

NEXT MONTH

THE SHACKLED HUT

by Jim Groves

Now that the PCs have successfully closed the winter portal, the heroes find themselves trapped in the frozen land of Irrisen with an urgent quest—to find Baba Yaga! In order to track down the missing Queen of Witches, the heroes must brave the monster-infested capital city of Whitethrone, where Queen Elvanna has captured the *Dancing Hut of Baba Yaga* and put it on display in Whitethrone's Market Square. Will gaining possession of this miraculous artifact lead them to the kidnapped Witch Queen, or will they die a cold death at the hands of Irrisen's White Witches?

ECOLOGY OF THE WINTER WOLF

by Russ Taylor

Find out more about the ways and habits of the devious creatures known as winter wolves. Read about their origin on Golarion and the supernatural abilities these lupine beasts employ to hold their place at the top of the food chain.

MILANI

by Sean K Reynolds

Discover the faith of Milani the Everbloom, and see how her followers foment hope and devotion in the form of rebellion and uprising.

AND MORE!

Norret and Orlin experience the bizarre company of young Jadwiga nobles in the second chapter of "The Bonedust Dolls" in the *Pathfinder's Journal*. Plus face down new fey threats and the herald of Milani in the *Pathfinder Bestiary*.

SUBSCRIBE TO PATHFINDER ADVENTURE PATH!

The Reign of Winter Adventure Path is here! Don't miss out on a single exciting volume—head on over to paizo.com/pathfinder and subscribe today to have each Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Player Companion, Pathfinder Module, Pathfinder Tales, and Pathfinder accessory product delivered to your door. Also, be sure to check out the free *Reign of Winter Player's Guide*, available now!

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Atomie from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Forlaren from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone.

Spriegan from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.

Swarm, Raven from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene.

Troll, Ice from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Russell Cole.

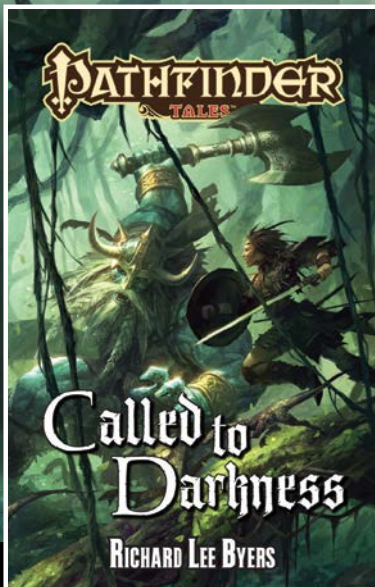
Pathfinder Adventure Path #67: The Snows of Summer © 2013, Paizo Publishing, LLC; Author: Neil Spicer.

Explore New Horizons



Amazing Stories Set in the Pathfinder Campaign Setting

ISBN-13: 978-1-60125-465-8 Paperback \$9.99



Kagur is a warrior of the Blacklions, fierce and fearless hunters in the savage Realm of the Mammoth Lords. When her clan is slaughtered by a frost giant she considered her adopted brother, honor demands that she, the last surviving Blacklion, track down her old ally and take the tribe's revenge. This is no normal betrayal, however, for the murderous giant has followed the whispers of a dark god down into the depths of the earth, into a primeval cavern forgotten by time. There, he will unleash forces capable of wiping all humans from the region—unless Kagur can stop him first.

From acclaimed author Richard Lee Byers comes a tale of bloody revenge and subterranean wonder, set in the award-winning world of the Pathfinder Roleplaying Game.



With strength, wit, rakish charm, and a talking sword named Hrym, Rodrick has all the makings of a classic hero—except for the conscience. Instead, he and Hrym live a high life as scoundrels, pulling cons and parting the weak from their gold. When a mysterious woman invites them along on a quest into the frozen north in pursuit of a legendary artifact, it seems like a prime opportunity to make some easy coin—especially if there's a chance for a double-cross. Along with a hooded priest and a half-elven tracker, the team sets forth into a land of witches, yetis, and ancient magic. As the miles wear on, however, Rodrick's companions begin acting steadily stranger, leading man and sword to wonder what exactly they've gotten themselves into...

From Hugo Award-winner Tim Pratt, author of *City of the Fallen Sky*, comes a bold new tale of ice, magic, and questionable morality set in the award-winning world of the Pathfinder Roleplaying Game.



ISBN-13: 978-1-60125-515-0 Paperback \$9.99

paizo.com



Paizo, Paizo Publishing, LLC, the golem logo, and Pathfinder are registered trademarks of Paizo Publishing, LLC. Pathfinder Tales and Pathfinder Roleplaying Game are trademarks of Paizo Publishing, LLC. © 2013, Paizo Publishing, LLC.

PATHFINDER®

ROLEPLAYING GAME™



NPC CODEX

EVERY CORE CLASS • EVERY LEVEL • \$39.99

AVAILABLE NOW!



Paizo, Paizo Publishing, LLC, the Paizo golem logo, and Pathfinder are registered trademarks of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game is a trademark of Paizo Publishing, LLC. © 2013 Paizo Publishing, LLC.

paizo.com

FIND YOUR PATH



Pathfinder Adventure Path is your monthly Pathfinder campaign resource. Each volume explores new locations, unveils new monsters unique to Golarion, and gives Game Masters another entry in a complete campaign. Adventures, wealth, and fame await within!

Pathfinder Adventure Path #61: Shards of Sin (Shattered Star 1 of 6)	\$19.99		<input type="checkbox"/>
Pathfinder Adventure Path #62: Curse of the Lady's Light (Shattered Star 2 of 6)	\$19.99		<input type="checkbox"/>
Pathfinder Adventure Path #63: The Asylum Stone (Shattered Star 3 of 6)	\$19.99		<input type="checkbox"/>
Pathfinder Adventure Path #64: Beyond the Doomsday Door (Shattered Star 4 of 6)	\$19.99		<input type="checkbox"/>
Pathfinder Adventure Path #65: Into the Nightmare Rift (Shattered Star 5 of 6)	\$19.99		<input type="checkbox"/>
Pathfinder Adventure Path #66: The Dead Heart of Xin (Shattered Star 6 of 6)	\$19.99		<input type="checkbox"/>
Pathfinder Adventure Path #67: The Snows of Summer (Reign of Winter 1 of 6)	\$22.99		<input type="checkbox"/>
Pathfinder Adventure Path #68: The Shackled Hut (Reign of Winter 2 of 6)	\$22.99	(Available March 2013)	<input type="checkbox"/>
Pathfinder Adventure Path #69: Maiden, Mother, Crone (Reign of Winter 3 of 6)	\$22.99	(Available April 2013)	<input type="checkbox"/>
Pathfinder Adventure Path #70: The Frozen Stars (Reign of Winter 4 of 6)	\$22.99	(Available May 2013)	<input type="checkbox"/>
Pathfinder Adventure Path #71: Rasputin Must Die! (Reign of Winter 5 of 6)	\$22.99	(Available June 2013)	<input type="checkbox"/>
Pathfinder Adventure Path #72: The Witch Queen's Revenge (Reign of Winter 6 of 6)	\$22.99	(Available July 2013)	<input type="checkbox"/>



Golarion is the world of Paizo's Pathfinder campaign setting. These evocative accessories give Game Masters exciting new looks into exotic adventuring locales, previously only explored via Pathfinder Adventure Paths and the Pathfinder Modules. Don't miss out on a single one—it's your world now!

Pathfinder Campaign Setting: The Inner Sea World Guide	\$49.99		<input type="checkbox"/>
Pathfinder Campaign Setting: Inner Sea Poster Map Folio	\$19.99		<input type="checkbox"/>
Pathfinder Campaign Setting: Magnimar, City of Monuments	\$19.99		<input type="checkbox"/>
Pathfinder Campaign Setting: Paths of Prestige	\$19.99		<input type="checkbox"/>
Pathfinder Campaign Setting: Artifacts & Legends	\$19.99		<input type="checkbox"/>
Pathfinder Campaign Setting: Inner Sea Bestiary	\$19.99		<input type="checkbox"/>
Pathfinder Campaign Setting: Mystery Monsters Revisited	\$19.99		<input type="checkbox"/>
Pathfinder Campaign Setting: Irrisen, Land of Eternal Winter	\$19.99		<input type="checkbox"/>
Pathfinder Campaign Setting: Shattered Star Poster Map Folio	\$19.99		<input type="checkbox"/>
Pathfinder Campaign Setting: Chronicle of the Righteous	\$19.99		<input type="checkbox"/>
Pathfinder Campaign Setting: Fey Revisited	\$19.99	(Available March 2013)	<input type="checkbox"/>



Each Pathfinder Player Companion explores a major theme in the Pathfinder campaign setting, with expanded regional gazetteers, new player character options, and organizational overviews to help players flesh out their character backgrounds and provide players and Game Masters with new sources for campaign intrigue.

Pathfinder Player Companion: Inner Sea Primer	\$10.99		<input type="checkbox"/>
Pathfinder Player Companion: Knights of the Inner Sea	\$10.99		<input type="checkbox"/>
Pathfinder Player Companion: Blood of the Night	\$10.99		<input type="checkbox"/>
Pathfinder Player Companion: People of the North	\$10.99		<input type="checkbox"/>
Pathfinder Player Companion: Animal Archive	\$10.99		<input type="checkbox"/>
Pathfinder Player Companion: Dungeoneer's Handbook	\$10.99		<input type="checkbox"/>



Every good Game Master needs good accessories, and Paizo's Pathfinder accessories offer exactly what you need to enhance your Pathfinder Roleplaying Game experience!

GameMastery Combat Pad	\$19.99		<input type="checkbox"/>
GameMastery Condition Cards	\$10.99		<input type="checkbox"/>
Pathfinder Cards: Shattered Star Item Cards	\$10.99		<input type="checkbox"/>
Pathfinder Cards: Reign of Winter Item Cards	\$10.99		<input type="checkbox"/>
Pathfinder Map Pack: Ice Cavern	\$12.99		<input type="checkbox"/>
Pathfinder Flip-Mat: Watch Station	\$12.99		<input type="checkbox"/>
Pathfinder Map Pack: Sewer System	\$13.99		<input type="checkbox"/>
Pathfinder Flip-Mat: Battlefield	\$13.99	(Available March 2013)	<input type="checkbox"/>

PATHFINDER[®]

ROLEPLAYING GAME™

**TAKE CHARGE
OF YOUR GAME!**

ULTIMATE CAMPAIGN

HONOR, ROMANCE, CONQUEST, AND EVERYTHING IN BETWEEN!

**ULTIMATE CAMPAIGN UNLOCKS THE WORLD BEYOND THE DUNGEON
FOR ALL YOUR PATHFINDER CAMPAIGNS.**

AVAILABLE APRIL 2013



Paizo, Paizo Publishing, LLC, the Paizo golem logo, and Pathfinder are registered trademarks of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game is a trademark of Paizo Publishing, LLC. © 2012 Paizo Publishing, LLC.

paizo.com