

## REIGN OF WINTER

## WITCH QUEEN OF WORLDS

**Spoiler Alert!** On these pages you'll find the background and outline for the Reign of Winter Adventure Path. If you intend to play in this campaign, be warned! These pages spoil the plot for the upcoming adventures.

For the past 1,400 years, the nation of Irrisen has been blanketed by an unnatural winter—all the doing of the Queen of Witches, Baba Yaga. Once she captured the realm, she left Golarion, placing her daughter on Irrisen's throne to rule for 100 years. Each century since, Baba Yaga has returned, removing the reigning queen and the first generation of her descendants, then installing a new daughter before leaving once again.

But Irrisen's current ruler, Queen Elvanna, is unwilling to leave, and has imprisoned Baba Yaga and stolen her *Dancing Hut*. Elvanna seeks to further increase her own power at her mother's expense by enacting rituals that will expand the eternal winter of Irrisen to cover all of Golarion. Unless Baba Yaga is freed and Elvanna is removed from the throne of Irrisen, all of Golarion will be trapped in a supernatural ice age—unless the PCs can use Baba Yaga's *Dancing Hut* to find the Queen of Witches and save Golarion from an icy grave!

GMs can find more information and tools to aid in running their Reign of Winter campaigns in the following resources: *Pathfinder Campaign Setting: Irrisen, Land of Eternal Winter*; *Reign of Winter Item Cards*; *Pathfinder Player Companion: People of the North*; *Reign of Winter Map Folio*; and the *Reign of Winter Player's Guide* (available for free at [paizo.com](http://paizo.com)).

## THE SNOWS OF SUMMER

By Neil Spicer

*Pathfinder Adventure Path* #67, Levels 1–4

The adventure begins in the village of Heldren in the nation of Taldor. A blizzard appears out of nowhere, blanketing the nearby woods in snow. The villagers urge the PCs to investigate this unseasonable phenomenon. At the center of this pocket of winter, the PCs find a magical portal to Irrisen, guarded by creatures of cold. After the PCs defeat the portal's guardians, a creature comes through it.

One of Baba Yaga's Three Riders, this figure emerges wounded and dying, and he tells the PCs that Queen Elvanna has captured Baba Yaga. With his dying breath he

pleads for the PCs to find Baba Yaga's *Dancing Hut* and use it to rescue Baba Yaga, as she is the only one who can defeat her wayward daughter and save Golarion.

After accepting this quest, the PCs venture through the portal to Irrisen, where they meet a local named Nadya Petska on the road. She brings them to her village, but when the Winter Guard arrives in search of the Black Rider, the PCs learn that the source of their troubles lies in the Pale Tower, home to the White Witch Nazhena Vasillioivna, who rules this part of Irrisen. After the PCs find a way to close the portal, they find themselves stranded in Irrisen's icy grip.



## THE SHACKLED HUT

By Jim Groves

*Pathfinder Adventure Path* #68, Levels 4–7

With the portal to Heldren closed, the PCs travel to Irrisen's capital of Whitethrone in search of the *Dancing Hut of Baba Yaga*. The PCs make their way to Whitethrone across the supernaturally frozen wilderness of Irrisen with the aid of their friend Nadya Petska, a guide from the village of Waldsby. Arriving at the capital, the PCs discover the city is under martial law, and as foreigners, they must sneak in.

Nadya introduces the PCs to a relative, who is actually a member of the Heralds of Summer's Return—an underground resistance group of Ulfen nationalists fighting against both the White Witches and Irrisen's supernatural winter. To avoid Queen Elvanna's Winter Guard, Nadya's uncle takes the PCs into the city through the Howlings, the district inhabited by Whitethrone's winter wolves.

Once in the city, the PCs meet the leader of the local resistance cell. The revolutionary can tell the PCs where Baba Yaga's *Dancing Hut* is located, but reaching it will be difficult, as Elvanna has posted numerous guards around the hut. To deal with this problem, the PCs must create a distraction to draw guards away, so they may approach it in relative secrecy.

Once the PCs reach the hut and defeat its guardians, they gain access to it and make their way inside to explore the

device. By using the keys given to them by the Black Rider, the PCs claim the *Dancing Hut* and can now follow Baba Yaga's trail.

## MAIDEN, MOTHER, CRONE

By Tim Hitchcock

*Pathfinder Adventure Path* #69, Levels 7–10

After stealing the *Dancing Hut of Baba Yaga*, the PCs find themselves in the land of Iobaria. The PCs exit the hut only to find the chicken-legged artifact surrounded by an army of frost giants sent by their centaur leader: Vsevolod, a cleric of the demon lord Kostchtchie. Vsevolod knew where the hut would arrive and stationed sentinels there waiting for it to come.

The PCs must make their way to Artrosa, where there are massive monuments known as “The Three Who Watch.” Inside, they encounter allies and guardians left behind by Baba Yaga, as well as a few new inhabitants that have made their way inside.

Vsevolod moved on Artrosa after hearing that Elvanna had captured the hut, and he plans to delve the dungeons within Artrosa in order to steal Baba Yaga's secrets—both to increase his own power and as an offering to the glory of his demonic patron. Through diplomacy, guile, or brute force, the PCs must get the keys to their next location and return to the hut. Once they return to the hut and place the retrieved keys in the cauldron, the PCs are transported to a place far beyond Golarion.

## THE FROZEN STARS

By Matt Goodall

*Pathfinder Adventure Path* #70, Levels 10–13

Though unaware of it at first, the PCs have traveled to the planet of Triaxus, the seventh planet in Golarion's solar system, in the middle of its decades-long winter. They arrive in a region called the Skyfire Mandate, which is guarded by the dragonriders of the famed Dragon Legion. The PCs also learn that they are close to the border with the Drakelands, a land controlled by evil dragons.

From speaking with the Triaxan natives, the PCs learn the current situation: This section of the border is patrolled by dragonriders from the Dragon Legion aerie of Spurhorn, but the fortress is under siege by an army from the Drakelands sent by the white dragon warlord Yrax, Lord of the Howling Storm. Unknown to the Dragon Legion, Yrax is currently amassing an army of barbarians to invade the Skyfire Mandate, and has sent a small portion of his army to besiege Spurhorn and occupy or defeat its dragonriders in preparation for the larger invasion.

What role the PCs take in this conflict is up to them. They can help defend Spurhorn from the Drakelands army in the hope of making a deal with Commander

Pharamol to claim the next key they need, or they could join forces with General Malesinder to attack Spurhorn to get the key. Alternatively, they could try to avoid getting embroiled in the conflict and instead sneak into Spurhorn to steal the key.

## RASPUTIN MUST DIE!

By Brandon Hodge

*Pathfinder Adventure Path* #71, Levels 13–15

While exploring the hut, the PCs find that Baba Yaga's “trail of breadcrumbs” ends—perhaps the PCs have finally caught up to the missing Queen of Witches? The hut has traveled to Earth—our Earth. Specifically, it arrives in Russia, in the year 1918.

Before the PCs can make much effort to discover where they are, however, the *Dancing Hut* sets off through the woods, making long strides with its powerful chicken legs. The hut stops before a large, fortified monastery in the wilds of the Siberia—the fortress of Grigori Rasputin, Baba Yaga's estranged son who helped Elvanna with her plan to capture their mother. The first challenge is getting inside, as Rasputin has recruited soldiers to defend the fortress with trenches, barbed wire, automatic weapons, and mustard gas. Once the PCs break through those defenses, they must explore the fortress's interior, encountering technologically advanced warriors and strange creatures, before they eventually encounter Rasputin himself. The PCs discover Baba Yaga's fate, finding the Queen of Witches imprisoned inside a *matryoshka* doll.

## THE WITCH QUEEN'S REVENGE

By Greg A. Vaughan

*Pathfinder Adventure Path* #72, Levels 15–17

The PCs return to the hut to find a way to free Baba Yaga and confront Elvanna. They must delve deep into the hut until they reach Baba Yaga's inner sanctum. Like removing layers of a nesting doll, the PCs must uncover deeper levels of the hut to reach the center. Throughout their investigation of the various layers, the PCs get glimpses of the life of Baba Yaga, and as they dig deeper, the old crone begins to communicate with her rescuers.

Entering the hut's inner sanctum, the PCs face more guardians, both old ones and those introduced by Queen Elvanna, before discovering that Baba Yaga's imprisonment is tied to Elvanna's own life. As long as Elvanna lives, Baba Yaga remains trapped inside the doll. To free Baba Yaga, the PCs must kill Queen Elvanna. Provided the PCs defeat her, they can stop the ritual and close down the winter portals that have opened throughout Golarion. If they fail, Golarion will soon be blanketed in eternal winter, and Elvanna will rule over all from her icy throne.