


PATHFINDER[®]

ADVENTURE PATH[™]

REIGN OF WINTER

ADVENTURE PATH  PART 2 OF 6

THE SHACKLED HUT

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<i>Bestiary 2</i>	B2	<i>Paths of Prestige</i>	POP
<i>Bestiary 3</i>	B3	<i>Ultimate Combat</i>	UC
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 7120 185th Ave NE, Ste 120
 Redmond, WA 98052-0577
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Printed in China.



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REIGN OF WINTER



IZBUSHKA, IZBUSHKA!

Little House, Little House, turn your back to the forest and face me!" In Slavic folklore, this is the traditional phrase used to get Baba Yaga's *Dancing Hut* to stop "dancing" and stand still, revealing its front door to visitors. Fortunately for PCs in the *Reign of Winter Adventure Path*, they have the mantle of the Black Rider and needn't resort to such incantations to gain access to the *Dancing Hut*—though they will have to fight their way through a few guardians to get there!

But while the PCs encounter the *Dancing Hut of Baba Yaga* for the first time in "The Shackled Hut," this is far from its first appearance in the *Pathfinder Roleplaying Game* or *Pathfinder's* progenitors. Over the years, many aspects of the hut and its abilities have changed, but one thing has always remained constant—it's bigger on the inside than on the outside. *Baba Yaga's Hut* made its first appearance in the game in the *Dungeons & Dragons* supplement

Eldritch Wizardry in 1976, where it was described as an artifact 10 to 15 feet in diameter, with an interior 10 times the size of its exterior. The 1st Edition *Dungeon Master's Guide* further detailed the hut, which contained 30 rooms on three separate floors, and whose kicks were as powerful as a blow from a hill giant. The hut was expanded even further in 1984, when Roger Moore's "The Dancing Hut" adventure appeared in *Dragon Magazine* #83. The interior of Moore's version of the hut was designed as a tesseract, a four-dimensional figure composed of eight cubes joined at their faces, and contained a variety of strange inhabitants and features, from Baba Yaga's daughters Natasha and Elena, to a giant telepathic mouse named Ivan, to a steam-powered dwarven war cannon and a World War II Soviet tank. The hut was updated again in 1995, in the 2nd Edition module *The Dancing Hut of Baba Yaga*, which organized the hut's interior rooms into a series of nested

equilateral triangles. *Dungeon Magazine* #196 presented a new “Baba Yaga’s Dancing Hut” adventure in 2011, which updated Roger Moore’s 1984 hut to 4th Edition Dungeons & Dragons rules.

In the Pathfinder Roleplaying Game, Baba Yaga has been a part of Golarion—via the nation of Irrisen—since the very beginning, but her *Dancing Hut* was not fully described until the release of *Pathfinder Campaign Setting: Artifacts & Legends*. In updating the hut for the Pathfinder RPG, we wanted to do something different with its layout, something that had not been done before, but that still hearkened back to the hut’s history in the game. What we came up with was a *Dancing Hut* whose extradimensional interior changes depending on the hut’s physical location. The result is that on the inside, the hut on Golarion is completely different from the hut on Triaxus or the hut on the Plane of Shadow. Not only was this an interesting twist, but it also allowed us to present a new layout of the hut for the PCs to explore in (almost) every adventure in *Reign of Winter*.

The first hut layout appears in this adventure, but the PCs will soon find themselves in a new layout, as the hut travels to Iobaria at the beginning of the next volume, “Mother, Maiden, Crone.” This pattern repeats itself for the remainder of the adventures in *Reign of Winter*, but even so, these represent only a few of the hut’s possible configurations. The *Dancing Hut* can effectively travel to an infinite number of locations, meaning that there are an infinite number of interior layouts to the hut as well. The *Reign of Winter* Adventure Path explores only a few of these arrangements, but there’s nothing stopping you from seeding a few additional keys into the campaign and allowing the PCs to take the hut to even more exotic locales for side quests and extra adventures. The vastness of the Material Plane and the entire Great Beyond is open to those who master the *Dancing Hut*, and the only limit is your imagination.

PC DEATHS AND THE BLACK RIDER’S MANTLE

In “The Snows of Summer,” the PCs met Baba Yaga’s Black Rider and received his mantle, which transferred his duty to find the *Dancing Hut* and rescue Baba Yaga to the PCs, while also granting them a boon and the ability to bypass certain wards left by Baba Yaga. So what happens if, during the course of the Adventure Path, one or more of the PCs die? Irrisen is, after all, a dangerous place, and the hut is only going to take the PCs to ever more hazardous locations. Does that mean that only characters lucky enough to survive every adventure from the very beginning get to bear the mantle?

First and foremost, remember that the mantle of the Black Rider is a story element designed to give the PCs

ON THE COVER

Nazhena Vasilliova, great-great-granddaughter of Queen Elvanna and mistress of the Pale Tower, appears on the cover of this month’s volume. The PCs faced her apprentice in the previous adventure, but they must get through the White Witch herself to claim Baba Yaga’s *Dancing Hut* for their own.

a reason to cross through the winter portal into Irrisen, find the *Dancing Hut*, and go in search of Baba Yaga. It provides some mechanical benefits, but it comes with penalties as well should the PCs not follow through on their promise to rescue Baba Yaga. Nevertheless, this boon can provide characters with a significant advantage over others without the mantle.

The easiest way to handle this is to simply have the current PCs share the power of the mantle with new PCs. As inheritors of the power of Baba Yaga’s heralds, and therefore of Baba Yaga herself, they are capable of transferring the mantle to others, just as the Black Rider did to them. This way, every player gets the boon and the built-in story hook to find Baba Yaga.

An alternative way to address this is to tie the mantle into the new PCs’ backstories. Perhaps these characters met the Red Rider or White Rider before Elvanna killed the Riders and the characters joined the party, so they instead gained the mantle of the Red Rider (or White Rider)—equivalent in all ways to that of the Black Rider. Again, this gives all of the PCs access to the same benefits and penalties.

Finally—and this might be particularly useful in the unfortunate event of the deaths of all of the original PCs—you can do away with the mantle of the Black Rider altogether. Perhaps the *Dancing Hut* (and some of Baba Yaga’s other creations and minions) recognizes the PCs as agents of the Queen of Witches, and reacts to them just as if they were bearers of the Black Rider’s mantle. As long as the PCs are following the Adventure Path and trying to rescue Baba Yaga, they can still pass through her wards as if they possessed the mantle.

In any case, the fact that some players might have to roll up new characters to replace ones who died should not penalize them in certain situations or preclude them from finishing the campaign.

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