

REIGN OF WINTER



REIGN OF WINTER TOOLKIT

THE TWIN THEMES OF WINTER AND DARK FAIRY TALES PLAY A SIGNIFICANT ROLE IN THE REIGN OF WINTER ADVENTURE PATH, WHICH TAKES THE PCS INTO FROZEN LANDS, BOTH ON GOLARION AND ON OTHER WORLDS AS WELL. TO SUPPORT THESE THEMES, THE CAMPAIGN FEATURES MANY DIFFERENT RULES ELEMENTS FROM A VARIETY OF SOURCES. IN ADDITION TO GENERAL BACKGROUND INFORMATION TO HELP GMS BREATHE MORE LIFE INTO THEIR CAMPAIGNS, THIS TOOLKIT ALSO PRESENTS A NUMBER OF THE RULES ELEMENTS THAT ARE PROMINENTLY FEATURED THROUGHOUT THE REIGN OF WINTER ADVENTURE PATH.

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BABA YAGA

Baba Yaga plays a prominent role in the Reign of Winter Adventure Path. Although the PCs will not meet the self-styled Queen of Witches until the final adventure, her presence makes itself known throughout the campaign. A nearly immortal witch who is known on multiple worlds and other planes, Baba Yaga embodies ancient secrets, planes-spanning intrigues, and magical mastery. She possesses a unique and powerful magic artifact, the *Dancing Hut of Baba Yaga*, and her witchcraft is said to rival that of demigods. On Golarion, Baba Yaga carved out the nation of Irrisen from the eastern Linnorm Kingdoms 1,400 years ago, and she has returned every 100 years since to install a new daughter on the throne—and to crush the rebellions of those who did not wish to relinquish their crowns. Few have successfully stood against the Great Crone and emerged victorious, and Baba Yaga's cunning, patience, and talent for ironic malice cause wise denizens of untold worlds to dread even a hint of her passage. In truth, however, Baba Yaga rarely deigns to interfere in the affairs of mere mortals, though those who do manage to attract her attention might learn some of her arcane secrets—or face her bitter, far-reaching curses. For more details on Baba Yaga and her magic, including her statistics, see *Pathfinder Adventure Path #72: The Witch Queen's Revenge*.

BABA YAGA'S RIDERS

Every century, in the year that precedes the return of the Queen of Witches to Irrisen, the Three Riders descend on the land to herald the coming of Baba Yaga. The White Rider, called “My Bright Morning” by Baba Yaga, is seen only in the hours after sunrise, riding a sleek, white destrier. The Red Rider, or “My Red Sun,” sits upon a reddish-gold stallion; the citizens of Irrisen encounter this creature in the daylight hours after noon. The third is the Black Rider, mounted upon a fierce black warhorse. She calls this Rider, seen only in the hours between sunset and sunrise, “My Dark Midnight.”

JADWIGA, WHITE WITCHES, AND WINTER WITCHES

Several groups active within the nation of Irrisen make appearances in the Reign of Winter Adventure Path: the Jadwiga, the White Witches, and winter witches. The following is a short primer on these groups and the characters who are part of them.

Jadwiga: As much of an ethnicity as the Ulfen, Taldans, or Varisians, the Jadwiga are the human descendants of the queens of Irrisen, and therefore share a bloodline with Baba Yaga herself. Named for Irrisen's first queen, the Jadwiga constitute the middle and upper classes of Irrisen. The offspring of the current queen, known as the

FURTHER READING

For more information on some of the exotic locales featured in the Reign of Winter Adventure Path, check out the following additional sources, available at paizo.com.

Iobaria: *Pathfinder Adventure Path #33: The Varnhold Vanishing*

Irrisen: *Pathfinder Campaign Setting: Irrisen, Land of Eternal Winter* and *Pathfinder Player Companion: People of the North*

Triaxus: *Pathfinder Campaign Setting: Distant Worlds*

Whitethrone: *Pathfinder Campaign Setting: Cities of Golarion*

Jadwiga Elvanna, form the highest echelon of Irrisen's aristocracy, and occupy the most powerful and influential positions in the country's government and military. Those Jadwiga descended from earlier queens—who may thus hail from very old families indeed—sit lower on the social ladder than the Jadwiga Elvanna, but still far above Irrisen's Ulfen peasant population.

White Witches: The White Witches are the landed nobility of Irrisen—princesses, duchesses, countesses, baronesses, and the like—and therefore hold most of the power in Irrisen. They are all female Jadwiga winter witches, and the highest-ranking and most powerful among them are Jadwiga Elvanna. White Witches run Irrisen's government; male Jadwiga, though in command of the country's military, are not considered White Witches. Nazhena Vasilliovna (see *Pathfinder Adventure Path #68: The Shackled Hut*) is a White Witch.

Winter Witches: Winter witches are characters who have levels in the witch class with the winter witch archetype. Some of them have levels in the winter witch prestige class as well. Many Jadwiga are winter witches, and all of the White Witches are winter witches as well, but neither is a requirement for the archetype or prestige class. A winter witch can be male or female, and can hail from anywhere—a winter witch is simply a witch with powers based on winter and the cold north. The winter witch archetype and the winter witch prestige class are presented in the *Reign of Winter Player's Guide*. Both Nazhena Vasilliovna and Radosek Pavril (see page 58) are winter witches.

WINTER CREATURES

Among the various monsters appearing in the Reign of Winter Adventure Path are creatures with one of two new templates: the boreal creature template and the winter-touched fey simple template. The rules for these templates are presented below for your convenience. The boreal template first appeared in *Pathfinder Campaign Setting: Irrisen, Land of Eternal Winter*, but the winter-touched

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fey template is a new creation for this Adventure Path. *Pathfinder Adventure Path #68: The Shackled Hut* presents another new template, the winter fey template.

BOREAL CREATURE TEMPLATE

In realms where the icy hand of winter seldom (or never) releases its frigid grasp, some particularly hardy creatures have evolved to better survive in these harsh environments, becoming stronger and much more dangerous. These boreal creatures mostly resemble members of their kind that dwell in more temperate climates, but their fur and skin are much paler, and it is not uncommon for parts of these creatures to be cloaked in frost.

CREATING A BOREAL CREATURE

“Boreal” is an inherited template that can be added to any Huge or smaller corporeal creature. This template cannot be applied to a creature with the fire subtype.

Challenge Rating: Same as the base creature +1.

Type: The creature gains the cold subtype. If this subtype is applied to a creature with the animal or vermin type, the creature’s type changes to magical beast. Do not recalculate its Hit Dice, base attack bonus, saves, or skill points.

Attacks: A boreal creature’s natural attacks deal an additional 1d6 points of cold damage.

Abilities: Str +2, Con +2.

Skills: The creature receives a +4 bonus on Stealth and Survival checks in snow. An aquatic boreal creature receives a +4 racial bonus on Stealth and Survival checks at all times in frigid waters (its natural habit), instead of in snow.

Environment: The creature’s natural environment changes to a cold climate.

Special Qualities: A boreal creature gains the following special quality.

Trackless Step (Ex): A boreal creature does not leave a trail in snow and cannot be tracked. It can choose to leave a trail, if it so desires. This special quality does not apply to aquatic boreal creatures.

WINTER-TOUCHED FEY TEMPLATE

Chief among the allies of Baba Yaga and the White Witches of Irrisen are the winter-touched, a special breed of fey immune to the harsh weather and low temperatures of the frozen north. Willingly pledging themselves to a wholly evil life, these creatures undergo a complex ritual called the Winter Rite, in which they accept a sliver of ice into their hearts that infuses their bodies with the same supernatural winter perpetuated by the White Witches of Irrisen. The resulting transformation gives the fey’s skin a sickly bluish cast marked with spidery white veins like hoarfrost on glass. These evil fey can channel the power of winter into their attacks, slowing their victims with

numbing cold. The winter-touched universally delight in spreading the influence of the White Witches, carrying out the wills of the witches who performed their Winter Rites. The winter-touched display a chilling loyalty that borders on fanaticism—a devotion all but guaranteed given the White Witches’ ability to fatally pierce the hearts of those who fail them with the same slivers of ice the fey so willingly accepted.

WINTER-TOUCHED FEY (CR +0)

The winter-touched fey simple template can be applied to any creature of the fey type. This template cannot be applied to a creature with the fire subtype. A winter-touched fey’s quick and rebuild rules are the same.

Rebuild Rules: The creature’s alignment changes to evil and it gains the cold subtype; **Special Attacks:** *Numbing Cold (Su)* Any creature hit by a winter-touched creature’s attacks (natural or weapon) must succeed at a Fortitude save or be staggered for 1 round. The save DC is Constitution-based.

WINTER MAGIC

The White Witches of Irrisen have developed their own breed of magic, born of their otherworldly bloodlines and practice of winter witchcraft. Some of the spells they have created have spread outside of their wintry homeland, just as spellcasters in other icy realms have devised their own spells tied to the chill of winter. These spells originally appeared in *Pathfinder Campaign Setting: Cities of Golarion*, *Pathfinder Campaign Setting: Inner Sea Magic*, and *Pathfinder Player Companion: People of the North*, but they are reprinted here for your convenience, as they are used throughout the Reign of Winter Adventure Path.

FLURRY OF SNOWBALLS

School evocation [cold, water]; **Level** druid 2, magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** no

You send a flurry of snowballs hurtling at your foes. Any creature in the area takes 4d6 points of cold damage from being pelted with the icy spheres.

ICE SPEARS

School conjuration [cold]; **Level** druid 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a small stalagmite-shaped crystal)

Range close (25 ft. + 5 ft./2 levels)

Effect 1 ice spear/4 levels

Duration instantaneous

Saving Throw Reflex half and see below; **Spell Resistance** no
Favored by the spellcasters of Irrisen, this potent spell can disrupt spellcasters, topple enemies, and break even seemingly unstoppable charges.

One or more giant spears of ice lance up out of the ground. Each stalagmite-like icicle affects a 5-foot square and tapers to a height of 10 feet. You may cause a number of *ice spears* equal to one spear for every 4 caster levels you possess to burst from the ground. A creature that occupies a square from which a spear extends (or that is within 10 feet of the ground below) takes 2d6 points of piercing damage and 2d6 points of cold damage per square—creatures that take up more than 1 square can be hit by multiple spears if your caster level is high enough. The explosive growth can also trip foes. When the spears erupt from the ground, they attempt a combat maneuver check to trip any targets that take damage from the spears, with a total bonus equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. Each additional *ice spear* beyond the first that strikes a single foe grants a +10 bonus on this combat maneuver check. If the check is successful, the *ice spears* knock the foe prone. A successful Reflex save halves the damage and prevents the trip attempt.

If you cast this spell upon an area covered with ice or snow, such as a glacier, frozen lake, or snow-covered field, the spears strike with additional force. Saves against the effect take a –2 penalty, and the spell effect gains a +4 bonus on the combat maneuver check to trip foes.

Ice spears created by this spell remain after they do their damage. They melt as normal depending on the surrounding environment. They no longer damage foes in their square, but can provide cover. An *ice spear* has hardness 5 and 30 hit points.

IRRISENI MIRROR SIGHT

School divination (scrying); **Level** sorcerer/wizard 3, witch 3

Casting Time 10 minutes

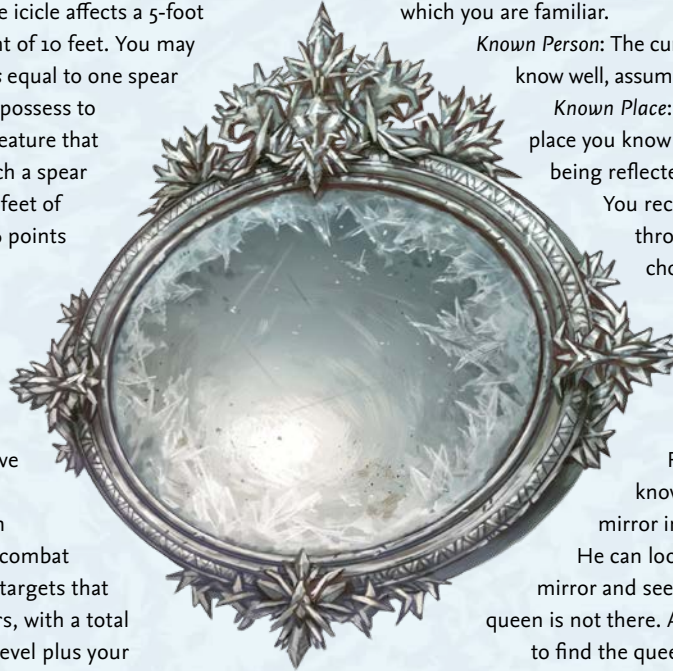
Components V, S, F (a mirror)

Range see text

Effect magical sensor

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no



IRRISENI MIRROR

This spell lets you look into a mirror near you and see an image that is reflected in another specific mirror (chosen by you) or an individual reflected in any other mirror. This works like a *scrying* spell, except you can only view creatures on the same plane as you. Each time you cast the spell, you can choose to see one of three types of reflections in your mirror.

Known Mirror: The current reflection in another mirror with which you are familiar.

Known Person: The current reflection of a person you know well, assuming that person is near a mirror.

Known Place: The current reflection of a place you know well, assuming the location is being reflected in a mirror.

You receive only visual information through this ability. You can choose to transmit information both ways so that a person reflected in the remote mirror can view whatever appears in the mirror you are using.

For example, Urion Petresky knows that Queen Elvanna keeps a mirror in a hall near her throne room.

He can look through his own handheld mirror and see into this hall, even if the queen is not there. Alternatively, he can attempt to find the queen (wherever she is) by looking into his mirror; if, at that moment, the queen is near any mirror at all, he can see her. He may instead cast the spell and try to see into

her throne room, hoping that someone has brought a mirror there. If any of these conditions fails, Urion sees nothing but his own reflection.

This spell works with intentionally fabricated mirrors only; it is not effective with other reflective surfaces, such as still pools or polished metal shields. Effects that block *scrying* block this spell.

SNOWBALL

School conjuration (creation) [cold, water]; **Level** druid 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect one ball of ice and snow

Duration instantaneous

Saving Throw Fortitude partial (see text); **Spell Resistance** no

You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. On a successful hit, the snowball deals 1d6 points of cold damage per caster level (maximum 5d6), and the target must make a successful Fortitude saving throw or be staggered for 1 round.