



# ON THE SIBERIAN LINE





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**SPECIAL THANKS:** Erik Mona, Lisa Stevens, James Jacobs, Jason Bulmahn, and the Paizo staff for their excellent *Reign of Winter* Adventure Path.

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**On the Siberian Line** © 2017, Legendary Games;

Author Pedro Coelho

ISBN-13: 978-1546519249

ISBN-10: 1546519249

First printing May 2017

Printed in USA.



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Seattle, WA 98126-4026

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The following superscript notations are used to denote references to official Pathfinder Roleplaying Game rulebooks:

<sup>ACG</sup> = *Pathfinder Roleplaying Game Advanced Class Guide*

<sup>APG</sup> = *Pathfinder Roleplaying Game Advanced Player's Guide*

<sup>AP71</sup> = *Issue #71 of the Witches of Winter adventure series, devoted to slaying the mad monk Rasputin*

<sup>B1</sup> = *Pathfinder Roleplaying Game Bestiary*

<sup>B2</sup> = *Pathfinder Roleplaying Game Bestiary 2*

<sup>B3</sup> = *Pathfinder Roleplaying Game Bestiary 3*

<sup>GMG</sup> = *Pathfinder Roleplaying Game Gamemastery Guide*

<sup>OCC</sup> = *Pathfinder Roleplaying Game Occult Adventures*

<sup>PC:CED</sup> = *Softcover guide to the devil-worshipping empire in the official campaign setting.*

<sup>UCam</sup> = *Pathfinder Roleplaying Game Ultimate Campaign*

<sup>UC</sup> = *Pathfinder Roleplaying Game Ultimate Combat*

<sup>UE</sup> = *Pathfinder Roleplaying Game Ultimate Equipment*

<sup>UM</sup> = *Pathfinder Roleplaying Game Ultimate Magic*





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This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

## HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Witches of Winter Adventure Path" instead of the title of the 14th adventure path published by Paizo Inc., covering issues #67 to 72. Or, you may see us use names such as the "Snow Queen," the "Threefold Dungeon," the "Kingdom of the Winter Witches," or the "Icy Dragonworld" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these treasures for use in your "Witches of Winter Adventure Path," seeking your fortune in the "Dancing Hut" and beyond. See, that wasn't so hard, was it?

## SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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## WHAT YOU WILL FIND INSIDE *ON THE SIBERIAN LINE*

In revolutionary Russia in 1918, a strange band of visitors from another world gets caught up in the greatest conflict the Earth has ever known. The First World War rages across the globe, bringing an end to the old order and setting the stage for the coming century. In these times of turmoil, one common goal unites the stranded adventurers and an Allied army deployed in Siberia: finding a double agent lost behind enemy lines and, with him, the path to Grigori Rasputin's hideaway. Such an alliance is more dangerous than it seems, but by triumphing over an intricate web of secrets the heroes shall arrive first at Rasputin's lair!

*On the Siberian Line* is a 13th-level adventure for the Pathfinder Roleplaying Game that can be played on its own or as a complement that can be played on its own as a radical side-trek in any high-level campaign, or used between parts one and two of the fifth volume (#71) of the [Witches of Winter Adventure Path](#). Inspired by real-world historical events, this adventure takes the PCs to the Siberian front of the First World War and the bloody campaigns between the Allied powers and the Russian Red Army. Following the tracks of the famous Trans-Siberian Railway, the PCs must defeat Bolshevik soldiers, snipers, and spies, an occult samurai order, and even conquer a city!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson





# INTRODUCTION

A conspiracy spanning two dimensions unites the mad monk Grigori Rasputin and his sister, the Witch Queen of a distant kingdom ensnared in eternal winter. Together, they have imprisoned their mother Baba Yaga, the legendary hag of Slavic folklore, whose servants sought the aid of a band of heroes to rescue her. The series of events set in motion by this familial betrayal brings the PCs to Earth during the First World War. Now, they must team up with the Allied armies in order to locate Rasputin and release Baba Yaga.

The adventure in your hands puts the PCs in Russia, in the year 1918, as the Russian Revolution soars and the Great War marches to its conclusion. It is the exact Earth you know, very much as history books describe it, except in this world the old people in Russia still tell stories of a group of strangers capable of magical, impossible feats. These, however, are merely tall tales of the battlefield, anecdotes passed down generations by the men and women who served in harsh Siberia. Or are they?

*On the Siberian Line* is an adventure for 13th-level characters, that can be played on its own or as an adventure path plug-in between parts one and two of the 5th installment of the *Witches of Winter Adventure Path* (issue #71), from Paizo, Inc. It uses the rules for the *Pathfinder Roleplaying Game*, available for free at <http://paizo.com/pathfinderRPG/prd/>.

# ADVENTURE BACKGROUND

It is 1918 on Earth. Science has trampled superstition almost everywhere in the civilized world, where distances have shrunk to the length of a telegraph cable. Countries are connected; transportation and communications are faster than ever, and new discoveries every day power the technological revolution set in motion but a couple of centuries

before. The world has never produced so much wealth, so much knowledge—and so much death.

War rages on global scale, and both belligerent sides—the Allied and Central powers—accrue formidable casualties: the gruesome four-year combat has so far cost millions of lives to both sides. Though the conflict's end is few months away, the ceaseless roar of gunfire muffles talks of peace, and the only certainty is that change is afoot. A new world is about to rise from the ashes of Europe, and the first major shift happens within the borders of Russia.

Less than a year ago, pushed to the limit by the hardships of war, the working class in Russia embraced the socialist ideals and overthrew the Tsar in favor of a proletariat's government. In response to this power grab, anti-communist troops rose up to fight the revolutionary called Bolsheviks, throwing Russia into a civil war between the Bolshevik Red Army and the tsarist White Army.

In control of state politics, the Bolsheviks signed an armistice with Germany, head of the Central Powers, and officially stepped out of the Great War to focus on consolidating the new regime. The peace treaty lifted the strain on Germany's eastern front and allowed their generals to redirect troops to a series of spring offensives against the Allied Powers. Hoping to bring Russia back to the fight—and worried about the spread of the communist agenda—the Allies offered support to the White Army.

The Allies, separated from the Russian western front by territories controlled by the Central Powers, looked to the east to secure help from the Japanese Empire. For the past months, this new coalition has been advancing through the region called Siberia in an effort to connect their military line with Allied detachments strayed around the city of Irkutsk. They have seized control of strategic cities and railways, and now struggle to maintain their positions and advance further.



## THE ORDER OF THE EASTERN STAR

Horrific as it is, however, the whole war game, played at the expense of people's lives, is merely a backdrop for a supernatural struggle of much higher stakes—or at least that is how the samurai of the Order of the Eastern Star see it. The order exists in various planes, and was established on earth in the 12th century by the female warrior Tomoe Gozen to protect this world from the demon hag Onibaba, or, as the Russians call it, Baba Yaga.

During the 8th century, before establishing a firm grip over the Slavic peoples of Eurasia, Baba Yaga appeared in Japan. The fearful locals called her Onibaba, the flesh-eating monster whose bloody deeds earned her a place in regional folklore. The truth goes deeper: in Japan, Onibaba birthed children with the purpose of conquering and ruling the territory, as she had done in other worlds. Tomoe Gozen was one of her daughters, but she turned against her mother and drove her away from Japan. Tomoe and her followers tracked down and slayed every servant and progeny of Onibaba, and vowed to stand watch against her return.

The group remained active even after Tomoe's death in 1184. Although its mission has always remained secret, the Order of the Eastern Star existed in the open until the late 19th century, when the emperor of Japan created a conscripted army and removed the samurai's privileges and authority. Refusing to turn over their weapons—among them, Tomoe's magical sword—the samurai of the Eastern Star went into hiding.

The decline of the samurai's power in Japan had a great impact on the order, as their members had to adopt new lifestyles to mingle into the post-reform Japanese society. While some took on common jobs,

many joined the new army. Eventually, the samurai of the Eastern Star became a sort of reserve force, with sleeper agents waiting to be called upon at times of need.

Such times have indeed arrived: mortars, landmines, and bomb explosions in the battlefields of the Great War raise a smokescreen that hides the return of Baba Yaga to this world.

General Wada, a high-ranking member of both the Japanese Imperial Army and leader of the Order of the Eastern Star, was the one to sound the alarm. Assigned as one of the leaders of the joint Allied army currently on its way through Siberia, Wada used his psychic powers to notice the weird shift in the weather: atypical cold, wild winds, groaning trees in the dark of night, the faint moaning of dying leaves. Small signs of Baba Yaga's coming were recurrent enough to make Wada suspicious. Confirmation came with the secret message from a Russian double agent revealing that Rasputin was alive and hiding.

To the White Army, Rasputin is a strategic target, especially because the message hints that princess Anastasia is also alive and under Rasputin's protection. Rescuing Rasputin and Anastasia from behind enemy lines is of foremost importance to reestablishing the monarchy. To Wada and the Order of the Eastern Star, however Rasputin is a known subject of Baba Yaga, one the order has conspired to help eliminate, and whom they thought to be dead.

Wada is oblivious to the conflict between Baba Yaga and Rasputin. Instead, under the notion that Baba Yaga has returned and resurrected her son, Wada brought other members of the order from nearby troops into his own battalion. Their goal is to find the missing double agent and pinpoint Rasputin and Baba Yaga's lair.





## ADVENTURE SUMMARY

A shadow projection of Rasputin appears before the PCs as soon as they get to Earth. Disturbed by its presence, the Dancing Hut takes off provoking a snow slide. Attempts to track down the runaway hut fall short when reconnaissance aircrafts and a troop of Bolshevik soldiers attack the PCs. By the time these obstacles are overcome, it is already too late: the Dancing Hut has made a dimensional jump and is temporarily out of reach.

After fighting the Bolshevik scouting party and saving the life of a young radio operator, the party joins an Allied army that is on its way in to conquer an enemy city. The army currently occupies the small Russian town of Priiskovyy, where the PCs witness acts of sabotage and murders. They must find the Bolshevik spy infiltrated in the troops to prove a friend's innocence.

To complicate matters, a second group of undercover agents has their attention turned to the PCs. The Order of the Eastern Star is aware of the PCs' affiliation to Baba Yaga, and sends an agent to take their lives during the train ride to Irkutsk. This journey risks a literal and figurative derailment in the hands of Bolshevik saboteurs, for they have set up explosives that will blow up the Allied train if the PCs do not stop them.

Reaching their destination, the PCs embark on the fleet assembled to take Irkutsk. The samurai of the Eastern Star sneak out just before the invasion starts, and the PCs need to follow them through streets turned into a battlefield. The samurai locate and kidnap the double agent and desert the Allied army. To finally obtain the information that leads to Rasputin, the PCs must track down and match the samurai's prowess in a deadly combat on the deck of an icebreaker.

## PART ONE: ENLIST TODAY!

The PCs step out of Baba Yaga's Dancing Hut and into a chilly dawn. Immediately upon their arrival, warned by the occult patron that grants him oracular powers, Rasputin becomes aware of the hut's presence, as well as of its passengers' objective. Rasputin casts *project image*, followed by a *miracle* spell that enables his shadow form to travel the necessary distance to reach the Dancing Hut, where he spots the PCs for the first time.

### 4. THE NERCHA RIVER

Read or paraphrase the following to get the adventure under way.

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*Through the darkness of a brisk sky, piercing its way past the fog and clouds, obstinate rays of light paint the misty landscape with the yellow hue of dawn. The ground is cold and slippery, a sheet of ice blanketing the slow-running river below. Every so often, a muffled cracking sound rises in the air.*

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Across from the chicken-legged hut perched on the frozen river, the projection of a greasy-haired man levitates. He bites his lower lip, forcing a thick moustache to meet the hefty unkempt beard that frames a somber countenance. Staring intently at the newcomers, the man opens his mouth and speaks hoarsely. "So, it's you that my mother Baba Yaga summons for aid. It's in vain. Turn around, go back whence you came—for you obviously don't belong here—and you'll live. Seek me, and you'll find your death. Be gone!"

Getting out of the *Dancing Hut*, the PCs realize it has landed atop a frozen river, close to the right margin. Steep snow-covered hills flank the watercourse. A DC 15 Perception check indicates cracks slowly appearing on the ice under the PCs' feet, and particularly under the hut. A DC 20 Survival check reveals that the river runs south and that the sheet of ice is actually quite

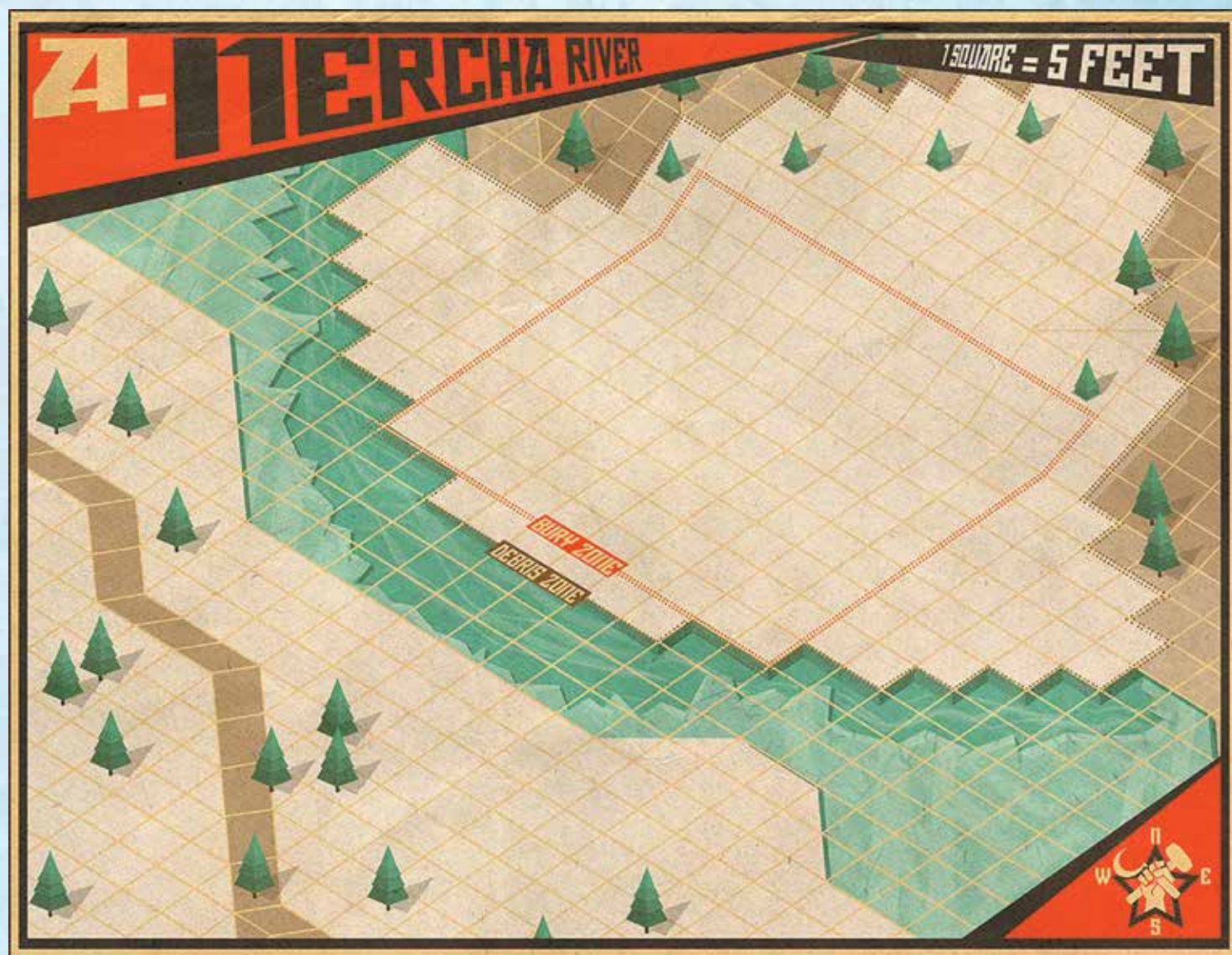


thin, unable to support their combined weight for long. The ice is difficult terrain.

Rasputin's shadow projection hovers above the river, 30 feet away from the group. He can sustain the projected image for nearly 3 minutes. If the PCs engage him in conversation, the mad monk keeps inquiring about their mission on Earth and reiterates his ultimatum. Meanwhile, he also communicates telepathically with the shadow demons spawned inside the Dancing Hut (see *Witches of Winter Adventure Path* [issue #71]) and commands them to secretly keep an eye on the PCs from here on.

Rasputin's presence disturbs the Dancing Hut; a DC 25 Sense Motive check reveals its uneasiness. In reality, the hut is actually reaching out to Rasputin via his projection, tracing his position, and growing increasingly agitated as it becomes drawn to Baba Yaga's son.

Every round the PCs and the hut stay on the ice, there is a cumulative 10% chance that it breaks dropping them all into the frigid water below. If the hut falls in the water, it casts *dimension door* to reach the right margin. As soon as Rasputin's projection disappears, the hut takes off after him, running uphill and provoking a snow slide right above the PC's heads.





## SNOWSLIDE

CR 11

**XP** 4,800

**Size** Colossal; **Width** 100 ft. (from one edge of the slide zone to the opposite edge)

**Speed** 500 ft.; **Save** Reflex DC 20

**Effect** creatures caught in the bury zone take 10d6 points of damage (half on a successful save) and are buried under 1d6x5 ft. of snow. Creatures caught in the slide zone take 5d6 points of damage (no damage on a successful save).

Buried creatures take 1d6 points of nonlethal damage, plus 1d6 points of cold damage, each minute they remain buried. Additionally, buried creatures have a 50% chance of being dragged into the river, in which case they must also face the perils of drowning. A buried creature can take a DC 15 Strength check as a full-round action to move 5 ft. and try to dig itself out of the snow. However, due to the disorientation, it must succeed at a DC 20 Survival check in each attempt to move in an intended direction; on a fail, the creature moves in a random direction.

Creatures who aren't buried can dig out their friends after they have successfully pinpointed their position under the snow with a successful DC 30 Perception check. It takes 1 minute to dig out a 5-foot-by-5-foot volume of snow using only their hands, and half that time using an appropriate tool such as a shovel or a shield.

For additional rules on avalanches, refer to the chapter **Environment** on the *Pathfinder Roleplaying Game Core Rulebook*.

**Development:** Meantime, Bolshevik reconnaissance aircrafts spot the avalanche and the Dancing Hut, and circle back to check on the strange object. They spot all PCs who have escaped the avalanche and perform flybys and attack the survivors. If the PCs are already delayed by the avalanche and do not pursue the hut at all, the encounter with the Russian aircrafts can occur at another moment, or not at all, at the GM's discretion.

The following statblock is for a Nieuport 12, a reconnaissance and fighter aircraft of French

production. Capable of reaching speeds of up to 90 mph, these airplanes were used by the Imperial Russian Air Service and are now in the hands of the Soviet Air Forces. The statistics below are laid out as a creature for ease of use, with the notation <sup>P</sup> indicating characteristics determined by the pilot or gunner's statistics rather than the aircraft's. GMs who wish to delve further into the rules for vehicle combat can check the **Vehicles** chapter (and **Air Vehicles** in particular) in *Pathfinder Roleplaying Game Ultimate Combat*.

## NIEUPORT 12 (4)

CR 8

**XP** 2,400 each

Huge (long) air vehicle

**Squares** (20 ft. long, 25 ft. wingspan)

**Init** <sup>P</sup> +7; **Senses** <sup>P</sup> Perception +12

### DEFENSE

**AC** 20, touch 12, flat-footed 9; **Hardness** 5

**hp** 68

**Fort** +6, **Ref** +6, **Will** <sup>P</sup> +4

### OFFENSE

**Maximum Speed** 780 ft.

**Ranged** Lewis M1916 machine gun +16/+11/+6 (4d4/x4)

**CMB** +11; **CMD** 26

### TACTICS

**Before Combat** The aircrafts scout the area looking for enemy aircrafts and troop movements. The snow slide, the bizarre Dancing Hut, and the PCs presence grab the pilots' attentions. Upon spotting them, the Nieuports immediately head into combat.

**During Combat** The Nieuports take advantage of their speed to remain out of the PCs' reach, circling their targets while the gunners fire. Effectively, due to their outrageous speed, the PCs have little chance of approaching the Nieuports; their best option is to ready an action and wait for the aircrafts to attack. During a flyby, at the beginning of their turn, the aircrafts fly as low as 60 ft. above the PCs.

The Nieuports take a full turn to circle back, and can only attack every other turn. They attack



alternately, in pairs (two every turn). If the Nieuport's crews lose sight of their targets or assume they have killed everyone, they circle the area one more time and then fly away.

**Morale** A Nieuport fighter withdraws if it takes any damage while with the broken condition.

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### DESCRIPTION

The Nieuport 12 is a two-seat biplane with a single propeller on the aircraft's nose. The pilot occupies the front seat while the gunner rides behind him, firing a machine gun mounted on top of the upper wing. Its fuselage uses a wooden framework covered in study fabric. A Nieuport reduced to below 26 hps gains the broken condition and takes a -2 penalty to AC, on saving throws, and on combat maneuver checks, and the DC to drive the aircraft increases by 2. If reduced below 0 hit points, the Nieuport gains the wrecked condition and can no longer fly; the pilot can attempt a DC 30 Fly check to land a wrecked aircraft. Failure means the plane crashes, killing all its occupants.

**Propulsion** alchemical (1 internal combustion engine that powers a forward propelling blade)

**Driving Check** Fly +5 to the DC. The current pilot's Fly skill modifier is +12.

**Forward Facing** the aircraft's forward

**Driving Device** yoke

**Driving Space** one square at the pilot's seat

**Crew** 2

**Weapons** 1 Lewis M1916 machine gun

**Development:** While the PCs deal with the avalanche and the air raid, the Dancing Hut disappears in the fog, leaving a trail of footprints that stops after a mile or so. At this point, unbeknownst to the PCs, the hut travels between dimensions to the outskirts of Rasputin's secret base, hundreds of miles away. The hut's disappearance is crucial: by leaving the PCs stranded in the middle of an unknown region and without any clues as to where to go next, this event gives the PCs motivation to seek and accept the help of the Allied army.

As the PCs recover from the avalanche and the aerial attack, they have barely any time to rest. Drawn by all the noise, a Bolshevik scouting troop arrives to inspect the situation. Behind the troop, seven British prisoners drag a large wooden box on top of a cargo sled. The prisoners are unarmed but not constrained, kept under control by the threat of rifles and pistols at their backs.

Upon spotting the PCs, the Bolsheviks halt and point their guns at them, ordering the PCs to drop their weapons, raise their hands, and identify themselves. They speak first in Russian, and then in rudimentary English in case the PCs cannot understand them. Unless the PCs have somehow disguised themselves to mingle with the inhabitants of Earth, their clothing and weapons look blatantly out of place, especially if any of the PCs are non-human. If the PCs comply, the Bolshevik soldiers discuss among themselves, in Russian, how to proceed. After a short deliberation, the soldiers decide to open fire right there and then.

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### BOLSHEVIK TROOP

CR 12

**XP** 19,200

N Medium humanoid (human, troop)

**Init** +2; **Senses** Perception +12

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### DEFENSE

**AC** 26, touch 13, flat-footed 20 (+2 Dex, +1 dodge, +13 natural)

**hp** 168 (16d8+96)

**Fort** +11, **Ref** +12, **Will** +8

**Defensive Abilities** troop traits

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### OFFENSE

**Speed** 30 ft.

**Melee** troop (4d6+12) plus bleed (1d4)

**Space** 20 ft.; **Reach** 5 ft.

**Special Attacks** fusillade

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### TACTICS

**Before Combat** The troop discusses briefly what to do with the PCs. Considering they already have enough





prisoners, they decide it will be safer to simply execute them instead of risking having more captives than they can deal with.

**During Combat** The troop opens its first round of combat with fusillade. In close combat, the Bolshevik troop attempts an overrun combat maneuver to surround the PCs and move through their squares without taking attacks of opportunity. Once it has surrounded the PCs, the troop focuses on dealing melee damage and uses the Stand Still feat to keep the PCs trapped.

**Morale** The Bolshevik soldiers sacrifice their lives for their land and ideals. Reducing the troop to 0 hit points or fewer kills all members of the troop.

### STATISTICS

**Str** 22, **Dex** 15, **Con** 22, **Int** 11, **Wis** 13, **Cha** 10

**Base Atk** +12; **CMB** +18; **CMD** 30

**Feats** Alertness, Athletic, Bloody Assault<sup>APG</sup>, Combat Reflexes, Dodge, Improved Overrun, Iron Will, Power Attack, Stand Still

**Skills** Climb +13, Craft (firearms) +5, Handle Animal +4, Heal +5, Knowledge (geography) +4, Knowledge (local) +4, Perception +12, Profession (soldier) +6, Sense Motive +3, Stealth +3, Survival +6, Swim +10

**Languages** Russian



### SPECIAL ATTACKS

**Fusillade** Bolshevik 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 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 21 for half). The save DC is Dexterity-based.

**Treasure:** 6 Mosin-Nagant M1891 rifles.

**Development:** During the combat, the British soldiers seize the opportunity to escape, except for one soldier that stays behind, sheltered behind the large cargo box. When he realizes the battle is over, the soldier breathes a sigh of relieve, gets out of his hiding place and approaches the PCs, ready to thank them for the rescue. The young blond man named Samuel Hooley has pale blue eyes, thin lips and prominent chin and ears.

Sam's starting attitude is friendly, and he is curious to learn who the PCs are and where they come from. Sam speaks English, French, German, and Russian. If the PC's are forthcoming about their origins, claiming to be from other worlds, Sam laughs it off skeptically, and does not push the issue.

If any of the PCs is non-human, he makes a friendly remark about having seen people like them during his childhood, in the circus acts of London. Sam adds that society should treat the "freaks" with more respect, saying that people are equal deep inside, and that everyone can help in the war effort. Additionally, if the PC's used magic in the combat against the Bolsheviks, Sam shows some interest about it; in this matter, he is not as incredulous. Instead, he admits to being a fan of magic, though he has never seen tricks that looked so real.



Sam has a strong opinion about his role in the war, and shares it with the PCs, answering their questions candidly.

In case none of the PCs has magical means to communicate in the languages of Earth, assume that Russian resembles Aklo thanks to Baba Yaga's influence in the area, or even that Common is a similar language to English. As much fun as it is having the right spell for the occasion (such as *tongues* or *comprehend languages*), the inability to communicate with NPCs can be frustrating, and hinder both the adventure's progress and the players' enjoyment.

**Who are you?** "Lance Corporal Samuel Hooley of the joint Allied Forces, 25th Batallion, Middlesex Regiment—but you can call me Sam. I'm in charge of communications, under the command of General Wada and General Nicholls."

**Who are these people we defeated?** "These are soldiers of the Russian Red Army. Bolsheviks, everyone calls them. The Russians used to be our allies, but these fellows turned their backs on us and shook hands with our enemies... and then killed their own sovereign and his whole family. Now, they want to conquer everything and spread their ideas around the world, and we just can't have that!"

**Where are we, and what is going on here?** "Gee, you folks really haven't been reading the papers, have you? I can't blame you; if it weren't for our private communications, we wouldn't be getting any news either. We're in Siberia, Russia, right in the middle of the Eastern front! Now that our buddies in the West have the Germans and Austro-Hungarians by the neck, we can spare a few troops to help the good Russians fight the Bolshevik rebels. So, we teamed up with the Czechs, French, Japanese, and some Americans, and came here to help the White Army—the White Army

are the Russian soldiers still loyal to their dead king, Tsar Nicholas II. I know, it seems complex... truth is, it's even more messed up than it sounds."

**Why are the Bolsheviks a 'threat'?** "Haven't you been listening? The rascals bloody murdered the Romanovs—that is, the Russian king, his wife, and his kids! All in the name of some 'worker's' government... can you imagine that? Workers running a country? I can't even imagine that happening in England! Thee Bolsheviks want the end of aristocracy... and a lot of other things, too. Bloody criminals, if you ask me. And now they want to spread their criminal ideas to other places. Lucky for us, not everyone in this country has gone mad."

**What is in that cargo box?** "Oh, that's some radio equipment and spare parts to fix our telegraph and some other machinery. We couldn't find what we needed in Priiskovyy, where we're stationed, so the general allowed me to take a few men down to Nerchinsk and forage whatever we could to fix our communication central. We were carrying this back when we were captured... and now I need you chaps to help me with it, since my team ran away."

**We are looking for a man named Rasputin. Do you know where he is?** "Whoa. Grigori Rasputin? What do **you** know about him? Well, they say that it was his curse that brought the Tsar down. Look, for all I know, Rasputin is dead and buried. As dead as dead gets."

Sam is straightforward in all his answers except the ones about Rasputin, since those involve confidential information. A successful DC 15 Sense Motive check reveals that he is hiding something about it.

It takes a successful DC 25 Diplomacy or Intimidation check to convince Sam to open up. He admits to knowing more about Rasputin's current status, but says that the information is highly classified and that he cannot reveal it to anyone without his superior's permission, under threat of treason charges.





If the PCs beat the difficulty of the test by 5 or more, Sam reveals additional information: that Rasputin is actually alive, and that the reason he needs to repair the communication system as quickly as possible is because they are expecting to receive information about his whereabouts.

Even if intimidated, Sam offers to set up an audience between the PCs and his commanders, claiming that only the generals are authorized to share that information, and that they might know more than he does. He also asks for help to drag the communication equipment back to the Priiskovyy camp. Sam invites the PCs to follow him, and tries to convince them to enlist with his army. In case the PCs decide to leave on their own to track down the Dancing Hut, Sam bids them good luck and says that his offer stands if they change their minds.

Tracking the Dancing Hut proves pointless as the trail suddenly disappears after a couple of miles. A DC 20 Knowledge (arcana) check allows the PCs to infer that the Dancing Hut must have performed a dimensional jump at that point, as indicated by a lingering, dim conjuration aura left behind by the hut (which can be perceived with a *detect magic* spell).

A *screy* spell can reach the Dancing Hut. Since Rasputin's base is currently in a different plane, the spell reveals that the hut has left Earth, but there is not enough visual information to determine what plane the Dancing Hut is in; the spell only shows a ruined monastery surrounded by snow and supernatural mist. Under these conditions, neither *plane shift* nor *teleport* can help the PCs get to the hut.

Once the PCs concede that the quest for the Dancing Hut is unlikely to succeed, they have no trouble following Sam's fresh tracks and catching up with the British soldier.

## 6. SNIPER'S HILL

As Sam and the PCs march on, they hear six gunshots echo in the distance, only a short interval between them. The gunfire ceases and, after 10 minutes of dragging the cargo box through the snow, the group happens upon a gory scene. Read or paraphrase the following:

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*A line of bodies stretches out before you, each victim resting on a rosy pool of red blood mixed with white snow. A few dozen feet separate the first dead soldier from the last, the footprints on the soft ground marking their last steps. They all wear the same uniform as the one donned by Lance Corporal Samuel Hooley. A cool wind blows gently, rustling the pine trees scattered on the hill to your left, and slowly clearing the sky. Everything seems quiet now.*

---

Sam immediately recognizes the fallen men. They are the rest of his team; the same soldiers who ran for their lives just an hour ago when he stayed behind to secure their cargo.

With a DC 15 Perception or Survival check, the PCs notice how the tracks in the snow and the distribution of the bodies indicate that the victims were initially running side by side, and were taken down one at a time. The corpse in the back of the line took the first hit and triggered his teammates' stampede. An examination of the bodies also shows that each soldier took one fatal bullet, most of them to the head. A PC succeeding at a DC 25 Knowledge (engineering) check determines that the shots came from somewhere uphill.

**Creatures:** Snezhana Bovarina, a sniper of the Russian Red Army, lurks in the area. Hailing from a family of bear hunters in Siberia, Snezhana grew up with a rifle in hand. Only since lately have her skills been used against humans rather than beasts,



due to her affiliation to the Communist Party of the Soviet Union and to a serious commitment to the people's revolution.

Snezhana resents the former regime for having repeatedly sent her brothers to slaughter in pointless wars—first, the Russo-Japanese war in 1904-05, and more recently, the Great War. The sole surviving sibling of a once large family, she is tired of seeing peasants and workers die for causes not their own. Encouraged by the revolution, she now uses her abilities to fight for what she believes will be a better Russia.

When the PCs approach the fallen bodies, they walk right into Snezhana's field of view. An expert in hiding in cold terrains such as this, she dresses in white and uses the snow to her advantage, blending with the ground to escape detection. Before combat starts, the PCs must succeed at a DC 44 Perception check to notice Snezhana's stake out. A PC who succeeded at the Knowledge (engineering) check above gains a +5 bonus on his Perception check to spot Snezhana. Because of Samuel's uniform, Snezhana assumes that the PCs are part of the Allied troops and attacks the group.





**Traps:** After choosing her position, the sniper laid out several bear traps to hold up potential enemies chasing her uphill. Each bear trap is firmly nailed to the ground.

#### BEAR TRAP

CR 1

XP 400

**Type** mechanical; **Perception** DC 15; **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 halve the creature's base speed (or hold the creature immobile if the trap is attached to a solid object); the creature can escape with a DC 20 Disable Device check, DC 22 Escape Artist check, or a DC 26 Strength check

#### SNEZHANA BOVARINA

CR 13

XP 25,600

Female human **slayer**<sup>ACG</sup> (**sniper**<sup>ACG</sup>) 14

N Medium humanoid (human)

**Init** +5 (+7 in cold terrain); **Senses** Perception +20 (+22 in cold terrain)

#### DEFENSE

**AC** 19, touch 15, flat-footed 14 (+4 armor, +5 Dex)

**hp** 123 (14d10+28)

**Fort** +10, **Ref** +14, **Will** +4

**Defensive Abilities** evasion

#### OFFENSE

**Speed** 30 ft.

**Melee** masterwork dagger +15/+10/+5 (1d4/x2)

**Ranged** Deadly Aim masterwork Mosin-Nagant M1891 rifle +17/+12/+7 (1d10+8/x4) or Deadly Aim Rapid Shot masterwork Mosin-Nagant M1891 rifle +15/+15/+10/+5 (1d10+8/x4)

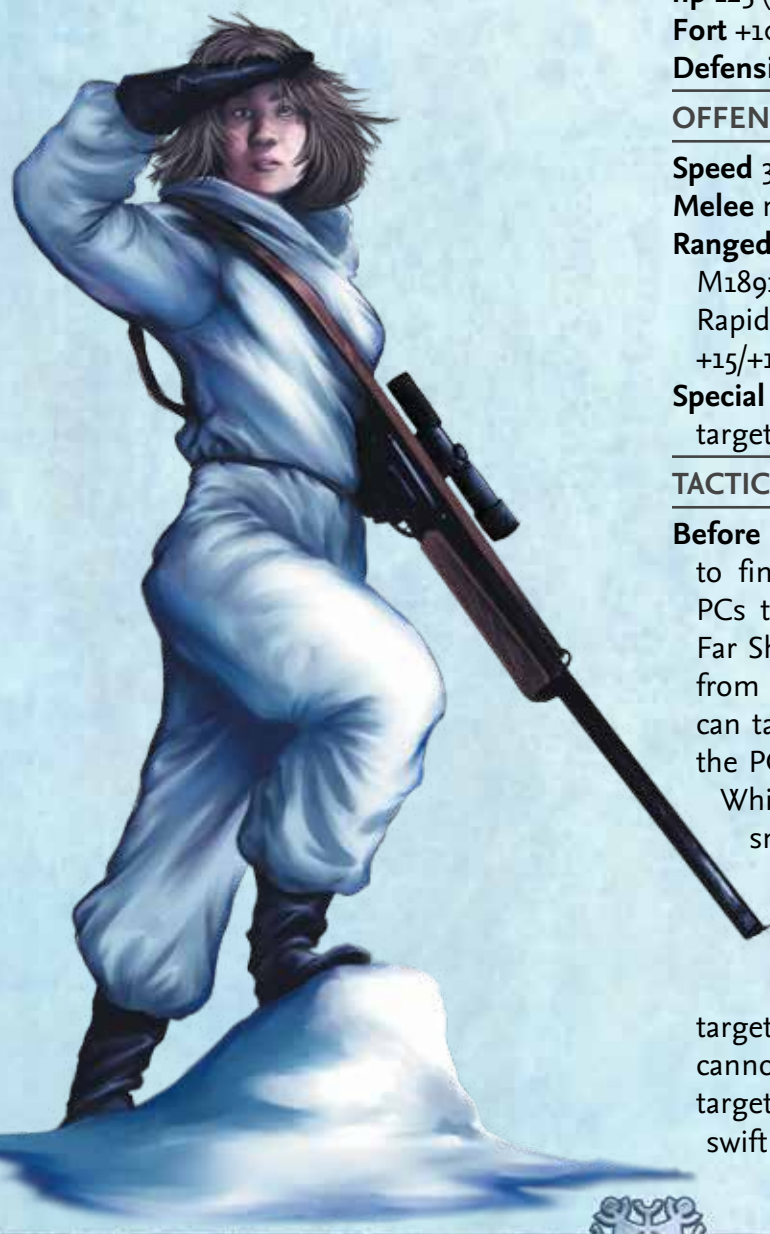
**Special Attacks** quarry +2, sneak attack 4d6, studied target (+3, 3 targets)

#### TACTICS

**Before Combat** Snezhana takes 10 on a Stealth check to find a good hiding position and observes the PCs through the rifle scope. Combining accuracy, Far Shot, and the scope, Snezhana takes no penalty from firing beyond the rifle's range increment, and can target enemies up to a range of 800 ft. Unless the PCs spot her, Snezhana gains a surprise round.

While her targets are flat-footed, she can apply the sneak attack damage normally, with a +2 damage bonus on each sneak attack dice (thanks to her *sniper goggles*).

**During Combat** As a swift action, Snezhana determines three of the PCs as her studied targets, and one of them also as her quarry. She cannot change her quarry, but she can drop a studied target as a free action and select a new one with a swift action (up to three simultaneous targets).





After each shot, she uses the stealthy sniper talent to try and remain hidden; if detected, Snezhana uses the Hellcat Stealth feat, the fast stealth talent, and the slayer camouflage talent to move into a new hiding position.

**Morale** Snezhana surrenders if reduced below 21 hit points, or if she is surrounded in melee combat and unable to escape.

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#### STATISTICS

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**Str** 10, **Dex** 20, **Con** 13, **Int** 14, **Wis** 10, **Cha** 10

**Base Atk** +14; **CMB** +14; **CMD** 29

**Feats** Deadly Aim, Far Shot, **Hellcat Stealth**<sup>PC:CED</sup>, Point-Blank Shot, Rapid Reload, Rapid Shot, Skill Focus (Perception), Skill Focus (Stealth), Stealthy, Weapon Focus (rifle)

**Skills** Acrobatics +22, Bluff +11, Climb +17, Escape Artist +23, Intimidate +11, Knowledge (geography) +15 (+17 in cold terrain), Knowledge (local) +13, Perception +20 (+22 in cold terrain), Sense Motive +12, Stealth +32 (+34 in cold terrain), Survival +18 (+20 in cold terrain)

**Languages** English, German, Russian

**SQ** accuracy, deadly range, favored terrain (cold +2), slayer's advance 1/day, slayer talents (evasion, fast stealth, firearm training, slayer camouflage, stealthy sniper, terrain mastery, weapon training), swift tracker

**Combat Gear** masterwork B.E.F. armor, masterwork Mosin Nagant M1891 rifle with scope; **Other Gear** antitoxin, cold weather outfit, *sniper goggles*, spyglass, trail rations (5)

**Development:** If the PCs kill Snezhana, Sam urges them to move as fast as they can back to Priiskovyy, before they encounter any other Bolshevik troops. The village is 12 miles to the east through trackless frozen terrain (see Overland Movement in *Pathfinder Roleplaying Game Core Rulebook*).

If Snezhana surrenders, Sam speaks on her behalf, claiming that something called “The Hague Convention” forbids the killing of surrendered combatants. Should the PCs inquire about the matter, Sam explains that there are rules in war that all nations must follow, lest civilization descend into barbarism. He adds that killing the sniper now would be a crime of war for which they could be severely punished.

Snezhana’s starting attitude is indifferent. She is surprisingly open and articulate when interrogated; in fact, she takes the chance to spread the socialist ideal, telling her own life experience in an effort to convert Sam and the PCs. She sneers at any arguments in favor of the monarchy, and preaches the end of authoritarian rule and capitalist exploitation. Snezhana has no animosity towards Sam or the PCs; if anything, she pities them for not understanding her point of view. To her, Sam and the PCs are just puppets fighting other people’s wars.

**Treasure:** Despite her natural talent, Snezhana unwittingly owes part of her astonishing marksmanship to a mysterious family heirloom passed down between generations of hunters: a pair of goggles that improves the precision of its wearer’s shots. Though she believes them to be no more than expertly made optic lenses, the truth is that these *sniper goggles* are in fact magical, crafted by long gone creatures of legends, and handed to Snezhana’s family centuries ago.

## C. PRIISKOVYY

As they approach the base, Sam fills the PCs in on the current situation. Priiskovyy is a small village by the Nercha River, where the Allied troops are currently stationed. It is also one of the stops of the Trans-Siberian Railway, which connects the easternmost portion of Russia to the western capitals. The Allied troops have seized control of the railway all the way back to their supply line, and are currently waiting for food, water, and ammunition to arrive by train. Once this convoy arrives, the army will board the train and advance through Siberia to reach their next target as quickly as possible. Considering that steam power does not exist in the PCs’ homeworld, it may fall to Sam to explain how a train works.



Before entering Priiskovyy, Sam advises any non-human PCs to disguise their “particularities” to avoid spooking the troops. Properly attired, the group joins the army and delivers the cargo (and prisoner, if Snezhana is alive). Sam then takes the PCs to meet the generals in charge.

The DC of all checks involving social interaction with earthlings increase by +5 for all PCs who fail to pass for an average human, due to their uncommon appearance.

### THE GENERALS

Generals Henry Nicholls, of the British army, and Katashi Wada, of the Japanese army, are the two commanders of the joint Allied force. They do not always see eye to eye, mainly because the British intel hints that the Japanese troops might have ulterior motives in the Siberian invasion. General Nicholls holds back this information to avoid affecting the alliance, but it has caused him to double-guess all of General Wada’s decisions.

As a matter of fact, General Wada is indeed pursuing a particular agenda that has nothing to do with the war effort. Katashi Wada is the leader of the Order of the Eastern Star, and in the course of the past weeks, has conscripted other members of the Order into this army. The small group operates undercover, waiting for Wada’s orders. While Wada does not wish to betray the British or jeopardize their mission, he does plan on deserting the army to pursue Rasputin and Baba Yaga—as soon as he discovers their location.

Such information is almost within Wada’s grasp: the British have a spy among the Russians, a man who goes by the alias of Scriba. Formerly a Bolshevik, Scriba became a double agent after a disillusionment with the movement’s methods. For a few months, he has been feeding information to the British, and his latest messages say that the Bolsheviks believe

Rasputin is still alive, and maybe in company of princess Anastasia. In his last contact, Scriba claimed to be very close to finding out their hiding place.

General Nicholls disclosed the news to the Russian command of the White Army, and learned that rescuing Rasputin and Anastasia is strategically crucial for them. The potential coronation of Anastasia would be a tremendous blow to the Revolution, and with the infamous Rasputin as her councilor they might just be able to restore the Russian monarchy. Yet, considering the reports about the purge of the Romanov royal bloodline, General Nicholls takes this piece of intelligence with a grain of a salt.

General Wada is not as skeptical. The Order of the Eastern Star is no stranger to the supernatural and inexplicable: if Rasputin and Anastasia are returned from the dead, then it is just more proof that he is a powerful descendant of Baba Yaga, a conjecture backed by their thorough monitoring of the witch’s genealogy on Earth. Moreover, Wada has already sensed Baba Yaga’s arrival, and is determined to find her through Rasputin.

### MEETING THE COMMAND

As promised, Sam arranges a meeting to introduce the PCs to his commanders. General Nicholls, General Wada, and five other high-ranking officers receive Sam and the PCs in area **C5. War Room and Offices**. Their starting attitudes towards the PCs is unfriendly, since at this stage of their careers they know better than to trust a handful of strangers. A successful DC 22 Diplomacy check can improve the command’s attitude.

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*Seven men in uniform gather around a large table, on top of which a topographic chart has been assembled. Various token pieces on the map mark strategic position and troop movements. The two oldest men in the room, standing side by side, hold the attention of the rest of the group, not*



*because they are speaking but because they are listening. The focus of concentration is clearly on their reactions to the plans presented to them.*

*When you enter the room, however, the attention shifts to your presence. Someone quickly bends over the map and scrambles the tokens with a sweep of his arm.*

*One of the older men steps forward. He wears a general's hat and bears a full grey moustache whose tips point slightly upwards. He squints his eyes, stares at the newcomers, and then looks at Samuel. "So these are the people you wanted us to meet, Lance Corporal Hooley?"*

*Samuel takes off his hat and lowers his head. "Yes, General Nicholls, sir. They saved me from a Russian sniper and helped me bring back the equipment we needed."*

*The general grunts and looks at his peer, a small, bald old man with wide eyes, he too wearing a moustache, albeit a rather thin one. "What do you say, General Wada?"*

*"Let them speak", he says with a heavy accent.*

*General Nicholls nods. "Very well. What can we do for you, sirs?"*

Sam prompts the PCs to tell their story, but keeps interrupting them to make sure the generals get a full report of their recent deeds. To conclude, Sam says that he personally trusts the PCs and, based on what he has seen, recommends that the command should consider recruiting them.

The generals decide that the PCs can apply for enrollment with the army if they agree to answer a few questions. Nicholls sends for Dr. Florian Clancy, who enters the room with a stethoscope and a sphygmomanometer (an instrument used on the arm to measure arterial blood pressure, consisting of a strap, an inflatable cuff, an inflating bulb, and a gauge). The doctor uses the gauge readings to assess whether an examined person speaks the truth or not. Dr. Clancy has +12 to Sense Motive checks, and thanks to his contraption he receives an extra +2 circumstance bonus versus opposed Bluff checks.

Once Clancy gets a PC ready, General Nicholls starts asking about their allegiance, their origins, and their reasons for taking part in the fight. As the examined PC answers, Dr. Clancy nods or shakes his head indicating whether the PC speaks the truth or not. If at any time Rasputin's name comes up, the generals exchange looks, dismiss the other officers (except Dr. Clancy), and conduct a private conversation with Sam and the PCs to gauge what is the PCs' interest in the subject.

While Nicholls is curious to learn about the newcomers, Wada is in a different mood. His starting attitude is hostile, as his psychic powers detect the mantle of Baba Yaga's Dark Knight over the PCs—a mark that, in his eyes, makes them servants of the mythic hag. Regardless of their story or motives, Wada sees the PCs as enemies of the Order of the Eastern Star, and he plots accordingly.

Surprisingly, whatever their answers, Wada advocates for the PCs' enlistment, for he wishes to keep them close until figuring out a way to deal with them. General Nicholls, on the other hand, is very suspicious, especially if the PCs mention being from another world—this, he considers lunacy at best and an insult at worst. An argument starts, and eventually Wada reminds Nicholls that their treaty allows him to recruit new members into the Japanese army at will, causing the British commander to storm out.

If the PCs have mentioned Rasputin earlier, Wada uses that to lure them deeper into his web, coming clear about the situation. A month ago, the Allied received words that Grigori Rasputin and Princess Anastasia were alive, despite news of their deaths. The informer guaranteed he was close to finding out their probable location, and a week ago tried to contact them to pass on the information. The communication was cut short by a malfunction on



their side, and ever since they have been unable to re-establish contact. The double agent, codenamed Scriba, is in Irkutsk, a Bolshevik-occupied town. The army is currently on its way to the city; if the PCs stay and help in the attack, they can have access to the data obtained from Scriba.

Once they come to an agreement, the PCs are free to meet other soldiers and explore the camp and the village. The army leaves in three days.

## PART TWO: TO CATCH A MOLE

### CAMP AND VILLAGE

The arrival of the army dislodged the residents of Priiskovyy. To give room to the soldiers and officers, many families were driven out of their homes to go live with neighbors or friends. The Allied troops then raised a fence to separate the train station and the confiscated houses from the rest of the village.

Understandably, the locals are not very friendly towards the troops, but they still try to hide the hostility out of fear of retribution. Despite the difficulties brought by the war, Priiskovyy has so far been spared of armed conflict. Residents worry that the the presence of the army may change that.

The train set to take the soldiers to the front is on its way to the small town, but meanwhile the PCs have a few days to explore the military camp and the civilian quarter. Part of the army has already maneuvered to the outskirts of Irkutsk and now waits for the rest of the it to join them. Around 2,000 soldiers are in Priiskovyy ready to take the next convoy.

Areas **C1** to **C9**, described below, cover the relevant parts of the town. Each of these areas brings a list of information the PCs can obtain by interacting with the people or exploring the space. GMs have the option to ignore the Diplomacy and Intimidate checks listed in these sections and convey the available information through dialog with the NPCs, at his own discretion.

### C1. SOLDIER'S CAMP

A quick tour of Priiskovyy evidences that the town lacks the ability to shelter a whole army under its roofs. While the officers managed to secure comfortable lodging by seizing some buildings, the bulk of the troop had to set up a camp. Hundreds of tents occupy the train station and its immediate surroundings. The temperatures inside the tents are far from comfortable, especially during the night.

The camp is cut off from the rest of the city by the rail tracks and by some improvised fences and barbed wire, for the safety of both the soldiers and the locals. Sentinels at the station's main exit control the influx of people.

At this stage of the war, the command has relaxed some of the rules, and leisure activities such as gambling and sports are commonplace. The British seem particularly fond of playing a peculiar game in which two opposing teams chase one ball using only their feet, trying to send it into a net hung between two poles. They call it football, and keep trying to teach the Japanese and the Americans how to play it.

PCs that spend time with the troops inside the camp can attempt a Diplomacy (gather information) check to learn the ongoing gossip. By partaking in the troops leisure activities, the PCs gain a +5 circumstance bonus on their checks.



# C. PRIISKOV44

1 SQUARE = 10 FEET





## DIPLOMACY (GATHER INFORMATION) OR INTIMIDATE

- 15+ One of the football teams playing today received the unflattering nickname of “VD stand-ins”. They are the latest reinforcements sent to replace a group of syphilitic soldiers who were rounded up and sent for treatment away from the front.
- 20+ Soldiers in general are grumpy and complain about being hungry. The daily rations have been reduced as of late, and the kitchen crew is thought to be wasting food or letting it go bad. Some claim to have seen food being thrown out a few nights ago.
- 25+ The Allied army comprises soldiers of many nationalities who speak different languages, which results in distinct cliques among the troops. One of them is particularly antisocial: a small group of six Japanese men dubbed “The Surly Samurai” due to their Japanese origin and stern behavior. These men speak little, never complain, and perform their duties to perfection, without ever taking a moment of leisure.
- 30+ There is a black market going on, and its most coveted goods currently include opium and bottles of expensive sparkling wine.

## C2. KITCHEN AND MESS HALL

Close to the infirmary, a section of the train station got turned into a kitchen, with the main lobby functioning as a refectory. With hundreds of mouths to feed and not enough supplies to keep everyone properly nourished, the kitchen staff is often the target of harsh criticism because of the small portions served to the soldiers.

Security is tight inside the kitchen and in the food storage therein. The staff is extremely zealous to

ensure only people with clearance get near the food, up to the moment it reaches the table. Talking to the kitchen crew reveals the following information:

## DIPLOMACY (GATHER INFORMATION)

- 15+ The servings were reduced because fresh rations were recently poisoned and had to be destroyed. Now, they have to use the remaining canned food—mostly corned beef and Maconochie stew. The poisoning was discovered during preparation, and one of the cooks almost died.
- 20+ In exchange for perks such as relaxed curfew, free transit in the civilian quarter, and more hours of rest, the kitchen staff uses the best provisions to prepare special meals delivered directly to the officers’ quarter, usually during the officers’ late night encounters. Private Milford Cookson, a kitchen staff member, makes such deliveries.
- 25+ To please the officers, the kitchen staff often resorts to sophisticated ingredients only found in the black market.
- 30+ Private Milford Cookson is also the person in charge of buying from the black market.

## C3. INFIRMARY

Another part of the train station repurposed for other uses, the infirmary tends to the wounded and the sick. The treatment for the soldier’s afflictions are palliative at best: the lack of proper equipment and a very small contingency of doctors allow only for first-aid care. Those in need of complex surgery or hospitalization are dispatched to be treated away from the front.

The following drugs and alchemical items are available at the infirmary: aether, opium, antiplague, antitoxin, smelling salts, soothe syrup, and twitch tonic;



see descriptions of these [alchemical items](#) in *Pathfinder Roleplaying Game Ultimate Equipment*. The following poisons are also available: 4 doses of belladonna, 2 doses of bloodroot, 2 doses of hemlock, 4 doses of wolfsbane. Access to these substances is controlled by the infirmary staff. These items are kept in a locked metal cabinet (DC 30 Disable Device check to open).

Canadian doctor Florian Clancy runs the department, and the PCs already met him in their first encounter with the generals. By talking to the physician, the PCs can attempt a Diplomacy (Gather Information) check to find out the following:

#### **DIPLMACY (GATHER INFORMATION)**

- 15+** The systolic blood pressure test that Dr. Clancy administered on the PCs during their initial interview is meant to find out if someone is lying. Dr. Clancy learned the technique from a ~~merican~~ attorney and physiologist Dr. William Marston.
- 20+** Dr. Clancy recently administered the same test on soldiers accused of being Bolchevik sympathizers and propagandists. Two of them failed and are now in lockup; the other four were cleared. Because of doctor/patient confidentiality, he does not reveal their identities.
- 25+** All his stash of arsenic, used to treat syphilis, was recently stolen. Without the substance, he could not medicate the infected soldiers, and therefore had to send them away. The arsenic was later found mixed with the food supplies, which were destroyed.
- 30+** On the subject of theft, some opium has also been found missing. The doctor suspects it is being sold in the camp's black market, since there is a number of soldiers addicted to opiates as a consequence of medically administered morphine. Soldiers treated for severe physical pain and trauma are more likely to develop such an addiction.

## **C4. COMMUNICATIONS CENTRAL**

The communication center was assembled in yet another of the train station's rooms. Lance Corporal Samuel Hooley leads the team. Besides the radio and the telegraph, they sometimes rely on homing pigeons to deliver messages. Since this method is not very reliable, only essential, harmless information travels this way.

Only Sam has the cypher to the encrypted messages. He is personally in charge of decoding and encoding all secret communications. The encrypted messages themselves are sent and received by a small team of three operators working in consecutive 8-hour shifts; still, they do not know the content of the missives.

For the past week, the telegraph and radio had not been working properly, and it finally died when during their last attempt at speaking to Scriba. Now that Sam brought back spare parts from Nerchinsk, the team's engineer can fix the equipment.

The recent equipment malfunction was no accident. There is a saboteur in Sam's team: Private James O'Reilly—a seemingly frail, soft spoken Irishman. However, James O'Reilly is merely the disguise of Karolina Moskayev, a Bolshevik spy sent by the Russian Red Army to monitor and sabotage the progress of the Allied troops. An accomplished infiltrator, Karolina has had no trouble posing as a man, and so far is beyond suspicion. In fact, Sam considers "James" the most reliable of his direct subordinates, whose shifts are divided in the following manner:

*1st shift (6 am to 2 pm)*—taken by Private Marcus Greenberg, a tall man with comically thick eyeglasses. Greenberg is an uptight Jewish Englishman who would rather be firing guns than passing notes, but his



horrible eyesight has cost him a spot on the infantry. His background in engineering makes him the one responsible for maintenance of the communications equipment. Marcus is regarded as the fastest operator of the team when it comes to telegraphing.

*2nd shift (2 pm to 10 pm)*—taken by Private James O'Reilly, a.k.a. Karolina Moskayev. When posing as James O'Reilly, Karolina portrays herself as a submissive, meticulous man, who seems unable to make a decision for himself and is glad to have a set of rules by which to abide. She is also responsible for tending to the homing pigeons, which she does against her nature, pretending to love animals.

*3rd shift (10 pm to 6 am)*—taken by Private Robert Coleman. Coleman is a strong man who was reassigned to the communication team after having a foot blown off by a mortar bomb. Limited by his clutches, he accepted the new position and mastered the Morse code, but his unsupervised night shift has led to sloppy work recently. Sam believes it is just a lack of experience, but the real cause is a secret addiction to opiates, which Robert consumes even during work hours to ease the pain from his war injury. By intimidating Robert, or by gaining his trust, the PCs can learn about his addiction. If pressed about the matter, Robert confesses that, moved by compassion, Private James O'Reilly has given him opium to alleviate the pain, under the condition that he did not consume it during his work time—a promise Robert has been unable to keep.

If the PCs inspect the communications equipment or help Marcus Greenberg repair it, Marcus notices something he had missed earlier, and shares with Sam and the PCs the suspicion that the equipment did not really break: it was actually tampered with. With a successful DC 20 Perception check, the PCs can notice a couple of tiny, dry blood stains on a broken piece removed from the telegraph. If the PC's use the dried blood to cast a *blood biography*<sup>APG</sup> spell, the answers they might obtain point to Karolina Moskayev (but not to her alias James O'Reilly).

## CS. LOCKUP

The lockup is more of an improvised restraining block than an actual prison. Originally the train station's deposit room, it now shelters deserters, traitors, and prisoners of war. If the PCs captured Snezhana instead of killing her, she is currently one of the prisoners held in this room.

If the PCs gain access to the prisoners either by persuading the sentinels or getting an authorization from a high-ranking officer, they can attempt the following checks to coax some information out of the captives:

### DIPLOMACY (GATHER INFORMATION) OR INTIMIDATION

- 15+** Arrested for possession and distribution of communist propaganda inside the camp, a pair of irishmen prisoners—called Alby and Gilroy—complains that the army command tricked them. The two men snitched on other soldiers who they believed were Bolshevik sympathizers. In return, the pair of them would be released and exonerated from the army, but instead they remain in lockup.
- 20+** The four other accused soldiers are Private Milford Cookson, employed in the kitchen staff; Privates James O'Reilly and Robert Coleman of the communications team; and Sergeant Drahoslav Zima, a low ranking officer of the Czechoslovak Legion.
- 25+** The two prisoners also accuse Drahoslav Zima of running a black market operation.
- 30+** If Snezhana Bovarina is among the prisoners, she lets on that the Bolshevik Red Army has an infiltrated agent inside the Priiskovyy camp, mocking the PCs for being unable to find a spy in their ranks. Snezhana does not know the spy's identity, though.



## C6. GENERALS' QUARTERS

Generals Henry Nicholls and Katashi Wada occupy adjoining rooms in a comfortable two-story house close to the train station. A team of sentinels, handpicked by each general, takes care of the security. Besides the two bedrooms, the house has a living room with a fireplace, a large dining room, and a kitchen. It is one of the few houses in the village with an inbuilt bathroom.

Both generals keep journals in their bedrooms, upstairs. In his journal, General Nicholls expresses concern about his Japanese colleague's intentions, and criticizes Wada's insistence in bringing in more Japanese troops over the past weeks. Nicholls seems to think that the Japanese soldiers outnumbering his own will make it more difficult for him to assert authority over the troops. Nicholls has jumped through hoops to keep the British men in charge of strategic positions like communications, food supplies, and infirmary, but Wada refused to allow anyone but Japanese men to guard the arsenal, where Wada keeps a mysterious crate. Aside from these suspicions, Nicholls's journal is mostly a daily report on the war effort.

Written in Japanese characters, General Wada's journal is a little more personal than that, if only because he is not really concerned about the war against the Red Army. It reads more like a philosophy book than a war journal: there are many mentions to the Order of Eastern Star, and most of them are transcripts of Japanese proverbs and wise teachings. Wada's journal also has many illustrated pages, painted by the General himself using brush and ink wash, with depictions of samurai fighting demons. His latest painting shows an old female demon controlling a bunraku puppet of a bearded, western man. Beautiful

calligraphy complements the drawing with the phrase "Onibaba, Mother of Rasputin". Inside the journal, there is also a loose, folded page with the names (also written in Japanese kanji) of seven men. The names belong to the six so-called "Surly Samurai" (see area C1), with the remaining one being that of the ninja Kimei Yamashiro (see **D. Trans-Siberian Convoy**). These are the seven members of the Order of the Eastern Star that Wada has managed to bring into his army.

The large dining room downstairs is now a War Room, where the PCs met the generals for the first time. Important decisions usually happen there. The room also contains a heavy, portable safe in plain view, in which top secret documents are stored. The cypher code for decrypting the secret messages from Scriba are inside this safe (DC 35 Disable Device check to open).

## C7. OFFICERS' QUARTERS

This set of houses is the current sleeping quarters of the army's ranking officers. The officers divide their time between dealing with the troops and meeting with the generals. For the most part, they are responsible for overseeing the day to day operations and organizing army logistics and schedules. Between their tasks, officers spent very little time here, other than to sleep. However, after the curfew, the British officers usually meet at one of the houses to blow off some steam—normally, over some vodka and a special meal.

Well-liked, Samuel Hooley often attends these gatherings, and in the first night he invites the PCs to join him. After spending a couple of hours in the rendezvous, the PCs can attempt a Diplomacy (Gather Information) check to learn the following information:



## DIPLOMACY (GATHER INFORMATION)

- 15+** General Nicholls and General Wada squabble a lot, and their bickering trickles down the ranks. There's a division in the army: on one side Wada's Japanese soldiers, and on the other the rest of the Allied coalition, commanded by Nicholls. Nicholls has managed to remove the Japanese officers from most positions of trust, establishing a mainly British command force.
- 20+** However, Wada retains control of the arsenal, which was paid for with Japanese imperial money. Wada travels with a huge crate; some soldiers gossip that it contains the statue of some strange-looking dog.
- 25+** On the matter of the arsenal, the recent inventory indicates the disappearance of explosives after someone from the village seemingly broke into the warehouse.
- 30+** Over the past month, Wada has been handpicking Japanese soldiers from other battalions to bring them to Priiskovyy. They always arrive with other reinforcements, so it is hard to determine who are his picks, but it looks like he has a list of names.

## CB. ARSENAL

This small warehouse outside the camp stores weapon and ammunition. Vigilance is strong, considering the amount of explosive shells kept in the meticulously labeled crates within. The warehouse has a large buffer zone set around its perimeter, allowing the many Japanese sentinels to have a good view of trespassers. Only a couple of trucks and some carts, used to move the crates, block the line of sight in the otherwise open patio.

Aside from the sentinels, rarely anyone comes into the area. Sneaking into the area without being seen requires three successful DC 25 Stealth check, which can only be attempted under the cover of night. A PC that fails this check by more than 5 causes the sentinels to sound an alarm.

If the PCs spend at least 5 minutes inside the warehouse, they can attempt a DC 15 Perception check to notice one crate in particular, hidden under many other boxes. The label clearly states, in English, Japanese, and Russian, that the crate belongs to General Katashi Wada and can only be opened with his express consent. It is an old, sturdy led box, containing a huge shisa statue, 6 masterwork katanas, and 6 ancient Japanese armors. These items belong to General Wada and the rest of the samurai of the Order of the Eastern Star, infiltrated in the Japanese troops. Tomoe Gozen's magic armor and katana are also in the crate, but enjoy a further level of protection in the form of a secret compartment that requires a DC 35 Perception check to detect. The crate is locked (DC 25 Disable Device check to open).

**Creature:** Considered to be a ward against evil spirits and natural disasters, the shisa statue inside the box looks like a cross between a dog and a lion, carved in a distinct Okinawan style. In reality, however, this statue is an imperial foo dire lion that has been in the service of the Order of the Eastern Star for centuries. The shisa's name is Saiouzi, and it is a peaceful creature by nature. He is bound by an ancient promise to serve and obey the leaders of the Order of the Eastern Star, and his current task is to guard the equipment inside—especially Tomoe Gozen's legendary items.

To help the samurai of the Eastern Star carry the box around during the army's relocations, Saiouzi normally keeps a couple of *ant haul* spells prepared.



If the PCs interact with Saiouzi and convey the foo creature's true nature to anyone in the army (including General Wada), their tale is instantly dismissed and laughed at.

## SAIOUZI

CR 14

XP 38,400

Imperial foo dire lion

LG Huge outsider(augmented animal, good, extraplanar)

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +29

## DEFENSE

**AC** 21, touch 13, flat-footed 16 (+5 Dex, +8 natural, -2 size)  
**hp** 200 (16d10+112)

**Fort** +19, **Ref** +17, **Will** +12

**Defensive Abilities** paired protectors, stony defense 16/day; **DR** 10/bludgeoning; **Immune** poison, disease, paralysis, sleep

## OFFENSE

**Speed** 40 ft.

**Melee** bite +26 (2d6+11 plus grab), 2 claws +27 (1d8+11)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** pounce, rake (2 claws +27, 1d8+11)

**Spells Prepared** (CL 10th, concentration +18)

5th—merciful silenced shout (DC 18), teleport

4th—*mass daze*<sup>UM</sup> (DC 19), *sending*, silenced suggestion (DC 18)

3rd—*clairaudience/clairvoyance*, merciful fireball (DC 17), *hold person* (DC 18)

2nd—*calm emotions* (DC 17), *protection from arrows*, silenced ventriloquism, *zone of truth* (DC 17)

1st—*alarm*, *ant haul*<sup>APG</sup> (2), merciful magic missile, sanctuary (DC 15)

o (at will)—*detect magic*, *mage hand*, *mending*, *message*

## TACTICS

**Before Combat** While inside the box, Saiouzi uses *clairvoyance* to monitor what happens outside the box, *ventriloquism* to shout out a warning to the sentinels, and *suggestion* to drive away intruders. By altering his spells with Eschew Materials and Silent Spell, Saiouzi can cast a few spells without any components, thus keeping his disguise as a statue. A spellcraft check can still determine that a spell is in effect, but it cannot pinpoint its origin.

PCs caught inside the arsenal are taken to see General Wada, who punishes them with a night in lockup and halves their food rations for a whole week.

**During Combat** Saiouzi tries to turn the PCs away using enchantment spells, but if forced to physically assault them to protect Wada's cargo, he uses the merciful silenced shout spell. He does his best to conceal his true nature, and only breaks the disguise as a last resort. His fighting style is a mix of spellcasting and melee attacks.

**Morale** As an outsider, Saiouzi is not worried about being destroyed on Earth, since he can reform in his native plane and return later.

## STATISTICS

**Str** 33, **Dex** 21, **Con** 25, **Int** 20, **Wis** 18, **Cha** 16

**Base Atk** +16; **CMB** +28 (+32 to grapple); **CMD** 43 (47 vs. trip)

**Feats** Combat Casting, Eschew Materials, Improved Initiative, Merciful Spell<sup>APG</sup>, Run, Iron Will, Silent Spell, Skill Focus (Perception), Spell Focus (Enchantment), Weapon Focus (claw)

**Skills** Acrobatics +21, Climb +17, Escape Artist +11, Heal +12, Intimidate +19, Knowledge (arcana) +15, Knowledge (history) +17, Knowledge (nature) +17, Knowledge (planes) +24, Knowledge (religion) +17, Perception +29, Sense Motive +23, Spellcraft +11, Stealth +20 (+24 in undergrowth), Survival +10, Swim +17; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

**Languages** Celestial, Common, Chinese, English, Japanese, Sylvan

**SQ** freeze

## C9. CIVILIAN QUARTER

The civilians are in their majority supporters of the Bolshevik Revolution, though discussing politics has become delicate matter since the arrival of the Allied troops. Even if life in the small town was already affected by the war, the presence of the soldiers has disturbed their routine even further, especially with the railways closed to any traffic other than the one allowed by the Allied army. Some properties were seized to make room for the officers and generals' quarters, which contributes to an ill disposition towards what is considered an invading army.



On top of it all, to compensate for the poor diet in the camp, Allied soldiers have taken to the streets of Priiskovyy and bought (or “confiscated”) everything they could; food and liquor are almost totally exhausted in the open market, and if the soldiers have it bad at camp, the Russian civilians have it worst inside their own homes. By hunting and concocting their own alcohol, Priiskovyyans are just managing to get by.

Despite the supply crisis, a place called Vitaliy’s restaurant still has its doors open for locals and foreigners alike, and has become the sole meeting point in town where people can mingle and relax a little bit.

#### **DIPLOMACY (GATHER INFORMATION) OR INTIMIDATION**

- 15+** It is clear that the civilians are much more sympathetic to the Bolshevik movement than to the Allied troops. Most locals think of the Allied army as invaders and are against the return of the Tsars.
- 20+** Someone was nearly shot while sneaking out of the arsenal a few nights ago. The intruder was seen running into Priiskovyy, and a search was made during the night in the homes. The Allied soldiers did not find a suspect, but the townspeople were quite uncooperative.
- 25+** An allied soldier called Drahoslav Zima met with a group of known Bolshevik agents here at Vitaliy’s restaurant. Drahoslav bought some bottles of Champagne sparkling wine.
- 30+** These Bolshevik men are part of an elite group of soldiers of the Bolshevik army. They spent a while in Priiskovyy but left town right after the encounter with Drahoslav Zima. Rumours say that they were the ones who broke into the arsenal to steal explosives.

## **THE THIRD MORNING**

In the second night of the PCs’ stay at the camp of Priiskovyy, while the Allied Army waits for the arrival of supplies and transportation, an act of treason takes place in the officers’ quarters. The discovery comes early in the morning, even before sunrise: a group of British officers, ranking from lieutenants to majors, was found dead in their dining room. Shortly after, another soldier turns up dead in his bed, in a different building inside the officers’ quarters. It is Czech sergeant Drahoslav Zima. A team of investigators works quickly, and by the time the PCs and the rest of the troop hear about the news, preliminary measures are already underway.

Beginning their morning, the PCs notice the commotion spreading around the camp. They accidentally bump into a nervous and upset Sam, who nervously explains what has happened in the night, and then excuses himself. Sam has barely taken ten steps when a group of soldiers, led by a Japanese lieutenant, approach him with weapons in hand, and take him into custody as a suspect of the murders. The PCs might recognize the soldiers as the unfriendly band labeled “The Surly Samurai” (though they always wear regular army uniforms). Sam’s immediate reaction is to resist the arrest, causing the soldiers to immobilize him as he repeatedly proclaims his innocence. Carried away, Sam locks eyes with the PCs and asks for their help.

If the PCs try to stop the arrest, the Japanese soldiers demand them to back off. These are Wada’s men—members of the Order of the Eastern Star—and they know how to stand their ground. If the conversation gets heated, the Japanese soldiers say that Sam is only a suspect and that he will be temporarily held; after that, the PCs can talk to him, if the generals let them.



Later in the morning, the PCs are allowed to meet with Sam. By then, Sam has already been questioned and is more familiar with the details of the case, some of which point to his hand on the murders. He insists he has had nothing to do with the crime, and asks the PCs to look into the matter, since he cannot do much to clear his name while under custody.

## **SAM'S ACCOUNT**

This is the story Sam tells the PCs: in the previous night, the officers decided to throw a last minute party, due to a “special occasion”, as the hosting officer had put it. That officer told everyone to keep the headcount low, or else “there wouldn’t be enough for everyone”—which is the reason why, contrary to the first night, Sam did not invite the PCs to the reunion. Upon arrival, Sam found out what it was all about: the officers had just gotten their hands on a few bottles of high-quality Champagne sparkling wine, and decided to make a night of it. A special meal of roasted rabbits with spices was soon delivered to the house.

Not the biggest fan of liquor—or wine, for that matter—Sam stayed long enough just to finish the meal and have a sip of champagne, mainly out of courtesy. He started feeling drowsy and left early, going straight back to his room in another house, where he ran into Sergeant Drahoslav Zima arriving on the hallway. The two exchanged a quick good night and retired to their bedrooms, just a couple of doors apart from each other. Feeling sleepy and unwell, Sam went to bed and had a rough night due to a strong headache and intense abdominal pain.

In the morning, he got up early to check on the communications center and see if Private Marcus Greenberg had all the equipment up and running again. As soon as he heard the news of the murders, however, he got nervous and set out to talk to

General Nicholls to tell about the officer’s dinner in the previous night—that’s when he got arrested.

After retracing his steps, Sam describes the crime scenes, as the investigators explained them to him:

In the dining room, a dozen British officers died on their chairs from severe arsenic poisoning, according to Dr. Clancy. Dr. Clancy took samples of the leftover rabbit roast and from the Champagne heeltap on a wine glass; currently, they suspect of food poisoning, since there has been an earlier attempt on the kitchen, and also because the bottles were well sealed and corked according to Sam’s report. In any case, Dr. Clancy will study all collected samples to reach a conclusion. The investigators knew Sam had been at the crime scene because of a dog tag with his name and identification. Sam says he always left his keys and dog tag in a bowl when coming to these reunions, and must have forgotten the dog tag due to lightheadedness.

In Drahoslav Zima’s bedroom, right across Sam’s own room, investigators found the Czech sergeant lying down on his bed, eyes and tongue bulging out, his head resting on a pillow. The marks on the neck left no doubt as to the cause of death: stranglement by a wire, garrotte, or similar weapon. The door was unlocked and the room was disheveled.

In both cases, the bodies were found by other officers, after the deceased men failed to report for duty.

The investigators find it suspicious that Sam escaped the poisoning, and speculate that he never intended to admit to his presence in the dinner were it not for the forgotten dog tag. Given the initial evidences that link him to both crime scenes, the investigators, with the consent of the generals, have decided to remove Sam from his position and place him in custody.



## THE REAL STORY

Under the alias James O'Reilly, the Russian spy Karolyna Moskayev has been sabotaging the troop's advance for weeks now. Working in the communications team, she has had access to privileged information, specially after breaking the encryption that only Sam was supposed to know. She was the operator on duty on the day that the infiltrated English agent known only as Scriba contacted the Allied troops with the news that Rasputin was alive; due to Sam's presence at the time, she could not completely intercept the message, but made a copy to decypher later on. Upon learning about the message's contents, the Russian spy set in motion a plan to cut off the Allied's communications before Scriba could forward more details about Rasputin's whereabouts.

That same night, Karolyna broke into the infirmary to steal opium. The spy was pleasantly surprised to also find a good stash of arsenic, which she also plundered for future use, even if it was not part of her initial plan. With the opium in hand, she set up a situation that would allow her to disrupt the radio and telegraph communications without drawing attention to her cover.

Karolyna worked the next day normally, and when Private Robert Coleman came in to take the night shift, Karolyna took him to the side and, aware of his opiate addiction, gave him some opium, pretending it was a good deed meant to relieve the constant pain of his leg injury. Coleman tried to refuse, but finally caved; Karolyna expected that, being an addict, Coleman would turn to the opium on that same night, as soon as things were quiet. She was not disappointed.

While Coleman was passed out on opium, she sneaked into the communications room and carefully

dismantled parts of the equipment. In doing so, she made a small cut in her hand, but managed to wipe out all the blood (or so she thought). The next morning, the equipment no longer worked. After a few days trying to get it back in order, Sam got permission to assemble a team to go fetch replacement parts in the nearby town of Nerchinsk.

Having successfully shut down the troops communications, Karolyna moved on to other plans. Thanks to the intercepted messages, she was aware that Scriba was in Irkutsk, and soon learned that the Generals planned to launch an attack to take over the city. Her new mission thus became to hinder such attack.

After the sabotage, Karolyna found herself with a good amount of arsenic and some leftover opium. She sold the remaining opium cheaply to Drahoslav Zima, in order to establish a trading relationship with the black market operator. However, Zima was a communist sympathizer, and Alby and Gilroy (the two communist irishmen currently in lockup) saw her O'Reilly persona hanging out with the Czech. After getting caught with forbidden pamphlets, Alby and Gilroy ratted on Zima and Karolyna. Accomplished liars, Zima and Karolyna had no difficulty beating Dr. Clancy's rudimentary lie detector.

Cleared of the charges, Karolyna used a large portion of the arsenic to contaminate the food in the kitchen, but the poisoning was discovered by the cooks, and the spoiled food thrown away. With not enough arsenic to attempt another mass poisoning, Karolyna decided to target the officers, weakening the army's leadership. Her failed plan, however, raised awareness over poisoned food; to go around that problem, she contacted a cell of saboteurs stationed in Priiskovyy to help her. The



group uncorked a case of counterfeit Champagne bottles and poisoned the drink, and then sealed the bottles back shut so they looked new.

Karolyna set up a meeting between her team of saboteurs and Drahoslav Zima, and Drahoslav unwittingly got the poisoned bottles in an encounter at Vitaly's restaurant. Karolyna then went on to spread among the British officers the gossip that Drahoslav had just acquired expensive Champagne sparkling wine, confident that the officers would want them for their famous dinner parties.

On behalf of the officers' Private Milford Cookson of the kitchen staff got the bottles from Zima and brought them to the officer's along with the roasted rabbit. While Sam only had a sip of the wine before heading to his room and going to bed, the rest of the officers drank heavily, and succumbed to the poisoned Champagne.

To finish the night, Karolyna snuck into Drahoslav's room and waited for him to get back and fall asleep before tying a garrotte around his neck and strangling the man, thus getting rid of anyone who could tie her to the poisoned bottles. She searched the room for any other evidence that could point to her; not finding any, she left furtively and slept in her own tent, waking up peacefully the following morning.

## THE INVESTIGATION

Sam will only be released from custody after the real killer is found—either when the PCs expose Karolyna Moskayev, or when she comes forward to join the Russian saboteurs during the combat in area E1 later on in this adventure.

The PCs should be able to roughly put the case together using the information provided in areas C1 to C9. They have one day in the camp to figure out who the spy is, because in the following

morning a train arrives to take the troops to Irkutsk. Still, information from areas C1 to C9 remains available even inside the train (see **Part Three**). Conducting a successful investigation can be tricky, so if the PCs get stuck, GMs should free to provide them with other hints based on the actual events explained above.

However, if the PCs take the wrong conclusions and fall for red herrings, let them: this only means that the spy's plans to divert attention from her actions were well-crafted!

Besides the clues presented earlier, the PCs can gather a few more pointers if they investigate the crime scenes, or if their quest leads them to James O'Reilly's tent. The crime scenes are isolated and access to each of them requires going past a group of four sentinels that are under express orders of not letting unauthorized personnel in.

## C10. MURDER SCENE 1: DINING ROOM

The dead poisoned officers were removed from the dining room, but the rest of the crime scene remains untouched. A PC that studies the leftover food and the wine glasses can make a DC 30 Craft (alchemy) check to determine that the food is clean and that the beverage contained traces of arsenic. Despite the unfamiliarity with the wines of Earth, a PC that succeeds at a DC 25 Appraise check notices that the Champagne bottles look counterfeit—moreover, analysis of the corks indicate that the bottles were opened and corked back in before being opened again.

## C11. MURDER SCENE 2: DRAHOSLAV ZIMA'S BEDROOM

Drahoslav's room is in disarray. With a successful DC 15 Survival or Perception check, it becomes clear that this is a sign of the killer looking for



something. The drawers have been all emptied out by the investigators, and a conversation with the sentinels reveals that many illegal products were found in the room. Still, the investigators missed one compartment created by Drahoslav. With a DC 25 Perception check, the PCs spot a loose nail on one of the floor boards, under the bed's foot. By moving the bed and removing the nail, the PCs can remove the wooden board and find Drahoslav's accounting book.

The book keeps track of all black market operations conducted by Drahoslav. The latest transactions are the ones that matter more to the PCs: one of them states that Drahoslav got some opium from James O'Reilly. That name comes up again right down the page: O'Reilly is also the one who arranged the meeting at Vitaliy's restaurant in which Drahoslav bought the Champagne bottles. Finally, the last note points to a sale of Champagne wine to private Milford Cookson of the kitchen staff.

## C12. JAMES O'REILLY'S TENT

Among the personal items inside her tent, Karolyna Moskayev has a trunk to store personal objects. It contains uniforms, boots, and other mundane day-to-day items, but there is a false bottom under these objects (DC 25 Perception check to notice).

**Traps:** the trunk is trapped with a poisoned needle that pricks the hand of anyone trying to open the false bottom.

Inside the false bottom, Karolyna keeps the following items: objects of female hygiene; a disguise kit; a garrotte; a document with the encrypted messages copied from the communications room, as well as their transcriptions in Russian; and a notepad containing all her attempts at cracking the code (including the final, correct key). If the PCs found the cypher key in area **C6. Generals' Quarters**, they can compare it to Karolyna's notes to get a perfect match. If the PCs present Karolyna's notes to the command, Samuel Hooley is released from custody.

The cut Karolyna suffered while tampering with the communications equipment has mostly healed by now, but in any case she covers the small scar with makeup, using her expertise in disguises. Noticing the makeup on her hand requires an active search and a Perception check opposed by Karolyna's Disguise check.

Karolyna can be found inside her tent in the morning, at the communications central in the afternoon, or wandering around during the night (with DC 30 Diplomacy [gather information] or DC 30 Survival check to trace her steps).

### KAROLYNA MOSKAYEV (A.K.A. JAMES O'REILLY) CR 11

XP 12,800

Female human rogue (**charlatan**<sup>APG</sup>) 8/**master spy**<sup>APG</sup> 4

**Masked Alignment** LG Medium humanoid (human)

**True Alignment** CN Medium humanoid (human)

**Init** +7; **Senses** Perception +16

#### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 77 (12d8+20)

**Fort** +4, **Ref** +11, **Will** +7

**Defensive Abilities** evasion, improved uncanny dodge

**Offense**

**Speed** 30 ft.

**Melee** masterwork dagger +13/+8 (1d4-1/19-20x2)

### POISONED NEEDLE TRAP

CR 11

**Type** mechanical; **Perception** DC 32; **Disable Device** DC 34

#### EFFECTS

**Trigger** touch; **Reset** manual; **Bypass** hidden lock

**Effect** Atk +20; 1d2 plus large scorpion venom





**Ranged** masterwork Nagant M1895 revolver +13/+8 (1d8/x4)

**Special Attacks** sneak attack 6d6

**Master Spy Spell-Like Abilities** (CL 12th; Concentration +15) 2/day—*magic aura*

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### TACTICS

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**Before Combat** If Karolyna is confronted about her sabotage attempts, she tries to convince the PCs of her innocence, and then sneaks away to change into a brand new disguise using the quick change ability. Karolyna then attempts to escape discreetly under this new identity.

**During Combat** If cornered, Karolyna pretends to be cooperative and then uses the underhanded ability to attack a PC, thus starting a combat. PCs that succeed on a Sense Motive check opposed by Karolyna's Bluff check can act during the surprise round. After her initial attack she runs away as fast as she can (she has the Run feat) and looks for a place where she can use the quick change ability. During her escape, she drops a series of smokesticks to obscure the PCs' view.

**Morale** If Karolyna realizes that escaping is impossible, she surrenders.

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### STATISTICS

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**Str** 8, **Dex** 16, **Con** 12, **Int** 14, **Wis** 12, **Cha** 16

**Base Atk** +9; **CMB** +8; **CMD** 21

**Feats** Deceitful, Improved Initiative, Improved Iron Will, Iron Will, Quick Draw, Run, Skill Focus (Bluff), Skill Focus (Disguise), Weapon Finesse

**Skills** Acrobatics +10, Bluff +32, Disable Device +18, Diplomacy +18, Disguise +32, Escape Artist +14, Knowledge (engineering) +6, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (local) +6, Linguistics +13, Perception +16, Sense Motive +18, Sleight of Hand +18 (+22 to conceal a weapon), Stealth +18

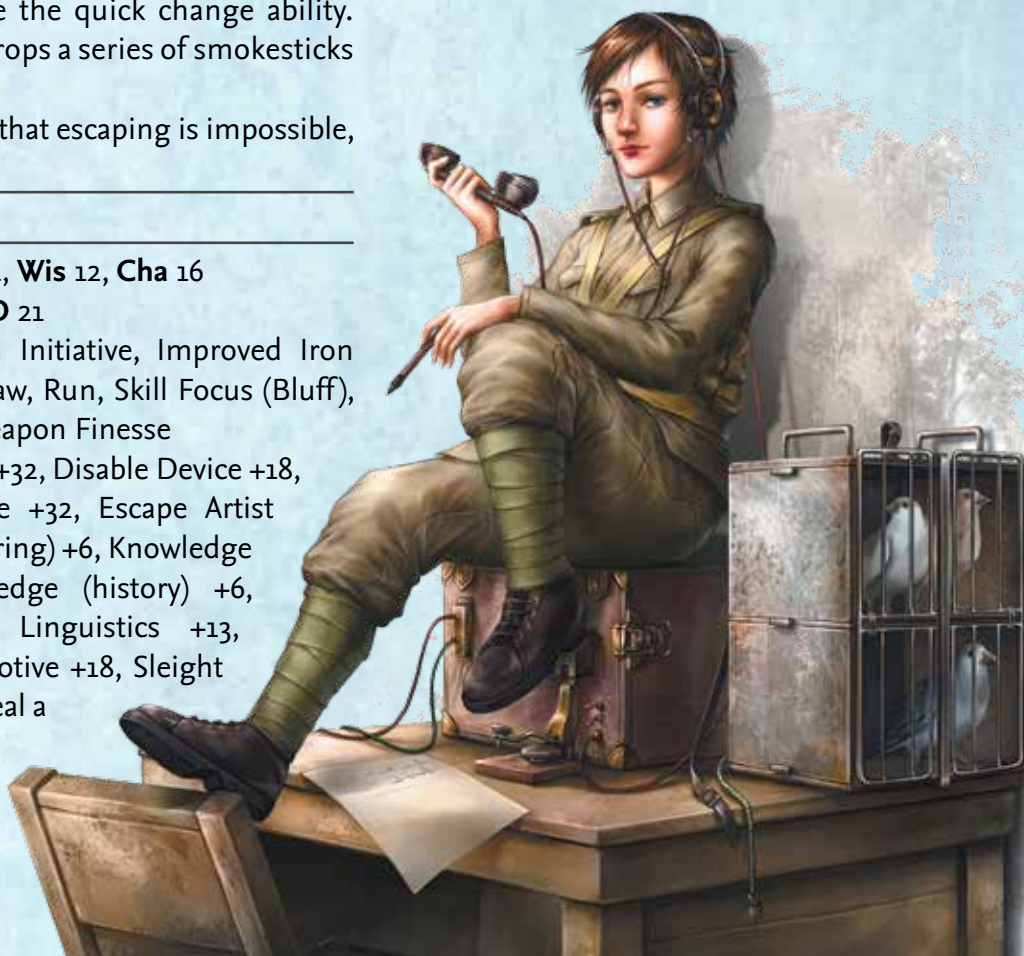
**Languages** Arabic, English, French, German, Japanese, Latin, Russian, Spanish, Turkish

**SQ** art of deception +4, concealed thoughts, glib lie, mask alignment, master of disguise, natural born liar, quick change, rogue talents (combat trick, finesse rogue, honeyed words, underhanded [3/day]), superficial knowledge +2

**Combat Gear** masterwork Dayfield body shield, masterwork dagger, masterwork Nagant M1895 revolver; **Other Gear** antidote kit, backpack, cypher book, disguise kit, forger's kit, smokestick (5), thieves' tools, jewels worth 5,000 gp

### THE REVEAL

The timing of Karolyna Moskayev's unmasking can vary widely depending on the PCs' actions and conclusions. With that in mind, this section can be referred to at any time as soon as James O'Reilly's true identity—that of Karolyna Moskayev—falls through (if it does at all). The PCs must confront





and capture Karolyna, and hopefully have enough evidence to back their story before the high command. As described in the combat section in her statblock, Karolyna tries to escape rather than fight back. If she can outrun the PCs, she no longer appears in this adventure, and the PCs will likely fail to learn about the sabotage plan about to happen in area **E. Krutaya Guba Bridge**.

However, finding and capturing the spy grants the PCs access to the generals, and wins them Nicholls' respect. Wada, on the other hand, grows ever more cautious as the PCs display cunning and abilities above his expectations. The Generals are at the same time furious and thrilled to finally get their hands on the culprit that has been disrupting their operation, and submit the new prisoner to a thorough interrogation in order to assess the span of the damage Karolyna caused. Upon request, the PCs can take part in the interrogation by succeeding at a DC 20 Diplomacy check. On the other hand, they might opt to question Karolyna themselves before turning her in.

Karolyna is far less worried about concealing what she has done so far than what is ahead of them. Her main goal during the interrogation is to keep secret the ambush planned to take place at the Krutaya Guba river crossing, where a team of saboteurs makes arrangements to blow up the railway bridge as soon as the Allied convoy passes over it.

Trained for situations such as this one, she knows how to play the game: Karolyna initially lets her inquisitors intimidate or sweet-talk her into coming clean, and then dons a false veneer of cooperativeness as a red herring for the attack to come. This strategy can be noticed with a Sense Motive check opposed by her Bluff. She remains calm above all else, answering candidly every question about her actions in the camp. She retells

the events as explained in the section **The Real Story** above, filling any gaps the PCs might have left in their initial deductions. She also confesses to using short-range radio transmissions and homing pigeons of her own to pass on information about the army's numbers and movements to Bolsheviks in Priiskovyy.

However, when questioned about the Red Army and other agents, Karolyna outright bluffs. She hides her connection with the other three saboteurs (described in section **E. Krutaya Guba Bridge**) and claims to have worked alone. If the PCs pursue this line of questioning and see through her lies, they can break her with magic or a successful DC 33 Intimidation check. Every 4 hours of continued interrogation grant a cumulative +2 circumstance bonus on this check. On a success, the PCs learn that Karolyna was indeed working with a trio of saboteurs—one of them, an explosives expert—who are on their way to set up an ambush on the railway bridge over the Krutaya Guba river, just 30 miles south of Irkutsk.

## PART THREE: THE SIBERIAN RAILWAY

On the morning after Sam's arrest, a train arrives at the Priiskovyy station. The locomotive approaches with great effort, pulling behind it a much larger convoy than what it is supposed to haul. The greater part of the day is spent loading the train with guns and troops in order to move the army forward. Under the officers' orders, the convoy becomes a concatenated version of the military camp that had been set up in the village.

Right behind the locomotive and the coal car, the officers assign a long line of wagons to be occupied



by soldiers. Next, come the refectory wagon, the kitchen wagon, and the infirmary wagon, followed by the communications central. The officers and generals' quarters occupy the ensuing cars. Under the generals' orders (Wada's, actually), the PCs receive a sleeping wagon right before the lockup and the many well-guarded cars that carry the arsenal in the back of the line.

If the PCs have not had the chance to explore some of the areas in part [C. Priiskovyy](#), they can find the same information available in those sections in the corresponding wagons of the train.

## D. TRANS-SIBERIAN CONVOY CCR 14b

The Allied troops have barely finished boarding the huge train convoy when the locomotive sounds the departure whistle. The wagons start moving slowly under the repetitive motion of heavy gears. The hypnotic noise increases in volume and tempo as the train gains speed. Soldiers rub shoulders and stand in a silence unbecoming to such a large agglomeration of people; yet, the worried glances exchanged between them reveals the heaviness of their burden.





Outside the window, the village of Priiskovyy quickly disappears, replaced by the sight of sparse pine trees scattered all over the snow-covered steppe.

The Allied troop now rides a train across the Russian steppe, around the immense Lake Baikal, on their way to Irkutsk. The journey, that normally takes a little less than a day, shall be longer this time: the sheer weight of equipment and personnel pulled by the train's locomotive, combined with the generals's decision of advancing carefully, culminate in a speed slower than usual. The convoy moves at 16 miles per hour, or 160 ft. per round.

The wagons are crowded and tension has taken over the soldiers: not only are they marching to combat—and some to certain death—but also the memory of Karolyna Moskayev's deeds in Priiskovyy still loom over the troop like a dark cloud. A feeling of distrust and fear creeps in, bringing morale to an all time low just at the cusp of a crucial attack. Generals Nicholls and Wada have refused to postpone the strike, and spend the day in the train in meetings with the new promoted officers, getting everyone up to speed. They remain unavailable to the PCs throughout the whole ride. If the PCs did not find out that that Karolyna is the spy, and do so only while in the train, then the generals will receive them to discuss that issue.

Despite all the commotion around the murders, General Wada has not lost sight of his primary goal: to get into Irkutsk with his own men, find Scriba, get the location of Rasputin's lair, and desert the army. As the train advances, the deadline to get rid of Baba Yaga's slaves—that is, the PCs, in Wada's mind—tightens. Wada calls in one of his men and tasks him with the elimination of the PCs. They decide the attack must happen that same night.

The PCs are free to wander between the wagons during the day, but at around 7 p.m. they are asked to

retreat to their quarters—a separate wagon assigned specifically to them. After curfew, only sentinels on duty are allowed to roam the train.

**Creatures:** Unlike the other warriors of the Order of the Eastern Star, the man chosen by Wada to kill the PCs is no samurai. Instead, Kimei Yamashiro was expertly trained in the arts of the ninjutsu—the way of the ninja. For many years, Yamashiro has been Wada's go-to man when the job requires subterfuge, discretion, and lethality.

After the curfew, Yamashiro sneaks out and dons a black uniform that covers him from head to toe. To avoid detection, he walks on the outside of the train, clinging from wagon to wagon with ease, until reaching the PCs' quarters. He then hangs by the window waiting for the moment to strike, which ideally would be when the PCs are asleep with lights off. The PCs can detect the lurking assassin with a successful Perception check opposed by the ninja's Stealth check. If the PCs spot Yamashiro, or if they decide to mount guard during the night, the ninja attacks as soon as he can.

#### KIMEI YAMASHIRO

CR 14

XP 38,400

Male human *ninja*<sup>UC</sup> 15

N Medium humanoid (human)

**Init** +6; **Senses** Perception +16

#### DEFENSE

**AC** 24, touch 17, flat-footed 17 (+3 armor, +6 Dex, +1 dodge, +3 natural, +1 shield)

**hp** 116 (15d8+45)

**Fort** +6, **Ref** +14, **Will** +4

**Defensive Abilities** improved uncanny dodge

#### OFFENSE

**Speed** 30 ft.

**Melee** masterwork cestus +19/+14/+9 (1d10/17-20x2) or Two-Weapon Fighting masterwork cestus +17/+17/+12/+12/+7 (1d10/17-20x2)



**Ranged** Two-Weapon Fighting masterwork shuriken +13/+13/+8/+8/+3 (1d2) plus bloodroot poison  
**Special Attacks** sneak attack 8d6

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### TACTICS

**Before Combat** Yamashiro remains outside the PCs' window, spying on them and waiting patiently for a good opportunity to attack. If the PCs turn out the lights and go to sleep, he sneaks in through the door and attacks quietly. If forced to act immediately, however, he simply smashes through the window as a move action and takes on the PCs, taking advantage of his surprise attack ninja trick.

**During Combat** Like the other members of the Order of the Eastern Star, Kimei Yamashiro knows magic is real—and dangerous. He attacks the spellcasters first.

Yamashiro fights quickly using both hands and moving around carefully to avoid being cornered or surrounded. He prefers to take his enemies down

one at a time, but if surrounded Yamashiro attacks multiple targets to activate the Flanking Foil feat. With the Improved Two-Weapon Feint feat, he uses his first attack to feint and deny his target the Dexterity bonus to AC, thus applying the damage from his sneak attack on the following attacks that round. Yamashiro also spends *ki* points to gain one extra attack at his highest attack bonus once each round.

To defend himself, Yamashiro employs the redirect attack ninja trick, using the PCs' attacks against themselves.

**Morale** Yamashiro fights fiercely, and would rather die than abandon a mission.

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### STATISTICS

**Str** 10, **Dex** 22, **Con** 14, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +11; **CMB** +12; **CMD** 27

**Feats** Combat Expertise, Dodge, Flanking Foil<sup>UC</sup>, Improved Critical (cestus), Improved Two-Weapon





Feint<sup>UC</sup>, Improved Two-Weapon Fighting, Improved Unarmed Strike, Two-Weapon Defense, Two-Weapon Feint<sup>UC</sup>, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (cestus)

**Skills** Acrobatics +22, Appraise +8, Bluff +16, Climb +16, Craft (calligraphy) +6, Craft (ink wash painting) +8, Diplomacy +6, Disable Device +18, Disguise +7, Escape Artist +18, Intimidate +8, Knowledge (arcana) +5, Knowledge (local) +5, Knowledge (planes) +5, Perception +16, Sleight of Hand +18, Stealth +24, Swim +8

**Languages** Korean, Japanese

**SQ** *ki pool* (7 points), ninja tricks (combat trick, unarmed combat mastery, unarmed combat training, redirect attack, slippery mind, surprise attack, weapon training), poison use

**Combat Gear** masterwork Dayfield body shield, masterwork cestus, poisoned masterwork shuriken (bloodroot poison) (15); **Other Gear** *amulet of natural armor* +3

**Treasure:** Besides his regular equipment, Yamashiro has a magic amulet that grants him protection. The amulet bears the symbol of a stylized star that might be familiar to some of the PCs: a successful DC 30 Knowledge (planes) check reveals this to be the insignia of a multidimensional organization called the Order of the Eastern Star, a group devoted to fending off invaders from other worlds.

**Development:** If the PCs capture Yamashiro without killing him, they might be shocked to find that the man has no tongue. The ninja did this to himself years ago: after getting caught and revealing secrets of the Order of the Eastern Star under torture, Yamashiro escaped and killed all his captors to prevent his shame from ever reaching the ears of master Katashi Wada. He then decided to cut off his own tongue so he would never betray the Order's trust again. Although he obviously cannot speak to the PCs about his past or about the order, such information can still be retrieved partially or fully with the use of spells such as *detect thoughts*, *seek thoughts*, or similar abilities. At the GM's discretion,

this course of action could reveal Yamashiro's connection to General Wada, depending on the method employed.

Other than probing Yamashiro's mind, there is little else the PCs can do to extract information from the man. He does not carry anything that ties him to the army or to Wada (except for the amulet). If the PCs take the matter to the army command and come forward about the assassination attempt, no one remembers Yamashiro, and Wada also pretends to not know him (a ruse noticeable with a successful Sense Motive check opposed by Wada's Bluff check). Still, General Nicholls is outraged by the attack and demands that Wada, as head of the Japanese army, calls for an investigation.

The morning after the ninja attack, all Japanese soldiers are summoned to identify the man, until some finally recognizes Yamashiro as part of their unit, even if no one knows his name. A search through the ninja's personal items uncovers a dog tag with his name, identification number, and blood type, both in English and in Japanese; a small ornate wooden case with ink, brushes, and paper; and a leather bound collection of ink wash paintings which include calligraphy practice and pictures of traditional Japanese warriors slaying demons and evil fey (a common subject in the art of the members of the Order of the Eastern Star, that can also be found in Wada's personal journal). A DC 15 Knowledge (nature) or Knowledge (planes) allows the observer to notice distinctive pictorial elements that are typical of representations of Baba Yaga: the witch and her minions are the hunted monsters in Yamashiro's pictures. If the PCs have retrieved Wada's personal journal in area C6 or anytime after that, they can compare Yamashiro's dog tag to Wada's list of names to find a match.



Even if the PCs conclude that General Wada is behind the assassination attempt, they will have a hard time getting an audience with either general to present their case, since they spend all the time in meetings.

If accosted, General Wada denies any foul play on his part, and heeds the PCs to be careful with what they accuse him of. He discourages any violence, but fights back if attacked. If combat occurs, other soldiers step in to stop the fight, but Wada lets the PCs off with a warning, since he does not wish to antagonize them any further. Though such interaction is likely to make tensions rise between Wada and the PCs, the old samurai does not take any further actions against the PCs at this point. The simple fact that they have defeated Yamashiro is enough to make Wada rethink his strategy for the time being.

The rest of the afternoon is uneventful, but as the sun goes down, the convoy starts approaching the Krutaya Guba Bridge...

## E. KRUTAYA GUBA BRIDGE (CR 14)

After traveling over 700 miles from Priiskovyy, the Allied convoy enters the Circum-Baikal railway, a portion of the Trans-Siberian railway just south of Irkutsk. The army's goal is to reach the town of Port Baykal before marching on to their main target.

Karolyna's treason, however, could jeopardize the Allies' plans. Back in Priiskovyy, Karolyna counted with the support of an elite cell of Bolshevik saboteurs, comprised of Bogdan Turov, a veteran square-jawed soldier specialized in man-to-man combat and hardened by years in the trenches of the Great War; Alexei Kraskotkin, a weasel-faced huntsman and self-taught chemist with a knack for explosives; and Timur Petrenko, a towering

man discharged from the Russian White Army due to an inability to control both his anger and his drinking problems.

These three men plotted with Karolyna Moskayev to sabotage the Allies' advance towards Irkutsk. Back in Priiskovyy, they were the ones picking up her radio signals, and the ones who produced the counterfeit bottles of Champagne that Karolyna used to poison the army officers. They were also responsible for stealing explosives from the arsenal, which they will now use to destroy the Krutaya Guba Bridge, a stone archway over the river bearing the same name. The trio left Priiskovyy a few days before the Allied army. They traveled to a nearby town controlled by the Bolsheviks and flew in biplanes to reach the bridge in time of setting up an ambush. The biplanes are camouflaged a couple of miles away from the bridge.

If the PCs have not managed to expose Karolyna up to this point, this encounter becomes more difficult: Karolyna sheds her cover and joins the saboteurs during the fight, bringing the encounter to **CR 15**. In case Snezhana Bovarina is still alive at this point, Karolyna sets the sniper free right before the ambush, and Snezhana (armed with a rifle) also joins the combat against the PCs, further raising the encounter to **CR 16**.

**Creatures:** The Bolshevik saboteurs are hiding in area **E1.1**, a construction chamber left unsealed under one of the arches of the Krutaya Guba Bridge. Despite the dangers of being too close to the explosion, the bomb expert Alexei Kraskotkin assessed that this hideout offers the best compromise between safety and proximity, with the added benefit that the position allows them to forego visual contact and remain completely hidden, since the bridge's vibration suffices to indicate the train's approach and position.



# E-BRIDGE OF THE RIVER BRYANKA

1 SQUARE = 5 FEET

DETONATION AREA

ROPES

E1

E1.1

E1.2

E1.3

E1.UNDERPASS





Bogdan and Timur's job is to protect Alexei and follow his instructions in case anything goes wrong. The trio set up two ropes connecting their hideout to the bridge's parapet and to the ground. They can easily climb up or down at any time. These ropes are not particularly well hidden and can be spotted with a DC 15 Perception check.

The Climb check DC to go up the rope is 5 (since they can brace against the wall above the archway), but the DC to climb down is 15 (because there is no wall to brace against from the archway down). The bridge's floor is 15 feet above area E1.1, and the riverbank is 35 feet below.

### ALEXEI KRASKOTKIN

CR 11

XP 12,800

Male human ranger (*skirmisher*<sup>UC</sup>) 10/rogue (*underground chemist*<sup>ACG</sup>) 2

N Medium humanoid (human)

**Init** +5 (+9 in urban terrain, +7 in cold terrain); **Senses** Perception +16

### DEFENSE

**AC** 20, touch 16, flat-footed 14 (+4 armor, +5 Dex, +1 dodge)

**hp** 102 (2d8+10d10+34)

**Fort** +9, **Ref** +15, **Will** +6

**Defensive Abilities** evasion

### OFFENSE

**Speed** 30 ft.

**Melee** masterwork club +14/+9/+4 (1d6+3/x2)

**Ranged** Rapid Shot F1 percussion grenade +17/+17/+12/+7 (2d6)

**Special Attacks** favored enemy (animal +2, humanoids [humans] +6, vermin +2), sneak attack 1d6

### TACTICS

**Before Combat** Alexei remains alert to any movement on the bridge, whether to send his men to check on the situation or to detonate the explosion if the train comes by or if someone tries to tamper with the explosives. Alexei's urban favored terrain applies to the bridge area.

**During Combat** Alexei relies on a barrage of grenades to bring down his foes. He avoids fighting in the confined space of area E1.1 and tries to bring the fight to an open space, where he can keep the PCs at bay, even if it means abandoning his teammates. To prevent attacks of opportunity from adjacent enemies, Alexei uses the defensive bow stance and surprise shift hunter tricks. His favored enemy bonus also applies to the grenade attacks.

**Morale** Alexei is not a zealot; if reduced below 20 hit points, he surrenders.

### STATISTICS

**Str** 14, **Dex** 20, **Con** 14, **Int** 14, **Wis** 13, **Cha** 10

**Base Atk** +11; **CMB** +13; **CMD** 27

**Feats** Distance Thrower<sup>UC</sup>, Dodge, Endurance, Iron Will, Far Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Quick Draw, Throw Anything, Weapon Focus (grenade)

**Skills** Acrobatics +18, Climb +15, Craft (traps) +14, Disable Device +18, Escape Artist +14, Knowledge (dungeoneering) +9, Knowledge (geography) +11 (+15 in urban terrain, +13 in cold terrain), Knowledge (local) +9, Knowledge (nature) +11, Perception +16 (+20 in urban terrain, +18 in cold terrain), Sense Motive +12, Stealth +16 (+20 in urban terrain, +18 in cold terrain), Survival +15 (+19 in urban terrain, +17 in cold terrain), Swim +9

**Languages** English, Japanese, Russian

**SQ** favored terrain (cold +2, urban +4), hunter's bond (companions), hunter's tricks 6/day (defensive bow stance, quick climb, surprise shift), rogue talents (combat trick), swift tracker, track +6, wild empathy, woodland stride

**Combat Gear** masterwork B.E.F. armor, masterwork club, F1 percussion grenade (20); **Other Gear** climber's kit, a gold pocket watch worth 4,000 gp.

### BOGDAN TUROV

CR 11

XP 12,800

Male human fighter (*trench fighter*<sup>AP71</sup>) 12

NE Medium humanoid (human)

**Init** +5; **Senses** Perception +4

### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+5 armor, +1 Dex, +1 dodge)

**hp** 130 (12d10+60)





**Fort** +11, **Ref** +5, **Will** +6

**Defensive Abilities** DR 1/— versus firearms

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### OFFENSE

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**Speed** 20 ft.

**Melee** masterwork club +23/+14/+9 (1d6+26/x2)

**Ranged** masterwork Nagant M1895 revolver +15/+10/+5 (1d8+2/x4)

**Special Attacks** weapon training (hammers +2, firearms +1)

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### TACTICS

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**Before Combat** Bogdan waits for Alexei's orders.

**During Combat** Bogdan's strategy is simple: he closes in on the nearest foe and keeps attacking, using the Step Up and Strike Feat to prevent his target from getting away. Bogdan only changes targets if he notices someone more dangerous threatening him.

**Morale** Bogdan fights to the death.

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### STATISTICS

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**Str** 22, **Dex** 13, **Con** 16, **Int** 10, **Wis** 10, **Cha** 9

**Base Atk** +12; **CMB** +18; **CMD** 28

**Feats** Combat Reflexes, Dodge, Following Step, **Furious Focus**<sup>APG</sup>, Greater Weapon Focus (club), Greater Weapon Specialization (club), Improved Initiative, Iron Will, Power Attack, Step Up, **Step Up and Strike**<sup>APG</sup>, Toughness, Weapon Focus (club), Weapon Specialization (club)

**Skills** Climb +15, Intimidate +9, Perception +4, Survival +5, Swim +12

**Languages** Russian

**SQ** trench warfare (revolver, machine gun)

**Combat Gear** masterwork Russian breastplate, masterwork club, masterwork Nagant M1895 revolver;

**Other Gear** a silver skull ring with diamonds for eyes worth 6,000 gp

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### TIMUR PETRENKO

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CR 11

XP 12,800

Male human barbarian (**drunken brute**<sup>APG</sup>, **invulnerable rager**<sup>APG</sup>) 12

CE Medium humanoid (human)

**Init** +2; **Senses** Perception +11

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### DEFENSE

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**AC** 14, touch 10, flat-footed 12 (+4 armor, +2 Dex)

**hp** 179 (12d12+96)

**Fort** +15, **Ref** +6, **Will** +7

**Defensive Abilities** cold resistance 3, evasion, DR 6/— (DC 12/— versus nonlethal)

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### OFFENSE

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**Speed** 30 ft.

**Melee** bottle +20/+12/+7 (1d4+16/19–20x2); or Improved Vital Strike bottle +20 (3d4+16/19–20x2)

**Special Attacks** gas cylinder (mustard gas), greater rage (29 rounds/day), rage powers (good for what ails you, internal fortitude, liquid courage, powerful blow +4, staggering drunk +3, unexpected strike)

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### TACTICS

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**Before Combat** Timur waits for Alexei's orders.

**During Combat** Timur enters rage at the beginning of the combat. He uses a bottle of vodka as an improvised weapon. Every 2 rounds of combat, Timur drinks a dose of alcohol from the canteen as a move action and then attacks with Improved Vital Strike, up to three doses. These doses allow Timur to benefit from the liquid courage and staggering drunk rage abilities. In the rounds he is not drinking, Timur takes the full-attack action.

If fighting multiple enemies, Timur drops the mustard gas cylinder and engulfs everyone in a poisonous cloud, preferably sparing his allies.

Timur is immune to the sickened and nauseated conditions. If affected by other debilitating conditions, he drinks a dose of alcohol to activate the good for what ails you rage power.

**Morale** Timur Petrenko is a beast. He does not give up until brought down.

**Base Statistics** while not raging, Petrenko's base statistics are: **AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex), **hp** 131 (12d12+48); **Fort** +11, **Will** +4; **Str** 20, **Dex** 15, **Con** 16, **Int** 8, **Wis** 11, **Cha** 12; **CMB** +17; **CMD** 29; **Skills** Climb +17, Swim +15;

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### STATISTICS

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**Str** 26, **Dex** 15, **Con** 24, **Int** 8, **Wis** 11, **Cha** 12

**Base Atk** +12; **CMB** +20; **CMD** 32

**Feats** Catch Off-Guard, Furious Focus, Improved Vital Strike, Improvised Weapon Mastery, Power Attack, Raging Vitality<sup>APG</sup>, Vital Strike



**Skills** Acrobatics +8, Climb +20, Intimidate +14, Perception +11, Ride +6, Survival +9, Swim +18

**Languages** Russian

**Combat Gear** B.E.F. armor, M1914 concussion grenade (3), mustard gas cylinder (1); **Other Gear** 2 canteens of vodka (10 doses), bottle of vodka

**Traps:** Alexei Kraskotkin planted the explosives and rolled out a long cable connecting the detonation device to a handheld manual trigger. Noticing Alexei's detonation cable requires a DC 25 Perception check, and the PCs can follow the cable either to area **E1.1** or to the detonation area. However, since one end of the cable is in Alexei's hand, tugging at it instantly reveals the PC's presence on the bridge, and Alexei sends Bogdan and Timur out to check what is happening. The

other end of the cable leads to the explosives hidden in the detonation area, placed in eight holes dug under the rail tracks (Perception DC 25 to locate the hidden trap).

Instead of immediately disabling the trap, the PCs can focus on Alexei's triggering device. With a successful DC 25 Disable Device check, a PC can safely unplug the trigger cable, but must also make a Stealth check opposed by Alexei's Perception check. Success means Alexei can no longer detonate the bomb remotely. On a failed Stealth check, however, Alexei feels a pull on the cable and sends his goons out.

Alternatively, the PCs can simply sever the cable, but this approach incurs in a 50% chance of causing an accidental detonation. A DC 20 Disable Device or Knowledge (engineering) check reveals such risk.





Disconnecting the trigger cable does not actually disarm the bomb. To permanently deactivate and remove the eight sets of explosives, a PC must make three successful DC 30 Disable Device checks. If the PCs disconnect the cable but do not deactivate the bombs, there is a 20% chance that the explosion occurs while the convoy is crossing the bridge, due to the pressure and vibrations caused by its passing.

### EXPLODING BRIDGE TRAP

CR 15

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 30 (3 successes required)

#### EFFECTS

**Trigger** manual (remote), location (20% chance of detonation under the weight of Large or larger land vehicles); **Reset** none

**Effect** 6d6 fire damage plus 6d6 bludgeoning damage (DC 21 halves); 50 ft. fall into water (2d3 nonlethal damage, 1d6 falling damage); multiple targets (all targets in a 15-ft. radius burst)

**Development:** The beginning of this encounter varies depending on the outcome of previous events.

If the PCs did not extract from Karolyna Moskayev the information about the ambush, the saboteurs set off the explosives just as the train is crossing the bridge, provoking a derailment and the fall of many wagons on the river below. In this case, the PCs take 8d6 points of damage from the derailment (DC 20 Reflex halves). When the PCs come out of the train wreck, the detonation area marked in map **E. Krutaya Guba Bridge** is missing from the bridge, and only a gap remains between the stone archways.

Additionally, Karolyna knows about the saboteur's hideout. If she was not discovered and captured up to his point, the Russian spy attempts to furtively climb the rope to join the team of saboteurs. Once inside the chamber, she retrieves the ropes and remains hidden until the enemy army leaves, or

until the saboteurs get an opportunity to escape. By inspecting the bridge, the PCs may still find out about the saboteurs' den if they locate the loose end of the trigger cable and follow it to Alexei (DC 25 Perception or Survival check). Otherwise, the saboteurs succeed in completing their mission and get to return home in one piece.

However, in case the PCs captured and successfully interrogated Karolyna, then the army is aware of the ambush. Unfortunately, Nicholls' bomb expert was one of the officers poisoned and killed a few nights before. Other soldiers have received basic training on how to deal with explosive devices, but Nicholls seems unconvinced of their capacity. When he shares this concern with Wada, the Japanese general sees yet another opportunity to get rid of the PCs. Wada convinces Nicholls to send the PCs to disarm the bombs instead of endangering their own men. The callousness of Wada's argument disturbs Nicholls, but the truth is that he too will be happier not risking British soldiers. Thus, the generals order a full stop five miles before the bridge and send the PCs on a mission to remove the explosives.

Hidden under the bridge, Alexei Kraskotkin estimates that the train should pass sometime soon and thus listens closely for activity outside. Even inside the archway, his hearing might still pick up a conversation or loud movement on the bridge. PCs that walk over area **E.1.1** must make a Stealth check opposed by Alexei's Perception check to remain unnoticed; Alexei has a -20 penalty on this check for being incased in a stone chamber. If Alexei hears the PCs, he sends Bogdan and Timur to check on them. The Russian brutes climb up and order the PCs to go away. If the PCs are clearly identifiable as members of the Allied army, if they refuse to leave, or if they decide to attack, the two saboteurs shout out a warning to Alexei. Alexei blows up the bridge,



and then climbs up to help fight the PCs. The bridge section in the detonation area is completely destroyed after the explosion.

Area **E1.3** is a steep half-arch that leads up to **E1.1**; treat this area as a steep slope terrain to determine movement. Characters that take damage while in this area must make an Acrobatics check to avoid sliding down to the bottom of the archway (Acrobatics DC equals to 10 + the damage taken). This fall does not provoke attacks of opportunity.

Should the PCs arrive, disarm the bomb, and leave without being detected, the saboteurs remain hidden and wait for the train without ever noticing that their bombs have been neutered. The sabotage attempt then fails, and the Allied convoy safely crosses the bridge to reach the city of Port Baykal.

On the other hand, the bridge exploding represents a serious impediment to the army's advance. In case the train gets caught in the blast, it is even worse: a quarter of the soldiers is now injured or dead.

Without the bridge, the army needs to advance on feet along the remaining 40 miles of railway to Port Baykal in cold weather (40° F during the day, 15° during the night). Eager to reach a safe position soon, the generals order a forced march; the allied army covers the distance to Port Baykal in 13 hours, but the effort exhausts the troops. To keep up with the advancing army, characters must make a Constitution check (DC 10, +2 per extra hour) for each hour of marching beyond 8 hours. Characters that fail this check take 1d6 points of nonlethal damage. A character that takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

## PART FOUR: FORWARD TO VICTORY

In May 1918, the Czech Legion, an army force composed mainly of deserters from the Austro-Hungarian Empire, seized control of Irkutsk and many segments of the Trans-Siberian Railway. Since then, the Bolshevik Red Army has made counter-strikes, having regained control of a large portion of Irkutsk.

Despite their impressive performance, the Czech Legion is still cut off from the rest of the Allied troops, to whom they have pledged allegiance. Part of General Nicholls' mission in this Siberian Intervention is to connect with that force once and for all, creating an unbroken line of supplies all the way from Vladivostok, in eastern Russia, to Irkutsk. The Allied command expects the arrival of Nicholls' and Wada's reinforcement troops will allow them to re-conquer the areas lost to the Bolsheviks, and finally cement their domain over Irkutsk. The arrival at Port Baykal is the first step in that direction: the city, as well as other surrounding regions, is already in the hands of the Allied army. Nicholls and Wada finally join the Czech Legion as soon as they get to the city.

### F. PORT BAYKAL

Port Baykal is a small port town connected to Irkutsk by the Angara River. Whether the Allied army reaches their destination by train or by foot, the next step is the same: preparing for the invasion of Irkutsk, and Port Baykal is the chosen base of operations. When the PCs arrive, read or paraphrase the following:

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*A clear, sunny sky hangs over this small rural settlement at the margins of Lake Baikal. Allied troops hurry to and fro plodding in the snow, carrying supplies and weapons,*



*and making other preparations for the upcoming attack on Irkutsk. The wind blows softly, with just enough intensity to remind everyone that the sun above is hardly a promise of warmth.*

---

At the mouth of the Angara River, just where it meets the lake, a makeshift fleet floats peacefully, some ships ready to sail, others still waiting for a crew. The fleet's slow movement breaks the ice sheet and creates a buffer area of surface water amid an otherwise frozen lake.

The Czech Legion has secured a small fleet of icebreaker barges and steamboats to take the army from Port Baykal to the outskirts of Irkutsk. This strategy is particularly useful because the railway runs solely on the right bank of the Angara River, while most of Irkutsk is located on the left bank. The ability to disembark on the either side without depending on the lone pontoon bridge that connects both sides of Irkutsk is crucial to the operation.

In Port Baykal, as things calm down, Lance Corporal Samuel Hooley (now released from custody) seeks out the PCs to thank them for helping prove his innocence. To repay the favor, he vows to do everything in his powers to find Scriba, the Russian informer hidden in Irkutsk, so the PCs can finally get the information they need about Rasputin's whereabouts. Sam promises to tell the PCs Scriba's location before the invasion start, even if it means going over the generals' heads.

Back in charge of telecommunications, Sam spends the rest of the day setting up the equipment in one of the invading boats in order to reestablish contact with Scriba as soon as the ship gets close enough to pick up radio signals. Sam believes that once the news of the approaching army spread around Irkutsk, Scriba will send an emission indicating his current location for extraction. Unfortunately, since

the episode involving James O'Reilly (a.k.a. Karolyna Moskayev), security around communications is tighter than ever: PCs who might wish to visit Sam in the communications room are denied access.

Before the end of the day, the Allied command gathers all troops, and General Nicholls gives a motivating speech calling all to the conquest of Irkutsk. Afterward, the soldiers are divided into battalions and companies, and each commander briefs his men about the actions to be taken in the following day. They have this night to rest. The following morning, all troops board the ships and sail towards their target.

## 9. IRKUTSK

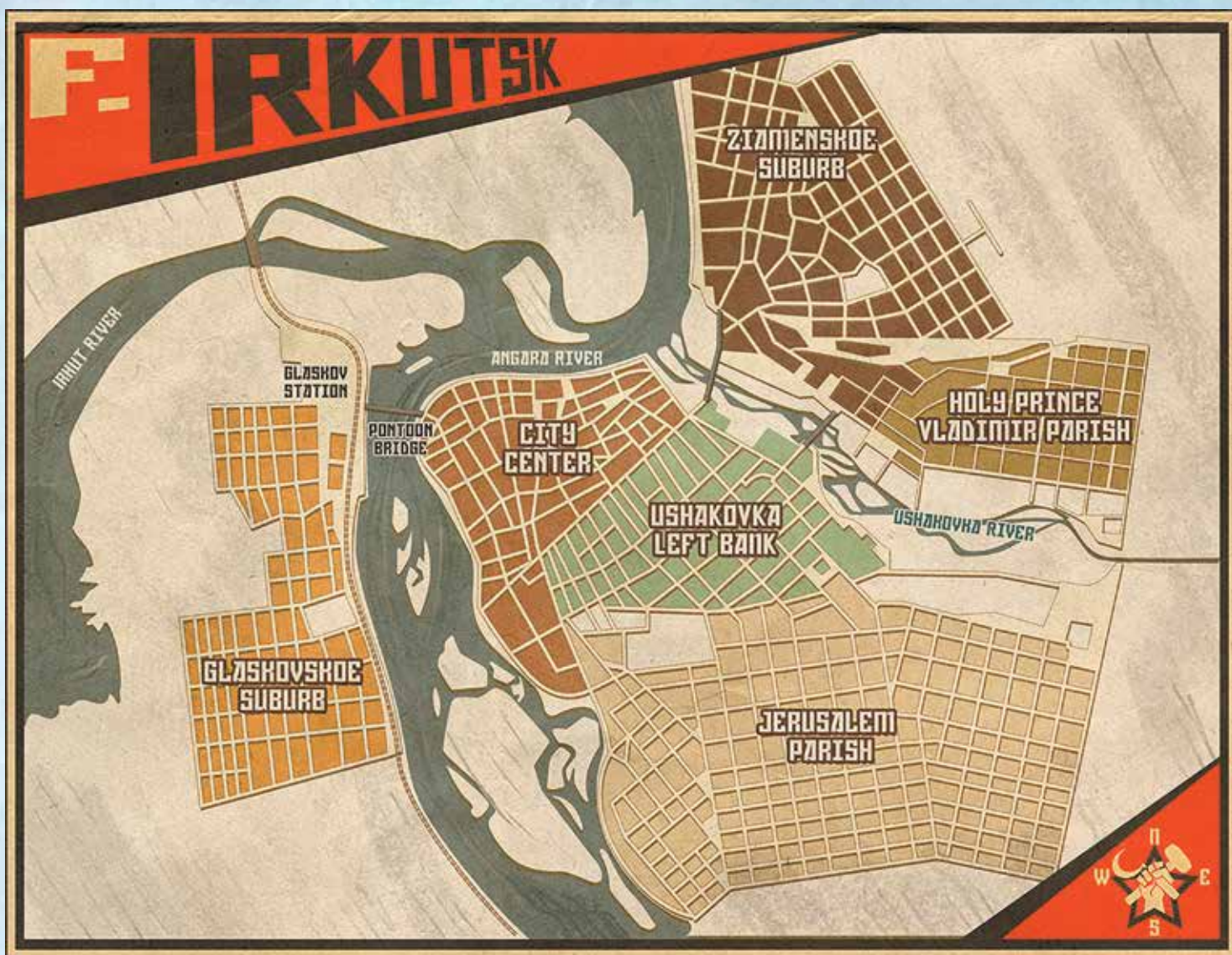
Nicknamed "The Paris of Siberia" by famous Earth playwright Anton Tchekhov, Irkutsk has temporarily abandoned its tradition as a cultural and intellectual center to become the stage of many battles. The city has definitely seen better times: recent fires and artillery raids have reduced many buildings to ruins.

As the PCs approach the city, read or paraphrase the following:

The Allied fleet glides northwest, up the Angara River, breaking its way through a thin sheet of ice. The loose chunks float downstream colliding against the ships' hulls and creating a metallic cacophony. A city rises in the distance, blanketed in white snow, and even from afar it is possible to notice that several buildings are completely or partially destroyed. Between the constructions, people hurry looking for shelter from the pending invasion.

As the buildings get closer, the ship slows down, until the steamer boat comes to a complete halt. General Katashi Wada is nowhere to be seen, but the ship's captain takes the crowded deck to rally the troops. His speech is brief, but energetic. "For our countries! For our families! For God!"





Perfectly timed, the hail of enemy gunfire starts just as the captain finishes. A mixed force composed of British, Czech, and Japanese soldiers marches down the ramps of the *SS Baikal* and the neighboring ships, but many men are taken down before ever disembarking. Under the soaring bullets, the Allied companies scatter around the city center. The invasion has begun.

The PCs travel in the same ship as Sam, General Wada, and the Samurai of the Eastern Star. When the landing takes place, the PCs are prompted to disembark and join the fight; however, they will

probably notice that Sam has not contacted them to inform of Scriba's position. This, however, is not Sam's fault.

When the *SS Baikal* got within reach of Irkutsk, Sam did receive a message from Scriba, as expected, disclosing the double agent's current hideout: the Church of Holy Prince Vladimir. When Sam went after the PCs to tell them this, the men standing guard outside his door—two Samurai of the Eastern Star—took him to speak to General Wada instead. In a private “meeting”, Wada got the information out of Sam, and then knocked him unconscious and locked him up in



a deposit compartment. Wada and his samurai dove into the water and left the *SS Baikal* a little before the ship stopped. By the time the PCs disembark, the samurai are already on their way to fetch Scriba.

If the PCs set out to find Sam, they find the communications room empty and unguarded; with a DC 19 Survival check, a character can trace Sam's and the two Samurai's footsteps all the way to the deposit room in which Wada locked him. When the PCs find him, Sam is still unconscious, but the use of smelling salts or any spell or ability that heals hit point damage brings him back to consciousness.

Sam then tells what happened, and points the PCs to Scriba, in area **G5. Holy Prince Vladimir Parish**. Sam believes that Scriba is in danger from Wada's men and asks the PCs to get the information about Rasputin's location as soon as they find the informer; he gives the PCs the code phrases to confirm allegiance to the Allied army, so that Scriba will know he can trust them. The code phrases go as follows:

*"I saw a monk in the woods."*

*"I saw him drown."*

*"He died and walked away."*

*"But not to his grave."*

If the PCs disembark without talking to Sam, they can attempt a DC 25 Perception check to spot Wada and the other samurai of the Eastern Star disappearing between the buildings in the distance, well ahead of the soldiers. They are all dressed in traditional samurai regalia, wearing armors that surely stand out in the battlefield.

On their feet, the samurai wear armored *tabi*, socks-like footwear with a distinct division between the big toe and the other toes. This unique footprint allows the PCs to track down the samurai of the Eastern Star with a successful DC 13 Survival check.

However, the chaos of the invasion and the progress of soldiers ruin the trail from time to time, forcing the PCs to try random streets and pathways until the tracks turn up again. No new checks are required, but because of this the PCs' progress is much slower than their quarry's. The samurai's trail leads from area **G2. City Center** to area **G4. Ushakovka Left Bank**, and then finally to the Church of Holy Prince Vladimir in area **G5. Holy Prince Vladimir Parish**. If the PCs already know the samurai's intended destination thanks to Sam, then they are free to try other routes without having to track the samurai.

After leaving the *SS Baikal*, the PCs enter the combat through area **G2. City Center** in the map **G. Irkutsk**. The PCs can move between adjacent areas of the map using one of two methods: first, they can fight their way through—which means defeating all armies deployed in a certain area. Once all enemy units in an area are defeated, that area becomes pacified and can be easily traversed in a few minutes by members of the winning side.

Alternatively, they can avoid combat and go past their enemies. In this case, a character foregoes his attacks each round of mass combat to attempt a DC 30 Stealth or Survival check or to use spells or abilities that allow him to move strategically through the terrain. A character must successfully employ this method twice in order to leave the current area and reach the next. However, while still in the area, the character continues to suffer the attacks from enemy armies normally. Spells such as *overland flight*, *wall of stone* and *invisibility*, or a monk's *abundant step* ability, are examples of successful evasive actions; the GM is encouraged to reward the player's creativity in this situation.

Crossing a non-pacified area takes around one hour. Despite running in rounds like regular combat, it is important to keep in mind that mass



combat is an abstraction that takes place during an extended period of time, full of back and forth between opposing troops, until one side gains the upper hand. To emphasize this feeling, describe the PCs' advance in general terms, illustrating their actions in the context of several minutes full of hustling, hiding, shooting, shouting, defending, attacking. Remember: even though the PCs may act like one-man armies, they are still facing dozens—if not hundreds—of enemy soldiers every time they go from one street to another. Also, the armies the PCs face are only a fraction of the total number of units in the battlefield; just as the PCs, many other Allied and Bolshevik soldiers fight fiercely in every part of the war zone around the PCs.

Finally, when dealing with high-level play, it is always important consider game-changer stunts such as a *teleport* spell. These are effects that allow the PCs to bypass the difficulties of moving through enemy territory. If Sam tells the PCs about Scriba's safe haven in area **G5**, ingenious parties might devise a plan to get there quickly and effortlessly. If this happens, consider that the PCs appear in area **G5** in the middle of combat, and add a Cossack division army to that area.

If the GM finds the PCs have reach area **G5** too quickly, the PCs can catch up with the Samurai of the Eastern Star. Fast-forward the fight against the six samurai, which would normally occur in area **H1**. **SS Baikal Upper Deck**, and let it take place on the streets right outside the Church of Holy Prince Vladimir. This combat delays the PCs long enough to let General Wada kidnap Scriba and run away back to the *SS Baikal*.

If at any moment the GM feels that the timing between the PC's and Wada's advance seems unrealistic, just remember that Wada has a powerful ally of his own who can prepare *teleport* as a 5<sup>th</sup>-level spell: Saiousi, the imperial foo dire lion. Spending these spell slots could solve the problem.

**Armies:** Modern human armies are traditionally divided in smaller units, from fifty-men platoons to brigades combining thousands of soldiers. Some fighting forces also become known for its characteristic units, as is the case of the Russian mounted warriors called Cossacks.

### BOLSHEVIK MILITIA

N Large army of humans (commoner 4)

**hp** 17; **ACR** 5

**DV** 15; **OM** +5;

**Tactics** dirty fighters, full defense

**Special** ferocity

**Speed** 2; **Consumption** 2

### BOLSHEVIK BATALLION

N Huge army of humans (warrior 5)

**hp** 38; **ACR** 7

**DV** 17; **OM** +7; ranged

**Tactics** defensive wall, relentless brutality, sniper support

**Resources** ranged weapons

**Speed** 2; **Consumption** 4

### BOLSHEVIK INFANTRY REGIMENT

N Gargantuan army of humans (fighter 3)

**hp** 44; **ACR** 8

**DV** 18; **OM** +8; ranged

**Tactics** defensive wall, expert flankers, relentless brutality, sniper support

**Resources** ranged weapons

**Special** armor training, bravery +1

**Speed** 2; **Consumption** 5

### COSSACK DIVISION

LN Large army of humans (fighter 7)

**hp** 44; **ACR** 8

**DV** 20; **OM** +10;

**Tactics** cautious combat, cavalry experts, expert flankers, false retreat

**Resources** mounts

**Special** armor training, bravery +2, powerful charge, weapon specialization

**Speed** 2; **Consumption** 5



## GENERATING A SOLÉ ARMY STABLOCK

At their current character levels, each PC on the battlefield is essentially a one-person army. Using army statistics, a character retains control of his individual actions while still fighting under the [mass combat rules](#) (available in *Pathfinder Roleplaying Game Ultimate Campaign*). Below is a quick conversion guide to generate army statistics based on a character sheet.



Phineas Cowlen is a 13th level human rogue specialized in two-weapon fighting. His weapon of choice is the quarterstaff, and his acrobatic fighting style includes different combat maneuvers. Fighting on his own, Phineas counts as an army of Fine size, with an army challenge rating (ACR) equal to his character level minus 8. His total hit points as an army is equal to his ACR x the average value of his favored class' HD—a d8 for a rogue, which averages to 4.5.

Phineas' Defense Value (DV) is equal to ACR +10. He can choose a number of known tactics equal to half his ACR, so he chooses two that seem like a nice fit to his character concept: dirty fighter and taunt. His army speed is determined by how many 12-mile squares he can walk in 1 day considering his base speed of 30 ft. (see **Table: Movement and Distance** in the *Pathfinder Roleplaying Game Core Rulebook*).

Finally, Phineas gets a number of special abilities that match or resemble his current class features, at the GM's discretion (see the mass combat Special Abilities).

### PHINEAS COWLEN

CG Fine army of one human (rogue 13)

**hp** 22; **ACR** 5

**DV** 15; **OM** +4;

**Tactics** dirty fighter, taunt

**Special** climb, evasion, rogue talent, sneak attack, trap sense

**Speed** 2



**Variant Rules:** The GM can allow a PC to gain bonus hit points equal to his Constitution bonus x ACR. A PC with access to healing potions, spells, or abilities also gets the *healing* special ability or the *healing potions* resource. Since armies and creatures track hit points differently, assume that every point of damage taken in the army statistics deals 3 points of damage to the PCs' regular hit point track. A character reduced to 0 hit points in his army statistics falls unconscious. Alternatively, if he still has hit points left in his character statblock, he becomes stuck in the battlefield, and can no longer take mass combat actions.

To represent that all PCs are in danger during combat, the GM can also apply the following variant rule: when an enemy army makes an Offense check ( $1d20 + \text{the attacking army's OM}$ ), it deals damage to all the PCs with a DV lower than the check's result. To calculate the initial damage, consider the average DV of the PCs that were hit (rounded down), and then divide the initial damage equally between them (minimum 1 against each target).

If the PCs avoided the train wreck over the Krutaya Bridge, the Allied army counts with more and better-rested men. The Allied's support increases each character's DV and OM by 1. It is recommended to prepare the PCs' army statistics between sessions, to avoid stalling the game.



**NOTE:** If you and your players prefer not to use the mass combat rules, you can substitute one or more encounters with troops of Bolshevik soldiers, as described in [A. The Nercha River](#), or other similar units using statistics for a [Russian rifle troop](#)<sup>AP71</sup>, but adjusting their armament or special equipment as desired to create a variety of challenges.



## BOLSHEVIK BRIGADE

N Colossal army of humans (fighter 3)

**hp** 55; **ACR** 10

**DV** 20; **OM** +11; ranged

**Tactics** defensive wall, expert flankers, relentless brutality, sniper support, taunt

**Resources** improved weapons, ranged weapons

**Special** armor training, bravery +1

**Speed** 2; **Consumption** 7

### G1. GLAZKOVSKOE SUBURB (ACR 6)

Located on the right bank of the Angara River, this district is the only part of Irkutsk already under control of the Czech Legion. The Glazkov Railway Station and the Trans-Siberian tracks are in this area. This counts as a pacified area, but to cross the pontoon bridge to **G2. City Center** it is necessary to defeat two Bolshevik militiae.

### G2. CITY CENTER (ACR 10)

The base of the Bolshevik military command and the seat of the city government, as well as many other administrative buildings, are located in this area. Due to its strategic importance and connection to every other neighborhood of Irkutsk, the the best Bolshevik troops defend the city center.

**Creatures:** One Cossack division and one Bolshevik infantry regiment.

### G3. ZIAMENSKOE SUBURB (ACR 8)

This rural neighborhood comprises mostly small farms and sparse wooden houses. Due to its distance to the line of fire, the area is not very well protected, since most Bolshevik soldiers originally deployed here were dispatched to deal with the invasion in the city center and the Jerusalem parish.

**Creatures:** Three Bolshevik militiae.

### G4. USHAKOVKA LEFT BANK (ACR 10)

This is the second most important area of Irkutsk, and the center of commercial activity. Keeping

control of this neighborhood is vital to morale, as it gives the people a sense of normalcy during times of peace—or, at least, in the intervals between combats. Additionally, control of the Ushakovka left bank gives any army an easy path towards the city center.

**Creatures:** One Bolshevik brigade.

### G5. JERUSALEM PARISH (ACR 9)

The largest neighborhood in Irkutsk, it is also the most vulnerable to the Allied landings thanks to its geographical position. It is mainly a residential zone that surrounds the old church, but the Red Army has reinforced the area with troops to create a buffer zone towards the city center.

**Creatures:** Two Bolshevik battalions.

### G6. HOLY PRINCE VLADIMIR PARISH (ACR 7)

This is the new orthodox parish, established less than 30 years before with the building of a church and monastery. After the Russian revolution, the monks abandoned the neighborhood, and now the area is quieter than ever. It is naturally protected by a river and marshlands, and of little importance to the Bolsheviks.

**Creatures:** One Bolshevik battalion.

### G7. CHURCH OF HOLY PRINCE VLADIMIR

At the end of a small road an exquisite white building rises upward, contrasting with the simple wooden houses that surround it. Each of its six towers is topped with a golden onion dome bearing a Christian cross on its tip. The monastery has sustained little damage compared to other areas of the city; as you approach the holy building, the shouting and gunfire fade to the background. The front doors are wide open, and lead into a large nave richly decorated. Someone is fallen on the altar steps at the end of the church aisle.



**Development:** The PCs enter the Church of Holy Prince Vladimir only to find a priest in ceremonial robes lying on the altar stairs, cut almost in half with a single blow. A search conducted within the church uncovers a small room in the crypt chamber equipped with telecommunications machinery. There are obvious signs of struggle. This was Scriba's secret office, established with the local priest's help, he too is a sympathizer with the Russian White Army and the Allied troops.

Back in the church nave, a DC 15 Perception check reveals a young altar boy sobbing and hiding inside the confessional. The boy speaks Russian only; by questioning him, the PCs can learn that narrow-eyed men with swords and strange clothes stormed into the church looking for something. The priest died trying to stop the trespassing, and the boy hid as quickly as he could. An old bald man with a moustache—a description that matches Wada—found the boy, but ignored him. Then, after a while, he came out of the crypt with a sleeping man thrown over his shoulder—a Russian man—and left the church.

According to the boy, the foreigner spoke a different language, and the only word he understood was “Baikal”. With a DC 15 Knowledge (local) check, a PC remembers that the ships they traveled in was an icebreaker steamer called *SS Baikal*, a name easily recalled thanks to its redundancy with Port Baykal and Lake Baikal. However, the word could refer to any of these things, apparently. Talking to the dead priest via *speak with the dead* or similar reveals the same information, plus the nature of the priest's relation with Scriba.

By the times the PCs leave the church, the Allied armies have conquered Irkutsk. All areas of the city are considered pacified for the purpose of

movement. The PCs can move back to the fleet without difficulty, and getting there they discover that the *SS Baikal* has already left.

Alternatively, if they keep trying to follow Wada directly, the PCs must make a DC 13 Survival check (DC 15 if Wada is now alone with Scriba) to find the new tracks leading out of the church. The tracks lead initially to a warehouse on the eastern border of the district filled with farming tools and equipment. Past the opposite door of the warehouse, the tracks change and take the shape of paired continuous lines that go south. These are aerosani tracks—propeller-driven plywood snowmobiles that run on skis using airplane engines. General Wada knew about this place thanks to intelligence obtained from the high command and the Czech allies prior to the invasion. After sedating and kidnapping Scriba, the samurai and his men proceeded to the warehouse and used the aerosanis to expedite their escape. The aerosanis are highly mobile in the snow (treat it as normal terrain) and reach speeds of up to 15 miles per hour.

An aerosani uses the same statistics as a light wagon (see *Pathfinder Roleplaying Game Ultimate Combat*), but it is engine-propelled and has a maximum speed of 120 ft.

Whether all samurai made it to the warehouse or not, the PCs will only find two spare aerosani units left behind. However, these units have sustained 20 points of hit point damage each and are currently inoperable, needing hours of work (or magic repair such as a *make whole* spell) to be put back to use. An aerosani carries two Medium creatures.

The aerosani escape should allow the samurai to reach the *SS Baikal* well before the characters do, but if the party comes up with an effective strategy to catch up with their quarry, the GM can advance the



final encounter and let it take place in open field, in a snow covered hill. Should this happen, Wada will still try to delay the PCs and escape with Scriba by forcing them to fight his samurai first; if this fight already took place outside the church, Wada then summons Saiousi to hold the party back.

At this point, General Wada is no longer primarily concerned with killing the PCs, although that would be a desired outcome. His main goal is to get to Rasputin and Baba Yaga and slay the two monsters before the PCs can join forces with his enemies (his mind is set on this matter, and any attempt to convince him otherwise is perceived as trickery). To do this, he must get Scriba to a safe location where he can finally interrogate the man—something he has not yet had the time to do.

If the samurai escape the PCs' pursuit in Irkutsk, the adventure moves on to its final sequence.

## H. THE SS BAIKAL (ACR 9)

Part of the SS *Baikal* Japanese crew stayed behind in the ship during the attack. Under General Wada's orders, they turned the steamboat around and sailed back to Port Baykal, dropping anchor midway, miles south of Irkutsk. That's the direction Wada heads to reach the ship, whose final destination is the north shore of Lake Baikal. There, the samurai shall desert the army and go on with their vendetta against Baba Yaga and Rasputin.

The SS *Baikal* is the final stage of the PCs' hunt for Scriba and the Order of the Eastern Star. If they have kept up with the samurai, they arrive in time to see the steamboat entering the expanse of the immense Lake Baikal. This allows them to act immediately.

However, at the GM's discretion, if the PC's progress has been too slow, or if they went back to

the original landing site in the city center instead of following the aerosani tracks to the ship's new position, then they are further behind. The party needs to talk to other soldiers to find out that the SS *Baikal* went back Port Baykal, and they must also find a way to get there quickly, through magical or mundane means—such as a small steamboat or a few Nieuport 12 aircrafts. Getting hold of a vehicle from the Allied army requires talking to the right people and a successful DC 25 Diplomacy or Bluff check. Alternatively, they can simply steal the vehicles.

When the PCs spot the SS *Baikal*, read or paraphrase the following.

---

*Heading north, the SS Baikal breaks its way through the lake leaving on its wake a path of open water carved out on the frozen lake. There is frantic movement in the upper decks. Soldiers run to take position in the machine guns mounted around the boat's perimeter. The gunfire soon begins, and becomes more and more intense as you approach the steamboat.*

---

It is possible to reach the slow-advancing SS *Baikal* by boat, by plane, by magic, or even running over the ice and jumping between the chunks of ice set loose by its advance. However, any approach is made under a hail of bullets. The Japanese company army thus gets between 1 to 3 rounds of ranged attacks depending on the speed of the PCs' chosen method of approach.

**Creatures:** General Wada uses his knowledge of warfare and his tactical expertise to wear out the PCs. He devised a three-part strategy meant to turn their incursion into a meat grinder, leaving them weaker with each encounter. First, the Japanese soldiers will act as cannon fodder; second, the six samurai under his command will attack, and if there are any enemies left, he himself shall strike



the PCs down. On top of that, his imperial foo dire lion servant is the secret weapon that can turn the tide in his favor, should combat go awry.

The first step of the strategy takes place while the PCs attempt to board the ship: using rifles and machine guns, a crew of Japanese soldiers follows General Wada's order of stopping anyone who tries to come near the *SS Baikal*. To successfully board the ship and secure the deck, the PCs must defeat a Japanese company. This combat uses the mass combat rules.

#### JAPANESE COMPANY

LN Large army of humans (warrior 6/ranger 3)  
hp 47; ACR 9

DV 19; OM +9; ranged

**Tactics** cautious combat, defensive wall, full defense, relentless brutality

**Resources** ranged weapons

**Special** combat style, favored enemy (human), favored terrain, track

**Speed** 2; **Consumption** 5

#### H1. SS BAIKAL UPPER DECK (CR 14)

Whether fighting their way directly to the upper deck or sneaking through the windows and corridors of the lower decks, once they have defeated the Japanese armies the PCs find six samurai of the Order of the Eastern Star ready to fight them in the aft and middle sections of the upper deck.

The *SS Baikal*'s upper deck is 30 feet wide and 160 feet long. The aft and the middle section are raised

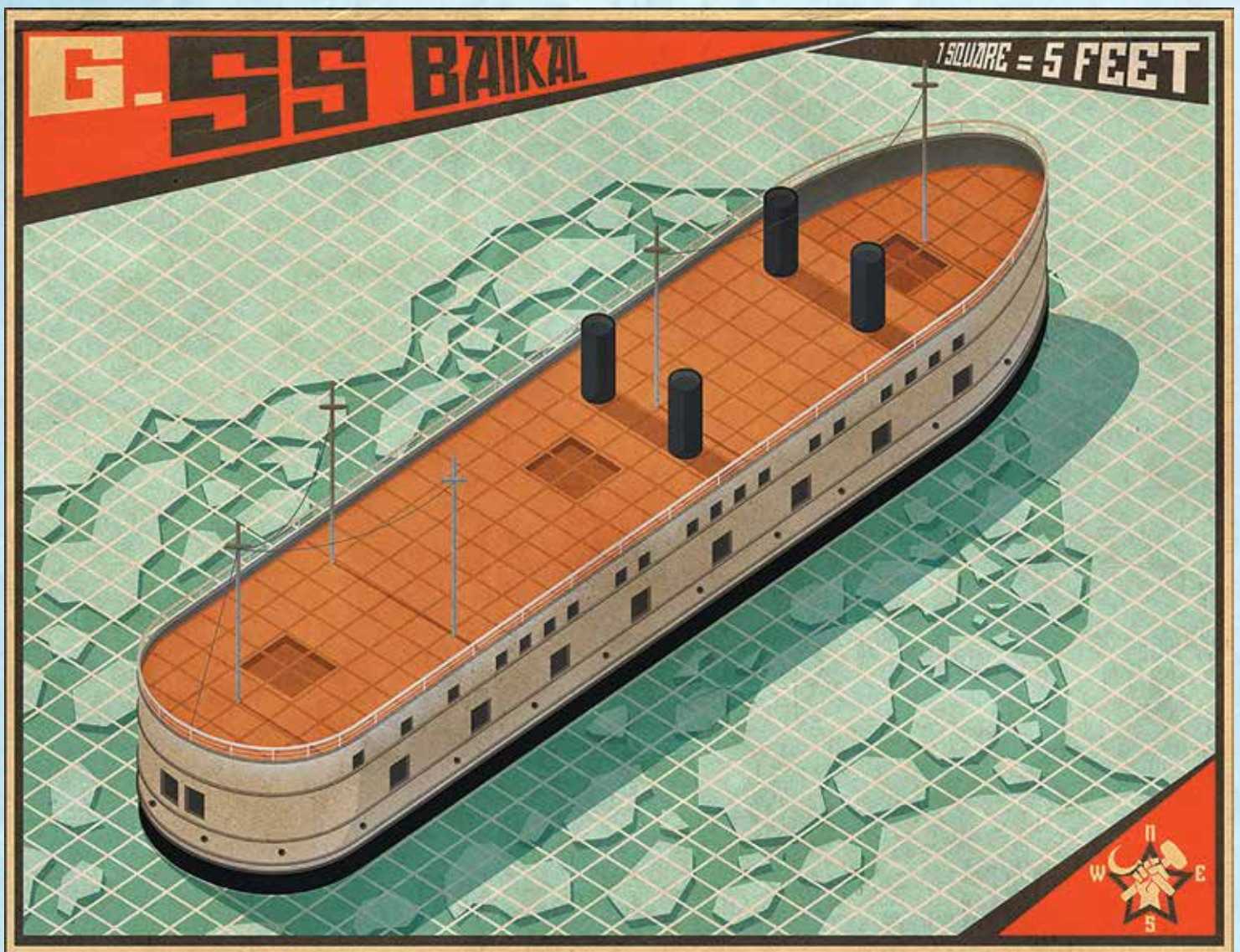




10 feet above the forward deck. Four black metal chimneys release the fumes generated by the steam engines below, each surrounded by a 5-foot-tall guardrail that prevents passengers from accidentally bumping into the steaming hot chimneys (treat them as if under a permanent *heat metal* spell). There are also five 25-foot-tall aluminum poles supporting some ship's cables and antennae, and three sets of stairways scattered throughout the deck leading down to the lower levels. A 5-foot-tall handrail encompasses the whole perimeter of the upper deck.

The *SS Baikal* moves slowly but steadily, but it sometimes slams into hard ice while making its way through the frozen lake. At the beginning of each round of combat, there is a 10% chance that the ship makes an abrupt stop before breaking through the ice; in that case, everyone in the upper deck must succeed at a DC 14 Reflex save or fall prone.

**Creatures:** After the PCs defeat the Japanese army, the samurai of the Eastern Star leave no time for them catch their breaths.





## SAMURAI OF THE EASTERN STAR (6)

CR 9

XP 6,400

Male fighter (bushi) 10

LN Medium humanoid (human)

Init +2; Senses Perception +6

### DEFENSE

AC 23, touch 15, flat-footed 18 (+8 armor, +2 Dex, +3 dodge)

hp 125 (10d10+30)

Fort +11, Ref +7, Will +5

### OFFENSE

Speed 20 ft.

Melee masterwork katana +20/+11 (1d8+11/18-20x2)

Ranged +2 composite longbow +12/+7 (1d8+2/x3)

Special Attacks bujutsu (katana +3)

### TACTICS

**Before Combat** The samurai of the Eastern Star remain hidden while the PCs fight the soldiers, just observing their fighting style.

**During Combat** The samurai fight in a compact formation, making the best of their teamwork feats.

**Morale** The samurai fight until dead or unconscious.

**Base Stats** when Combat Expertise is not active, the samurai's base stats are AC 20, touch 12, flat-footed 18 (+8 armor, +2 Dex); Fort +9, Ref +5, Will +3; Melee masterwork katana +20/+15 (1d8+11/18-20x2)

### STATISTICS

Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 8

Base Atk +10; CMB +14; CMD 26 (29 vs. disarm or sunder)

**Feats** Combat Expertise, Coordinated Maneuvers<sup>APG</sup>, Greater Weapon Focus (katana), Improved Trip, Outflank<sup>APG</sup>, Precise Strike<sup>APG</sup>, Psychic Sensitivity<sup>OCC</sup>, Weapon Focus (katana), Weapon Specialization (katana)

**Skills** Climb +7, Handle Animal +3, Intimidate +7, Knowledge (arcana) +6, Knowledge (engineering) +6, Knowledge (nature) +7, Knowledge (planes) +8, Perception +6, Profession (soldier) +6, Survival +7, Swim +6

**Languages** Japanese

**SQ** armor training +2, educated (Knowledge [arcana] +2, Knowledge [nature] +6, Knowledge [planes] +4), guarded, order of the eastern star<sup>OCC</sup>, pierce the guard

**Combat Gear** masterwork katana<sup>UC</sup>, o-yoroi armor<sup>UC</sup>; **Other Gear** a jade brooch worth 2,500 gp

**Treasure:** the jade brooches that the samurai carry show the same symbol as the one found on Kimei Yamashiro's *amulet of natural armor*. General Wada also carries a brooch like these ones.

**Development:** Having triumphed over the samurai, the PCs have a little bit of time to explore the upper deck. Approaching the ship's forward, they spot General Katashi Wada.

## H2. SS BAIKAL FORWARD DECK (CR 16)

The forward deck is 10 feet lower than the rest of the upper deck, with two sets of stairs leading down into the 30x30-ft. area at the front of the ship. Roughly leveled with the aft and middle section of the ship, a 5-foot-narrow metal catwalk runs from port to starboard 10 feet above the forward deck's floor.

At the very front of the forward deck rests a huge wooden crate that the PCs might recognize in case they explored area **C8. Arsenal** back in Priiskovyy: this is the box where Wada kept the samurai's armors and weapons, as well as the shisa "statue"—in reality, the imperial foo dire lion named Saiouzi.

**Creatures:** General Katashi Wada stands in the catwalk with his right hand resting on the grip of his sheathed katana, waiting for the weakened PCs to come at him. He refuses to speak, considering that there can be no diplomacy with the servants of Baba Yaga. The old samurai keeps Saiouzi hidden inside the crate; revealing the existence of a magical creature in a magic-ridden world like Earth is something Wada would rather avoid. When summoned with a word of command (a free action), Saiouzi slams the crate open and joins the fight.

Scriba is also in this area, gagged, tied up, and unconscious at Saiouzi's feet inside the crate. After the foo creature enters the combat, the Russian spy can be spotted inside the box with a successful DC 15 Perception check.





**GENERAL KATASHI WADA****CR 14****XP 38,400**Male **samurai**<sup>UC</sup> (sword saint) 15

LN Medium humanoid (human)

**Init** +6; **Senses** Perception +13**DEFENSE****AC** 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)**hp** 147 (15d10+45)**Fort** +13, **Ref** +9, **Will** +8**Defensive Abilities** DR 12/—, 25% chance to negate critical hits and sneak attacks**OFFENSE****Speed** 30 ft.**Melee** +3 *fey bane katana* +23/+14/+9 (1d8+9/15-20x2)**Ranged** +4 masterwork composite longbow +18/+13/+8 (1d8+3/x3)**Special Attacks** challenge (+15, +4 dodge bonus to AC and +4 insight bonus on saves against attacks and abilities of the target, 5/day), *iaijutsu strike* +8d6, *roaring iaijutsu* (DC 21), *terrifying iaijutsu* (DC 19)**TACTICS**

**Before Combat** Katashi Wada stands ready to attack the PCs. The old samurai is currently under the effect of a *protection from arrows* spell cast by Saiouzi at caster level 10th. He also activates Combat Expertise and Improved Stalwart to gain DR 12/—, and waits for the PCs to come near him in the catwalk.

**During Combat** If the PCs refuse to approach him, Wada takes the initiative and moves into melee range.

He chooses the target of his challenge ability and makes an *iaijutsu strike* as a standard action (challenge bonuses apply). If this attack hits, it triggers Wada's *terrifying iaijutsu* and *roaring iaijutsu* extraordinary abilities. He focuses on one target at a time, and when that foe is down he sheathes his sword and chooses a new target of the challenge, repeating his tactics for each enemy.

As necessary, Wada spends uses of resolve and greater resolve to remove debilitating conditions, to improve his chances on Fortitude and Will saves, and to negate critical hits. If reduced below 30 points, Wada activates the honorable stand ability against his current target.

If denied his Dex bonus, Wada loses his DR.

**Morale** Wada fights until defeated.

**BASE STATISTICS**

When Combat Expertise is not active, Katashi Wada's base stats are **Fort** +11, **Ref** +7, **Will** +6; **Defensive Abilities** 25% chance to negate critical hits and sneak attacks; **Melee** +3 *fey bane katana* +23/+18/+14 (1d8+11/15-20x2).

**STATISTICS****Str** 16, **Dex** 14, **Con** 14, **Int** 12, **Wis** 12, **Cha** 13



**Base Atk** +15; **CMB** +18; **CMD** 30

**Feats** Combat Expertise, Diehard, Endurance, Greater Weapon Focus (katana), Improved Critical, Improved Initiative, **Improved Stalwart**<sup>UC</sup>, **Psychic Sensitivity**<sup>OCC</sup>, **Stalwart**<sup>UC</sup>, Toughness, Weapon Focus (katana), Weapon Specialization (katana)

**Skills** Bluff +20, Climb +8, Diplomacy +9, Intimidate +15, Knowledge (arcana) +7 (+14 on checks involving the occult or supernatural), Knowledge (geography) +8, Knowledge (history) +6, Knowledge (nature) +6, Knowledge (planes) +8 (+15 on checks involving the occult or supernatural), Knowledge (religion) +6, Perception +13, Profession (soldier) +10, Survival +10, Swim +8

**Languages** English, Japanese

**SQ** brutal slash, demanding challenge, guarded, greater resolve, honorable stand, order of the eastern star, resolve (8/day), pierce the guard, weapon expertise (katana)

**Combat Gear** +3 masterwork composite longbow, +3 *fey bane katana*<sup>UC</sup>, +3 *light fortification leather lamellar armor*<sup>UC</sup>; **Other Gear** a jade brooch worth 2,500 gp.

<sup>OCC</sup> = *Pathfinder Roleplaying Game Occult Adventures*

<sup>UC</sup> = *Pathfinder Roleplaying Game Ultimate Combat*

## SAIOUZI

CR 14

See area **C8. Arsenal** for Saiouzi's statistics.

### TACTICS

**Before Combat** Saiouzi casts a *clairvoyance* spell outside the box and watches the combat between Wada and the PCs, waiting for his master's order to come out and join the battle.

**During Combat** Saiouzi avoids injuring the PCs, applying the Merciful Spell metamagic feat to his casting or relying on spells that are not directly harmful. His first action is either a *mass daze* or a *greater command* ordering every targetable PC to give up his weapon.

**Morale** As long as Wada is still alive, Saiouzi fights on. However, if Wada dies before Saiouzi falls, the foo creature's duty towards the general immediately ends, and gets transferred to the next leader of the order. No longer obliged to blindly follow Wada's orders, Saiouzi attempts to talk to the PCs to get to

the bottom of their story. Unlike his fallen master, he is not completely convinced that the PCs are evil servants of Baba Yaga. The foo creature casts *calm emotions* to try and end the combat. If Wada merely falls unconscious, Saiouzi keeps fighting.

**Treasure:** After this combat is over, the PCs can claim the six defeated samurai's gears, as well as General Wada's magic katana and armor. The group carries no other valuables.

**Development:** If the PCs make truce with Saiouzi, the foo dire lion casts *zone of truth* and starts asking the PCs questions. Saiouzi only knows the PCs' story through General Wada's biased reports, and now he wishes to hear it directly from the source.

---

*"Who are you, and from what world do you come from?"*

*"Why do you bear the mantle of Baba Yaga's Dark Knight, and why do you do her bidding?"*

*"What is your business on Earth?"*

---

*"After you finish helping Baba Yaga, will you act against her?"*

---

The PCs' real origins come as no shock to Saiouzi, him being an extraplanar creature himself. The last question is probably the trickiest ones, but there is no right answer: of course Saiouzi would be pleased if the PCs intended to turn against Baba Yaga in the future, but he understands their situation. As long as the PCs are frank with Saiouzi, and convince him they mean well, the foo dire lion remains friendly, and offers to answer questions about himself and the Order of the Eastern Star. However, if the PCs insist on lying and antagonizing him, Saiouzi refuses to free Scriba and orders the PCs to leave, a situation that can quickly escalate back to combat.

These are some of Saiouzi's answers to potential questions:

**Who are you?** "I am Saiouzi, a shisa guardian at the service of the Order of the Eastern Star. My allegiance lies with the master of the Order, for reasons beyond my will, and treaties struck long ago."





**What is the Order of the Eastern Star, and who is its master?** “The Order of the Eastern Star exists in different planes, including yours; its mission is always the same: to protect each world against threats from other realms. On Earth, the Order was established eight centuries ago by the samurai Tomoe Gozen, a renegade daughter of Baba Yaga. Under Tomoe’s leadership, the Order drove Baba Yaga and her servants out of Japan, where the old hag was known as Onibaba. After the purge in Japan, Baba Yaga turned her attention to the people that live in this region, the slavs, and carved out a dominion here in Russia. However, the Order knows no boundaries: wherever Baba Yaga is, we follow to strike. Master Wada was our leader, but with his death, a replacement needs to be named.”

**Why do you tell this now? Why didn’t Wada give us a chance to prove ourselves?** “Master Wada was a distrustful man with impressive psychic sensibility. I am not sure if you know this, but the stench of Baba Yaga is all over you; he could sense it, as can I. The samurai of the Order go through rigid training and are very stern and steadfast, which in his case is another word for stubborn. Master Wada thought your words were all lies and trickery, even though I advised him to search for the truth in them. I can see that even working for Baba Yaga, you are not her servants, and wish no evil, but he did not see it that way. He wanted you dead, and I, like the other samurai, was bound to obey him. Until his death, that is. I wish you no harm, foreigners. Wada’s zealotry has already cost too many lives today.”

If convinced about their good intentions, Saiouzi will not object to the PCs taking the legendary sword and armor of Tomoe Gozen to help on their quest against Rasputin. Before the PCs wake Scriba up, Saiouzi bids farewell, wishes them good luck, and teleports away (or resumes his disguise as a statue, if he has no *teleport* spells left).

If the PCs kill Saiouzi before having the opportunity to talk to the foo creature, just skip to Scriba’s rescue. A quick search reveals the informer asleep inside the huge crate on the deck. The Russian spy is under the effect of a strong sedative, but the substance is already wearing off; a vigorous shake or a *remove poison* spell can easily bring him to consciousness.

Scriba is startled to find himself in a boat full of fallen Japanese soldiers and with the PCs staring at him. He tries to assess the situation by activating the first code phrase: “*I saw a monk in the woods*”. In case the PCs have not gotten the code phrases from Sam, they can still try to go along by probing the spy’s mind with *detect thoughts* or the like, since the whole conversation is in Scriba’s surface thoughts.

Without the code phrases, Scriba’s starting attitude is hostile, and it will take the PCs a lot of convincing to get him to speak. Even if the PCs identify themselves as members of the Allied army, Scriba insists that he will only talk after confirming his contact’s identity. If inquired, he says his contact’s codename is Shoo (a play of word on Sam’s name—**Samuel Hooley**). The connection should be easy to make; a DC 15 Intelligence check may help the PCs put two and two together.

The PCs can keep on interrogating Scriba or simply take him to Sam, who will be able to get the information they need. Luckily, he is not far: if the PCs do not have the password, it means they failed to rescue Sam from the deposit compartment in this very same ship, in which Wada locked him up before the invasion in Irkutsk. Imprisoned by the Japanese troops, Sam heard the gunfire fight outside and, now that things have quieted down, bangs violently on the door calling for help. A DC 15 Perception check allows the PCs to hear these cries coming from the lower deck. Face to face with the spy, Sam exchanges the code phrases and, keeping his promise to the PCs, tells Scriba to share his report with them.



Scriba starts by retelling the assassination of Rasputin. The mad monk was poisoned over a banquet, and later shot, stabbed, and drowned by conspirators. Many legends and rumors soon arose, and lately the Bolsheviks decided to follow up on the theory that Rasputin's death had been faked (better to be safe than sorry). Investigators studied the murder and all the ensuing events, from the recovery of the body to its recent exhuming and cremation. Such inquiries uncovered clues suggesting that the corpse was not Rasputin's, and that the mad monk had fled St. Petersburg to a monastery, possibly accompanied by the only remaining Romanov: Anastasia, daughter of the last Tsar. The Bolsheviks now seek to find and kill both Rasputin and Princess Anastasia Romanov to prevent the tsarist regime from ever returning.

The Bolshevik traced Rasputin to a small Siberian village in the north, used as prison camp by the old monarchy. They sent at least three military incursions to the village, but all disappeared without a trace. Scriba pulls out a map of Siberia and gives Sam and the PCs the coordinates to the village.

## CONCLUDING THE ADVENTURE

Having finally pinpointed Rasputin's whereabouts just a hundred miles north of Lake Baikal, the PCs now focus on reaching this destination and rescuing Baba Yaga from her prison. With a map containing the exact location, they can safely use magic to reach the village indicated by Scriba, or they can use transportation acquired from the Allied army (such as aircrafts or aerosanis).

Sam passes Scriba's report on to the higher command, but omits the fact that the PCs are also in possession of this information (as per his promise). The PCs can sign off of the Allied troops without warning and be on their way, or they might want

say goodbye to Sam, General Nicholls, or to other friends they have made. Upon the news of the PCs' departure, however, Nicholls tries to stop them, suspicious that they are leaving to go after Rasputin.

Truth is Nicholls no longer intends to keep his end of the bargain with the PCs. The Allied army immediately starts to mobilize to reach the monastery and "rescue" Rasputin and Princess Anastasia before the PCs do—a military move thought to be fundamental for the reinstatement of the monarchy, with Anastasia as the new Tsarina. Gladly, the PCs have seen how long it takes for the Allies to advance their troops; as a small group, the characters will get in and out of Rasputin's lair without ever getting to see General Nicholls and his troops ever again.

In the coming months, both the Bolshevik and the Allied armies will fail to find any traces of Rasputin or Anastasia. The Great War officially ends in January 1919, with the signing of the Treaty of Versailles, and with the Allies coming out as the winners. The Allied army retreats from Russia, where, the conflict continues until 1922, with the victorious Bolsheviks proclaiming the Union of Soviet Socialist Republics after a bloody power struggle within its own ranks.

Right now, the delay in the PCs' advance has made Rasputin believe that his initial threats drove them away. During the past week, an unconcerned Rasputin has been meticulously focusing on his plans, which are now about to come to fruition. However, during all this time, the shadow demons spawned inside the Dancing Hut to spy on the PCs have been following the group to learn what comes of their mission on Earth (see the fifth volume [#71] of the [Witches of Winter Adventure Path](#) from Paizo, Inc.). When the PCs arrive at the prison camp, the shadows seek out Rasputin to warn him about the intruders, leading up to the subsequent events in the [Witches of Winter Adventure Path](#).



# APPENDIX I: THE BUSHI ARCHETYPE

## BUSHI (FIGHTER)

Bushi are disciplined fighters devoted to the way of the warrior, a doctrine that stretches far beyond the mastery of the sword. Their demanding studies and martial training include philosophy, arts, and religion, as well as the adherence to a stern code of conduct. The bushi hone their minds as well as their blades, and fight using both.

**Weapon and Armor Proficiency:** A bushi is proficient with all simple weapons, plus the bo staff, katana, kusarigama, longbow, naginata, nodashi, shuriken, and wakizashi. Bushi are also proficient with all armor (heavy, light, and medium), but not with shields.

**Bushido (Ex):** At 1st level, a bushi chooses a cavalier or samurai order. As long as he abides by his chosen order's edicts, the bushi gains the bonuses, skills, and order abilities granted by that order (but not the challenge ability).

A bushi who chooses to change his order loses all of the benefits from his old order and must follow the edicts of his new order for one whole level before gaining any benefits from it. This restriction does not apply if the bushi becomes a ronin; in that case, he immediately replaces the benefits from his old order with those from the ronin order. This ability replaces the fighter bonus feats gained at 1st, 2nd, 8th, and 14th levels.

**Educated (Ex):** At 2nd level, and every four levels thereafter, a bushi selects one Knowledge or Craft skill. He gets a +2 bonus on checks using the selected skills. In addition, at each such interval, the bonus granted to any one of his selected skills increases by +2. This ability replaces Bravery.

**Bujutsu (Ex):** Starting at 5th level, a bushi hones his concentration and refines his technique with one weapon of his choice. He gains a +1 bonus on attack rolls, damage rolls, and combat maneuver checks made with his chosen weapon. While the bushi is wielding his chosen weapon, this bonus also applies to Combat Maneuver Defense versus disarm or sunder attempts made against his chosen weapon.

Every four levels beyond 5th, this bonus increases by +1. This ability replaces Weapon Training.

# APPENDIX II: EARTH ARMORS AND WEAPONS

On Earth, the technological advances of the 19th and early 20th centuries drastically changed warfare. World War I saw the rise of modern weapons and field tactics that immediately rendered most forms of personal protection obsolete. The war industry experimented with different models of helmets and body shields to protect soldiers on the battlefield, where heavy and cumbersome armors proved to be a deadly hindrance.

Still, armors did not see widespread use during the war, and due to their scarceness it was common for soldiers to wear gear captured from enemy troops. Below are some of the new armors and weapons employed in World War I.

## DAYFIELD BODY SHIELD (LIGHT MODEL)

**Price** 50 gp; **Type** light; **Weight** 5 lbs.

**Armor Bonus** +3; **Max Dex Bonus** +6; **Armor Check Penalty** -1

**Arcane Spell Failure Chance** 10%

The Dayfield body shield is a fortified vest with manganese-alloy plates sewn into the fabric. Though it is of little use against direct bullet fire, it still offers



good protection against shrapnel and melee weapons such as knives and bayonets. Donning a Dayfield body shield takes 1 round.

### B.E.F. ARMOR

**Price** 150 gp; **Type** light; **Weight** 7 ½ lbs.

**Armor Bonus** +4; **Max Dex Bonus** +5; **Armor Check Penalty** -1

**Arcane Spell Failure Chance** 15%

Named after the British Expeditionary Force, the B.E.F. armor is a step forward in relation to the Dayfield body shield, providing better protection and covering a larger portion of the body for just a little more weight. Its pieces include a back plate, a large manganese steel chest plate flanked by two smaller ones, and an abdominal defense that extends to the groin area, all sewn together like a vest. Donning a B.E.F. armor takes half the time of donning a chain shirt armor.

### RUSSIAN BREASTPLATE

**Price** 250 gp; **Type** light; **Weight** 9 lbs.

**Armor Bonus** +5; **Max Dex Bonus** +3; **Armor Check Penalty** -2

**Arcane Spell Failure Chance** 20%

This chrome-nickel breastplate of Russian manufacture is covered and lined with enough silk (or mat) to double the plate's one-eighth inch of thickness. Widely used during the Russo-Japanese War, this bulletproof waistcoat performs better against rifle fire than other similar armors. This armor gives the wearer DR 1/— against firearms.

### LOBSTER ARMOR

**Price** 500 gp; **Type** medium; **Weight** 24 lbs.

**Armor Bonus** +6; **Max Dex Bonus** +3; **Armor Check Penalty** -4

**Arcane Spell Failure Chance** 25%

This German heavy breastplate gets its nickname from the overlapping metal plates that resemble a lobster's carapace. Despite the good protection provided against firearms and shrapnel, its weight makes it impractical for modern warfare, and the model equips mainly sentries and stationary units (such as artillery or

machine gun troops). It is designed for quick removal in case a soldier needs to leave his post to join the combat; the lobster armor can be removed with a full-round action. This armor gives the wearer DR 2/— against firearms.

### F1 PERCUSSION GRENADE

**Price** 100 gp; **Type** modern firearm (explosive); **Weight** 1 lb.

**Damage** 2d6, bludgeoning; **Critical** ×2; **Range** 20 ft.

This mass-produced hand grenade of French design is also known as *limonka*—little lemon, in Russian—due to its shape and size. Widely used by both the Russian White Army and the Bolshevik regime, the F1 is a time-fused explosive that takes about 3.5 seconds to detonate once activated. The device explodes at the end of the attacker's turn, provoking a concussive blast that deals 2d6 points of bludgeoning damage to all creatures in a 10-foot radius (Reflex DC 20 for half). A F1 percussion grenade functions as a throwing splash weapon.

### LEWIS M1916 MACHINE GUN

**Price** 2,000 gp; **Type** modern two-handed firearm; **Weight** 28 lbs.

**Damage** 4d4, bludgeoning and piercing; **Critical** ×4; **Range** 120 ft.

**Special** automatic; **Capacity** 97; **Misfire** 1

The Lewis M1916 machine gun's combination of firepower, autonomy, and portability makes it the ideal weapon for aircraft use. Mounted in the front or in the back of a plane's cockpit, it allows the gunner to quickly change the direction of the firing arc, and can even be aimed upwards. Due to a unique design, each muzzle blast draws air over the barrel, aiding with the cooling system and reducing the chance of misfire in comparison to other weapons of its kind.

The Lewis M1916 machine gun is light enough to be wielded, but in this case the weapon's recoil imparts a -2 penalty on attack rolls, plus a -4 penalty on Dex- and Str-based checks and skill checks due to encumbrance. This machine gun works with external magazines and is only capable of automatic fire.



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