

REIGN OF WINTER



HELDREN

LIKE IN MOST PEASANT COMMUNITIES IN SOUTHERN TALDOR, THE PEOPLE OF HELDREN MOSTLY KEEP TO THEMSELVES. FAR FROM THE POLITICS OF LOPPARA AND EVER-WATCHFUL FOR QADIRAN AGGRESSION, HELDREN GOES ON AS IT ALWAYS HAS, AS A RELATIVELY SMALL AND UNIMPORTANT HAMLET OF FARMERS, HERDERS, AND WOODCUTTERS. BUT HELDREN IS HOME TO A SECRET UNSUSPECTED BY ITS NORMALLY COMPLACENT CITIZENS: A MYSTICAL LEY LINE CONNECTS THEIR VILLAGE WITH ANOTHER FAR TO THE NORTH. COULD THE RECENT APPEARANCE OF UNSEASONABLE WINTER WEATHER IN THE NEARBY BORDER WOOD BE A HARBINGER OF WORSE THINGS TO COME?

HELDREN

HELDREN

NG village

Corruption -1; **Crime** -1; **Economy** -1; **Law** -3; **Lore** +0;

Society +4

Qualities broad-minded, rumormongering citizens

Danger +0

DEMOGRAPHICS

Government council

Population 171 (152 humans, 6 dwarves, 5 halflings, 4 gnomes, 3 elves, 1 half-elf)

Notable NPCs

Councilor Ionnia Teppen (NG middle-aged female human commoner 7)

Elder Natharen Safander (LG male half-elf cleric of Erastil 6)

Soothsayer Old Mother Theodora (N venerable female human adept 5)

MARKETPLACE

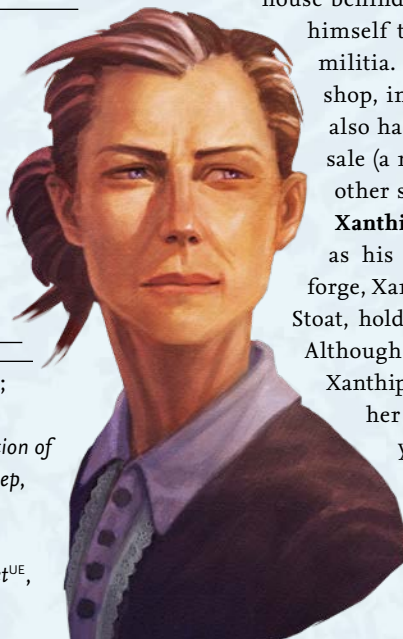
Base Value 500 gp; **Purchase Limit** 2,500 gp;

Spellcasting 3rd

Minor Items +1 *cold iron sling bullets* (10), *potion of resist energy* (cold), *scroll of aid*, *scroll of sleep*, *wand of magic weapon* (24 charges), *wand of scorching ray* (42 charges), masterwork banded mail; **Medium Items** *arrow magnet*^{UE}, *ring of force shield*; **Major Items** —

NOTES

Broad-Minded: The citizens of Heldren are open, friendly, and tolerant, and react positively toward visitors. (*Lore* +1; *Society* +1)



COUNCILOR IONNIA TEPPEN

HELDREN GAZETTEER

Below are details on several prominent locations in the village of Heldren. Because of the village's proximity to the Border Wood, most of Heldren's buildings are constructed of lumber. Several farms lie outside the village itself, providing food for its residents and for trade with nearby villages.

1. Armory: A dirt path winds its way up a low hill west of town to the single door of this square stone tower. The tower is 30 feet high, with battlements on its roof and arrow slits along its walls. It is completely open on the inside, with no interior floors—just a wooden staircase running along the walls to the roof. The tower serves as Heldren's armory and a place of refuge for the villagers in case the village is ever attacked. In times of peace, the tower is usually unoccupied, but a selection of simple arms and armor—crossbows, bolts, spears, javelins, as well as a few suits of leather armor, padded armor, and light wooden shields—is stored inside for the militia.

2. Isker's Smithy: Although he spends most of his time shoeing horses and repairing farm tools, Heldren's

blacksmith, **Isker Euphram** (LN middle-aged male human expert 4/warrior 4), is quite skilled in battle. A veteran of Taldor's army, Isker served in Zimar and on the Qadiran border for years before retiring to Heldren. His chain shirt, pike, and short sword are still in good condition, oiled and wrapped in a chest kept in his house behind his shop, and Isker has taken it upon himself to oversee the training of the village's militia. He keeps a few weapons for sale in his shop, including 10 +1 *cold iron sling bullets*. He also has a suit of masterwork banded mail for sale (a relic of his army days), and could craft other suits of armor if needed. His daughter, **Xanthippe** (CG female human expert 2), works as his apprentice. When not at her father's forge, Xanthippe's likely to be found at the Silver Stoat, holding court with her numerous suitors. Although widely considered the village beauty, Xanthippe is as proficient with her fists as with her hammer, and those few of Heldren's young men who have tried to woo her too aggressively walked away with black eyes for their troubles.

3. General Store: Heldren's general store carries everything a villager needs, as well as most gear an adventurer requires. Heldren sits on the road to Zimar, so plenty of trade passes through the village.

The store's proprietor, **Vivialla Steranus** (N female human commoner 3), takes advantage of this brisk trade to stock her shelves. In general, most of the mundane adventuring gear listed in the *Pathfinder RPG Core Rulebook* can be found here, including five cold-weather outfits, leftovers from a particularly harsh winter a couple of years back. In general, Vivialla does not carry much in the way of armor or weapons, though she does currently have two magic items in stock: an *arrow magnet*^{UE} and a *ring of force shield*.

4. Town Hall: Rather grand for a village of this size, Heldren's town hall boasts a clock tower overlooking the town square. Its clockworks were imported from Qadira some time ago, and are kept in working order by **Orillus Davigen** (NG old male human expert 3), who can usually be found up in the tower tinkering with the machinery. The clock tower's bells ring every hour from 6 am to 6 pm (the villagers prefer to keep things quiet at night), and can be used to sound the alarm if there's a fire or to muster the militia in case of attack. The town council meets in the hall every week on Starday, though there's usually little to discuss beyond minor disagreements between neighbors. The hall is big enough to host almost the entire populace for monthly village assemblies and large social gatherings, such as the annual Longnight dance.

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On the wall outside the front door hangs a notice board, where flyers are posted with local news, job openings, and goods for sale.

5. Willowbark Apothecary: A well-tended garden sits in front of this equally neat house, the home of **Tessaraea Willowbark** (NG female elf alchemist 3), Heldren's resident apothecary. Tessaraea is a relatively new transplant to Heldren, having arrived in the village only 25 years ago after a failed adventuring career up north in the River Kingdoms. She is quiet and somber, and most of the villagers believe she suffered some great tragedy in her past, such as the loss of her one true love. In fact, it was Tessaraea's brother who died on an ill-fated adventure, slain by a group of trolls. Devastated by his death, she gave up adventuring and moved south, settling in Heldren and taking a human-sounding surname when she opened her apothecary shop. Tessaraea sells a variety of herbs and all of the special substances and items listed in the *Core Rulebook*, as well as a *potion of resist energy* (cold) and a surprisingly large stockpile of alchemist's fire—since her brother's death, Tessaraea has had an unreasoning fear of trolls, and almost obsessively crafts the stuff for the (in her mind) inevitable moment when she must face them again.

6. Barber: An artist with razors and scissors, **Argus Goldtooth** (LG male dwarf expert 5) offers shaves, haircuts, and dentistry, as well as “leechery and other surgical proceedings.” Argus is a fair healer, though he's prone to prescribing leeches (which fill several jars on high shelves in his shop) for most maladies, from stomachaches to broken bones. Argus also offers gold teeth to replace extracted ones, and is his own best customer—his easy smile reveals more gold teeth in his mouth than original ones. Though he would never admit it to anyone, Argus has something of a crush on his neighbor, the apothecary Tessaraea Willowbark. Argus has never acted on these feelings, but the two have struck up an unlikely friendship, and it's not uncommon to find Argus helping tend Tessaraea's garden on Sundays or sharing a pint with her at the Silver Stoat in the evenings.

7. The Silver Stoat: Heldren's only tavern, the Silver Stoat, stands right on the town square across from the town hall. A fixture of village life, the tavern fills up with patrons in the evening as they gather to share gossip, hear news, and reward themselves for a hard day's work. Anything that's worth knowing in Heldren gets talked about here, and if asked where he got a particularly juicy bit of gossip or information, a villager will likely say, “I heard it from the Stoat.” Husband and wife **Menander** (LG male human commoner 2) and **Kale Garimos** (NG female human expert 3) run the Silver Stoat as if it were their family kitchen—there's always a seat at the table or a space by the hearth for a guest, or a warm bowl of Menander's hearty stew for an empty belly. Menander works in the kitchen, cooking up his famous venison flank steak and numble pie. Kale tends

bar, serving up the tavern's signature brew, Three Devil Ale, which she brews in-house using imported Chelish hops. Heldren doesn't get many visitors, so there is no true inn in the village, but travelers are welcome to a spot on the floor of the Stoat next to the fireplace for a night, as long as they're up early and on their way. Those who linger risk a rude awakening from Menander's wet mop in their faces.

8. Livery Stable: At the stable next door to the Silver Stoat, **Sophia Imirras** (NG female human commoner 1/expert 1) offers horses (and a single pony) for hire or sale, as well as stabling and grooming. Royal couriers on their way to or from Demgazi or Zimar often change horses here. None of Sophia's horses are combat trained. Sophia also has two carts, a wagon, and a carriage for hire. A traveling noble gave her the carriage as a reward when she managed to calm the newly broken stallion he was riding before it could trample him. Both luxurious and ostentatious, the carriage sees most of its use at village weddings.

9. Town Square: The most notable feature of Heldren's town square is the large statue of a beautiful woman right in the center of the town. Usually just called “the Lady,” the statue has been here for as long as anyone can remember, and no one knows who it actually represents. Some believe the Lady was the founder of Heldren or some ancient, forgotten Taldan noblewoman or even a mysterious fey forest goddess. Others have more sinister theories—an evil witch turned to stone for her wickedness or a magical statue through which the satrap of Qadira can spy on Taldor. On any given day, a few entrepreneurs selling goods or produce can be found on the square, and a market is held on the last Fireday of every month. Elder Natharen Safander also hosts the annual Harvest Feast in the town square, during which the people of Heldren erect a giant bonfire in the square and bedeck the Lady in garlands of flowers.

10. Ionna Teppen's House: The leader of Heldren's village council, Ionna Teppen, lives in this simple two-story house just off the town square. Ionna's family has had a place in Heldren's politics for generations, and her membership on the town council was all but assured. She is by far the most influential member of the council, and most villagers consider her the de facto mayor of Heldren.

11. Temple of Erastil: Although Elder Natharen Safander is a cleric of Erastil, he tends to all of the village's flock regardless of their faith. Though most of the villagers follow the teachings of Old Deadeye, the temple also contains shrines to Abadar, Gozreh, Pharasma, and even Sarenrae. Natharen doesn't much care for the Taldan government's intolerant stance on the faith of the Dawnflower, and believes that in a village like Heldren the sun goddess is as important as the god of agriculture. Natharen's wife, **Zaarida** (NG female human commoner 2), is a Qadiran transplant and faithful worshiper of Sarenrae, and assists him during

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services and with the temple's upkeep. The temple also has some minor divine magic items for sale, including a *scroll of aid* and a *wand of magic weapon* (24 charges).

12. Carpenter: Heldren's foremost woodworker is **Tengezil Frimbocket** (N male gnome expert 7), a gnome with a wild shock of electric blue hair. He decorates his creations with delicate and elaborate trim he calls "gingerbread," a style that has proven quite popular among the well-to-do of Taldor's southern cities. Tengezil claims to be from Wispil, but he is in fact an exile from the land of Irrisen, far to the north. Tengezil has a twin brother named Arbagazor, but the two were separated when they were young. Although Tengezil assumes his brother is dead, Arbagazor lives and works as a carpenter in the Irriseni village of Waldsby (see page 69).

13. Heldren Sawmill: Heldren's sawmill stays busy day and night cutting timber harvested by the village's woodcutters into planks for shipment to Zimar and other cities, and stacks of lumber are always heaped outside. Partners **Alexius Demetri** (CG male human commoner 1/expert 2) and **Lycio Vallant** (LG male human commoner 4) oversee the sawmill's operation, which makes them two of Heldren's wealthiest residents. Their large house on the north side of town is easily Heldren's largest private home, nicknamed "Sawmill Manor" by the town.

14. The Butcher of Jalrune: The name of this butcher shop refers to the supposed nickname of its proprietor, **Perkin Tarimm** (CN male halfling expert 2/warrior 1), who claims to be a retired Zimar corsair. In fact, Perkin was nothing more than a common river bandit who took up the safer trade of butchery when the real Zimar corsairs almost caught him, and he has never butchered anything beyond the chickens and pigs that inhabit the yard behind his shop. Customers are welcome to enjoy one of the pickled sows' ears in the large jar on the counter while they wait for Perkin to prepare their cuts of meat.

15. Old Mother Theodora's: Every village has its resident wise woman, and Heldren is no exception. No one in the village is sure just how ancient Old Mother Theodora (as everyone calls her) is, but she's been around as long as anyone in town can remember. Old Mother Theodora is Heldren's most skilled midwife, and she helped deliver just about everyone currently living in the village. She's also a soothsayer and hedge witch, and villagers come to her to have their fortunes told or buy love potions or herbal remedies. Among the jars of dried herbs and strange ingredients in her hut, Old Mother Theodora also has a *scroll of sleep* and a *wand of scorching ray* (42 charges) that she might be willing to part with for the right price.

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WALDSBY

UNLIKE MOST COMMUNITIES IN THE WINTERBOUND LAND OF IRRISEN, THE VILLAGE OF WALDSBY IS NOT BUILT NEAR ONE OF THE NATION'S LIFE-GIVING RIVERS OR LAKES. INSTEAD, THE PEASANTS OF WALDSBY EKE OUT THEIR LIVELIHOODS FROM THE HOARWOOD FOREST, UNDER WHOSE EAVES THE TINY VILLAGE HUDDLES. RULED BY THE WHITE WITCH NAZHENA VASILLIOVNA FROM HER PALE TOWER OF ICE, THE PEOPLE OF WALDSBY FORM A TIGHT-KNIT COMMUNITY SUSPICIOUS OF OUTSIDERS AND FEARFUL OF WITCHCRAFT, AND THEY HAVE A VESTED INTEREST IN KEEPING THE ATTENTION OF THE WHITE WITCHES FROM TURNING TOWARD THEIR HOMES AND FAMILIES.

WALDSBY

WALDSBY

N village

Corruption +1; **Crime** -8; **Economy** -1; **Law** +4; **Lore** +1;

Society -1

Qualities insular, superstitious

Danger +0

DEMOGRAPHICS

Government overlord

Population 167 (162 humans, 4 gnomes, 1 dwarf)

Notable NPCs

Barkeep Emil Goltiaeva (N male human expert 4/warrior 1)

Doomsayer Katrina Goltiaeva (NE female human adept 3)

Factor Birgit Holorova (NE female human commoner 3)

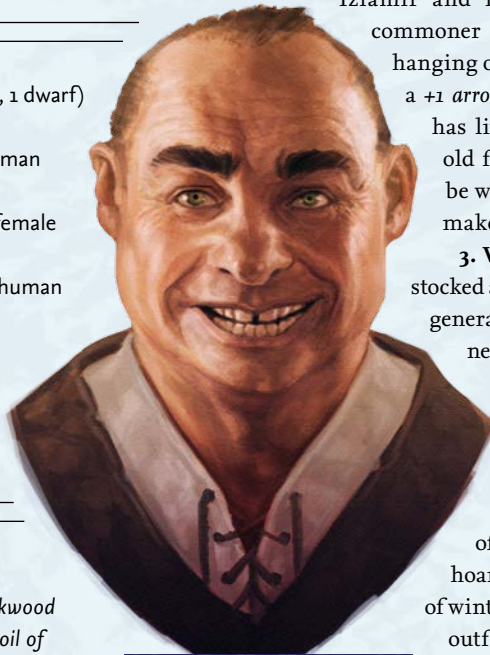
Importer and Guide Nadya Petska (CG female human ranger 3)

Village Priest Rolf Halzberg (N male human cleric of Pharasma 1)

MARKETPLACE

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 1st

Minor Items +2 *studded leather*, +1 *darkwood quarterstaff*, masterwork shortbow, *oil of protection from evil*, *potion of feather step*^{APG}, *scroll of goodberry*; **Medium Items** +1 *arrow catching light wooden shield*, *belt of mighty constitution* +2; **Major Items** —



EMIL GOLTIAEVA

WALDSBY GAZETTEER

Below are details on several of Waldsby's notable sites. The vast majority of Waldsby's buildings are constructed out of wood harvested from the nearby Hoarwood Forest. With the land cloaked in perpetual winter, no outlying farms surround Waldsby, and the villagers rely on imported grain to supplement what meager sustenance they can glean from the forest.

1. Storehouse: This 30-foot-tall fortified tower sits atop a low hill west of town, surrounded by a spiked iron fence. The tower stores the imported grain and other foodstuffs the people of Waldsby rely on to survive. Birgit Holorova is Nazhena Vasillioivna's factor in Waldsby. A self-important woman, she lives in a small house at the base of the hill. Birgit holds the only key to the storehouse, and is responsible for dispensing food to the villagers. She also possesses an *attentive mirror* (see page 60), which she uses to keep in contact with her employers at the Pale Tower. It's no secret that Birgit was recently spurned by her former lover, Garthur Kalinin (see area 13), shortly after she had taken great pleasure in announcing their upcoming nuptials to everyone in the village.

2. Blacksmith: Waldsby's blacksmith, **Iziamir Polovar** (LN male human commoner 1/expert 3), mostly keeps busy making arrowheads, sharpening axe blades, and repairing sled runners for the villagers, though the soldiers at the Pale Tower also bring him armor and weapons to repair.

Iziamir and his wife **Tula** (LG female human commoner 1) are childless. The wooden shield hanging outside the door of Iziamir's smithy is a +1 *arrow catching light wooden shield*. Iziamir has little need for the shield, which is an old family heirloom, and he would likely be willing to sell it to someone who could make better use of it than he has.

3. Verana's Sundries: Though not as well stocked as village stores in the south, Waldsby's general store does its best to carry the bare necessities for its customers. In general, the store's proprietor, **Verana Stolya** (NG female human commoner 4), can find most of the mundane adventuring gear listed in the *Core Rulebook* somewhere in the collection of sundries she has accumulated and hoarded over the years. She carries plenty of winter equipment, including cold-weather outfits, furs, skis, snowshoes, and winter blankets. In addition, she has a suit of +2 *studded leather* armor, a *belt of mighty constitution* +2, a *potion of feather step*^{APG}, and

a masterwork shortbow for sale. Verana's daughter, **Milivsa** (CN female human commoner 1), is currently involved with one of the guards at the Pale Tower, and she's likely to pass along information or rumors about strangers in town to her lover in an attempt to impress him.

4. Town Hall: Waldsby's most prominent structure is its town hall, complete with a clock tower overlooking the town square. In truth, the building sees little use—Waldsby has no mayor or town council, so the town hall is usually only opened on the rare occasion when Nazhena Vasillioivna or her minions wish to address the villagers as a group, usually to mete out some form of punishment or to increase taxes. The clock on the town hall's tower is frozen at 10 after 12—some say that's the time when the Winter War began, though the clock clearly can't be that old. Unfortunately, no one in town is skilled in repairing clockwork, and Nazhena is certainly not going to pay to hire an expert from Hoarwood or Whitethrone. A device that could be a source of civic pride for the village is instead a glaring reminder of the White Witches' uncaring rule.

5. The Shorn Beard: The sign outside this barbershop depicts a clearly unhappy clean-shaven dwarf. The village's barber, the surprisingly cheerful **Rusilka Sighjalmsdottir** (N female dwarf expert 3), claims that the dwarf on the sign is

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her ex-husband, and that the lock of hair hanging above the door is what was left of his beard after he cheated on her with a much younger dwarf-maid. Rusilka was supposedly cast out from her clan's stronghold for the affront, but she contends it's the best thing that ever happened to her. She provides all of a barber's standard services, including shaves, haircuts, and hairdressing, as well as dentistry and surgery. The sight of Rusilka's bloodstained apron and jovial grin, even as she's sewing up a patient, can be discomfiting.

6. The White Weasel: Emil and Katrina Goltiaeva are the owners and proprietors of the White Weasel, the only tavern in Waldsby. In addition to hot tea, the White Weasel mostly serves a watered-down local liquor called "winteryew moonshine," distilled from the bark of the winteryew tree, but Emil also has access to bootleg ice wine from contacts in the city of Hoarwood. The tavern's customers certainly don't come here for the food, which is as bland as Emil's humor and as cold as Katrina's tongue. Waldsby has no inn, but the rare travelers the village gets are allowed to sleep on the floor in the common room provided they have coin to spend and don't mind the chill—the Goltiaevas aren't about to waste good firewood to keep a fire burning through the night. Both Emil and Katrina live in constant fear of punishment by the White Witch Nazhena Vasilliovnna and her soldiers, so they have taken it upon themselves to act as Waldsby's "watchdogs," encouraging troublemakers to leave town, or failing that reporting them to the authorities. Katrina even installed a large mirror behind the White Weasel's bar so their witch overlords can keep a magical eye on suspicious folk. Katrina is always predicting doom and gloom, and she stockpiles minor scrolls for the day of Waldsby's inevitable ruin. She's willing to sell them for a 20% markup in price. Emil is thoroughly cowed by his ill-tempered wife, and tries to stay out of her way, even turning a blind eye to her increasingly blatant flirtations with the sawmill owner Garthur Kalinin (see area 13).

7. Barn: This communal barn houses the few livestock the people of Waldsby possess. Currently, the barn holds a single decrepit cow that provides barely enough milk for the White Weasel's tea. The barn's resident house spirit, a dvorovoi (see page 86) named Polrusk, is hard-pressed to keep the cow alive, much less able to produce milk.

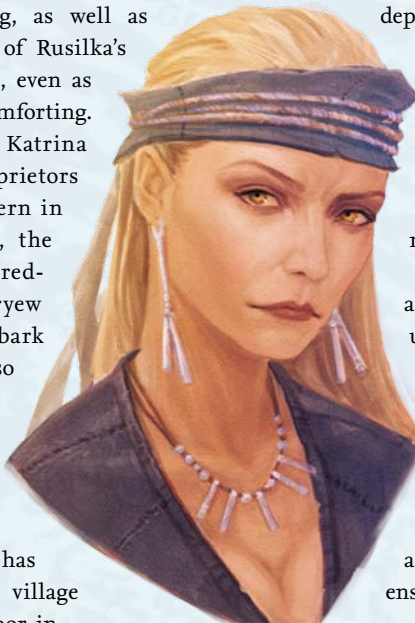
8. Town Square: A large statue of a beautiful woman stands in the center of Waldsby's town square. Curiously, it bears a strong resemblance to the statue in Haldren's town

square—if it's not the same woman, then it was certainly crafted by the same sculptor. No one in Waldsby knows who the statue depicts or where it came from, referring to it simply as "the Cold Woman." Many people assume the statue represents Queen Elvanna, but it stood here before the current queen's reign. Some villagers think the statue depicts the White Witch who first ruled this region during the reign of Queen Jadwiga, and others (quietly) suggest the woman is an Ulfen hero who will come to life in the hour of Waldsby's greatest need to overthrow the oppressive rule of the White Witches. Whomever the statue portrays, it mostly serves as a perch for ravens these days.

9. Cemetery: Generations of Waldsby's dead are interred in this graveyard south of town, under the skeletal boughs of a dead tree said to have been there since the Winter War. A fence topped with bleached skulls encloses the cemetery, though closer inspection reveals the skulls are carved from wood and painted white. Waldsby's village priest of Pharamasma, Rolf Halzberg, serves as the cemetery's caretaker and as undertaker, ensuring that all of Waldsby's loved ones receive proper burials and Pharamasma's blessings, though digging graves in the frozen ground is no easy task.

10. Ruined House: A burnt frame and crumbling foundation are all that remain of the house of Waldsby's last headman, Tjorvar Leikovitch. Three years ago, Tjorvar came under suspicion of being a member of the underground resistance group called the Heralds of Summer's Return. Nazhena Vasilliovnna's response was quick and brutal—her guards burned down Tjorvar's house with his wife and child inside, and Tjorvar himself was hung from the town hall's clock tower until he died of exposure and the ravens picked his bones clean. Since then, Waldsby has been without a leader, and the villagers make signs against the evil eye when passing the ruins to prevent the ghosts of Tjorvar's wife and daughter from following them home.

11. Village Chapel: Waldsby's tiny village chapel is dedicated to Pharamasma. The village priest, Rolf Halzberg, offers what little comfort he can to the beleaguered villagers. Officially, the White Witches take a dim view of organized religion—other than the faiths of Lamashtu and Zon-Kuthon—but in practice, small temples such as this one are usually tolerated in villages throughout Irrisen. Rolf finds himself the frequent target of harassment by the Pale Tower's soldiers, but he remains in his parish, knowing that the villagers have nowhere else to turn for the services he provides. He helps deliver Waldsby's babies and buries



KATRINA GOLTIAEVA



the dead, records these births and deaths, and performs marriages for Waldsby's lovers. The chapel doesn't much have much in the way of magic items for purchase, Rolf does have an *oil of protection from evil* and a *scroll of goodberry* (a donation from a wandering druid) for sale, as well as holy water.

12. Carpenter: One carpenter living in Waldsby, **Arbagazor Frimbocket** (N male gnome expert 6), received training at the Crooked House in Whitethrone, and his skill is unsurpassed by any other woodworker in the village. Supposedly, Duke Ghrathis even bought one of Arbagazor's carvings as a gift for his sister Duchess Anelisha of Hoarwood, though Arbagazor neither confirms nor denies the rumors. In addition to his carvings and decorative woodwork, Arbagazor also has a +1 *darkwood quarterstaff* for sale. Arbagazor has a twin brother named Tengezil, but the two were separated as children. Arbagazor thinks his brother died long ago, and is unaware that Tengezil lives and even follows the same trade far to the south in the Taldan village of Heldren.

13. Sawmill: Logging in the Hoarwood Forest is strictly regulated, but **Garthur Kalinin** (NE male human commoner 4/expert 1), owner of Waldsby's sawmill, holds the few logging licenses the village has managed

to procure from the authorities in Hoarwood. He then distributes the licenses to Waldsby's woodcutters. Those few lumberjacks who grumbled about the arrangement quickly became object lessons that getting on Garthur's bad side was a sure route to poverty and starvation. As a result, most of the village's loggers not only pay Garthur a "licensing fee," but also have a "license maintenance charge" deducted from the price of the wood they sell to Garthur's sawmill. This racket makes Garthur one of the wealthiest people in Waldsby. Until recently, Garthur was romantically involved with Birgit Holorova (see area 1), but he's now turned his eye on Katrina Goltiaeva (see area 6), and spends many evenings at the White Weasel trying to woo her right under the nose of her husband.

14. Nadya Petska's Cabin: Nadya Petska (see page 56) lives in this stout cabin on the edge of town with her twin boys Orm and Mjoli. Her neighbor, Kashka, is often here as well, watching the boys when Nadya is away. Built by Nadya's late husband, Hjalnek, the house is small and simple, but warm and cozy. A small kennel at the side of the cabin houses the dogs Nadya uses to pull her dogsleds on her trade expeditions. One final inhabitant lives in Nadya's cabin, though his presence is more often felt than seen—the domovoi Hatch (see page 39).