemicals grants the miasma a sly, malevolent sentience. Once so born, the trench mist then seeks only to impart misery and share its singular fate with those fortunate enough to have escaped the poisonous attacks that birthed the creature in the first place. As it preys upon the living it absorbs the afflicted into its growing horde of shambling servants. Victims of its acidic mist rise as hateful zombies under the creature's control, and a trench mist that gains a horde of zombies is a dangerous foe indeed. On battlefields where trench mists are known to have arisen, wise commanders arrange cease-fires during which both sides abandon the site, lest their troops succumb to the horrifying fate of their comrades.

Part of the trench mist's self-awareness comes from the symbiotic trench zombies it gains as it slaughters its victims, as the zombies under the mist's control retain the abilities they had in life as well as some snippets of their former memories, which all feed into the collective consciousness of the trench mist. This allows the mist to learn and adapt, granting it a relatively keen intelligence compared to other similar creatures, and allowing it to make canny combat decisions and cleverly manipulate its surroundings.

Trench mists wander battlefields looking for prey so they can add more shambling zombies to their collective hordes. Occasionally they might even enter inhabited areas to seek out fresh ammunition and armaments for those of their symbiotic undead who may have exhausted their

weaponry. When bereft of such foul company, trench mists often persist for years after the tides of war have receded, settling into the soil and slumbering until fresh prey arises. The lifespan of trench mists is unknown, though through this sort of hibernation they very well may be immortal, reemerging without warning at the scenes of ancient battles centuries after they have taken place, whether turned up by an unsuspecting farmer's plow or war waged anew.

TRENCH ZOMBIE

A trench zombie is a rotting creature leaking sulfurous fumes from beneath its acid-burned, peeling skin, and bristling with the armaments it possessed in its horrifying death. Retaining many of the memories and skills it possessed in life, a trench zombie contributes its intelligence into a sort of hive mind for the trench mist that originally spawned it, creating a true symbiosis between the two—a gift the trench zombie repays upon its destruction, when the horrific fumes that granted it unlife go back to the trench mist that birthed it. Trench zombies are foul and vengeful, and are canny enough to lurk within the nurturing embrace of their mother mist, which provides them concealment without impairing their senses. Those seeking trench zombies' destruction typically must enter the engulfing body of a trench mist if they are to ward off the zombies' ranged attacks. Trench zombies are created using the juju zombie template (*Bestiary 2* 291), but they lose the juju zombie's immunity to *magic missile*, which is replaced by immunity to acid. Trench zombies also gain the following special ability.

Symbiote (Ex) A unique relationship with trench mists grants trench zombies immunity to acid. In addition, when a trench zombie reaches 0 hit points and is destroyed, the mustard-colored mist that animates the creature bursts violently from its damaged form. All creatures adjacent to the trench zombie are exposed to the toxic gas and take 4d6 points of acid damage. If the trench zombie is enveloped within the fog of its parent

trench mist when this death burst occurs, the mist's fast healing ability increases by 1 for a number of rounds equal to the Hit Dice of the destroyed trench zombie. The effects of the deaths of multiple symbiotic trench zombies stack.

TRENCH ZOMBIE

CR 6



XP 2,400

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

LN Medium undead (augmented human, human)

Init +8; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural)

hp 43 (6d10+6)

Fort +4, **Ref** +6, **Will** +3 (+2 vs. fear)

Defensive Abilities bravery +2; channel resistance +4; **DR** 5/magic and slashing; **Immune** acid, cold, electricity, undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee socket bayonet +9/+4 (1d6+3) or slam +9 (1d6+4)

Ranged Mosin-Nagant M1891 rifle +12/+7 (1d10+6/x4) or

M1914 concussion grenade +10 (3d6)

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

STATISTICS

Str 17, **Dex** 18, **Con** —, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 24

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

Skills Climb +15, Craft (firearms) +4, Knowledge (engineering) +4, Perception +7, Profession (soldier) +5, Ride +8, Stealth +10, Survival +5;

Racial Modifiers +8 Climb

Languages Russian

SQ symbiote

Combat Gear M1914 concussion grenades (2, see page 66);

Other Gear Mosin-Nagant M1891 rifle (see page 65) with 20 metal cartridges, socket bayonet (see page 67), gas mask (see page 67)

SPECIAL ABILITIES

Trench Warfare (Ex) See page 67.

Symbiote (Ex) See above.

