

REIGN OF WINTER

NADYA PETSKA

A young mother of three, the rebellious and wilderness-savvy widow Nadya Petska struggles to import much-needed food and supplies to the village of Waldsby, all while nursing a hatred of the White Witches of Irrisen.

NADYA PETSKA**CR 2****XP 600**

Female human (Ulfen) ranger 3

CG Medium humanoid (human)

Init +2; **Senses** Perception +5**DEFENSE****AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)**hp** 24 (3d10+3)**Fort** +4, **Ref** +5, **Will** +0**OFFENSE****Speed** 30 ft.**Melee** handaxe +3 (1d6+1/x3) and light pick +3 (1d4/x4) or handaxe +5 (1d6+1/x3) or light pick +5 (1d4+1/x4)**Ranged** composite longbow +5 (1d8+1/x3)**Special Attacks** favored enemy (animals +2)**TACTICS****During Combat** Nadya tries to keep her distance in battle, firing her bow at adversaries before they can close on her. When faced with more dangerous foes, especially those attuned to cold, Nadya hurls a flask of alchemist's fire to hinder them.**Morale** Nadya fights with conviction, but recognizes overwhelming odds and surrenders when necessary. In the face of truly uncompromising evil, she fights to the death.**STATISTICS****Str** 12, **Dex** 15, **Con** 13, **Int** 12, **Wis** 8, **Cha** 14**Base Atk** +3; **CMB** +4; **CMD** 16**Feats** Endurance, Point-Blank Shot, Skill Focus (Survival), Two-Weapon Fighting, Weapon Finesse**Skills** Acrobatics +5, Climb +5, Handle Animal +6, Heal +5, Knowledge (geography) +7, Knowledge (local) +4, Knowledge (nature) +7, Perception +5, Ride +6, Stealth +8, Survival +8**Languages** Common, Skald**SQ** favored terrain (cold +2), track +1, wild empathy +5**Combat Gear** *potion of cure moderate wounds*, alchemist's fire (2); **Other Gear** mwk studded leather, composite longbow (+1 Str) with 20 arrows, dagger, handaxe, light pick, *snowshoes of northern pursuit* (see page 61), backpack, bedroll, cold-weather outfit, flint and steel, hooded lantern, oil (2), rations (10 days), tindertwigs (3), traveler's outfit, waterskin, winter blanket, 36 gp, 27 sp, 41 cp

Only 26 years old, Nadya Petska has already experienced a lifetime's worth of tragedy and hardship. Widowed 2 years ago when her husband Hjalnek fell to a greedy ice troll in the Hoarwood Forest, Nadya harbors a grudge against the White Witches of Irrisen and their monstrous allies. Since her husband's death, she has struggled to care for their three children—a 7-year-old daughter, Thora, and twin 5-year-old sons, Orm and Mjoli. The task is made even more challenging, however, because Nadya must provide for her family, which forces her to rely on friends to look after her children while she travels. Shortly after her husband's death, Nadya took up his trade as a food merchant and importer for the eastern reaches of the Hoarwood, including her home village of Waldsby. Hjalnek had taught her many things about survival and travel in the wilds, allowing her to carry on his work and succeed despite the challenges that she faces. As a result, many people in Hoarwood rely on her business, including the local Jadwiga aristocracy, who use Nadya's provisions to supplement the food they import for themselves from Whitethrone and outside Irrisen.

About a year ago, Nadya established peaceful contact with a friendly tribe of Kellids near Irrisen's border with the Realm of the Mammoth Lords, trading with them for grain, raw meat, livestock, leather goods, and furs. Nadya's dogsleds make frequent, multi-week runs through the forest and the tundra of eastern Hoarwood so she can barter with the Kellids and restock the village storehouses. Because of her boldness and the invaluable service she provides, Nadya has become a trusted name in Waldsby. Unfortunately, she still struggles to win influence with the White Witch Nazhena Vasilliovnova, who rules the region from her Pale Tower. Nadya supplies the Pale Tower in addition to Waldsby, but the witch's guards routinely commandeer Nadya's shipments rather than pay a fair price for them. In exchange, the peasants of Waldsby receive a little less harassment when the soldiers visit the village. Although she resents Nazhena's sense of entitlement, Nadya has come to view this arrangement as a necessary food "tax"—one that earns her the continued freedom to look after the well-being of her friends and family.

NPC GALLERY

Unfortunately, another tragedy has recently befallen Nadya. While she was away on a trade run, Nazhena and her guards visited Waldsby. Nadya's daughter, Thora, encountered Nazhena and inadvertently insulted the witch. In a fit of pique, Nazhena had the girl hauled off to the Pale Tower to punish her for her insolence. When Nadya returned and learned of her daughter's capture, she hurried to the tower to plead for the girl's return. Nazhena agreed to release Thora only if Nadya could provide her with a new shipment of food, larger than ever before—supplies which Nazhena would need to provision her forces on the other side of the winter portal. Nadya hastened to fulfill this bargain, trading almost everything she had to secure enough food from the Mammoth Lords to meet Nazhena's price. When the PCs encounter Nadya, she's on her way back to negotiate for Thora's release, unaware that the endeavor is fruitless, as Nazhena has already killed Thora and used her soul to create a guardian doll to watch Irrisen's newly extended border on the other side of the portal (see page 25).

Nadya stands only 5-1/2 feet tall. She wears her vibrant red hair in three braids, two short braids framing her pale face, and a third, longer braid hanging down her back. Her slight build belies the inner strength with which she draws her favorite longbow and weathers the harsh conditions of Irrisen's wilds. Nadya usually dresses in soft leathers laced tight and lined with fur to ward off the cold. When traveling, she dons her armor for protection, along with a white fur cloak and matching hat to make herself less visible in the snow. Her quiver is always full, and she carries a handaxe and pick to defend herself against the many dangers of the wilderness.

CAMPAIGN ROLE

Nadya has a significant role to play in "The Snows of Summer," as well as in the next installment of the Reign of Winter Adventure Path. More than anyone, she represents the most accepting, capable, and willing supporter of the PCs' activities in Irrisen. Her hatred for the White Witches and professional dealings with foreign merchants make her an ideal ally for the PCs. Likewise, her experience with cold-weather survival and overland trade routes could benefit them tremendously when they travel through the icy north. Nadya also has a specific grudge against the Jadwiga Elvanna, having lost both her husband and daughter to the depredations of the White Witch Nazhena Vasilliovna and her servants.

In this adventure, the PCs have a chance to win Nadya's gratitude and growing admiration. She offers to shelter them in her home village of Waldsby while they acclimate to the harsh conditions of the wintry north. In addition, Nadya's relationship with the domovoi Hatch, a former servant of the Pale Tower (see page 39), gives the PCs a unique opportunity to infiltrate the tower and face those

responsible for the winter portal. At the same time, the PCs can bring closure to Nadya regarding the loss of her daughter, Thora, by informing her of the guardian doll they encountered in the Border Wood (see page 38).

In the next volume of the Adventure Path, "The Shackled Hut," Nadya is destined to lead the PCs to Whitethrone, acting as an expert guide and putting the PCs in contact with a relative who can aid their mission in the capital.

Romance could also bloom for Nadya as the determined widow unexpectedly finds love again with a kindhearted PC who bonds with her and her remaining children. She could even become a cohort, or accompany the PCs on the rest of their adventures once they find Baba Yaga's *Dancing Hut*.



REIGN OF WINTER

RADOSEK PAVRIL

Abducted from Taldor as a child, Radosek Pavril distinguished himself as a practitioner of winter witchcraft in Irrisen. Today he serves his mistress, the White Witch Nazhena Vasilliovná, as apprentice and caretaker of the Pale Tower.

RADOSEK PAVRIL

CR 5

XP 1,600

Male human (Taldan) witch (winter witch) 5 (*Pathfinder RPG Advanced Player's Guide* 65, *Pathfinder Campaign Setting: Inner Sea Magic* 43)

NE Medium humanoid (human)

Init +2; **Senses** Perception +3

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 natural)

hp 50 (5d6+30)

Fort +4, **Ref** +4, **Will** +8

Resist cold 5

OFFENSE

Speed 30 ft.

Melee *icicle wand* +3 (1d4/19–20 plus 1 cold)

Special Attacks hexes (flight [*feather fall* at will, *levitate* 1/day, *fly* 5 minutes/day], frozen caressSM), ice magicSM

Spell-Like Abilities (CL 5th; concentration +4)

Constant—*endure elements* (cold only)

Witch Spells Prepared (CL 5th; concentration +8)

3rd—*Irriseni mirror sight**, *summon monster III*

2nd—*blindness/deafness* (DC 15), *false life*, *flurry of snowballs** (DC 16)

1st—*chill touch* (DC 14), *frostbite*^{UM}, *ill omen*^{APG}, *mage armor* o (at will)—*daze* (DC 13), *detect magic*, *ray of frost*, *touch of fatigue* (DC 13)

Patron winter^{UM}

* See page 73.

TACTICS

Before Combat Radosek always casts *false life* and *mage armor* before battle.

During Combat Radosek casts *summon monster III* on the first round of combat, using the *cauldron of overwhelming allies* in area Q20 to summon 2d3 Small ice elementals to surround and protect himself. He then uses his flight hex to levitate or fly above the fray, conjuring *ice spears* with his *icicle wand* or casting *blindness/deafness* on anyone targeting him with ranged attacks or spells. Thereafter, Radosek resorts to his touch spells, spending a swift action to infuse them with his frozen caress hex, either delivering hexes himself or relying on his familiar, Valstoi, to do so.

Morale If reduced to 15 or fewer hit points, Radosek flees, either through the room's windows using his flight hex, or into area Q23 to use the ice crystal teleporter. In either case, he retreats to the courtyard (area Q2), where he rallies any remaining defenders in the Pale Tower (see Development on page 45). Thereafter, Radosek fights to the death.

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 17, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +2; **CMD** 15

Feats Alertness^B, Craft Magic Arms and Armor, Craft Wand, Iron Will, Toughness

Skills Craft (alchemy) +10, Fly +8, Intimidate +7, Knowledge (arcana) +10, Knowledge (local) +5, Knowledge (nature) +7, Knowledge (nobility) +5, Knowledge (planes) +7, Perception +3, Sense Motive +3, Spellcraft +10, Survival +4, Swim +4, Use Magic Device +6

Languages Common, Giant, Skald, Sylvan

SQ cold fleshSM, exceptional resources, witch's familiar (goat named Valstoi)

Combat Gear *icicle wand* (42 charges; see page 61), *potions of cure moderate wounds* (2), *scroll of animate objects*; **Other Gear** *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, spell component pouch

SPECIAL ABILITIES

Exceptional Resources (Ex) As Nazhena Vasilliovná's apprentice, Radosek has access to all of the resources of the Pale Tower, granting him the same wealth as a PC. This increases his CR by 1.

VALSTOI

CR —

Female goat familiar (*Pathfinder RPG Bestiary* 3 112)

N Small magical beast (augmented animal)

Init +1; **Senses** low-light vision; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

hp 20 (5 HD)

Fort +3, **Ref** +3, **Will** +4

Defensive Abilities improved evasion

OFFENSE

Speed 30 ft.

Melee gore +4 (1d4+1)

Special Attacks deliver touch spells

NPC GALLERY

STATISTICS

Str 12, **Dex** 13, **Con** 12, **Int** 8, **Wis** 11, **Cha** 5

Base Atk +2; **CMB** +2; **CMD** 13 (17 vs. trip)

Feats Nimble Moves

Skills Acrobatics +1 (+5 when jumping), Climb +5, Craft (alchemy) +3, Fly +9, Intimidate +2, Knowledge (arcana) +3, Knowledge (local) +1, Knowledge (nature) +0, Knowledge (nobility) +1, Knowledge (planes) +0, Spellcraft +3, Survival +0 (+4 to find food), Use Magic Device +1

SQ alertness, empathic link, share spells, speak with master, store spells

SPECIAL ABILITIES

Stored Spells All cantrips and prepared spells plus: 1st—*cause fear*, *charm person*, *cure light wounds*, *icicle dagger*^{UM}, *sleep*, *summon monster I*, *unshakable chill*^{UM}; 2nd—*cure moderate wounds*, *resist energy* (cold only), *scare*; 3rd—*bestow curse*, *ice spears*SM

Unlike most winter witches in Irrisen, Radosek Pavril claims no direct bloodline linking him to the Jadwiga descended from Baba Yaga. Instead, he was stolen from his family in Taldor at the age of 4 by a White Witch of Irrisen, and magically transported to the icy north as tribute for a service rendered to his late father—a foolish Taldan noble whose ambitions in Oppara ended in bloody disgrace despite the deal he cut with the White Witch.

Originally, the White Witch planned to sacrifice Radosek in a demonic ritual requiring the soul of an innocent, but the witch's daughter—a teenage girl named Nazhena Vasillioivna—discovered the boy's aptitude for magic and pleaded with her mother to spare him. As a result, Nazhena raised and trained Radosek in the ways of the winter witches. Radosek eventually came to serve as both Nazhena's apprentice and lover, and with his assistance, Nazhena supplanted her mother and claimed the Pale Tower for herself.

Fervently loyal to Nazhena (for now), Radosek is well on his way to establishing a solid reputation for himself. For her part, Nazhena secretly admires Radosek's determination and skill, and for now, Radosek's success furthers Nazhena's own advancement. She readily takes credit for his accomplishments while blaming her failures on her "flawed Taldan apprentice." She's grown increasingly worried, however, about Elvanna's displeasure with their failed attempts to capture and kill the Black Rider. Radosek has sensed Nazhena's growing unease and strives to carry out her task even as she reports to Whitethrone on their lack of progress. So far, he's charged the minions of the Pale Tower to redouble their efforts, hoping to share news of their success with Nazhena.

CAMPAIGN ROLE

Radosek is the primary villain in "The Snows of Summer," commanding the Pale Tower in Nazhena Vasillioivna's absence. Although charged only with maintaining the winter portal into Taldor, he secretly hopes to also capture the Black Rider, thereby proving himself worthy of his mistress's continued trust and praise. This motivation keeps Radosek vigilant as he monitors the winter portal, scrying through mirrors in both Taldor and Irrisen to learn more about the PCs and their goals over the course of the adventure. This may provide opportunities for interaction between the PCs and Radosek long before they meet in the adventure's final showdown. Even after the PCs have defeated Radosek—and once they've managed to deactivate the portal to Taldor—Radosek's journals make it clear that a greater threat looms ahead, for Nazhena will certainly seek revenge for the violation of her tower, the death of her apprentice, and the threat the PCs pose to Queen Elvanna's plans for Golarion.



REIGN OF WINTER

REIGN OF WINTER TREASURES

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

ATTENTIVE MIRROR		PRICE
		1,800 GP
SLOT none	CL 5th	WEIGHT 1/2 lb.
AURA faint abjuration and divination		

This small, ornate mirror is mounted inside an enclosing case, such as a locket, small jewelry box, or even just a leather flap. To use an *attentive mirror*, the owner must spend 1 hour gazing into the mirror in a ritual to attune herself to it. At the end of this time, the owner can willingly give the mirror to another creature. Thereafter, the creature that has the mirror can use it as an emergency means of communication with the mirror’s owner. Up to three times per day, the mirror’s possessor can open it to alert the attuned owner. This functions as a mental *alarm* with a range of 100 miles. The White Witches of Irrisen frequently provide *attentive mirrors* to their loyal minions and monstrous allies so the witches can be notified when their agents have important news. Once alerted, an attuned witch can then send aid or cast *Irriseni mirror sight* to view the situation through the mirror and receive a minion’s report directly.

CONSTRUCTION REQUIREMENTS	COST 900 GP
---------------------------	-------------

Craft Wondrous Item, *Irriseni mirror sight* (see page 73), *status*

CAULDRON OF OVERWHELMING ALLIES		PRICE
		4,500 GP
SLOT none	CL 8TH	WEIGHT 5 lbs.
AURA moderate conjuration		



The artistic scrawls on the dark surface of this small bronze cauldron depict an array of exotic animals, legendary beasts, leering fiends, and hosts of elementals. Once per day, if used as the focus or divine focus for a *summon monster*

or *summon nature’s ally* spell, the cauldron automatically conjures 1d3 additional creatures of the same kind from the next lower level list. For example, if a user casts *summon monster III* to summon 1d3 wolves, he could also summon 1d3 additional wolves (or other creatures from the 2nd-level list).

CONSTRUCTION REQUIREMENTS	COST 2,250 GP
---------------------------	---------------

Craft Wondrous Item, Spell Focus (conjuration), *summon monster IV* or *summon nature’s ally IV*

CLOAK OF THE YETI		PRICE
		4,000 GP
SLOT shoulders	CL 3rd	WEIGHT 5 lbs.
AURA faint abjuration		



This heavy cloak is crafted from shaggy white yeti fur. When the cloak’s hood is pulled up over the wearer’s head, it takes on a semblance of its arctic namesake’s fearsome visage. Northern warriors value its ability to ward against the chill of winter, as well as the protection it provides in combat. The *cloak of the yeti* provides

a constant *endure elements* effect in cold weather (it has no effect in hot weather). In battle, the cloak wraps around the wearer, granting a +1 natural armor bonus. In addition, with the hood drawn over the wearer’s head, the cloak grants a +2 competence bonus on Intimidate skill checks.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
---------------------------	---------------

Craft Wondrous Item, *barkskin*, *cause fear*, *endure elements*

ICE FLOE ELIXIR		PRICE
		2,250 GP
SLOT none	CL 6th	WEIGHT —
AURA moderate transmutation		



This chilled elixir usually takes the form of a pale blue liquid in a small glass vial coated in ice. Imbibing the elixir grants the drinker cold resistance 10 and the ability to merge with solid ice in the same fashion as *meld into stone*. These effects last for 1 hour.

Alternatively, instead of drinking the *ice floe elixir*, the vial can be uncorked, releasing a cold, glowing vapor from the vial’s mouth that coalesces around all living creatures within 30 feet. Creatures covered with the cloying vapor take a –20 penalty on Stealth checks and do not benefit from *blur*, *displacement*, *invisibility*, or similar effects for as long as they stay in the affected area. The vapor also reveals figments, *mirror images*, and *projected images* in the area for what they really are. This effect lasts for 5 rounds before the vapor dissipates. This effect does

not function in any environment already affected by fog, mist, or cloud-like effects.

CONSTRUCTION REQUIREMENTS	COST 1,125 GP
Craft Wondrous Item, <i>faerie fire</i> , <i>meld into stone</i> , <i>resist energy</i>	

ICICLE WAND		PRICE 12,250 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint conjuration [cold]		



This fragile-looking wand appears to be nothing more than a sharpened icicle nearly a foot in length, though it is as sturdy as any wand and the ice never melts. A combination of arcane tool and weapon, *icicle wands* find frequent use among the winter witches of Irrisen, and traders have carried them as far south

as the mountains of Cheliox, Andoran, and Taldor. An *icicle wand* functions primarily as a *wand of ice spears* (see page 72), granting its user the ability to create and turn icy terrain against her enemies. In addition, an *icicle wand* can also be wielded as a masterwork dagger that deals 1 point of cold damage with a successful attack in addition to normal dagger damage. An *icicle wand* with a caster level of 7th or higher functions as a +1 *frost dagger* instead.

CONSTRUCTION REQUIREMENTS	COST 6,125 GP
Craft Magic Arms and Armor, Craft Wand, <i>ice spears</i> SM , <i>icicle dagger</i> ^{UM}	

SNOWSHOES OF NORTHERN PURSUIT		PRICE 4,300 GP
SLOT feet	CL 3rd	WEIGHT 4 lbs.
AURA faint transmutation		



These masterwork snowshoes (*Pathfinder RPG Ultimate Equipment* 91) provide greater stability and weight distribution in snow. The snowshoes completely negate the effects of normal snow on movement, and reduce the movement penalties in heavy snow by half (i.e., it only costs 2 squares of movement to enter a square

covered with heavy snow instead of 4 squares of movement). In addition, the wearer can increase her land speed in snowy terrain by 10 feet for up to 10 rounds per day. This is considered an enhancement bonus and the duration need not be spent in consecutive rounds. Finally, as a standard action once per day, the snowshoes can generate a ripple effect that removes all trace of tracks left in the snow in a 60-foot radius.

CONSTRUCTION REQUIREMENTS	COST 2,150 GP
Craft Wondrous Item, <i>feather step</i> ^{APG} , <i>longstrider</i> , <i>pass without trace</i>	

SPEAR OF MANHUNTING		PRICE 3,925 GP
SLOT none	CL 3rd	WEIGHT 8 lbs.
AURA faint enchantment		



A 2-foot-long blade extends from the heavy crossbar of this +1 *boar spear*^{UE}. Designed to catch and hold humanoid prey, a *spear of manhunting* automatically resizes to match the size of its wielder when grasped. Once per day on a successful critical hit, the wielder of a *spear of manhunting* can cast *hold person* as an immediate action on the target hit by the attack (Will DC 13 negates). The *hold person* effect immediately ends if the spear is dropped or withdrawn, such as by making additional attacks with the weapon.

CONSTRUCTION REQUIREMENTS	COST 2,115 GP
Craft Magic Arms and Armor, <i>hold person</i> , <i>shrink item</i>	

SPITEFUL COOKIE		PRICE 750 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint transmutation		

These appealing treats usually come wrapped in wax paper, sealed with a drop of red wax embossed with the face of a smiling child. Made from sugar and bone meal, *spiteful cookies* can be made in a variety of shapes, such as humanoid creatures, dragons, or other legendary beasts. When the seal is broken and the cookie unwrapped, the creature that unwrapped the cookie must succeed at a DC 12 Will save or be compelled to eat the *spiteful cookie*. While initially quite tasty, the treat soon turns to ash, cursing the victim to starvation for the next 6 days, as the *feast of ashes* spell.

CONSTRUCTION REQUIREMENTS	COST 375 GP
Craft Wondrous Item, <i>beguiling gift</i> ^{APG} , <i>feast of ashes</i> ^{APG}	

SUGGESTIVE TEA		PRICE 1,500 GP
SLOT none	CL 5th	WEIGHT —
AURA faint enchantment (compulsion)		

A single dose of these dried tea leaves is enough to brew a cup of savory tea for one creature, who then becomes susceptible to suggestion for 1 hour after drinking the tea. During this time, anyone can suggest a course of activity to the drinker, who carries out the order to the best of his ability, as *suggestion* (Will DC 14 negates). In addition, the character drinking the tea has no recollection of the time spent carrying out the compulsion.

CONSTRUCTION REQUIREMENTS	COST 750 GP
Craft Wondrous Item, <i>modify memory</i> , <i>suggestion</i>	