

# REIGN OF WINTER



## THE SHACKLED HUT

### PART ONE: JOURNEY TO WHITETHRONE

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Compelled by the mantle of the Black Rider, the PCs travel to the city of Whitethrone in search of the *Dancing Hut* of Baba Yaga.

### PART TWO: THE HOWLINGS

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With Whitethrone under martial law, the PCs must infiltrate the city through the Howlings, where winter wolves walk in the guise of humans.

### PART THREE: THE DRAGON OF WHITETHRONE

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To draw off the army guarding the *Dancing Hut*, the PCs must assassinate a dragon, kicking off an uprising against the Winter Guard.

### PART FOUR: THE ENDLESS FOREST

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The PCs venture into a strange forest in the center of Whitethrone that has grown up around the *Dancing Hut*.

### PART FIVE: THE DANCING HUT OF BABA YAGA

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The PCs explore Baba Yaga's infamous *Dancing Hut* and meet an ally of the Old Crone, as well as a guardian left behind by Queen Elvanna.

### ADVANCEMENT TRACK

"The Shackled Hut" is designed for four characters and uses the medium XP track.

4

The PCs begin this adventure at 4th level.

5

The PCs should be 5th level by the time they venture into the Howlings district and enter the city of Whitethrone.

6

The PCs should be 6th level before they face the white dragon Logrivich at the top of the clock tower.

The PCs should be 7th level by the end of the adventure.

## THE SHACKLED HUT

### ADVENTURE BACKGROUND

After decades of careful research, Queen Elvanna finally made the fateful decision to overthrow Baba Yaga, but she realized that success would require meticulous planning. Several events needed to take place almost simultaneously, and the first and foremost was the imprisonment of her mother.

This act signaled the start of Elvanna's rebellion, but it wasn't the only thing that required immediate attention—the *Dancing Hut* had to be separated from her mother as well. Not only is it Baba Yaga's mobile fortress and a repository of her many secrets, it is also her personal symbol across countless worlds and dimensions. Once Baba Yaga had been imprisoned, Elvanna transported the hut back to Golarion and shackled it in gigantic leg irons in Whitethrone's Market Square. There it was to serve as a testament to Elvanna's victory over her mother. At the same time, the queen deactivated the mystic keys required to transport the hut across the dimensions to prevent its theft from those still loyal to Baba Yaga. With the hut secured, Elvanna turned her attention to Whitethrone's Iron Guard, an organization that had notoriously maintained its loyalty to Baba Yaga above any of her daughters throughout Irrisen's history. In a well-coordinated strike, the queen purged the Iron Guard, installing in its place her own Winter Guard, drawn heavily from the city's ice troll and winter wolf populations. Finally, Elvanna went after Baba Yaga's Three Riders, the heralds who announce the Witch Queen's return every 100 years. The Winter Guard captured the Red and White Riders, impaling their dead bodies on a bone fence around the hut, but the Black Rider managed to escape. As the Winter Guard searches for the missing Black Rider, Elvanna has sequestered herself in a secret location to undertake the massive rituals needed to usher in a global ice age across all of Golarion.

Yet, not everything has gone according to the queen's plans. The Black Rider escaped through the winter portal to Taldor, and with his dying breath charged a group of adventurers with stealing the *Dancing Hut* and pursuing Baba Yaga. Meanwhile, the hut itself has not remained quiescent. Even chained, it struggles to free itself. An enchanted forest has grown up around the hut in the heart of Whitethrone, and fey entities from the First World now contend with the Winter Guard to control the area around the Market Square where the hut is imprisoned.

Nazhena Vasilliozna, mistress of the Pale Tower and one of Queen Elvanna's great-great-granddaughters, has been called to Whitethrone to provide extra security and oversight. Nazhena may not know who opposes her, but she knows her Pale Tower has fallen and believes her apprentice and lover Radosek Pavril is dead. She now prepares herself to crush the meddlers she strongly

suspects are headed to Whitethrone to prevent Queen Elvanna from conquering the entire world.

### ADVENTURE SUMMARY

With the help of their friend and guide, Nadya Petska, the PCs travel across Irrisen to the capital of Whitethrone, where Baba Yaga's *Dancing Hut* is being held. On the city's outskirts, the PCs meet a smuggler who can help them get into the city, which is under martial law and patrolled by members of Queen Elvanna's Winter Guard. To get inside, the PCs must navigate Whitethrone's Howlings district, populated and guarded by winter wolves, to obtain forged documents so they can move freely throughout the city.

The PCs find shelter with the underground resistance movement called the Heralds of Summer's Return, who operate a hidden shrine to Milani in Whitethrone. The PCs learn that the *Dancing Hut* is heavily guarded, but it they infiltrate a clock tower housing a white dragon commander of the Winter Guard, the ensuing chaos should allow them to get to the hut. Chaos ensues once the PCs kill the dragon, as the city's former Iron Guard rises up against the Winter Guard, pulling the extra troops away from the Merchants' Quarter, where the *Dancing Hut* is chained.

Upon entering the forest that has grown up around the *Dancing Hut*, the PCs find that though much of the Winter Guard has been pulled away, the woods are infested with fey. Three primal beings known as dawn pipers are siphoning away reality itself to bring the hut to the First World. Once they are stopped, the PCs must defeat the White Witch Nazhena Vasilliozna, mistress of the Pale Tower, to claim the *Dancing Hut* for themselves and hijack it out of the heart of Whitethrone.

### PART ONE: JOURNEY TO WHITETHRONE

As this adventure begins, the PCs have shut down the winter portal to Taldor, but doing so has trapped them in Irrisen. The Black Rider has charged them to seek out the *Dancing Hut* in Irrisen's capital city of Whitethrone, and use it to find and liberate Baba Yaga to end Elvanna's threat to the entire world. The PCs have probably made good friends and allies in Waldsby, but their continued presence there threatens the community. At the same time, the mystical burden of the Black Rider's mantle pulls them toward Whitethrone.

But the PCs don't have to go alone or without help. Their new friend Nadya Petska volunteers to be their guide across the snowy wilderness. Nadya is a skilled ranger as well as a 26-year-old widow and mother of two twin boys. In "The Snows of Summer," the PCs likely learned that Nadya's daughter, Thora, was taken to the Pale Tower and changed into the one of Irrisen's porcelain guardian dolls by Nazhena Vasilliozna as punishment for a minor slight. While Nadya fears that Nazhena will return to Waldsby to

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exact revenge on her family for the aid she gave the PCs, she harbors a burning desire to see life in Irrisen changed for the better, and her instincts tell her that destiny has touched this group of strangers she's befriended. Nadya tells the PCs that her late husband's uncle Ringeirr is a fisherman in a small shantytown called the Fishcamps on the outskirts of Whitethrone. Ringeirr Malenkov has lived in the shadow of Whitethrone for decades, and Nadya believes he could be a trusted ally who can help the party infiltrate the city. Nadya is convinced that if anyone can help the PCs find their way around Whitethrone, it's Uncle Ringeirr—if he is still alive.

If the PCs accept Nadya as a guide, she also takes this opportunity to relocate her family to avoid retaliation from Nazhena Vasillioivna, packing up her sons, Orm and Mjoli. The family has its own cold weather gear, rations, and other supplies. Nadya plans to take the twins only as far as the village of Ellsprin, which the group should reach after about a week, and she promises to ensure they do not become a burden. After Ellsprin, Nadya will see the party the rest of the way to Whitethrone. Nadya's full stat block appears in *Pathfinder Adventure Path* #67.

Yet even without having two children in tow, travel to Whitethrone is a daunting task. It is a 9-day journey fraught with many perils besides the eternal winter. During the trip, the PCs face several encounters. These are presented below as both event-based encounters and location-based encounters. Each of the events includes a suggested time for the encounter to take place, but feel free to adjust the timing of these events as you see fit, interspersing them with the location-based encounters. On the other hand, each of the encounter areas is tied to a specific location. These encounters occur when the PCs reach the locations marked on the map on page 9.

## TRAVEL AND WEATHER

Whitethrone is approximately 132 miles northwest of Waldsby—on average, it should take the PCs about 9 days to traverse the snowy wilderness. Snow is everywhere in Irrisen, reducing overland travel rates by half. During combat, entering a snow-covered square costs 2 squares of movement. If the PCs do not yet have them, cold-weather gear, furs, tents, and snowshoes are all readily for sale in Waldsby, as well as rations and other provisions. Rules for cold temperatures appear on page 442 of the *Pathfinder RPG Core Rulebook*, and you can assume it is

always cold weather (0°–40° F), with occasional spells of severe cold (below 0° F). In general, however, characters wearing cold-weather gear or using daily alternatives such as *endure elements* should not have to attempt regular Fortitude saves. Food is always scarce in the Irriseni wilderness, adding 5 to the DC of any Survival checks to find food.

Staying warm at night requires establishing a camp to provide shelter and building a fire to stay warm. This requires a successful DC 15 Survival check and an hour of effort in the cold. A result of 20 or higher reduces this time to less than an hour. Once a camp is established, characters inside shelters can remove their cold-weather gear, study, pray, and rest to recover damage. Characters outside of a shelter but in a camp can stay warm with cold-weather gear even if the temperature drops below 0° F.

## EVENT 1: THREAT FROM THE SKIES (CR 5)

This encounter takes place on the party's first day after leaving Waldsby.

**Creatures:** A half-dozen ravens approach from the south and begin a lazy circling pattern above the PCs. For the first few miles of the party's journey, the ravens' presence appears to be benign, but with a successful DC

15 Perception check, the PCs notice the birds' numbers are gradually growing over time. The ravens are responding to magic employed by the White Witches in Whitethrone. Once Nazhena lost contact with her apprentice Radosek Pavril, she assumed the worse. On her authority, the White Witches have started looking for trouble from the southeast, and the ravens are among their spies. A successful DC 15 Knowledge (nature) check confirms that the ravens' behavior is unnatural, giving the PCs 1 round of warning before the ravens coalesce into two swarms and spiral down to attack.

### RAVEN SWARMS (2)

CR 3

#### XP 800 each

(*Tome of Horrors Complete* 584)

N Tiny animal (swarm)

**Init** +2; **Senses** low-light vision, scent; Perception +11

#### DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 30 each (4d8+12)

**Fort** +6, **Ref** +6, **Will** +3

**Defensive Abilities** half damage from piercing and slashing weapons, swarm traits



NADYA PETSKA

# THE SHACKLED HUT



## OFFENSE

**Speed** 10 ft., fly 40 ft. (average)  
**Melee** swarm (1d6 plus eye-rake)  
**Space** 10 ft.; **Reach** 0 ft.  
**Special Attacks** distraction (DC 14), eye-rake

## TACTICS

**Morale** Once one of the raven swarms is defeated, the remaining swarm disengages and flies away to the northwest.

## STATISTICS

**Str** 2, **Dex** 15, **Con** 14, **Int** 2, **Wis** 15, **Cha** 7  
**Base Atk** +3; **CMB** —; **CMD** —  
**Feats** Skill Focus (Perception), Toughness  
**Skills** Fly +10, Perception +11

## SPECIAL ABILITIES

**Eye-Rake (Ex)** Any living creature damaged by a raven swarm must succeed at a DC 14 Reflex save or it is blinded as the swarm scratches and tears at the victim's eyes. The blindness lasts for 1d4 days or until healed with *remove blindness/deafness* or a successful DC 20 Heal check. The save DC is Constitution-based.

## EVENT 2: GREMLINS' CURSE (CR 6)

**Creatures:** On the second day of travel, the PCs come under the scrutiny of a group of malicious winter-touched

jinkin gremlins. In Irrisen, jinkins often extort food from farmers and villagers in exchange for being left alone. The propitiation sometimes works for a while, but inevitably the fey must be run off when their urge for mischief eventually overwhelms them.

The six jinkins hide at a distance, behind trees and under shrubs and other undergrowth. The gremlins study the PCs as they set up their camp, noting where the party stores their supplies and who openly displays religious symbols. The jinkins' favorite tactic is to approach stealthily, especially when humans are on watch, while they prepare their tinker ability. Then they slice an opening into a shelter in order to touch a religious or druidic character and bestow their curse (a sleeping character is helpless but still receives a saving throw). If the characters on watch appear particularly attentive, the jinkins use *dimension door* to teleport directly inside tents or other shelters.

The jinkins' curse causes all spells that create or affect food, such as *create food and water*, *goodberry*, and *purify food and drink*, to automatically fail. Once the jinkins succeed in this antic, they rifle through the goods of the sleeping characters, stealing what they want and ruining the party's food with a variation of their prestidigitation ability used as *putrefy food and drink*. They avoid physical

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attacks that could wake and rouse the whole camp. Instead, they watch with glee from afar when the morning comes and their victims discover their food is ruined and they have little chance of finding any more. If discovered, or when their evil handiwork is finished, the jinkins use *dimension door* to flee. If they've already used that ability, they rely on their natural stealth to help them escape the camp.

## WINTER-TOUCHED JINKINS (6)

CR 1

XP 400 each

hp 6 each (*Pathfinder RPG Bestiary 2* 142, *Pathfinder Adventure Path* #67 72, with the following changes)

**Spell-Like Abilities** (CL 1st; concentration +3)

At will—*putrefy food and drink*<sup>APG</sup>  
1/hour—*dimension door*

## EVENT 3: LITTLE BOY LOST (CR 5)

This event takes place when the party sets camp for the evening of the fourth day of travel. Unless the PCs are specifically mindful, Nadya gives her son Orm permission to look for firewood before the evening snowfall begins. As Nadya finishes with her family's shelters, she realizes the boy has not returned. She raises the alarm and starts to organize a search for the boy.

Finding Orm is a race against time. The longer it takes to find him, the worse the situation becomes. The PCs can split up into multiple search parties if they wish; each search party can attempt a DC 21 Survival check. Failed checks can be retried, but each attempt represents 20 minutes spent searching.

**Creatures:** When Orm is found, he is surrounded by three boreal wolves, white-furred wolves adapted to Irrisen's eternal supernatural winter. If a search party locates him on their first attempt, Orm is unharmed. After two attempts, it begins snowing, affecting Perception checks and ranged attacks (*Core Rulebook* 438). The same conditions apply after three attempts; in addition, it is now dark and light sources are required to see clearly. Dropping a torch in the snow extinguishes it in 1 round. After four attempts, all previous conditions apply and Orm has been savaged by the wolves. He is dying and is at -5 hit points. If not stabilized, Orm will die when he reaches -10 hit points. After five attempts, Orm is found dead. The wolves attack to keep interlopers away from their quarry, but do not attack Orm if there are more dangerous predators to fight.

## BOREAL WOLVES (3)

CR 2

XP 600 each

(*Pathfinder Campaign Setting: Irrisen, Land of Eternal Winter* 56)  
N Medium magical beast (cold)

**Init** +2; **Senses** low-light vision, scent; Perception +8

## DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 15 (2d8+6)

**Fort** +6, **Ref** +5, **Will** +1

**Immune** cold

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 50 ft.

**Melee** bite +3 (1d6+3 plus 1d6 cold and trip)

## STATISTICS

**Str** 15, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +3; **CMD** 13 (17 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Perception +8, Stealth +6 (+10 in snow), Survival +1 (+5 in snow or when tracking by scent)

## SPECIAL ABILITIES

**Trackless Step (Ex)** A boreal wolf does not leave a trail in snow and cannot be tracked. It can choose to leave a trail if it so desires.

**Development:** If Orm dies, Nadya blames herself. Having lost two children in close succession, she is inconsolable for some time. She becomes overprotective of her surviving child, Mjoli, never letting him out of her sight. She still honors her promise to guide the PCs to Whitethrone, but takes Mjoli with her rather leaving him in Ellsprin.

## EVENT 4: NAZHENA'S HUNTERS (CR 7)

This encounter occurs on the eighth day of travel, after the PCs have left the village of Ellsprin.

**Creatures:** The events at the Pale Tower in "The Snows of Summer" have not gone unnoticed. Approximately a week after Nazhena Vasilliovna lost all communication with her apprentice, Radosek Pavril, the White Witch dispatched a contingent of the Winter Guard from Whitethrone to investigate, instructing the soldiers to look out for and intercept any armed groups of adventurers en route to Whitethrone from the southeast. A winter wolf named Norgrimm was given command of four human Winter Guard falconers. Norgrimm is the absolute leader of this group, and the falconers defer to his authority. The group works as a team. The falconers send their animals ahead to search from great heights and return when they spot creatures. Once the falcons report a positive sighting, Norgrimm breaks off to circle around the party. Once in position, Norgrimm attacks the PCs from behind while the falconers send their falcons to attack and draw their bows to launch their own assault.

## FALCON FEATHERED COMPANIONS (4)

CR —

Bird animal companion

N Small animal

**Init** +2; **Senses** low-light vision; Perception +10

## THE SHACKLED HUT

### DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 8 each (3d8+3)

Fort +4, Ref +5, Will +3

### OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee bite +3 (1d4), 2 talons +4 (1d4)

### TACTICS

**During Combat** The falconers order their falcons to distract opponents in melee combat or attack ranged combatants or spellcasters.

**Morale** If a falcon is reduced to 4 hit points or fewer, its falconer (if still alive) recalls the falcon. Otherwise, the falcons fight to the death.

### STATISTICS

Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6

Base Atk +2; CMB +1; CMD 13

Feats Skill Focus (Perception), Weapon Focus (talons)

Skills Fly +8, Perception +10

SQ tricks (attack, come, distract<sup>UC</sup>, down, seek)

### NORGRIMM

CR 5

XP 1,600

Male winter wolf (*Pathfinder RPG Bestiary* 280)

hp 57

### TACTICS

**During Combat** Norgrimm charges the weakest-looking opponent on the first round of combat, then tries to catch as many enemies as possible with his breath weapon. He trips opponents and savages them once they're downed.

**Morale** Norgrimm fights until reduced to 10 hit points or fewer, at which point he flees back to Whitethrone.

### WINTER GUARD FALCONERS (4)

CR 1

XP 400 each

Human ranger (falconer) 2 (*Pathfinder RPG Ultimate Combat* 67)

LE Medium humanoid (human)

Init +2; Senses Perception +6

### DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 19 each (2d10+4)

Fort +4, Ref +5, Will +1

### OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+2/19–20)

Ranged composite longbow +4 (1d8+2/x3)

Special Attacks favored enemy (humans +2)

### TACTICS

**During Combat** The falconers adopt strategies to best support Norgrimm, favoring ranged combat with their bows, but they do enter melee to flank opponents with the winter wolf.

**Morale** As long as Norgrimm lives, the falconers fight to the death. Once the winter wolf is defeated, however, the

falconers surrender when reduced to fewer than 10 hit points (see Development, below).

### STATISTICS

Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 10

Base Atk +2; CMB +4; CMD 16

Feats Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +6, Handle Animal +5, Knowledge (geography) +5, Knowledge (nature) +5, Perception +6, Stealth +6, Survival +6

Languages Skald

SQ feathered companion<sup>UC</sup> (falcon), track +1

Combat Gear *potions of cure light wounds* (2); Other Gear studded leather, composite longbow (+2 Str) with 20 arrows, longsword, cold-weather gear, falconry gauntlet<sup>UE</sup>, snowshoes, 6 gp



WINTER GUARD FALCONER

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**Treasure:** Norgrimm has one blue eye and one violet eye. If he is slain, Nadya remembers old folk tales that suggest a winter wolf with different-colored eyes can be skinned to create a magic cloak called a *rimepelt* (see page 61). She offers to skin the wolf if none of the PCs have the appropriate skills. While this normally requires a successful DC 20 skill check, whoever skins the beast should automatically succeed at the task, as possession of a *rimepelt* will make the PCs' infiltration of Whitethrone in Part Two much easier.

**Development:** If Norgrimm is killed or escapes, the falconers quickly lose their will to fight. If interrogated, the falconers attempt to barter for their lives. They know a White Witch ordered Norgrimm to head to a tower outside the town of Waldsby and look for suspicious groups of adventurers traveling to Whitethrone from that direction. They know little else, as Norgrimm kept many details to himself. If Norgrimm successfully escapes, he is sure to beat the PCs to Whitethrone, where he tells Nazhena about this encounter and what he's learned of the PCs' abilities.

## A. THE WOOD-WIFE'S PLIGHT

This encounter occurs when the party passes through a small wood.

### A1. A Plea For Help (CR 5)

A rough wooden cabin stands just inside a small wood. There is no sign of activity around the cabin, but smoke rises from the chimney.

**Creature:** As the PCs near the cabin, a strikingly beautiful, red-haired woman in a hooded coat comes out of the cabin and hails them, asking for their help. She introduces herself as Sylgja, and explains that she believes her husband Finngarth was taken by a moss troll that lairs in a nearby cave. Sylgja begs the PCs to rescue or avenge Finngarth, in return for safe and comfortable lodging for the night and a magical treasure that belongs to her husband. Sylgja's story is completely true, insofar as she believes it, but she does not share everything with the PCs.

Sylgja does not reveal that she is Finngarth's wood-wife and a huldra, a fey creature with a long fox's tail and an opening in her back that reveals her body is a hollow wooden shell. Sylgja wears a long cloak or wears her hair down to hide her hollow back and tail, using her Disguise skill to conceal her true nature. She loves Finngarth, but the couple live in isolation because most Irriseni peasants would not accept their relationship. Huldras hate trolls, and Sylgja is no exception, but she does not believe she can defeat a troll on her own, which is why she seeks the PCs' aid.

If the PCs refuse Sylgja, she casts *charm person* to gain an ally to convince the PCs to assist her. If the PCs attack Sylgja, she responds in kind. She attempts to take out the majority

of the party's members with *deep slumber* or *color spray*, then casts *charm person* on any who remain, still hoping to send them to rescue Finngarth. If the PCs agree to help Sylgja, she directs them toward a small cave in a nearby rocky hillside where she believes the moss troll lives (area A2).

#### SYLGJA

CR 5

XP 1,600

Female huldra sorcerer 2 (*Pathfinder Campaign Setting: Lands of the Linnorm Kings* 59)

CN Medium fey

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

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#### DEFENSE

**AC** 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural)**hp** 49 (9 HD; 7d6+2d6+18); regeneration 3 (acid or fire)**Fort** +4, **Ref** +9, **Will** +9**Immune** charm and compulsion effects; **Resist** cold 10

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#### OFFENSE

**Speed** 30 ft.**Melee** slam +10 (1d6+6), tail slap +10 (1d6+6 plus 1d4 Cha damage)**Ranged** +1 *dagger* +9 (1d4+7/19–20)**Special Attacks** lashing tail, manipulate luck**Spell-Like Abilities** (CL 4th; concentration +9)Constant—*detect snares and pits*, *endure elements*, *pass without trace*3/day—*charm person* (DC 16), *daze monster* (DC 17), *wood shape*1/day—*deep slumber* (DC 18)**Bloodline Spell-Like Abilities** (CL 2nd; concentration +7)

8/day—laughing touch

**Sorcerer Spells Known** (CL 2nd; concentration +7)1st (6/day)—*color spray* (DC 16), *unseen servant*0 (at will)—*dancing lights*, *ghost sound* (DC 15), *mending*, *ray of frost*, *read magic***Bloodline** fey

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#### TACTICS

**Morale** If reduced to 20 hit points or fewer, Sylgja flees, using *pass without trace* to throw off pursuit.

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#### STATISTICS

**Str** 23, **Dex** 19, **Con** 14, **Int** 16, **Wis** 12, **Cha** 20**Base Atk** +4; **CMB** +10; **CMD** 25**Feats** Deceitful, Dodge, Eschew Materials, Mobility, Nimble Moves, Power Attack**Skills** Bluff +19, Disguise +19, Escape Artist +16, Knowledge (arcana) +10, Knowledge (nature) +15, Perception +13, Sense Motive +8, Spellcraft +10, Stealth +16, Use Magic Device +17**Languages** Common, Draconic, Giant, Gnome, Hallit, Skald, Sylvan  
**SQ** bloodline arcana (+2 DC for compulsion spells)**Combat Gear** *scroll of remove curse*; **Other Gear** +1 *dagger*, *feather token* (tree), 48 gp

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#### SPECIAL ABILITIES

**Lashing Tail (Su)** A huldra's tail slap is a primary attack. In addition, each time a huldra damages a creature with her

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tail slap, she deals 1d4 points of Charisma damage, causing her target to grow progressively more deformed and ugly with each strike. A successful DC 15 Fortitude save negates the Charisma damage. The save DC is Constitution-based.

**Manipulate Luck (Su)** Once per day, a huldra can manipulate another creature's luck by spending a full-round action, during which the huldra must remain in physical contact with the target creature. When the huldra uses this ability, she must choose whether she is imparting good luck or bad luck. A creature granted good luck gains a +2 luck bonus on all saving throws, attack rolls, and skill checks, while a creature afflicted with bad luck takes a -4 penalty on all saving throws, attack rolls, and skill checks. A successful DC 18 Will save negates the effect. Huldras cannot be the target of this ability. This effect lasts for 24 hours and is a curse effect. The save DC is Charisma-based.

### A2. Mossy Cave (CR 5)

**Creatures:** This small cave lies about half a mile from Sylgja's cabin, and is inhabited by the "moss troll" that Sylgja believe attacked her husband. In fact, what Sylgja thought was a moss troll is actually her husband Finngarth, who has been infested by a strange, intelligent plant creature from the First World called a mindslaver mold. Upon catching a glimpse of Finngarth from the distance, Sylgja mistook him for a moss troll because he is now covered in mossy green vegetation. Finngarth has been enslaved by the intelligent mold, which is using him as a host to spawn more mold and grow a collective in this cave.

<b>FINNGARTH</b>	<b>CR 3</b>
<b>XP 800</b>	
Male human fighter 4	
NG Medium humanoid (human)	
<b>Init</b> +1; <b>Senses</b> Perception -3	
<b>DEFENSE</b>	
<b>AC</b> 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge)	
<b>hp</b> 38 (4d10+12); currently 30	
<b>Fort</b> +6, <b>Ref</b> +2, <b>Will</b> -2 (+1 vs. fear)	
<b>Defensive Abilities</b> bravery +1	
<b>Weaknesses</b> infested	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> battleaxe +9 (1d8+6/x3)	
<b>Ranged</b> longbow +5 (1d8/x3)	
<b>TACTICS</b>	
<b>During Combat</b>	
Finngarth attacks	



with his battleaxe, using Power Attack and Cleave to fell his foes.

**Morale** While under the mindslaver mold's domination, Finngarth fights to the death. If freed from the mold, Finngarth immediately surrenders.

**Base Statistics** When not infested by the mindslaver mold, Finngarth's statistics are **Will** +0; **Wis** 8; **Skills** Profession (hunter) +6, Survival +9.

<b>STATISTICS</b>
<b>Str</b> 18, <b>Dex</b> 13, <b>Con</b> 14, <b>Int</b> 10, <b>Wis</b> 4, <b>Cha</b> 12
<b>Base Atk</b> +4; <b>CMB</b> +8; <b>CMD</b> 20
<b>Feats</b> Cleave, Dodge, Power Attack, Skill Focus (Survival), Weapon Focus (battleaxe), Weapon Specialization (battleaxe)
<b>Skills</b> Climb +11, Profession (hunter) +4, Survival +7
<b>Languages</b> Skald
<b>SQ</b> armor training 1
<b>Gear</b> studded leather, battleaxe, longbow with 20 arrows

#### SPECIAL ABILITIES

**Infested (Su)** Finngarth is infested with mindslaver mold. He has taken 8 points of damage and 4 points of Wisdom damage from the mold and its spores. He is completely dominated by the mold, and follows its directives until freed from the mold's infestation.

#### MINDSLAVER MOLD CR 3

##### XP 800

(Pathfinder Campaign Setting: Lands of the Linnorm Kings 61)

NE Small plant

**Init** +7; **Senses** low-light vision; Perception +8

#### DEFENSE

**AC** 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

**hp** 30 (4d8+12); fast healing 2

**Fort** +7, **Ref** +4, **Will** +2

**Defensive Abilities** avoidance;

**Immune** cold, plant traits; **Resist** acid 10; **SR** 14

#### OFFENSE

**Speed** 5 ft., climb 5 ft.

**Ranged** spore pod +7 touch (spores)

**Special Attacks** infestation, spores

**Spell-Like Abilities** (CL 8th; concentration +9)

1/day—dominate person (DC 16)

#### TACTICS

**During Combat** The mindslaver mold uses its avoidance



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ability to evade attacks, firing spore pods at anyone attacking it or Finngarth.

**Morale** If the mindslaver mold is removed from Finngarth, or if Finngarth is slain, the mold attempts to find a new host. It casts *dominate person* on the closest creature to allow it to infest a new victim.

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## STATISTICS

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**Str** 2, **Dex** 17, **Con** 17, **Int** 14, **Wis** 12, **Cha** 13

**Base Atk** +3; **CMB** –2; **CMD** 12 (can't be tripped)

**Feats** Dodge, Improved Initiative

**Skills** Climb +8, Escape Artist +7, Perception +8, Stealth +14

**Languages** Aklo, Skald, Sylvan (cannot speak); mold mindlink

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## SPECIAL ABILITIES

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**Avoidance (Ex)** When a mindslaver mold is infesting a living or an undead creature, it can attempt a Reflex save as an immediate action to completely avoid an attack that would normally have hit it. This attack instead harms the infested creature—the mold effectively slithers out of the way of the incoming attack so that the blow strikes the creature it controls. The mindslaver mold must choose to attempt avoidance after the attack roll is resolved but before damage is rolled.

**Infestation (Su)** A mindslaver mold can climb onto and attach itself to a willing or helpless host as a standard action. As long as the mold infests its host, the mold shares the same 5-foot square with its host's space; this does not negatively impact the host or the mold. As long as a mindslaver mold infests a host, the host takes a –4 penalty on all Will saves made against the mindslaver mold's *dominate person* spell-like ability, and the duration of that spell-like ability on the host becomes permanent as long as the mold remains attached. Each day, an attached mindslaver mold deals 1d4 points of damage to its host as it feeds on the host's blood and other bodily fluids. A mindslaver mold can be torn free from its host with a successful DC 15 Strength check made as a standard action—doing so deals 2d6 points of damage as the mold's tendrils tear free. A dead mindslaver mold deals no damage when it is so removed.

**Mold Mindlink (Su)** A mindslaver mold can communicate telepathically with any other mindslaver mold within 10 miles, and knows the condition of all other mindslaver molds in this area as if it had a *status* spell in effect on all other molds.

**Spore Pod (Ex)** A mindslaver mold's sole physical attack is to launch a spore pod the size of a sling bullet. This is a ranged touch attack with a range increment of 20 feet.

**Spores (Su)** Whenever a mindslaver mold hits a creature with its spore pod, or whenever a creature touches a mindslaver mold (including when a creature hits the mold with a touch attack, unarmed strike, or natural attack), the creature must succeed at a DC 15 Fortitude save to avoid taking 1d4 points of Wisdom damage as the mold's spores swiftly drain away the victim's willpower and sense of self. The save DC is Constitution-based.

**Development:** If the PCs discover the mindslaver mold's true nature and save Finngarth, both Sylgja and Finngarth are overjoyed and grateful. They offer their cabin as a safe place for the PCs to rest. The cabin is well appointed and large enough to host the entire party. In addition, if the PCs are suffering from any curses (such as the cursed *ring of lifebleed* from the Pale Tower in “The Snows of Summer” or the jinkins' curse in Event 2), Sylgja offers to remove it with her *scroll of remove curse*. Finally, if one of the PCs particularly distinguished himself saving Finngarth, Sylgja imparts good luck on that character with her manipulate luck ability before the PCs take their leave.

If the PCs inadvertently kill Finngarth, the situation becomes complicated. Sylgja doesn't blame them, and upholds her offer of hospitality for the night. However, that night while the characters are asleep, Sylgja casts *charm person* on a PC she might find attractive. If successful, she tries to convince that PC to remain to start a new life with her. Sylgja does this not out of revenge, but out of fear of being alone. The huldra has grown accustomed to her relationship with Finngarth, and she grasps for a new love to replace her old one. Sylgja's capricious fey nature doesn't perceive anything wrong with this, but her charm does not alter the mantle of the Black Rider carried by the PCs. With a successful DC 20 Sense Motive check, a PC gains insight into her motivations, and with a successful DC 15 Diplomacy check, a PC persuades her that charming a party member is a mistake, causing her to release her charmed victim with an apology.

**Story Award:** If the PCs defeat the mindslaver mold and rescue Finngarth, award them 1,400 XP, as if they had defeated Finngarth and Sylgja in combat.

**Treasure:** Regardless of whether Finngarth is saved, Sylgja keeps her word, even if there is an altercation with her afterward. She rewards the PCs with her husband's “lucky bear trap”—a magic item called an *insidious bear trap* (see page 60). If Finngarth survives, he happily honors the promise as well.

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## B. POCKET OF SUMMER (CR 4)

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The skies are clear up ahead, and the air grows warmer. Sunlight shines down on fresh grass that has sprouted where the snow suddenly ends in clear line. As far as the eye can see, fir trees have shed any sign of white, and birch trees show signs of fresh new leaves. The sounds of rivulets of water and melting snow can heard everywhere.

As the PCs travel across the snowy landscape, they come across a 3-mile-wide zone in their path where the temperatures relent and rise well above 40 degrees. Grass and other vegetation become plainly visible. This small

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pocket of verdant terrain is the handiwork of local druids who fight against winter's eternal grip on the landscape. These zones do not last long, as the White Witches stamp them out when they are inevitably located, or they become subsumed by the surrounding magical winter when the druids' power eventually fails, but with many of the Jadwiga Elvanna currently distracted, this zone has gone unnoticed longer than most.

**Creatures:** For the brief periods they exist, these sheltered areas almost always attract wildlife. Currently a single giant elk grazes in this "summer pocket." This "great elk" or megaloceros is a particularly large species of elk that has migrated from the Realm of the Mammoth Lords to the east. It stands 6 feet tall at the shoulder, and its antlers spread almost 12 feet wide. The great elk is large enough to serve as a mount for a Medium creature, but it is still a wild animal. The megaloceros is skittish and wary of predators, and becomes fiercely territorial and aggressive if approached.

The megaloceros is not the only animal life active in the area. A mated pair of worgs have been stalking the elk, but they consider the animal too strong and dangerous to attack. If they spy the PCs, the worgs hide and observe the party. If either the elk or the PCs are significantly injured, the worgs charge in to attack the weakest group, hoping that the stronger group will depart when confronted with a fresh and uninjured threat. As soon as the worgs appear, the megaloceros attempts to flee.

### MEGALOCEROS

CR 4

XP 1,200

hp 34 (*Pathfinder RPG Bestiary 2* 187)

### WORGs (2)

CR 2

XP 600 each

hp 26 each (*Pathfinder RPG Bestiary 280*)

## C. HAUNTED VILLAGE (CR 6)

On the sixth day of their journey, the PCs come across a ruined village. Read or paraphrase the following to the players as the PCs approach this area.

---

This place was once a small town or village prior to the Winter War. Most of the buildings are little more than piles of snow-covered stones, with crumbled sections of their walls rising from the ruins. The only structure that might offer temporary shelter appears to be an old temple inside a walled circular churchyard with an arch at the entrance. The front door of the temple has rotted away, but a smooth stone circle engraved with the outline of a butterfly is mounted above the doorway.

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These ruins are the remains of the village of Ulsgaard, now virtually forgotten. A successful DC 10 Knowledge

(religion) check identifies the symbol above the door to the temple as that of Desna.

Fourteen hundred years ago, during the first week of the Winter War, a mass exodus of native Ulfen flooded south before the might of Baba Yaga's army of giants and trolls and the onslaught of unseasonable winter. As the invading army approached, the adults of Ulsgaard left the village to search for a place where the community could hide and regroup with other survivors. They planned to return for the village's children, who were entrusted to a pair of clerics of Desna, once they located a sanctuary. Tragically, for reasons lost to history, no one from the village ever returned. Abandoned, with no place to hide or run to, and with children they could not protect, the clerics lost their faith in fear and madness. They conspired to offer the children as a sacrifice to Baba Yaga, and foolishly pledged their souls to her in exchange for mercy. But when the armies of the Witch Queen arrived at Ulsgaard, no one was spared.

**Creatures:** When the clerics renounced their faith in Desna and blasphemously prayed to Baba Yaga instead, their souls were damned. After the destruction of Ulsgaard, they rose as undead huecuvas. During the day, the huecuvas linger in the churchyard, appearing as their old human selves. At first, the huecuvas are confused by the presence of the PCs, mistaking them for new children, and they encourage the PCs not to worry and to "run along and play." Once the haunt (see below) manifests, however, the huecuvas reveal themselves for the monsters they are and attack.

### HUECUVAS (2)

CR 2

XP 600 each

hp 16 each (*Pathfinder RPG Bestiary 3* 150)

**Haunt:** When the clerics made their decision to sacrifice the children to save themselves, they gathered the children in the churchyard to play, so they would all be in one place when the time came to hand them over. The echoes of this betrayal remain to this day, and the spirits of the children of Ulsgaard remain in the churchyard where they were slain by Baba Yaga's minions. The haunt manifests in the center of the courtyard, 20 feet from the entrance of the church. When the haunt is triggered, a group of ghostly, translucent children appear in the churchyard, crying for their parents and screaming as ghostly trolls and giants enter the churchyard and begin snatching them up. The palpable despair of the children sweeps over any living creature in the courtyard.

### THE CHILDREN OF ULSGAARD

CR 4

XP 1,200

CN haunt (20-ft. radius)

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**Caster Level** 4th

**Notice** Perception DC 21 (to hear the sound of children screaming)

**hp** 8; **Weakness** tricked by *hide from undead*; **Trigger** proximity; **Reset** 1 day

**Effect** When this haunt is triggered, all living creatures in the churchyard are targeted by a *crushing despair* spell (Will DC 16 negates). Once triggered, the haunt's effects last for 4 minutes.

**Destruction** The huecuvas must be destroyed and *consecrate* must be cast on the churchyard.

**Treasure:** With a successful DC 20 Perception check, a PC locates a loose stone under the ruins of a toppled-over altar inside the temple where the priests hid some of the

temple's treasures from the approaching army. A small stone coffer sits in a cavity under the stone; it contains a *scroll of hold person* and a *scroll of resist energy* (cold) in an engraved scroll case worth 100 gp, a *bladed belt*<sup>UE</sup>, a *ring of feather falling*, and two fire opals worth 250 gp each, as well as 220 gp and 27 pp.

## D. ELLSPRIN

The tiny village of Ellsprin lies on the route to Whitethrone, about a week's travel from Waldsby. Nadya hopes to relocate her family here.

### D1. Besieged Cottage (CR 6)

Read or paraphrase the following to the players as the PCs approach the village.

A solitary wooden house sits on the outskirts of a small village, partially surrounded by a small grove of trees and hardy shrubs, far from the other houses in the village. A thin column of smoke rises from the chimney, but there is no other sign of life from within, and the window shutters are pulled closed. Fifteen feet in front of the homestead, a humanoid shape lies facedown—the snow around it is dyed red with blood.

The house belongs to **Maret Truskin** (NG female human commoner 1) and is currently under siege. Maret's husband, Borvald, lies facedown, dead, in front of his home, while a terrified Maret has locked herself inside with their two children, Jory and Katlina.

When Maret was just a teen, a passing satyr seduced her and left her with child. She soon gave birth to a male faun she named Garen. Ostracized by the people of Ellsprin, Maret came to live on the outskirts of the village. Garen sensed he was the source of his mother's alienation, and when he came of age, he ran away. Years later, Maret found happiness and married a kind woodsman named Borvald, and the couple had two children of their own.

Recently, the now-adult Garen fell in with two quicklings, a couple named Faernip and Zzababa. The naive faun was unaware of the capricious cruelty of the fey and told them his story. The quicklings became outraged that "verminous humans" would presume to be ashamed of fey relations instead of the other way around. Now for cruel sport, they have traveled to Ellsprin to punish the village, starting with Garen's mother, Maret. Garen attempted to stop them, but the quicklings overpowered him and tied him up in an abandoned barn nearby. The quicklings intend to "toughen him up" by forcing him to watch what they do to his mother.

When the quicklings attacked, Borvald tried to fight them off while Maret and the children barricaded



HUECUVA

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themselves inside. Sadly, the quicklings killed the woodsman and Maret and her children are now trapped inside the house. They can't outrun the fey, and the village is just too far away for their cries to be heard.

**Creatures:** The quickling Faernip and his twigjack ally, Tindlecrick, are not far from the cabin. Faernip stands motionless and invisible, watching the PCs to see what they will do. He doesn't understand non-fey well enough to actually know for sure. If they elect to pass by without investigating the house, he resumes his torment after they're gone. Tindlecrick hides in the nearby shrubs, waiting for Faernip's cue before acting.

If the PCs approach Borvald's body or the house, Maret shouts out a warning from the house. Alternatively, if the PCs search for tracks, any who succeed at a DC 10 Survival check detect Faernip's tracks, which abruptly end near the house (where he now stands invisibly). Once it becomes clear the PCs intend to interfere, Faernip and Tindlecrick attack. During the fight, Faernip makes derogatory and insulting comments about humans. You can use this to highlight his prejudice to the PCs.

### FAERNIP

**CR 4**

#### XP 1,200

Male winter quickling (*Pathfinder RPG Bestiary 2* 227 and page 90)  
CE Small fey (cold)

**Init** +7; **Senses** low-light vision; Perception +9

#### DEFENSE

**AC** 22, touch 19, flat-footed 14 (+7 Dex, +1 dodge, +3 natural, +1 size)

**hp** 22 (4d6+8); fast healing 3 (when in contact with ice or snow)

**Fort** +3, **Ref** +11, **Will** +6

**Defensive Abilities** evasion, natural invisibility, supernatural speed, uncanny dodge; **DR** 5/cold iron; **Immune** cold

**Weaknesses** slow susceptibility, vulnerable to fire

#### OFFENSE

**Speed** 120 ft.

**Melee** 2 claws +10 (1d4 plus 1d6 cold)

**Special Attacks** frigid touch, frosty grasp, sneak attack +1d6

**Spell-Like Abilities** (CL 6th; concentration +8)

1/day—*dancing lights*, *flare* (DC 12), *levitate*, *shatter* (DC 14), *ventriloquism* (DC 13)

#### TACTICS

**Morale** Crazed with hatred for "verminous humans," Faernip fights to the death.

#### STATISTICS

**Str** 10, **Dex** 24, **Con** 15, **Int** 15, **Wis** 15, **Cha** 14

**Base Atk** +2; **CMB** +1; **CMD** 19

**Feats** Dodge, Mobility<sup>B</sup>, Spring Attack<sup>B</sup>, Weapon Finesse

**Skills** Acrobatics +14 (+50 when jumping), Bluff +9, Craft (shoes) +9, Escape Artist +14, Perception +9, Spellcraft +6, Stealth +18, Survival +4 (+8 in cold environments), Use Magic Device +7

**Languages** Aklo, Skald, Sylvan

**SQ** icewalking, poison use

### TINDLECRICK

**CR 4**

#### XP 1,200

Male winter twigjack (*Pathfinder RPG Bestiary 2* 274 and page 90)

CE Tiny fey (cold)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

#### DEFENSE

**AC** 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)

**hp** 32 (5d6+15); fast healing 3 (when in contact with ice or snow)

**Fort** +4, **Ref** +7, **Will** +6

**Immune** cold

**Weaknesses** vulnerable to fire

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +7 (1d4 plus 1d6 cold) or

spear +4 (1d4/x3 plus 1d6 cold)

**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with spear)

**Special Attacks** frigid touch, frosty grasp, sneak attack +2d6, splinterspray (DC 15)

#### TACTICS

**During Combat** Tindlecrick uses the shrubs and thickets

around the house to use his bramble jump ability. He

readies actions to attack when Faernip is flanking, so both of them can make sneak attacks.

**Morale** If reduced to fewer than 15 hit points, or if Faernip is slain, Tindlecrick flees, returning to the abandoned barn (area D2) to join Zzababa.

#### STATISTICS

**Str** 10, **Dex** 16, **Con** 17, **Int** 11, **Wis** 14, **Cha** 13

**Base Atk** +2; **CMB** +3; **CMD** 13

**Feats** Agile Maneuvers, Skill Focus (Stealth), Weapon Finesse  
**Skills** Acrobatics +11, Climb +8, Disable Device +8, Knowledge (nature) +8, Perception +10, Stealth +22, Survival +0 (+4 in cold environments)

**Languages** Skald, Sylvan

**SQ** bramble jump, icewalking, woodland stride

**Gear** spear

**Development:** When Faernip and Tindlecrick are defeated, Maret emerges from the house, grateful for her rescue. She mentions the presence of another quickling, and explains why the fey were attacking her house—Faernip made it clear to her why she was being persecuted. Maret tells the PCs the story of her first son, Garen. She thinks that Garen is with the quicklings, though she makes it clear that she does not believe Garen is capable of the same cruelty. A successful DC 10 Survival check is all that is needed for a PC to follow Faernip's and Tindlecrick's tracks back to the abandoned barn where Zzababa waits with Garen (area D2).

# REIGN OF WINTER

## D2. Abandoned Barn (CR 4)

**Creatures:** Faernip's mate, Zzababa, waits in this abandoned barn with Garen, whom she has tied up. As soon as Zzababa becomes aware of the PCs, she cuts Garen's bonds and presses a dagger into his hands, ordering him to attack the party. Garen refuses, and in a fury, Zzababa attacks the party. If at any point the PCs mention that Faernip (or the "other quickling") is dead (or if Tindlecrick fled to the barn following Faernip's death), Zzababa screams in shock and immediately redirects her wrath toward Garen, attacking the faun. Zzababa believes that Garen's refusal to support his fellow fey led to her mate's death, and she intends to see him die for it. She shrieks at the young faun, "We did this for you!" The enraged quickling fights to the death.

### ZZABABA CR 4

XP 1,200

Female winter quickling (see page 90)

hp 22

### GAREN CR 1

XP 400

Male faun (*Pathfinder RPG Bestiary* 3 114)

hp 13

**Treasure:** The flighty fey have collected treasure worth a total of 500 gp in the barn, made up of various coins and small jewelry pieces, stolen from waylaid travelers. If Maret and Garen are reunited, Maret also rewards the PCs with a fine furred hat that Garen's father left behind years ago—an *ushanka of the northlands* (see page 61). She kept it for the memories it elicited, but now decides to give it to the PCs as thanks for bringing her first son home at last.

**Development:** Although there is much tragedy in this situation, there is also hope. If Garen survives, he and his mother reconcile. Nadya and Maret become friends, and Maret invites Nadya to leave the twins with her until Nadya finishes her obligation to the PCs. Garen takes up residence nearby to keep an eye on both families and help protect them.

**Story Award:** If Garen survives the encounter, award the PCs 800 XP.

## E. TROLL BRIDGE (CR 6)

A small river cuts across the path, heading south toward the cliffs that overlook Glacier Lake. A stone bridge crosses the river, seemingly constructed with horse, wagon, and caravan traffic in mind. The bridge is well maintained, and the snow has been cleared from its span. Four-foot-high stone railings run along both sides of the bridge, topped at either end by iron spikes upon which clean and meticulously polished skulls have been carefully impaled and turned as if to observe the traffic. A white-painted signpost greets travelers approaching from the east.

The river is 20 feet wide and 15 feet deep here, making it difficult to ford. The sign on the bridge, written in Common, Hallit, and Skald, advises foreign merchants headed to Whitethrone that they require licenses to do business in the city and that they may be stopped for inspection without cause. Those seeking licenses should apply at the city gates.

**Creatures:** Three freshwater merrows lurk underneath this bridge to waylay travelers. The merrows normally dwell in Glacier Lake among the many underwater hot springs near Whitethrone. They are acclimatized to the colder temperatures but cannot live in the rivers indefinitely. Each evening they return to their underwater homes just south of Whitethrone. The merrows block the western side of the bridge and demand in broken Common, "Papers, please." Their intent is to bluff travelers into paying them a bribe without having to resort to violence and without any travelers reporting their activities to city officials. None of the merrows can read, but they examine any proffered documents seriously (and possibly upside down) before grunting, "Not in order! You pay bridge tax!" The merrows prefer living "food" as tax: a Large mount, a Small or Medium animal companion, two familiars, or the smallest PC, in that order of priority. With a successful DC 13 Bluff or Intimidate check, a PC convinces the merrows to let the party pass—the merrows know their tolls are illegal and that there will be reprisals if Whitethrone's officials learn what they're doing there. A failed check prompts the merrows to attack.

### FRESHWATER MERROWS (3) CR 3

XP 800 each

hp 30 each (*Pathfinder RPG Bestiary* 2 189)

#### TACTICS

**Morale** If reduced to 10 hit points or fewer, a merrow attempts to leap into the river and escape.

**Story Award:** If the PCs dissuade the merrows from attacking, award the PCs XP as if they had defeated the merrows in combat.

**Treasure:** The merrows have hidden the body of an earlier victim beneath the bridge, but have not yet had time to strip it of valuables. The body can be discovered with a successful DC 15 Perception check, along with three +2 arrows, three +1 arrows, a frost-forged chain shirt<sup>UE</sup>, a masterwork cold iron battleaxe, and a leather pouch containing two blue sapphires (worth 50 gp each) and 20 gp in coins.

## F. THE FISHCAMPS

Once they have crossed the troll bridge, the PCs soon enter a forest of leafless birch trees, and after half a day of travel, the city of Whitethrone comes into sight. Nadya turns aside at this point, guiding the PCs toward the shantytowns east of the city called the Fishcamps, where her late husband's uncle Ringeirr lives. If the PCs express interest in heading

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straight for the city, Nadya strongly discourages them from doing so. She believes it would be almost impossible to get into the city without being questioned and likely arrested, but Uncle Ringeirr probably knows of alternative methods entering the city without attracting attention.

The city of Whitethrone is built high atop cliffs overlooking Glacier Lake. The cliffs make fishing in the city impractical, so Whitethrone's fishing industry is carried out in small shantytowns a few miles east of the city. Life is hard and desperate in these small communities, but there is less direct oppression from the Winter Guard (and the Iron Guard before it). A Taldan exile named Marcian Enarxion essentially controls the Fishcamps, bribing whichever "Guard" rides out from Whitethrone for the privilege of "keeping order" in the shantytowns. He recoups that bribe money and more with a protection racket he operates with the help of a gang of thugs known as "the Fishcamp Guards."

If Nadya hasn't told the PCs the story of her husband's uncle by now, she shares it with them prior to their entrance into town. Ringeirr Malenkov is her late husband Hjalnek's maternal uncle. When Nadya's husband was just a boy, Ringeirr's wife and son were taken by the White Witches and brought to Whitethrone. Ringeirr went to the city to rescue them, but though he was able to secretly enter the city and leave it again many times, tragically he never saw his family again. Nadya's husband told her that Ringeirr stayed near Whitethrone, however, and the last she heard was that Ringeirr was living in the Fishcamps and working as a smuggler. Nadya's husband considered Ringeirr an expert in getting in and out of Whitethrone unnoticed, and she still places much stock in that opinion.

Read or paraphrase the following to the players as the PCs enter the Fishcamps.

---

Arctic gulls fill the overcast sky with their cries over this small shantytown. Ramshackle huts are erected on the cold ground, hard packed and barren from generations of foot traffic. Dories and other small fishing boats are moored to dilapidated piers nearby or pulled ashore on the gray pebbled beach of Glacier Lake. The pervasive smell of fish is everywhere, sometimes fresh, but often with the underlying stench of centuries of decay.

---

How the PCs initially approach the Fishcamps is significant, because the residents are distrustful of strangers. PCs who openly display weapons and armor might be mistaken as new members of the Fishcamp Guards or servants of the White Witches, or even recognized as adventurers intent on mischief. Characters who arrive on mounts are definitely perceived as wealthy and powerful, or outsiders. The villagers' mistrust isn't born of innate hostility, but strangers and unusual events are usually a sign of trouble for the whole town.

Nadya suggests that the PCs start asking about Ringeirr Malenkov. Small groups of fisherfolk congregate on the piers or around shacks, engaged in whispered conversations, but with watchful eyes on what transpires around them. An occasional child can also be seen, toiling to repair nets or performing some other chore. Initially, the villagers feign no knowledge of the man or outright refuse to speak to the PCs about him. A successful DC 15 Sense Motive check reveals the villagers are afraid of reprisals if they discuss the matter. A successful DC 15 Diplomacy or Intimidate check prompts a villager to admit knowing of Ringeirr, who was recently "arrested" for "disturbing the peace" by the Fishcamp Guards, a group of thugs who extort money from the village for their so-called "protection."

### F1. The Fishcamp Guards (CR 5)

**Creatures:** After the PCs have had a chance to talk to the fisherfolk, the community's attention is drawn toward the piers. A group of Fishcamp Guards—little more than thugs, really—have encircled a local fisherman and knocked him to the ground after he told them he couldn't afford to pay his "tax." If the PCs were able to get any of the villagers to speak to them, they point out the thugs as being part of the same group who dragged Ringeirr off a few days ago. The Fishcamp Guards are unaccustomed to any organized resistance and pay little attention to the PCs until they're actually confronted face to face. Once they are challenged, they're almost surprised that anyone has the temerity to stand up to them.

#### FISHCAMP GUARDS (4)

CR 1

#### XP 400 each

Human fighter 2

NE Medium humanoid (human)

Init +2; Senses Perception -1

#### DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 17 each (2d10+2)

Fort +4, Ref +2, Will -1 (+1 vs. fear)

Defensive Abilities bravery +1

#### OFFENSE

Speed 30 ft.

Melee ogre hook +6 (1d10+4/x3)

Ranged dagger +4 (1d4+3/19-20)

#### TACTICS

**During Combat** The Fishcamp Guards' favorite trick is to trip opponents with their ogre hooks, then attack enemies while they're down.

**Morale** If a Fishcamp Guard is reduced to 5 hit points or fewer, or if half of the thugs have been defeated, the remaining guards throw down their hooks and surrender.

#### STATISTICS

Str 17, Dex 14, Con 12, Int 13, Wis 8, Cha 10

# REIGN OF WINTER

**Base Atk** +2; **CMB** +5 (+7 trip); **CMD** 19 (21 vs. trip)

**Feats** Combat Expertise, Improved Trip, Intimidating Prowess, Weapon Focus (ogre hook)

**Skills** Climb +8, Intimidate +8, Profession (fisherman) +4, Survival +4, Swim +8

**Languages** Common, Skald

**Other Gear** mwk studded leather, dagger, ogre hook<sup>UE</sup>, 20 gp

**Development:** If any of the Fishcamp Guards are captured and questioned, they beg for their lives in exchange for what they know. Several of the fisherfolk also step forward, feeling guilty for not standing up for Ringeirr when he was taken. The guards tell the PCs that their leader, Marcian Enarxion, ordered Ringeirr arrested for trying to organize the peasants of the Fishcamps to take advantage of the current chaos in Whitethrone and overthrow the Fishcamp Guards while Elvanna's Winter Guard is distracted. Ringeirr is currently being held in the largest wooden shack in the village, which Marcian has dubbed his "guardhouse."

## F2. Fishcamp Guardhouse (CR 7 and CR 5)

The windows of this large, ugly, unpainted building are boarded shut. Its construction is rough and haphazard, as if it were once a smaller shack that had many additions tacked on later. The word "guardhouse," along with a crude symbol of a shield crossed by a hook, is painted on the building's only door.

This shack used to be a small residence before Marcian Enarxion took it over. Shunned by rest of the community, the gang gambles and drinks here until Marcian sends them out in small groups to collect their "taxes" from the fisherfolk. The construction of the guardhouse is poor. The wooden walls are weak and flimsy (hardness 5, hp 40, break DC 18). The simple wooden front door has no lock but is barred from the inside (hardness 5, hp 10, break DC 25).

Inside, the furnishings are sparse, just a few small tables and chairs in two main rooms. Marcian keeps his personal quarters in a small bedroom in the back. This room has a secret door leading outside that can be detected from either side with a successful DC 20 Perception check. The whole building reeks of body odor and fish, particularly the two oversized cots on the floor of the main area.

**Creatures:** The leader of the Fishcamp Guards, Marcian Enarxion, and his two ogre bodyguards, Borger and Whunk, inhabit the guardhouse. Borger and Whunk were banished from Whitethrone for their repeated failures to differentiate licensed merchants from native Ulfen slaves. Marcian keeps the pair well fed and paid, and they now serve as his personal enforcers and bodyguards. The sour smell in the building is due to their presence. Unless the PCs have a means to get past the barred door, such as a *knock* spell or breaking the door or a section of wall down,

Whunk responds to any knock at the door. Red-eyed and groggy from sleep, he rudely orders the PCs to leave before it dawns on him that they might actually respond with violence. If combat erupts, Whunk backs into the building to draw the PCs through the door while he calls for Borger and Marcian to help him. The ogres fight to the death, while Marcian begs for his life. Unfortunately, he has little to offer in exchange.

### BORGER AND WHUNK (2)

CR 3

**XP 800 each**

Male ogre (*Pathfinder RPG Bestiary* 220)

**hp** 30 each

**Melee** ogre hook<sup>UE</sup> +7 (2d8+7/x3)

### MARCIAN ENARXION

CR 5

**XP 1,600**

Male human (Taldan) rogue 6

LE Medium humanoid (human)

**Init** +4; **Senses** Perception +8

#### DEFENSE

**AC** 19, touch 15, flat-footed 15 (+4 armor, +1 deflection, +4 Dex)

**hp** 48 (6d8+18)

**Fort** +4, **Ref** +9 (+2 vs. traps), **Will** +3

**Defensive Abilities** evasion, trap sense +2, uncanny dodge

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 rapier +10 (1d6+1/18–20) or

dagger +8 (1d4/19–20)

**Ranged** mwk light crossbow +9 (1d8/19–20) or

dagger +8 (1d4/19–20)

**Special Attacks** sneak attack +3d6

#### TACTICS

**During Combat** Marcian positions himself to flank with

Borger or Whunk, or feints as a move action to make sneak attacks against opponents.

**Morale** If reduced to 12 hit points or fewer, Marcian attempts to flee. If reduced to 5 hit points or fewer, he surrenders.

#### STATISTICS

**Str** 10, **Dex** 18, **Con** 14, **Int** 13, **Wis** 8, **Cha** 12

**Base Atk** +4; **CMB** +4; **CMD** 19

**Feats** Combat Expertise, Improved Feint, Iron Will, Skill Focus (Bluff), Weapon Finesse, Weapon Focus (rapier)

**Skills** Acrobatics +12, Bluff +13, Climb +5, Craft (traps) +10, Disable Device +14, Escape Artist +12, Intimidate +10, Knowledge (local) +10, Linguistics +5, Perception +8, Sleight of Hand +12, Stealth +12, Swim +5

**Languages** Common, Giant, Skald

**SQ** rogue talents (bleeding attack +3, finesse rogue, weapon training), trapfinding +3

**Gear** +1 studded leather, +1 rapier, dagger, mwk light crossbow with 10 bolts, ring of protection +1, cold-weather outfit, key to locker, mwk thieves' tools, gold necklace worth 50 gp, 17 gp

## THE SHACKLED HUT

**Trap:** Concealed underneath the bed in Marcian's room is a small metal locker where he keeps the Fishcamp Guards' earnings and payroll. The chest is locked and trapped (Disable Device DC 25), but Marcian carries the key on his person. The trap triggers when the locker's lid is lifted without first disabling the trap or unlocking the locker with a key.

### POISON DART TRAP CR 5

XP 1,600

Type mechanical; Perception DC 25; Disable Device 25

#### EFFECTS

Trigger touch; Reset none

Effect Atk ranged +15 (1d6 plus ice troll phlegm poison [see page 61])

**Treasure:** Inside Marcian's locker is an assortment of the gang's valuables that Marcian has been holding onto for "safekeeping." The locker contains a *wand of spider climb* (17 charges), a small pouch holding four uncut rubies worth 50 gp each, 179 gp in assorted coinage, and a curious silver mirror engraved with the image of two lovers embracing that's worth 100 gp. The locker also contains all of Ringeirr's equipment (see below).

**Story Award:** Marcian Enarxion's defeat is the first relief the Fishcamps have experienced in some time. Without his leadership, the Fishcamp Guards fall to squabbling among themselves and eventually disband as an organized group. If Marcian and his ogres are defeated, award the party 2,400 XP for liberating the Fishcamps from the yoke of this crime boss. Award the PCs an additional 1,200 XP for rescuing Ringeirr.

**Development:** Ringeirr Malenkov is tied up, gagged, and somewhat battered and bruised in a small bedroom next to Marcian's room. If Nadya is accompanying the PCs, she and Ringeirr are delighted to see each other. After a quick embrace, she introduces Ringeirr to the PCs, and he thanks them for the timely rescue and invites them to his hut to share their story (see Entering the Howlings on page 22).

### RINGEIRR MALENKOV CR 4

XP 1,200

Male human (Ulfen) ranger (urban ranger) 3/rogue 2  
(*Pathfinder RPG Advanced Player's Guide* 129)

NG Medium humanoid (human)

Init +3 (+5 in Whitethrone); Senses Perception +8 (+10 in Whitethrone)



RINGEIRR MALENKOV

#### DEFENSE

AC 16, touch 14, flat-footed 12 (+1 armor, +3 Dex, +1 dodge, +1 natural)

hp 33 (5 HD; 3d10+2d8+3)

Fort +3, Ref +9 (+1 vs. traps), Will +3

Defensive Abilities evasion

#### OFFENSE

Speed 30 ft.

Melee club +6 (1d6+2) or

dagger +6 (1d4+2/19-20)

Ranged dagger +7 (1d4+2/19-20) or

mwk sling +8 (1d4+2)

Special Attacks favored enemy (giants +2), sneak attack +1d6

#### TACTICS

**During Combat** If he must fight, Ringeirr favors ranged attacks with his sling. If he must fight hand to hand, he uses Stealth or tries to position himself to make sneak attacks as often as possible.  
**Morale** Ringeirr won't abandon allies or companions, and fights to the death to defend them. If alone, however, he tries to flee combat if reduced to fewer than 16 hit points.

#### STATISTICS

Str 14, Dex 16, Con 10, Int 13, Wis 10, Cha 12

Base Atk +4; CMB +6; CMD 20

Feats Dodge, Iron Will, Point-Blank Shot, Precise Shot, Quick Draw

Skills Bluff +9, Climb +7, Disable Device +9, Disguise +7, Intimidate +7, Knowledge (local) +9 (+11 in Whitethrone), Linguistics +5, Perception +8 (+10 in Whitethrone), Profession (smuggler) +8, Sleight of Hand +9, Stealth +10 (+12 in Whitethrone), Survival +8 (+10 in Whitethrone)

Languages Common, Giant, Skald

SQ favored community<sup>APG</sup> (Whitethrone), rogue talents (fast stealth), track +1, trapfinding +2, urban ranger<sup>APG</sup>, wild empathy +4

Combat Gear *dustburst pellets*<sup>APG</sup> (3), *potions of cure light wounds* (2), *oils of grease* (2), *potion of undetectable alignment*, alchemist's fire (2); Other Gear padded armor, club, dagger, mwk sling with 10 bullets, *amulet of natural armor* +1, cold-weather gear, thieves' tools, 6 gp, 9 sp

## PART TWO: THE HOWLINGS

After his rescue, Ringeirr invites the PCs to his modest hut, where they have the opportunity to eat hot food and rest without having to fight the elements. He asks for their story, and provided the PCs don't give him cause to distrust them, he takes them into his confidence. He reviews what Nadya may have already told them, but then divulges a secret of which even Nadya was unaware: Sometime after



## REIGN OF WINTER

he came to terms with the loss of his wife and son, Ringeirr was contacted by the underground resistance group called the Heralds of Summer's Return. These resistance fighters in Whitethrone are members of a clandestine cult of Milani who maintain a secret shrine to the goddess in the city. After meeting them, Ringeirr found a new purpose in helping the oppressed people of Whitethrone. Now an agent of the Heralds, he smuggles the desperate out of the city and brings in much needed supplies to the resistance.

Ringeirr makes it clear how difficult it has become recently to get in and out of the city. He affirms what the PCs have likely already learned from the Black Rider—that Queen Elvanna has seized power from her mother, Baba Yaga, and intends to remain on the throne on Irrisen. He also adds that she has removed the Iron Guard from power and instituted a new military force in its place, the Winter Guard, loyal to her alone. Elvanna has also declared martial law in Whitethrone, making it extremely dangerous to go through the city's primary gates. Traffic still passes through the city gates, but it has slowed to a crawl, with large contingents of the Winter Guard performing thorough searches of anyone entering or leaving Whitethrone.

Entering the city isn't the only problem, Ringeirr explains—citizens are routinely checked even within the city. The PCs need papers authorizing their movement throughout Whitethrone, not just through its gates, but Ringeirr thinks they might be able to exploit a loophole. He describes a privileged group of Jadwiga called stilyagi, young nobles known for their outlandish behavior and styles of dress. Like-minded stilyagi form gangs that adopt the cultural and stylistic trappings of other lands and peoples—even pretending to be adventurers from other nations. With their wealth and indolent lifestyle, stilyagi are also notorious for the recruitment of foreigners (even those of other races) to Whitethrone to act as companions, teachers, and advisors—at least until they grow tired of them. Ringeirr suggests that the PCs could take the roles of stilyagi and their foreign guests to move about the city. While the PCs might want to forge their own identity papers, Ringeirr knows an eccentric forger in Whitethrone who not only can prepare the correct documents, but also knows the secret household symbols of many of the city's Jadwiga clans and can reproduce them with *arcane marks* for added authenticity. See the sidebar on page 30 if the PCs want to create their own forged papers.

The forger, a man named Mortin, lives on the borders of the district known as the Howlings, which is predominantly controlled by winter wolves, but it is the one district Ringeirr feels he might be able to get the PCs through and into the city. Thanks to an ancient pact with Baba Yaga, winter wolves can assume human form in the Howlings. The "Howlings Gate" is not a gate at all but rather a hole in the city wall that gives the wolves unrestricted access to

their district. The wolves are responsible for security of the district, and Ringeirr knows they're often lax about it and susceptible to bribery.

In exchange for his help in entering Whitethrone, Ringeirr does ask for the PCs' assistance in a side mission. If he is going to get them into the city and take them to Mortin, he wants to do so while bringing food to desperate humans who are going hungry, and he'd like their help in making the delivery.

Once they're safely inside the city, with the PCs in possession of their forged papers and Ringeirr's food delivery made, Ringeirr will take them to meet his contact with the Heralds of Summer's Return, a woman named Solveig Ayrdahl. Solveig is the leader of the cult of Milani in Whitethrone, and she can give the PCs shelter in the city and more information on the current conditions there. If the PCs mention the *Dancing Hut*, Ringeirr is aware that the hut is somewhere in the city, supposedly put on display. He knows little else about the artifact, but Solveig Ayrdahl should be able to give them solid intelligence on the hut's location.

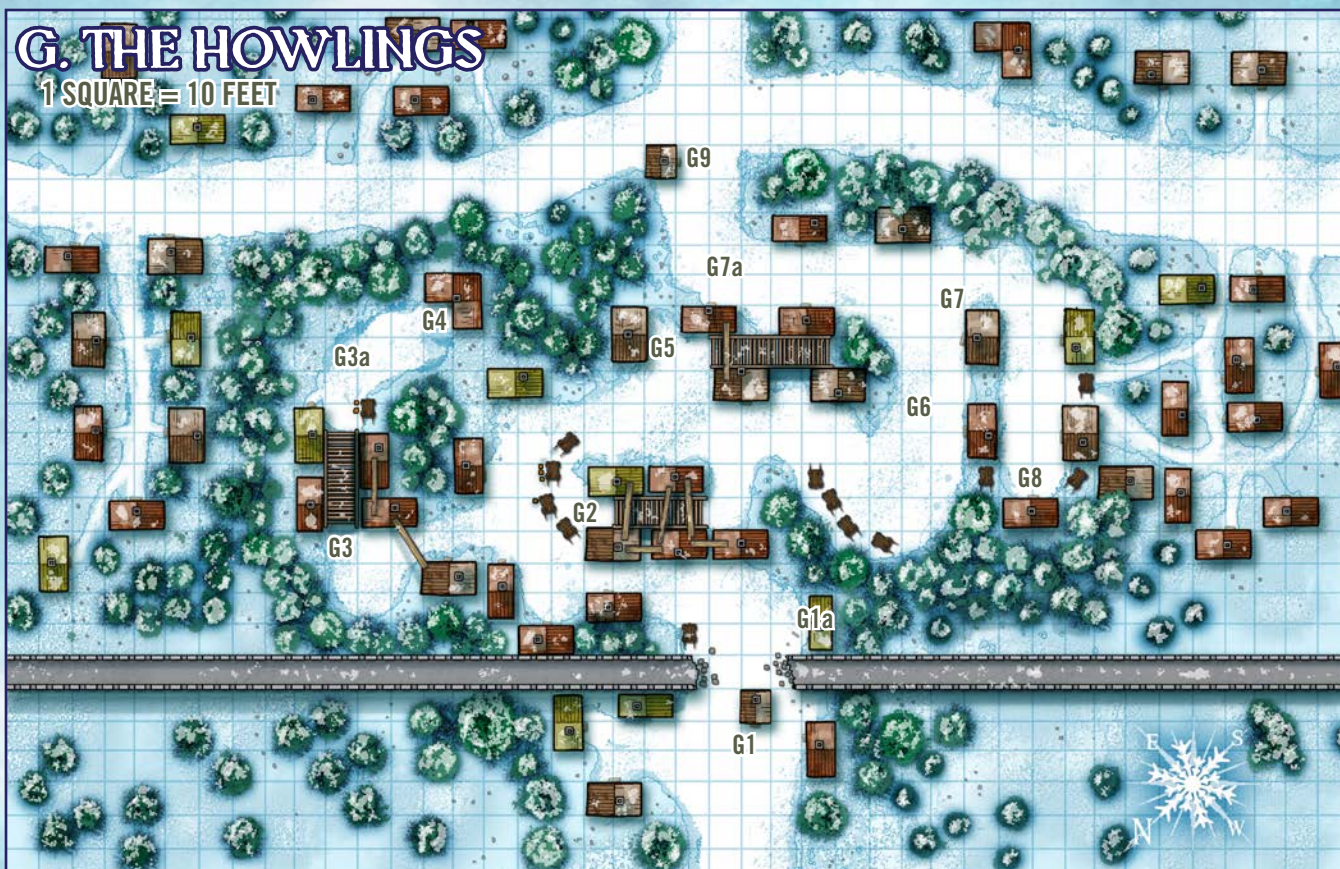
Assuming the PCs agree to Ringeirr's terms, they can head to the city as soon as they're ready. Ringeirr tries to convince Nadya to rejoin her children and leave him to guide the PCs from here forward. He pleads with her that he has much less to lose, and even if the PCs get to the *Dancing Hut*, their journey through Whitethrone might be a one-way trip. That said, Nadya and the PCs might have their own thoughts on her future role with the PCs. See the sidebar on page 25 for the repercussions of this decision.

### ENTERING THE HOWLINGS

Before the PCs even approach Whitethrone, Ringeirr addresses some preliminary issues. First, the PCs can't just walk around the city decked out in medium or heavy armor or shields, or openly display weapons larger than a dagger without documents authorizing them to do so. For this reason, Ringeirr explains, papers identifying them as stilyagi or part of a stilyagi retinue are preferable, as they'll grant the PCs more privileges with fewer questions. For his part, Ringeirr intends to push a handcart full of snow-packed fish through the district as part of their cover. Unless the PCs have magic or superior disguises, Ringeirr suggests they wrap their heavier gear in oiled cloth and bury it under the fish. If the PCs balk at this idea, Ringeirr says it is only essential until they clear the gate. Once they're actually in the Howlings, they can reclaim their gear, but they'll need to either avoid or deal with any encounters until they deliver Ringeirr's load of fish and get to Mortin's home to obtain their papers.

If any of the PCs is wearing a *rimepelt* (see page 61), they have some interesting options. If they tell Ringeirr about

## THE SHACKLED HUT



the *rimepelt*, he explains that anyone wearing one likely won't be questioned as a winter wolf in human form, and will be above reproach for being armed, though this holds true only in the Howlings. A *rimepelt* won't be a free pass through the district, but adds some options described in each individual encounter.

Ringeirr arranges for some fisherfolk to help him get the fish cart to the outskirts of Whitethrone, but he and the PCs must push it through the Howlings Gate and the district beyond. One person (Ringeirr volunteers) can safely push the cart at a speed of 30 feet per round. If the cart is pushed at a higher speed, however, the person pushing it must succeed at a DC 15 Reflex save each round or the cart will tip over. The cart has an AC of 9 while in motion, hardness 5, and 20 hit points, and a single Medium creature can crouch behind the cart for cover. It can carry 150 pounds of cargo, and currently bears a load of frozen fish.

### G1. THE HOWLINGS GATE (CR 6)

Irrisen's capital is a vision in white—from the snow surrounding the city to its bone-white walls, from the blues and whites of its snow-covered buildings to the shimmering silvery ice of the Royal Palace. Read or paraphrase the following to the players as the PCs approach the Howlings Gate.

The walls of Whitethrone tower 30 feet high, and have the appearance of giant, sharpened femurs fused together, though closer inspection reveals only smooth stonework the color of bleached bone. Massive skulls of the same bone-white stone top the walls, staring with blank gazes outward from the city in all directions. A rough road of frozen mud, churned and trampled from the traffic of countless feet, leads through an opening in the wall, which appears to have been deliberately left unfinished rather than sundered.

**Creatures:** A winter wolf named Greta, currently in human form, has been tasked with guarding the Howlings Gate at this time. In human form, Greta is tall, with shoulder length silver hair, fair skin, and bright blue eyes—and by human standards she is very attractive. She watches the PCs' approach warily, and with a raised hand she bids them to stop and state their business.

She immediately challenges any PC who is openly armed and armored (except for a character wearing a *rimepelt*, whom Greta believes to be a winter wolf), and demands to see identification. If the PCs have no documents, or if she detects a forgery, Greta reaches for her signal whistle to sound an alarm before attacking. Note this is a worst-case scenario and should happen only if the PCs completely ignore Ringeirr's advice about openly displaying armor and weapons.

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If the party appears unarmed, Greta is much easier to deal with. Her orders require her to perform a routine search of persons and items brought through the gate. Although her initial attitude is unfriendly, with a successful Bluff check (opposed by Greta's Sense Motive check) or DC 22 Diplomacy check, a PC convinces her to allow the group into the city with nothing more than a cursory visual inspection. Greta doesn't question anyone she believes to be a winter wolf (such as a character wearing a *rimepelt*), and such a character can attempt Bluff or Diplomacy checks on behalf of the entire party with a +5 circumstance bonus.

If the PCs fail to persuade Greta to let them past, all is not lost, especially if they remain polite. She looks both ways, then lowers her voice and demands that they pay a "service fee" for passing through the gate. Greta leaves how much of a bribe she

wants to their imaginations, but expects about 30 gp per character to look the other way while they enter.

## GRETA

**CR 6**

### XP 2,400

Female winter wolf (human form) fighter 1 (*Pathfinder RPG Bestiary* 280)

NE Medium magical beast (cold)

**Init** +6; **Senses** Perception +12

### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

**hp** 67 (7 HD; 6d10+1d10+29)

**Fort** +11, **Ref** +7, **Will** +4

**Immune** cold

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** 30 ft.

**Melee** +1 *greataxe* +12/+7 (1d12+7/x3)

### TACTICS

**During Combat** Greta charges into combat with her axe and Vital Strike. Thereafter, she uses Power Attack with her axe. If faced with multiple foes, Greta resumes her wolf form to use her breath weapon. As a wolf, she uses Vital Strike with every bite attack.

**Morale** Greta retreats if reduced to fewer than 16 hit points.

**Base Statistics** In her wolf form, Greta's statistics are **AC** 18, touch 11, flat-footed 16; **Speed** 50 ft.; **Melee** bite +10 (1d8+6 plus 1d6 cold and trip); **Space** 10 ft.; **Reach** 5 ft.; **Special Attacks** breath weapon; **CMB** +12; **CMD** 24 (28 vs. trip); **Skills** Stealth +5 (+11 in snow)

### STATISTICS

**Str** 18, **Dex** 14, **Con** 18, **Int** 13, **Wis** 15, **Cha** 14

**Base Atk** +7; **CMB** +11; **CMD** 23

**Feats** Improved Initiative, Power Attack, Run, Skill Focus (Perception), Vital Strike

**Skills** Acrobatics +10, Intimidate +10, Linguistics +2, Perception +12, Sense Motive +6, Stealth +9, Survival +9

**Languages** Giant, Hallit, Skald, Sylvan

**SQ** change shape (human, *alter self*)

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** +1 *chain shirt*, +1 *greataxe*, signal whistle

### SPECIAL ABILITIES

**Change Shape (Su)** Winter wolves in the Howlings district of Whitethrone (or in the town of Redtooth) have the ability to assume the appearance of a specific single human form of the same sex with silver or white hair. A winter wolf always takes this specific form when she uses this ability.

**Development:** Greta's partner, a male winter wolf named Agilur, is dozing in a guardhouse at area **G1a**. If the PCs bypass Greta without resorting to combat, Agilur plays no part in this encounter. If Greta sounds the alarm, however, Agilur joins the fray in 1d3 rounds. His stat block

GRETA

## THE SHACKLED HUT

and equipment are the same as Greta's. If a fight breaks out, it should only continue to escalate as more winter wolves become aware of the situation and arrive to reinforce the guards, until the PCs make their escape.

If a PC wearing a *rimepelt* successfully uses Diplomacy on Greta, there is an added and unexpected complication. Greta motions for that character to step away from the others for a moment for a quiet word alone. She then asks the character for his name, and whether he would be interested in getting a cup of tea or spiced wine with her later. Greta's motives are not entirely innocent, but her flirtation is sincere. She currently has no mate and responds very well to Diplomacy from someone she believes is a winter wolf. She accepts honest rejection maturely and gracefully, but if misled or stood up, she can become a problem in the future. You can elaborate or expand upon this potential subplot as a side adventure as you see fit. See the sidebar for more ideas on using Greta as a recurring character.

**Story Award:** If the PCs successfully get through the gate without fighting Greta, award them 2,400 XP, as if they had defeated her in combat.

### FEATURES OF THE HOWLINGS

Once the PCs are through the Howlings Gate, read or paraphrase the following to the players.

The streets of the Howlings wind back and forth crookedly, and are lined with wooden houses covered in intricate and detailed woodwork. Unlike in the Fishcamps, even the poorest homes are in good repair, pleasantly decorated, and painted a clean white or light pastel colors. The rooftops are steeply pitched to allow heavy snow to slide off. Covered alleyways run between some closely adjacent buildings, sheltering ground-floor entrances from the elements. In other places, open-air bridges or crosswalks join buildings together at their upper levels. Snowdrifts lie heaped between houses, but the streets are shoveled and brushed clean. There is little sign of domestic animals, but handcars are parked outside some residences.

The covered alleys are 30 feet long and 8 feet high on average, with only dim light even during the day. It requires a successful DC 20 Climb check to scale an adjacent building to get on top of a covered alley, or a successful DC 12 Acrobatics check for Medium creatures to jump up and grab an edge (DC 16 for Small creatures), followed by a successful DC 15 Climb check to pull themselves up. The roofs covering the alleyways are flat, solidly constructed, and regularly cleared of snow, but the slanted rooftops of most buildings constitute difficult terrain. The narrow bridges between buildings are typically 2 to 3 feet wide and 15 feet above the ground. They are slippery after fresh snow falls, requiring a successful DC 10 Acrobatics check to safely cross.

### FRIENDS, ALLIES, AND LOVERS

Depending upon the actions of the PCs, several of the NPCs appearing in "The Shackled Hut" can continue to play roles throughout the campaign, whether as allies, friends, or romantic interests for the PCs, or as cohorts gained with the Leadership feat.

**Greta** the winter wolf (area **G1**) is a strange but valid possibility for an ally, if she becomes involved with the PCs in some side adventures. Although she is neutral evil, she is not a member of Elvanna's Winter Guard and has no loyalty to the queen. Romance is on Greta's mind, however, and her worldview can expand and even her alignment can change over time if someone special gives her a reason. She'll be more interested if a PC can eventually craft an item to permit her to take human form outside of the Howlings, or if a reward from Baba Yaga is suggested. Assuming she learns the truth about the *rimepelt*, Greta's reaction is likely to be anger and annoyance at first, but she soon comes to terms with it—she's an experienced woman, after all, not a naive ingenue.

**Nadya Petska** is the most obvious choice for an ally, as she has been with the PCs since "The Snows of Summer." This adventure assumes she remains outside Whitethrone once she has handed over responsibility for the PCs to Ringeirr, but there is no reason why the PCs can't bring her with them, or go back for her after they establish contact with the Heralds, and acquire forged papers for her as well—with Ringeirr's misgivings, of course.

**Ringeirr Malenkov** is another likely prospect for an ally. His cause is his life, and other than Nadya, he has no surviving family. As an older man with nothing to lose, he could easily be tempted into following the PCs on adventures beyond his wildest dreams.

**Solveig Ayr Dahl** (see page 56) might also be interested in assisting the PCs to broker a better future for Irrisen, though she is torn by her responsibilities to the Heralds and her shrine. If reunited with Bella (area **L17**), Solveig has even more reason to stay behind in Whitethrone.

Between many clusters of houses are sections of unpaved earth where evergreen trees grow. Excess snow is usually shoveled here, forming drifts 1 to 4 feet deep. Entering one of these squares costs 4 squares of movement, and it is virtually impossible not to leave tracks.

### G2. THE BACK-ALLEY BOYS (CR 5)

**Creatures:** A group of snow goblins called the Back-Alley Boys are lurking in the Howlings at this time. Snow goblins are native to Irrisen and the icy north. Their skin is more of a pale blue color, but they are otherwise indistinguishable from normal goblins. The snow goblin

# REIGN OF WINTER

population of Whitethrone is struggling with the same resource shortage as everyone save the Jadwiga, and the gang has left the Ratnest, the goblin warrens where they normally reside, to look for a group of humans to rob. Unfortunately for the PCs, Ringeirr's cart of fish proves to be irresistible bait.

The goblins are hiding behind a circle of carts in front of a covered alley. Their leader, an alchemist named Grindtooth, hides on top of the covered alley behind them, acting as lookout. All of the goblins have cover and are set up for a surprise attack. Have the PCs attempt Perception checks opposed by the goblins' Stealth checks. The goblins who remain unseen can act in the surprise round, launching ranged attacks with their shortbows or Grindtooth's bombs. As the goblins attack, Grindtooth shouts in Skald, "Leave the fish cart, longshanks! Run! Get out of here!"

If a PC is wearing a *rimepelt*, that character can attempt a DC 15 Intimidate check against Grindtooth immediately after the goblins launch their attack. If the PC succeeds at the check, Grindtooth mistakes the character for a winter wolf and ruefully calls off the attack with a muttered apology.

## BACK-ALLEY BOYS (3)

CR 1

### XP 400 each

Snow goblin warrior 3 (*Pathfinder RPG Bestiary* 156)

NE Small humanoid (goblinoid)

**Init** +7; **Senses** darkvision 60 ft.; Perception +1

#### DEFENSE

**AC** 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

**hp** 19 each (3d10+3)

**Fort** +3, **Ref** +4, **Will** +0

#### OFFENSE

**Speed** 30 ft.

**Melee** horsechopper<sup>UE</sup> +4 (1d8/x3) or  
short sword +4 (1d4/19–20)

**Ranged** shortbow +7 (1d4/x3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with horsechopper)

#### TACTICS

**During Combat** The Back-Alley Boys use stealth and the alleys' dim light to launch one attack from range to weaken their targets' resolve, then demand they abandon their goods. If their victims refuse, the goblins attack with their horsechoppers, using their reach to trip less martial opponents. If an enemy comes inside their reach, however, the goblins use Quick Draw to draw their short swords and attack.

**Morale** The Back-Alley Boys fight to the death, unless Grindtooth is slain, in which case they scatter.

#### STATISTICS

**Str** 11, **Dex** 16, **Con** 11, **Int** 10, **Wis** 9, **Cha** 6

**Base Atk** +3; **CMB** +2; **CMD** 15

**Feats** Improved Initiative, Quick Draw

**Skills** Climb +3, Intimidate +2, Perception +1, Ride +6, Stealth +12

**Languages** Goblin

**Combat Gear** *potion of resist energy* (cold); **Other Gear** studded leather, horsechopper<sup>UE</sup>, short sword, shortbow with 20 arrows, cold-weather outfit, 4 gp

## GRINDTOOTH

CR 1

### XP 400

Male snow goblin alchemist 2 (*Pathfinder RPG Bestiary* 156,  
*Pathfinder RPG Advanced Player's Guide* 26)

NE Small humanoid (goblinoid)

**Init** +8; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

**AC** 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 size)

**hp** 16 (2d8+4)

**Fort** +4, **Ref** +7, **Will** –1; +2 vs. poison

#### OFFENSE

**Speed** 30 ft.

**Melee** morningstar +2 (1d6)

**Ranged** bomb +7 (1d6+2 fire)

**Special Attacks** bomb 4/day (1d6+2 fire, DC 13)

**Alchemist Extracts Prepared** (CL 2nd)

1st—*bomber's eye*<sup>APC</sup>, *endure elements*, *expeditious retreat*

#### TACTICS

**Before Combat** Grindtooth drinks his extract of *endure elements* every day.

**During Combat** Grindtooth drinks his extract of *bomber's eye* as soon as possible. He tries to keep the height advantage, staying up on the alley's roof and weakening enemies with his bombs first. Once he has run out of bombs, he drinks his mutagen and jumps down to join in melee combat.

**Morale** A born coward, Grindtooth abandons the fight when brought down to 5 hit points or fewer, drinking his extract of *expeditious retreat* to make his escape.

#### STATISTICS

**Str** 10, **Dex** 19, **Con** 13, **Int** 14, **Wis** 8, **Cha** 8

**Base Atk** +1; **CMB** +0; **CMD** 14

**Feats** Brew Potion, Improved Initiative, Throw Anything

**Skills** Craft (alchemy) +7, Intimidate +1, Knowledge (arcana) +6, Perception +4, Ride +8, Sleight of Hand +9, Spellcraft +6, Stealth +14

**Languages** Gnome, Goblin, Skald,

**SQ** alchemy (alchemy crafting +2, identify potions), mutagen (+4 Str/–2 Int, +2 natural, 20 minutes), discoveries (precise bombs [2 squares]), poison use

**Combat Gear** *potion of cure light wounds*, *potion of jump*, liquid ice<sup>UE</sup> (2); **Other Gear** mwk studded leather, morningstar, alchemy crafting kit<sup>UE</sup>, cold-weather outfit, formula book (contains all prepared extracts plus *cure light wounds* and *jump*), 2 gp

**Story Award:** If the PCs successfully cow the Back-Alley Boys by intimidating Grindtooth, award them XP as if they had defeated the goblins in combat.

## THE SHACKLED HUT

**Development:** After the PCs have dealt with the goblins, Ringeirr encourages the PCs to drag the goblins' bodies under cover, pointing out that under Whitethrone's laws, the PCs are guilty of murder. If the PCs have not retrieved their gear from the cart, Ringeirr suggests they do so now in the dim light of the alley. Ringeirr then turns north, heading toward area **G4** to deliver his fish. "Once we deliver the food," he promises, "we go straight to get your papers. Then I'll take you on to the Shrine of Milani."

### G3. MIRROR, MIRROR (CR 5)

As the PCs approach this covered alley, allow them to attempt DC 5 Perception checks to notice a robed and hooded humanoid figure—perhaps an elf or slim human—about 50 feet ahead (at area **G3a**). The figure is looking around but not directly at the PCs—yet. If Ringeirr is made aware of the figure, he turns pale and motions for the PCs to step out of the creature's line of sight. "That's one of the mirror men," Ringeirr whispers. "They're spies of the Queen. They have some magic way of speaking to the White Witches, who can see whatever the mirror men see. We have to hide, get it to ignore us somehow, or kill it. But if it becomes suspicious, don't let it escape alive—or we're done for, all of us!"

**Creature:** The mirror man walks slowly west, toward the PCs, looking for anything out of place. Although it can detect the PCs with its blindsight, it is mostly focused on its immediate surroundings, so it is not yet suspicious of the PCs. Both the PCs and the mirror man should make initiative checks at this point.

The mirror man walks at a speed of 30 feet per round; at the end of the second round, the mirror man should arrive at area **G3**, at the western end of the alley. Unless they're careless and draw attention to themselves, the PCs should have 2 rounds to act before the mirror man reaches them.

The best way to handle a mirror man under these circumstances is not to be noticed. If the PCs try to hide from the mirror man, they find it difficult because of the mirror man's blindsight (though the PCs are likely unaware of this ability). The covered roof of the alley is an excellent place to hide, but the PCs need to scramble up quickly before the mirror man arrives. Another spot to hide is among the trees on the side of the street, but to do so they must enter the deep snowdrifts around the trees, and the mirror man might spot their tracks with its Survival skill. It's also possible to enter one of the nearby homes and hide, though this gambit is risky. There is a 40% chance that a given

door is locked (DC 20 Disable Device), and a 30% chance during the day (70% at night) that the occupants are home.

Ringeirr's handcart might still be a problem, however, as abruptly abandoned food can look suspicious. On the other hand, a few appropriately dressed characters pushing the cart who keep their heads down are just as likely to be ignored. In this case, the PCs can attempt Disguise checks opposed by the mirror man's Perception check.

If a PC is wearing a *rimepelt*, that character can attempt to impersonate a winter wolf and allay the mirror man's suspicions. In this case, the mirror man asks the character whether the slaves (the other PCs) belong to him, and what they are doing. A successful Bluff check opposed by the mirror man's Sense Motive check satisfies the mirror man, but bear in mind that no creature, save a White Witch, is above suspicion in the eyes of Whitethrone's mirror men.

If the PCs attract the mirror man's attention by acting suspiciously, it demands to see identification. If no papers are produced within 1 round, the mirror man uses its alert master ability and follows the PCs, studying them and using its scrying focus ability to record their actions until a White Witch contacts it through its scrying focus, though this takes a minimum of 10 minutes. The mirror man does not attack unless it witnesses the PCs engaging in a criminal



GRINDTOOTH

# REIGN OF WINTER

act or it is assaulted first, at which point it draws its sword and attacks.

## MIRROR MAN CR 5

XP 1,600

hp 53 (see page 88)

### TACTICS

**Morale** If reduced to 25 hit points or fewer, the mirror man attempts to flee combat.

**Development:** If the mirror man survives long enough for one of the White Witches to make contact, she reviews the mirror man's recorded memories, if its mirrored face remains unbroken. In this case, an armed force of four ice trolls led by a winter wolf commander (a CR 9 encounter) is sent to sweep the entire Howlings district 20 minutes later, going from door to door specifically seeking the PCs and Ringeirr. If a White Witch is alerted but the mirror man's soul mirror has been destroyed, there is no immediate response, but at your discretion, the number of random Winter Guard patrols in Whitethrone can increase for the next 1d6 hours.

## G4. FOOD DELIVERY

Ringeirr indicates the house at the end of this street as the destination for the fish in his handcart. He knocks on the door, which a brief moment later cracks open just enough for a figure to peer out. After Ringeirr exchanges a few words with the person inside, the door bursts open and a man, a woman, and several children stream out and start carrying the fish inside. Ringeirr explains that a network of neighbors will see that the food is distributed fairly. The adults pause momentarily to thank the PCs, and their gratitude for the party's courage and generosity is evident. Unless the PCs wish otherwise, Ringeirr leaves the cart with the family so the PCs will no longer be burdened by it as they go visit Mortin the forger to get their false papers.

**Story Award:** Award the PCs 1,200 XP for safely delivering the fish.

## G5. WAGES OF SIN (CR 6)

**Creatures:** Two winter wolves, named Yargin and Scrobe, are standing here loudly arguing in human form. The pair were drinking and playing cards all night, and got into more than one fistfight; now they're drunk, bruised, battered, and thoroughly confused as to which way is their home, and they are more than willing to take out their frustrations on passing humans. The wolves' intoxicated state grants them the sickened condition for the duration of the encounter, which reduces their CR by 1. Once combat begins, Yargin and Scrobe return to their wolf forms to attack. They flee if reduced to fewer than 20 hit points, or if one of them is slain.

## YARGIN AND SCROBE (2) CR 4

XP 1,200 each

Male winter wolves (*Pathfinder RPG Bestiary* 280)

hp 57 each (each has taken 14 points of nonlethal damage)

**Weaknesses** sickened

**Treasure:** Yargin wears a pouch containing 20 blue quartz "ice diamonds" worth 50 gp each. Scrobe's pouch contains a curious magic stone called a *steadfast gut-stone* (*Pathfinder RPG Ultimate Equipment* 320), offered up as collateral on a loan, and 20 pp.

## G6. THE HUNT (CR 5)

**Creatures:** An Ulfen man named **Jorhan** (CG male human commoner 1) runs pell-mell from the east and turns north at this point, barreling directly into the PCs. He drops to his knees, panting with exhaustion. Out of breath, Jorhan gasps, "My master's... in a rage." One round later, a winter wolf in wolf form named Korgin rounds the corner in front of the PCs and skids to a stop, eyeing them and Jorhan. If no one appears to be a winter wolf, Korgin snarls and orders them to step aside and be about their business.

If a PC is wearing a *rimepelt*, the wolf introduces himself: "I am Korgin. This man is part of my household, or was, until he decided to question how I manage my affairs. I'm sure you understand. Sometimes you just can't break that defiant streak, and they're good for nothing but a bit of sport."

It's up to the PCs to decide how they handle this encounter. It is clear that if they do nothing, Korgin will hunt the man down and devour him. The PCs cannot persuade Korgin to just let Jorhan go or give him a warning, but if Korgin thinks one of the PCs is a winter wolf, they might be able to convince Korgin to sell his slave. With a successful DC 15 Diplomacy check, a PC can convince Korgin to be rid of his troublesome slave for 75 gp. For every 5 by which the check exceeds the DC, Korgin reduces the price by 25 gp (to a minimum of 25 gp). The PCs can also try to intimidate Korgin, or just kill the winter wolf. Korgin fights to the death to reclaim his property.

## KORGIN CR 5

XP 1,600

Male winter wolf (*Pathfinder RPG Bestiary* 280)

hp 57

**Development:** If the PCs kill Korgin or purchase Jorhan and set him free, Ringeirr tells Jorhan to go home, gather any of Korgin's other slaves who might be there, and clear out the place of valuables, then go to a location where the Heralds of Summer's Return will help them get out of the city. Ringeirr tells the PCs that some of the wolf's wealth must go to help the slaves escape, but he'll see that they receive a fair portion of it to help them start anew.

## THE SHACKLED HUT

If the PCs intimidate Korgin into letting Jorhan go, the winter wolf seeks out the Winter Guard as soon as the intimidation expires to report the *rimepelt* wearer as a traitor, and gives full descriptions and the last known whereabouts of the PCs.

**Story Award:** If the PCs rescue Jorhan without killing Korgin, award them 1,600 XP, as if they had defeated the winter wolf in combat. If they kill Korgin and work with Ringeirr to see to it that the wolf's whole household is rescued, award them 1,600 XP in addition to the XP for defeating the winter wolf.

**Treasure:** Korgin carries no valuables with him, but if Jorhan is rescued, he returns to his master's house as instructed, and 24 hours after the party makes contact with Solveig Ayrdahl (see area **K**), the PCs receive a portion of Korgin's valuables worth a total of 2,000 gp.

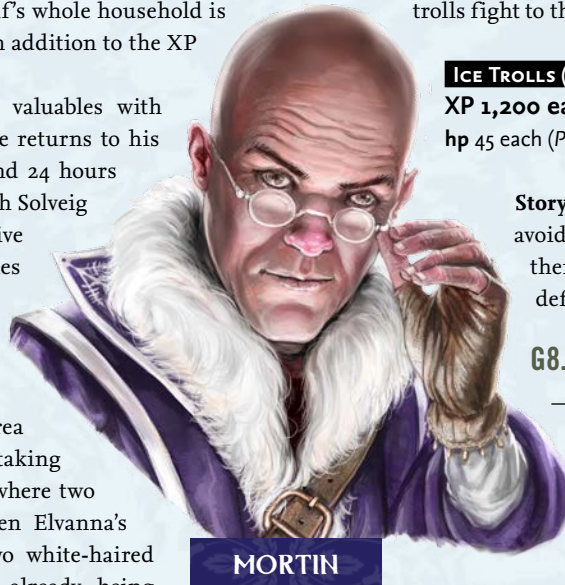
### G7. WINTER GUARD PATROL (CR 6)

**Creatures:** When the PCs reach area **G7**, they notice a disturbance taking place to the north at area **G7a**, where two ice trolls in the livery of Queen Elvanna's Winter Guard have stopped two white-haired humans. Unless the PCs are already being stealthy, the trolls also notice the PCs at this point, though the trolls are still questioning the humans. With a successful DC 15 Knowledge (arcana) check, a PC realizes the two white-haired humans are winter wolves in human form. Ringeirr informs the PCs that the ice trolls and winter wolves frequently contest each other's authority, particularly in the Howlings, but such disagreements seldom last long. If the PCs want to avoid a confrontation with the ice trolls, they're going to have to act fast.

The PCs have 3 rounds to act before the ice trolls turn their attention to them. Ringeirr tells the PCs that their only hope of avoiding the trolls is to get out of sight. Luckily, the home of Mortin the forger is just around the corner (area **G8**). Unfortunately, no one answers and the strong wooden door is locked (hardness 5, hp 25, break DC 25, Disable Device DC 25). Ringeirr swears and tells the PCs to open the door quickly—a challenge, considering the actions needed to accomplish the task (checking the door, getting tools out, a full-round action to disable the lock), which will require teamwork and luck to execute before the trolls arrive.

On the second round, the winter wolves assume their wolf forms, ending the argument with the ice trolls. With that situation resolved, the ice trolls take an interest in the PCs, heading toward them at a deliberate marching pace, and arriving at area **G7** at the end of the third round. If

the PCs have entered Mortin's house (or they've at least opened the door and are walking in), the trolls eye them suspiciously for a few moments but then continue on their patrol, ending the encounter. If the PCs have not yet made their escape by that time, the ice trolls call out for the party to stop and begin to run toward them. Unless the PCs can bluff the trolls or produce forged documents, the trolls attempt to place them under arrest. If attacked, the trolls fight to the death.



MORTIN

**ICE TROLLS (2)**

**CR 4**

**XP 1,200 each**

**hp 45 each** (*Pathfinder RPG Bestiary 2 271*)

**Story Award:** If the PCs manage to avoid the trolls without fighting them, award them XP as if they had defeated the trolls in combat.

### G8. MORTIN THE FORGER

Houses flank each side of this quiet side street. The street dead-ends at a house lacking any but the most basic “gingerbread” wooden trim. All of the building's windows are shuttered and closed.

The home of Mortin the forger lies at the end of this street. **Mortin** (CN male human expert 4/wizard 3) is an inconspicuous little man. He's completely bald and wears eyeglasses. Ringeirr met Mortin years ago, when the forger worked as a con artist and smuggler, supplementing his craft with magic. Mortin was arrested several years ago, was tortured by the Iron Guard, and faced execution before he made a daring escape. He suffered a mental breakdown as a result of the trauma, and is now agoraphobic, rarely leaving his home here in the Howlings.

If the PCs had to break into Mortin's home to escape the ice trolls (area **G7**), Ringeirr is furious with his old friend, regardless of how the situation played out. The two proceed to have an argument, but it ends with Mortin apologizing and promising to provide the PCs with forged documents “for no charge.”

If the PCs fought and killed the trolls, Ringeirr directs them to drag the corpses of the trolls into Mortin's house. Mortin is aghast, but Ringeirr explains to the party, “We've no choice. It doesn't matter with goblins and mirror men—everybody hates them. But if we burn two ice trolls in the street, we're going to have an army rampaging through the entire district. We have to chop them up and burn them in the fireplace.” Ringeirr shoots the horrified Mortin a pointed look, and the forger thinks



# REIGN OF WINTER

## PAPERS, PLEASE!

Once the PCs have identification, they can more easily move about Whitethrone without arousing suspicion. Note that anyone trained in Linguistics can forge papers identifying a character as a slave, but impersonating stilyagi requires inside knowledge that is usually highly expensive and difficult to obtain. Fortunately, Mortin is an expert and can add more authenticity to his documents with *arcane marks* specific to one of Whitethrone's prominent Jadwiga families, but the PCs can choose what kind of forged credentials they want.

**Slave:** These papers identify the bearer as a slave (and therefore property) of an ice troll or winter wolf in Whitethrone. This status only allows movement through the city; possession of armor, weapons larger than a dagger, and obvious magic items is strictly prohibited. A successful DC 20 Linguistics check reveals that these documents are fakes.

**Stilyagi or Noble Guest:** These papers identify the bearer as stilyagi—despite the bearer's odd mannerisms or style of dress, a member of a Jadwiga clan—or a foreign guest of the Jadwiga. These documents carry no restrictions on armor, weapons, or magic items, but the DC of a Linguistics or Knowledge (nobility) check to detect fakes is only 15.

better of opposing the idea, and allows the PCs to dispose of the trolls' bodies.

With the business of the trolls concluded, Mortin begins working on forging credentials for the PCs, which requires a few hours. Ringeirr recommends the PCs get documents identifying them as stilyagi or stilyagi's foreign guests. Alternatively, Mortin can create credentials identifying the PCs as the property of a winter wolf or ice troll. Such lesser identification would be harder to dispute, but would also grant less latitude when it comes to unusual behavior. See the sidebar above for details about Mortin's forged papers.

If anyone in the party is badly hurt, Mortin consents to let them stay for one night. Otherwise, they can leave as soon as they have their forged papers.

## G9. CHECKPOINT (CR 7)

The winding streets of the Howlings give way to an intersection of broad thoroughfares that lead to other districts of Whitethrone, where the buildings continue to improve in the quality of their construction and the exquisite detailing of their woodwork. In the distance, the sounds of more active neighborhoods can be heard, but Whitethrone is generally somber and muted. A white signpost, painted with neat black writing, stands at the crossroads.

This crossroads represents the boundary between the Howlings and the rest of Whitethrone. The signpost, written in Skald and Giant, points the way toward “Two Hills” to the northeast, “Merchants’ Quarter and the Floes” to the southeast, and “Porcelain Street and Frosthall” to the south.

**Creatures:** Two mirror men have set up a checkpoint near a private residence here to watch for groups leaving the district. Their presence is due in part to reports of confrontations heard or witnessed by residents of the district. The mirror men are hiding in the shadows beneath the eaves of the building and can be spotted with a successful DC 20 Perception check.

How this encounter develops depends on the PCs' past conduct in the Howlings. The more complaints that were made, bodies left to be discovered, and violence that broke out, the more suspicious the mirror men are when they encounter the PCs. If the PCs resolved at least three of the six encounters in the Howlings (**G1** through **G3** and **G5** through **G7**) with Stealth, social skills, or other creative solutions instead of resorting to combat, they have a chance to get past the mirror men with minimal harassment. In this case, the mirror men come out of hiding before the PCs leave the district, gesturing to see their papers while they observe the PCs' actions. The mirror men only make opposed Linguistics or Knowledge (nobility) checks to detect forgeries if the PCs give them cause, but they draw the moment out to see how the PCs react. If the PCs remain calm and nothing is out of place, the mirror men return the PCs' identification and let them pass. If any of the PCs are impersonating stilyagi, one of the mirror men warns them, “Public dancing remains strictly prohibited” in its cold telepathic voice as they leave.

If four or more of the Howlings encounters resulted in combat, the mirror men are already suspicious of the PCs, regardless of how good their forged credentials are. This is not to say that the identification won't work later and elsewhere, but the PCs have drawn too much attention to themselves at this time. In this case, the mirror men use their alert master ability immediately, then step out of hiding, motioning for the party to stop and surrender. They closely study any credentials offered, and if they detect any irregularities or the PCs resist, the mirror men attack.

### MIRROR MEN (2)

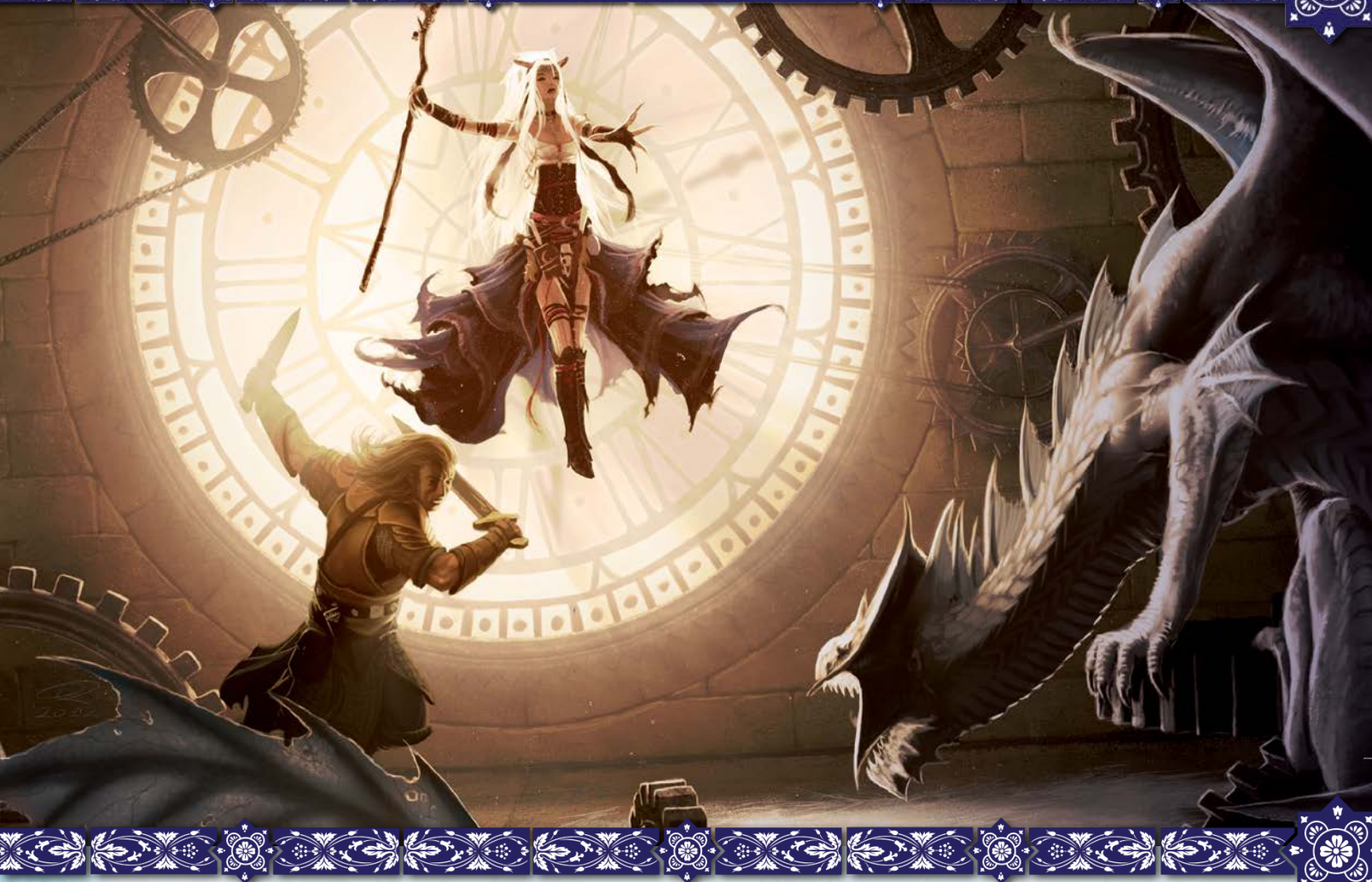
**CR 5**
**XP 1,600 each**
**hp 53 each (see page 88)**

#### TACTICS

**Morale** One mirror man always tries to flee when reduced to half its hit points or fewer while the other tries to cover its escape, fighting until destroyed.

**Story Award:** If the PCs successfully get past the mirror men without fighting them, award them XP as if they had defeated the mirror men in combat.

## THE SHACKLED HUT



**Development:** If the encounter results in combat and a mirror man survives for 10 minutes, or the mirror men's faces are not broken, a White Witch contacts the mirror men and sees the PCs' faces. The Winter Witches soon step up efforts to locate, capture, and eliminate the party. This reduces the effectiveness of the PCs' forged credentials (the DCs to detect a forgery are reduced by 5). In addition, wanted posters are put up throughout the city, there is an increased threat of random patrols and random encounters, and even the possibility of magical attempts to locate the PCs, such as *Irriseni mirror sight* (*Pathfinder Adventure Path* #67 73), *nightmare*, or *scrying* spells. The implications of these developments are left for you to explore, but these ramifications are representative of what to expect anytime a mirror man escapes.

### PART THREE: THE DRAGON OF WHITETHRONE

The city of Whitethrone is the capital of both Irrisen and the province of Thronehold. Situated on the northern shore of Glacier Lake, it is home to a diverse population of Jadwiga, Ulfen, dwarves, fey, gnomes, ice trolls, snow

goblins, and winter wolves, though most of the Ulfen, dwarves, and gnomes are little more than slaves, occupying a much lower position on the social ladder beneath the Jadwiga and the city's more monstrous denizens. Queen Elvanna's eldest daughter, Princess Cassisoche, rules Whitethrone, and with Elvanna's attention focused on her ritual to spread eternal winter over all of Golarion, Cassisoche is currently running most of Irrisen in her mother's stead with the help of the Jadwiga Elvanna.

Martial law has recently been declared in the city, making it even more dangerous than usual for foreigners to venture outside of the relatively safe Merchants' Quarter. Patrols of Elvanna's mirror men and the Winter Guard are everywhere, and moving through the city without proper credentials can be a death sentence. Nevertheless, trade goes on as it always does, and those with official papers (or forged ones) can still move around the city, provided they watch their step and take care not to attract attention to themselves.

*Pathfinder Campaign Setting: Cities of Golarion* has a detailed chapter on Whitethrone with information on all of the city's districts; it offers many adventure hooks and

# REIGN OF WINTER

## LOCATIONS IN WHITETHRONE

Some of Whitethrone's more notable locations are detailed below and on the map on page 33.

**H. Royal Palace:** Queen Elvanna's Royal Palace is a delicate spire of ice rising 200 feet from the surface of Glacier Lake. With the city under martial law, entrance to the palace is strictly controlled, and no one but the Jadwiga Elvanna are allowed in or out. Queen Elvanna herself is not currently in the city, but is instead sequestered in a secret location to enact her winter ritual.

**I. Water Palace:** Hot springs heat the pools in this large bathhouse, which caters only to the Jadwiga and their most important guests.

**J. Hidden Gardens:** What few fruits and vegetables Irrisen produces locally are grown in this vast complex of ice-paned greenhouses, heated by the hot springs of the Floes.

**K. Shrine of the Everbloom:** This secret shrine to the goddess Milani lies beneath the Hidden Gardens. It is described in more detail below.

**L. Logrivich's Clock Tower:** The white dragon Logrivich makes his lair in this clock tower on the western edge of Ironside district. The tower is further detailed below.

**M. Market Square:** Whitethrone's central market square is located in the heart of the Merchants' Quarter, but it is now overrun with the forest that has grown up around Baba Yaga's *Dancing Hut*. This area is detailed in Part Four.

ideas, should the PCs be interested in exploring the city beyond the bounds of this adventure.

### WHITETHRONE

NE large city

**Corruption +1; Crime +3; Economy +3; Law +2; Lore +5;**

**Society +0**

**Qualities** academic, magically attuned, notorious, racially intolerant (non-Jadwiga humans), tourist attraction

**Danger 20**

#### DEMOGRAPHICS

**Government** magical

**Population** 24,900 (17,962 humans, 1,873 winter wolves, 1,237 ice trolls, 1,098 gnomes, 996 snow goblins, 614 dwarves, 543 fey, 95 frost giants, 482 other)

#### Notable NPCs

**Lord Chegar Tuvash, Prince of Winter Wolves** (NE male winter wolf barbarian 12)

**Mistress of Gardens Ilyena Tetrovna** (N female human expert 6)

**Princess Cassisoche, First Daughter of Elvanna, Duchess of Thronehold** (NE female human witch 8/winter witch\* 10)

**Queen Elvanna, Fourteenth Daughter of Baba Yaga** (NE female human witch 10/winter witch\* 10)

**Stilyagi "Prince" Pavel Turosky** (CN male human bard 2/rogue 2)

\* The winter witch prestige class is presented in the *Reign of Winter Player's Guide*.

#### MARKETPLACE

**Base Value** 13,600 gp; **Purchase Limit** 85,000 gp;

**Spellcasting** 9th

**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 2d4

## K. SHRINE OF THE EVERBLOOM

Once the PCs have made it out of the Howlings and into the city of Whitethrone proper, Ringeirr guides the PCs southward to the district called the Floes, where many of the city's elite Jadwiga live. Ringeirr heads for a small communal bathhouse catering to well-connected Ulfen just east of the Water Palace. After a knowing nod to the bathhouse attendant, Ringeirr leads the PCs downstairs and into the subterranean service tunnels connecting many of the nearby bathhouses, then through a hidden door into the secret shrine of Milani.

Created by druid members of the Heralds of Summer's Return many years ago, the Shrine of the Everbloom occupies a secret underground sub-level beneath the Hidden Gardens. Heated by the hot springs of the Floes, the shrine itself is not very big, but there are living quarters for up to a dozen people, usually occupied by fugitives the Heralds help smuggle into or out of the city. There are no mirrors anywhere in the complex.

Ringeirr introduces the PCs to Solveig Ayr Dahl, the cleric of Milani who leads Whitethrone's cell of the Heralds of Summer's Return. Solveig is detailed fully in the NPC appendix on page 56. Ringeirr encourages the PCs to tell Solveig their story, and once she learns that the PCs plan to overthrow Queen Elvanna, she agrees to help them.

Solveig explains that although Queen Elvanna put Baba Yaga's *Dancing Hut* on display in the city's Market Square, a thick forest teeming with strange creatures sprouted up around the hut almost overnight, and the market is now completely overgrown. The Winter Guard, under the command of one of the queen's great-great-granddaughters, a White Witch named Nazhena Vasiliovna, has cordoned off the entire Market Square. They have labored feverishly to cut down the forest, but so far they've only succeeded in halting the forest's spread through the entire Merchants' Quarter. Around the square itself, any trees cut down grow back the following morning. There's no way to get to the hut without going through a small army, no matter how good the PCs' forged papers might be, but Solveig has an idea.

She tells the PCs that the Heralds have made careful and tentative contact with the remains of the Iron Guard, the former military order loyal to Baba Yaga that Elvanna replaced with her own Winter Guard. Several of the Iron Guard's commanders survived Elvanna's purges and were

## THE SHACKLED HUT



driven underground, but they hunger for the chance to reclaim the city (and all of Irrisen) for its true mistress. Unsurprisingly, the Iron Guard distrusts the Heralds, but the current situation has made the two groups allies of convenience. For their part, the Heralds are no supporters of Baba Yaga, but Queen Elvanna is by far the most powerful manifestation of the White Witches' rule, and removing her from power would be a telling blow against Irrisen's oppressive government.

According to Solveig, the Iron Guard is just waiting for an opportunity to launch a counterstrike against the Winter Guard, but one thing stands in their way—one of the Winter Guard's commanders, the white dragon Logrivich. Solveig's cell of resistance fighters is small, and they are guerillas, not trained soldiers. They survive by keeping their heads down and quietly helping the oppressed people of Whitethrone, not by engaging Elvanna's minions in open combat. If the PCs were to remove the threat of the dragon, however, Solveig believes she could convince the Iron Guard to strike back at the Winter Guard. Such an uprising would be sure to draw troops away from the Market Square, enabling the PCs to reach the *Dancing Hut* with much less opposition.

Assuming the PCs agree to Solveig's plan, she offers them shelter in the shrine for the duration of their stay in Whitethrone. The PCs can rest and recover within the small hideout, and Solveig offers them healing, if needed. They can even spend some time carefully exploring parts of Whitethrone looking for places to purchase or sell gear, so long as they keep a low profile. Before long, however, the mantle of the Black Rider should push them toward completing their quest to find Baba Yaga's *Dancing Hut*.

Once the PCs are ready to face the dragon, Solveig gives them directions to the clock tower that Logrivich has claimed as his lair and warns them to prepare to fight ice trolls, many of whom occupy the tower. She offers the PCs three *potions of cure light wounds* and two skyrocket fireworks (*Ultimate Equipment* 109) to use on their mission. Once the dragon is dead, the PCs should launch one of the skyrockets from the clock tower to signal the Heralds and the Iron Guard to attack. Lastly, Solveig has a personal request for the PCs. She confesses feeling guilty that her plan also serves a personal ulterior motive and asks their forgiveness, but she begs them to consider her proposal anyway. Solveig's side quest is detailed on page 57.

# REIGN OF WINTER

## L. LOGRIVICH'S CLOCK TOWER

When Queen Elvanna appointed the white dragon Logrivich to the Winter Guard, the young dragon made it clear he required a lair that afforded him an aerial view of Whitethrone so he could respond to threats from any quarter within moments. To this end, Elvanna gave him a sturdy stone clock tower on the Bone Road just south of the city's north gate. Logrivich tore out one of the clock's four faces to make an icy cave overlooking the city, and the tower's bottom floors were renovated to house the ice troll Winter Guards assigned to the dragon. An aged White Witch with no estate to support her was also sent to the tower to maintain a Jadwiga presence and ensure that Logrivich doesn't overreach his authority.

Logrivich's clock tower is of solid stone construction and stands over 70 feet tall. The ceilings are 15 feet high on the lower floors, with strong wooden doors between rooms. The clockwork gears in the tower above constantly rumble and grind, creating a background noise that unless otherwise noted imparts a -5 penalty on Perception checks made to listen through doors or between rooms. The tower contains numerous windows, but most are shut and barred to block out daylight. Although most of the tower's ground floor has been renovated to accommodate the size of the trolls, the staircases have not, requiring the trolls (or other Large creatures) to squeeze into those areas.

### L1. Courtyard (CR 5)

A small courtyard stands outside the clock tower behind a delicate-looking white picket fence made of bones. A single step leads to a landing and a recessed set of large double doors to the north, while to the east and west stand two stone statues depicting two women in identical poses, reaching skyward as if to catch snowflakes. Neatly trimmed evergreen bushes surround the statues.

The bone fence has no lock, just a latch, and is easily opened and closed. The front doors of the clock tower are likewise unlocked. With a successful DC 15 Knowledge (nobility) check, a PC can identify the statues as a previous Irriseni queen, Betyrina, and her oldest daughter Zivia. A successful DC 20 check reveals that the two Jadwiga were famous for their work with clockworks and constructs.

**Creatures:** The statues are actually caryatid columns, instructed to allow ice trolls, children, and those dressed like winter witches or in the livery of the Winter Guard to pass unchallenged. The constructs are unintelligent, however, so characters in disguise or Small characters like halflings (who might be mistaken for children) can easily fool the statues. The caryatid columns don't animate until intruders cross the threshold into the tower itself. At that

time, the caryatid columns come to life and quietly enter the tower to attack intruders in area L2.

#### CARYATID COLUMNS (2)

CR 3

XP 800 each

hp 36 each (*Pathfinder RPG Bestiary* 3 46)

**Treasure:** The caryatid column carved in Queen Betyrina's likeness wields an adamantite longsword, which can be easily recovered once the construct is destroyed.

### L2. Foyer

This room features hardwood floors free of dust and debris. Double doors stand to the east and west, and a single door leads north. The low rumble of some great mechanism is clearly audible in the background, accompanied by a ratcheting sound at regular intervals.

This foyer is empty and the doors are unlocked. The rumble is from the clockworks in the tower above. The door to the north opens onto a landing and stairs leading up to the second and third floors.

### L3. Barracks (CR 6)

This large room contains little in the way of furniture other than five beds sized for giants and two large chests. A five-foot-square extrusion runs from floor to ceiling near the southeast corner with a small rectangular access door at its base. A heavy, pervasive musky smell fills the entire room.

The ice trolls assigned to the clock tower use this chamber as sleeping quarters. The shaft to the southeast is a dumbwaiter. It is capable of lifting a Small creature (or a Medium creature that squeezes) up to area L10.

**Creatures:** Two ice trolls named Hartlegrath and Marrowsnap are currently here, trying to nap after a restless night spent listening to the clockworks. Neither is asleep, but both are lying on beds with their eyes closed. When anyone enters the room, the two growl in Giant to be quiet, but open their eyes 1 round later and jump up to attack intruders with their natural weapons. If confronted with fire or reduced to 15 hit points or fewer, one of the trolls runs to the door to area L4 and pounds on it while shouting in Giant, "Unplug yer ears, ya worthless pair o' goblins!" The other shouts (uselessly) for Granny Nan.

#### HARTLEGRATH AND MARROWSNAP (2)

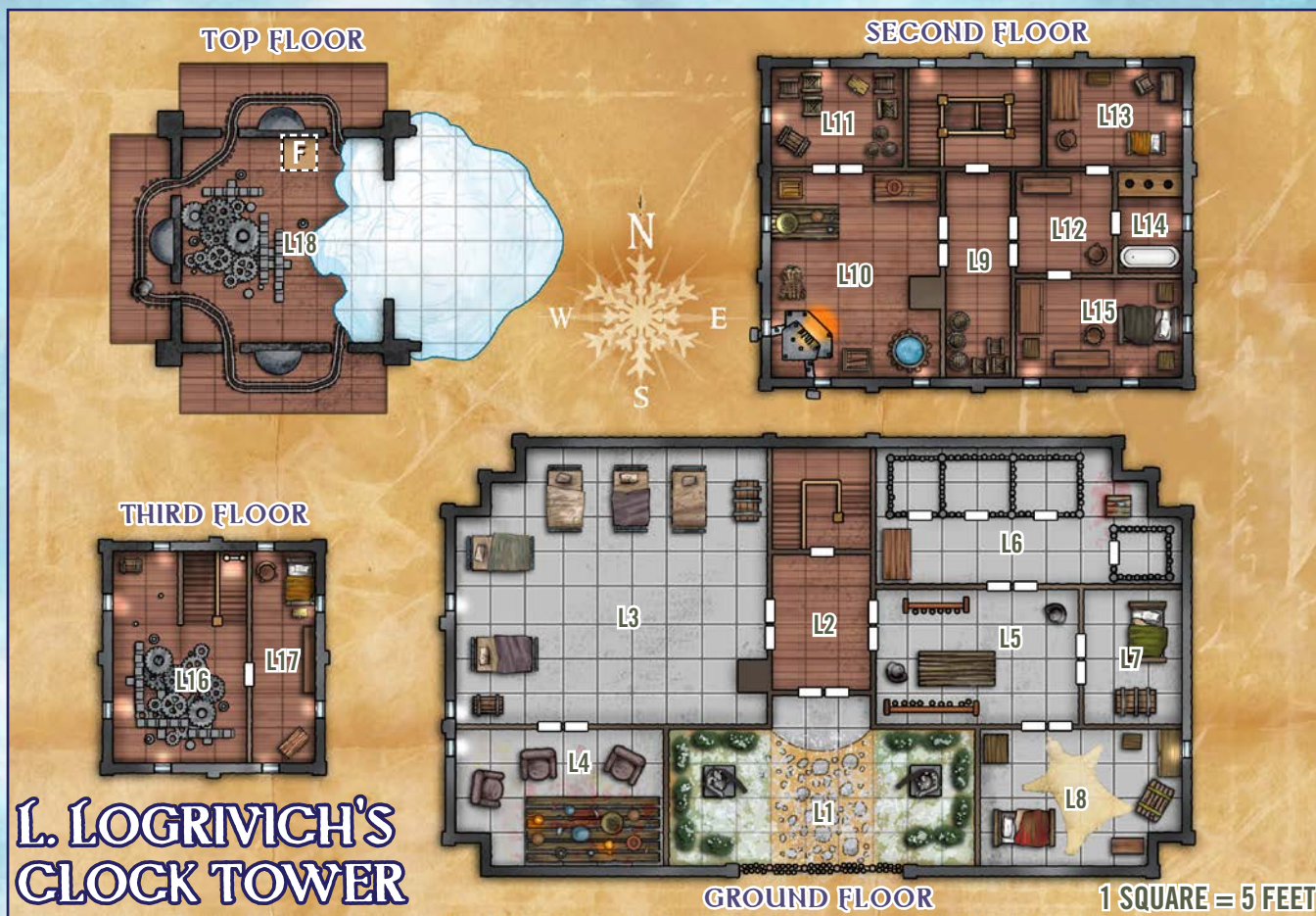
CR 4

XP 1,200 each

Male ice trolls (*Pathfinder RPG Bestiary* 2 271)

hp 45 each

# THE SHACKLED HUT



## L. LOGRIVICH'S CLOCK TOWER

**Development:** If one of the trolls manages to pound on the door to area L4, Garskink and Koruunden rise from their meal and fling the doors open 2 rounds later.

**Treasure:** Hartlegrath and Marrowsnap each carry 2d10 gp in various coins. The chests contain the trolls' smelly and worthless personal effects. At the bottom of one of the chests, however, is an artist's sketchbook filled with provocative illustrations of several members of the Jadwiga Elvanna in various states of undress. The artist is extremely talented, and the potential scandal it could cause makes it both dangerous and valuable to the right collector. The sketchbook is worth 1,000 gp.

### L4. Mess Area (CR 6)

Three giant chairs are arrayed around an enormous wooden table that is shoved into the southeast corner of this room. Piles of discarded bones and partially cooked meat heaped upon oversized platters cover the surface of the table. The sickly sweet smell of blood and death is everywhere.

The trolls take their meals in this chamber but it is only large enough to serve three of them at a time. It's obvious

the bones on the table are humanoid, but a successful DC 15 Heal check reveals the average age of the victims is less than 16 years old.

**Creatures:** Two ice trolls, Garskink and Koruunden, are finishing up the remains of their latest meal. They're engrossed in gnawing every piece of rare meat off the bones to pay too much attention to their surroundings. If the doors are opened, however, they spin around and grab their weapons to see who is intruding on their meal.

### GARSKINK AND KORUUNDEN (2)

CR 4

XP 1,200 each

Male ice trolls (*Pathfinder RPG Bestiary 2* 271)

hp 45 each

#### TACTICS

**During Combat** If opponents try to press their way into the room, the trolls let them, kicking the chairs out of the way and flanking the doorway. The trolls can flip the table over and against the wall as a move action.

**Morale** These two trolls fight to the death.

**Treasure:** Garskink and Koruunden each carry 2d10 gp in various coins.

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## L5. Armory (CR 5)

Weapon racks line the north and south walls of this room while two armor dummies stand in the northeast and southwest corners. A long table sits near the middle of the room, covered with weapons of various sizes.

Most of the weapons in the room are Medium sized, confiscated from the barracks of the Iron Guard. The trolls have been trying to convert some of them into Large weapons. Although most are serviceable, few are remarkable.

**Creatures:** A single ice troll named Rorgurt is here sharpening his battleaxe, and his pet trollhound Thukk is with him. Unlike many of his associates, Rorgurt is not easily taken by surprise. If anyone enters, he gives a cry of warning and rushes to attack.

### **RORGURT** CR 4

XP 1,200

Male ice troll (*Pathfinder RPG Bestiary 2 271*)

hp 45

### **THUKK** CR 3

XP 800

Trollhound (*Pathfinder RPG Bestiary 3 274*)

hp 30

**Development:** Rorgurt never flees combat, but if he's reduced to 15 hit points or fewer or Thukk is slain, he backs up to the doors to area L6 to try to summon help from the wikkawak Bonepick. At first, there is no answer, so Rorgurt uses a move action the following round to fling one of the double doors open, snarling in Giant, "Bonepick, you idiot, get out here! We're under attack!" Bonepick joins the combat the following round.

**Treasure:** Rorgurt carries 2d10 gp in various coins and the keys to the cells in area L6. Thukk wears a leather collar studded with blue quartz "ice diamonds" worth 100 gp. Most of the weapons in the room are unexceptional, but a masterwork composite longbow (+2 Str) lies on the table, and one of the dummies is wearing a suit of +1 *scale mail*.

## L6. Prison Larder (CR 4)

Three prison cells line the north wall of this chamber, while a fourth cell is set in an alcove to the east. Toward the northeast corner stands a large butcher's block covered with old bloodstains. A cleaver too large for human hands is embedded in it. A bare table rests along the west wall.

The doors to the cells are locked (break DC 28, Disable Device DC 25). Rorgurt (area L5) and Granny Nan (area L15) carry keys to the cells.

**Creature:** A creature named Bonepick currently occupies this room. Bonepick is an albino northern bugbear called a wikkawak—a sinister, 7-foot-tall humanoid with white fur and dead white eyes. The ice trolls are not fond of Bonepick's company, and he keeps his own quarters away from them. Even so, the trolls keep him around because he's an effective combatant—particularly when the threat of fire and acid is present. Bonepick loves the smell of fear, and he frequently enters this room to frighten the children held here and drink in the heady scent of their terror.

Six young human children, three girls and three boys between the ages of 6 and 12 (CG human commoners 1) are locked in the cells. They are all orphans, runaways, or simply disobedient, and were taken by or given to Granny Nan to feed the ice trolls. The children have no idea what's in store for them, but they know that those who are taken from this room are never seen again.

Bonepick is distracted with terrorizing the children, so the first round of combat is a surprise round in which the PCs can act. When the children see the PCs, their expressions brighten with hope and they immediately begin to plead for help. Once Bonepick comprehends the situation, he grins nastily at the PCs and says, "I am not afraid of fire." Just before his turn in the initiative count, one of the children calls out, "Then be afraid of this!" She pulls a bag of marbles (*Ultimate Equipment 68*) from her dress pocket and throws them into his square. Bonepick must succeed at a DC 10 Reflex saving throw or fall prone. Although he is unlikely to fall, throwing the marbles is all the children can do to help their would-be rescuers, but they provide color for the battle by cheering when the PCs do well and groaning disappointedly when the PCs get hurt.

### **BONEPICK** CR 4

XP 1,200

Male wikkawak (*Pathfinder Campaign Setting: Classic Monsters Revisited 8*)

CE Medium humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft., scent; Perception +12

#### **DEFENSE**

**AC** 19, touch 13, flat-footed 16 (+3 armor, +3 Dex, +3 natural)

**hp** 39 (6d8+12)

**Fort** +4, **Ref** +8, **Will** +3

**Resist** cold 5

#### **OFFENSE**

**Speed** 30 ft.

**Melee** ogre hook<sup>UE</sup> +9 (1d10+7/x3)

**Ranged** javelin +7 (1d6+5)

**Spell-Like Abilities** (CL 4th; concentration +5)

At will—*pass without trace* (self only)

3/day—*quench*

#### **TACTICS**

**During Combat** Bonepick casts *quench* to extinguish any light

## THE SHACKLED HUT

sources that opponents are carrying, then attacks enemies with his ogre hook. He focuses his assault on the weakest-looking foes, alternating his attacks with Intimidate checks to demoralize his opponents.

**Morale** A loner by nature, Bonepick does not seek help from the ice trolls and fights to the death.

### STATISTICS

**Str** 20, **Dex** 17, **Con** 15, **Int** 12, **Wis** 13, **Cha** 12

**Base Atk** +4; **CMB** +9; **CMD** 22

**Feats** Intimidating Prowess, Nimble Moves, Power Attack

**Skills** Climb +9, Intimidate +12, Perception +12, Stealth +16,

Survival +8; **Racial Modifiers** +4 Perception, +4 Stealth

**Languages** Giant, Goblin, Skald

**SQ** thuggery

**Gear** mwk studded leather, javelins (3), ogre hook<sup>UE</sup>, necklace of severed fingers, 75 gp

### SPECIAL ABILITIES

**Thuggery (Ex)** Intimidate and Stealth are always class skills for wikkawaks.

**Development:** If rescued, the children require some direction. If the PCs don't provide any, the children simply run pell-mell out of the clock tower and into the streets to try to find their way back to their homes. If the PCs speak to the older children, they can corral the little ones in area L2 to wait for the PCs to deal with the other threats in the tower. The PCs can take the children to the Shrine of the Everbloom, where Solveig will do her best to return the children to their homes or arrange care for them.

The children tell the PCs that the room to the south (area L8) is the home of the “nastiest ice troll.” Only two of the 6-year-olds have been upstairs before, but they report that a girl named Inga was taken up there a few days ago (see area L13). In addition, there is an old witch there who cooks for the trolls (Granny Nan in area L15), a ghost (the attic whisperer in area L9), and at least two dragons—one white (Logrivich) and one black that breathes fire (the Gobbler in area L10). “Oh,” one of the children pipes up, “and a beautiful princess who sings—when she’s not crying” (Bella Belvorica in area L17).

**Story Award:** If the PCs rescue the children and get them to safety, award them 1,600 XP.

### L7. Bonepick's Quarters

Bonepick's room contains little more than a bed and a footlocker. The bed, such as it is, is sized for a giant—soiled sheets and a flattened, lice-ridden pillow heaped atop a lumpy straw-filled sack.

The footlocker contains a number of stolen children's toys, mostly broken.

**Treasure:** At the bottom of the chest, beneath all the toys, is a *hand of the mage* and a pouch containing 75 gp.

### L8. Amagarra's Quarters (CR 5)

A giant-sized bed sits in the southwest corner of this spacious room, and a large polar bear rug sprawls across the floor. Several small tables occupy the corners of the room, along with a chest in the southeast. Behind it on the wall hangs a large mirror.

The mirror on the wall is used by the White Witches to look in on the room's occupant, Amagarra, using the *Irriseni mirror sight* spell (see *Pathfinder Adventure Path* #67 73).



AMAGARRA



# REIGN OF WINTER

No one is viewing the room through the mirror currently, but the option exists at your discretion.

**Creature:** Logrivich's second-in-command is a female ice troll named Amagarra, assigned command over the trolls in the clock tower to keep the more aggressive and territorial male trolls in line. She is a strict disciplinarian, and more than one of the trolls in the tower has felt the bite of her axe when he didn't immediately follow one of her orders. Amagarra can normally be found here, in her quarters, but unlike the trolls under her command, she is not likely to be taken by surprise. If the PCs have already fought Rorgurt in area L5, Amagarra is aware of their presence and she waits to ambush them just east of the doors to her quarters. If the PCs appear to have gone elsewhere, Amagarra carefully peeks out. If necessary, she stalks them throughout the clock tower, hoping to take them by surprise at an inopportune moment.

## AMAGARRA CR 5

XP 1,600

Female advanced ice troll (*Pathfinder RPG Bestiary 2* 271, 292)

hp 57

**Treasure:** The chest is locked and requires a successful DC 25 Disable Device check to open, but Amagarra carries the key on her person, as well as a key to the Bella Belvorica's cell (area L17). Inside the chest is the ice troll garrison's payroll, consisting of 767 gp in various coins. The chest also holds Amagarra's personal treasure stash: a Medium +1 greatsword, a *potion of spider climb*, an iron nose ring, and her collection of 12 brightly polished human skulls.

## L9. Upstairs Hall (CR 4)

Several boxes and barrels are stacked waist high at the end of this broad hallway. These contain surplus food supplies: sacks of bone meal, barrels of pickled fish, and even some produce like potatoes and onions brought over from the Hidden Gardens. Some of the food is used to fatten up the children, while the rest supplements the meals Granny Nan serves to the ice trolls. The door to the north leads to a landing on the stairs, which go down to the first floor and up to the third floor.

**Creature:** An attic whisperer named Evija quietly plays behind the crates here. She died alone in the clock tower long before the current occupants came to reside here, and now appears as a conglomeration of tiny clockwork gears, bird bones, dried twigs, and scraps of dog fur, topped with a cracked and chipped porcelain doll's head. Granny Nan has since befriended the attic whisperer and treats her almost like a second familiar. Evija longs for the day when another child becomes "just like I am."

Evija has cover behind the boxes, so the PCs must succeed at Perception checks opposed by her Stealth check to detect her.

When the PCs first enter the hall, she peeks out to see who has arrived. If undetected, she watches what the party does. If possible, Evija tries to avoid combat in this area entirely. She does her best to get to area L15 to warn Granny Nan.

## EVIIJA CR 4

XP 1,200

Attic whisperer (*Pathfinder RPG Bestiary 2* 34)

hp 45

### TACTICS

**During Combat** Evija fights only as a last resort. She is canny enough to use her steal breath ability against martial characters and her steal voice ability against spellcasters.

**Morale** If there is no way for Evija to flee combat, she fights until destroyed.

**Treasure:** Evija has no treasure, but when she's destroyed, her body falls apart into broken toys and junk, including a key to areas L13 and L15, which Evija stole months ago.

## L10. Kitchen (CR 6)

Three tables occupy the northern half of this room. A five-foot-square extrusion with a small access door on its western face runs from floor to ceiling just south of the eastern doors. A gigantic cast-iron cauldron stands in the southeast corner with wood stacked beneath it. A large iron stove with twin flue pipes running into the walls dominates the southwest corner.

This is Granny Nan's kitchen of horrors, where she cooks up captured children to feed the tower's troll garrison. She keeps it fairly clean despite the awful events that take place here. The extrusion on the east wall is a dumbwaiter that leads down to area L3. Granny Nan uses it to deliver the ice trolls their meals without having to climb the steps.

**Creature:** The kitchen is the lair of "the Gobbler"—Granny Nan's enormous, evil, animated stove. A black iron monster with feet molded to look like the claws of a beast, the stove is a family heirloom passed down to her in her twilight years. She rode the stove to the clock tower like a hulking beast of burden and then installed it in this room. The stove was given its silly name, born of the terror of many young children, generations ago. Granny Nan finds the name hilarious.

The Gobbler is a mindless construct, but it carries a faint spark of malign intent, haunted by the spirits of the children devoured within its maw. It attacks with enthusiasm, and the serrated jaws of its oven doors snap wildly like those of a hungry crocodile. With a successful DC 16 Knowledge (religion) check, a PC realizes that the Gobbler can be harmed by positive energy.

If any creature besides Granny Nan, Evija, or an ice troll enters the kitchen, the Gobbler abruptly lurches to life and

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attacks, pulling away from the wall to leave its flue pipes dangling behind. Three rounds after the stove animates, smoke from its flue pipes begins to fill the room (*Core Rulebook* 444). The Gobbler fights until destroyed. If it defeats the party, the stove waddles back to its corner and reinserts its flue pipes into the wall.

### THE GOBBLER CR 6

XP 2,400

Animated object (*Pathfinder RPG Bestiary* 14)

NE Large construct

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception -5

#### DEFENSE

**AC** 17, touch 8, flat-footed 17 (-1 Dex, +9 natural, -1 size)

**hp** 52 (4d10+30)

**Fort** +1, **Ref** +0, **Will** -4

**Defensive Abilities** hardness 10; **Immune** construct traits;

**Resist** fire 5

**Weaknesses** harmed by positive energy, vulnerable to cold

#### OFFENSE

**Speed** 20 ft.

**Melee** bite +9 (1d8+6 plus grab), slam +9 (1d6+6)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** swallow whole (1d6 fire damage, AC 14, 5 hp)

#### STATISTICS

**Str** 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +4; **CMB** +11 (+15 grapple); **CMD** 20 (24 vs. trip)

**SQ** Construction Points (additional natural attack [bite], grab, metal, resistance [fire], swallow whole), flaws (brittle, haunted, slower)

#### SPECIAL ABILITIES

**Brittle (Ex, +1 CP)** The object gains vulnerability to cold.

**Haunted (Ex, +1 CP)** The object is haunted by malevolent spirits, which makes its alignment neutral evil. It takes damage from positive energy as if it were an undead creature and can be detected by detect undead.

**Resistance (Ex, 2 CP)** The object gains fire resistance 5.

**Slower (Ex, +1 CP)** The object's speed is reduced to 20 feet.

**Swallow Whole (Ex, 2 CP)** The object gains the swallow whole special attack (the object must have a bite attack before it can take this ability). Any creature swallowed by the object takes 1d6 points of fire damage each round.

**Treasure:** Granny Nan's *cauldron of brewing* (*Ultimate Equipment* 287) sits atop one of the tables to the northwest.

### L11. Pantry

Crates and barrels fill this storeroom, and a rack hangs on the eastern wall, dangling with kitchen equipment and utensils, above a shelf covered in small glass containers. Shallow laundry basins stained a rusty brown inside sit in the southeast corner. A faint sickly sweet odor hangs in the air.

The crates and barrels contain more foodstuffs, similar to those in area **L9**. The glass vials contain nothing more than household herbs and spices. The laundry basins are lightweight metal tubs, rusted and stained from blood. A successful DC 10 Perception check allows the PCs to spy hooks driven into the ceiling above them, where victims are hung and exsanguinated prior to being made into roasts and hams for the ice trolls. Granny Nan opens the window frequently, so the smell is not nearly as bad here as in some of the downstairs rooms.

### L12. Sitting Room

This is Granny Nan's sitting room, which contains a table in the northeast corner on which rests an attractive glass oil lamp atop a doily. A rocking chair sits in the southwest corner next to a basket containing yarn, knitting needles, and a half-completed mitten. The room is otherwise empty.

### L13. Nursery

Toys and dolls are strewn about the floor of this room, and small tables and chairs sized for small creatures or children sit in the northeast and northwest corners. Books, papers, quills, and ink vials sit top the tables. A cot stands to the southeast. The windows are barred, but the shutters are open to let in the natural light.

This door is kept locked at all times (hardness 5, hp 20, break DC 25, Disable Device DC 25) by Granny Nan, who holds the only key.

Sometimes children brought to the clock tower are malnourished and skinny, and sometimes they just stop eating. In these cases, Granny Nan intervenes, sequestering such children in this nursery away from the cells downstairs. Granny assures them that they have nothing to fear and encourages them write letters to their parents or Queen Elvanna, asking for forgiveness or mercy. It's all a lie, of course, intended to calm and soothe the children while they're fattened up in preparation for being eaten.

**Creature:** The nursery's only currently occupant is an 8-year-old waif named **Inga** (CG human female commoner 1). Inga is overjoyed at the sight of the PCs, but sagely puts one finger to her lips and whispers, "Have you met Granny Nan yet?" Inga knows nothing of the Gobbler (area **L10**), but can tell the PCs that Granny has a "little ghost" who follows her around (the attic whisperer Evija in area **L9**). Inga can also explain how she has been treated (but not why). If given clear instructions, such as "go downstairs and wait in the hallway," Inga complies.

**Treasure:** The books on the tables are children's picture books, or collections of fables and folklore from other nations of the Inner Sea. One dubious and inappropriate exception is entitled *The Wilewood Labyrinth*. The book is the life's work of a scholar of distant Sevenarches, collected

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posthumously. It contains many ghastly illustrations of shadowy creatures, and is worth 300 gp.

## L14. Water Closet

This room contains a bathtub to the south and washbasins and a privy to the north. Granny Nan frequently tricks her young victims into washing up before preparing them for cooking, telling them they'll be sent home after they've had a good bath, and to remember to scrub behind their ears.

## L15. Granny Nan's Room (CR 5)

The walls of this cozy bedroom are painted powder blue. A bed occupies the east side of the room, its headboard pushed against the wall with a nightstand on either side. A desk and

chair sit next to the south wall. A dresser with a large mirror above it is pushed against the west wall. A curtain rod is affixed above the mirror with curtains pulled away to either side.

Granny Nan keeps this door locked, even when inside, and holds the only key (hardness 5, hp 20, break DC 25, Disable Device DC 25).

**Creature:** This is the abode of Nan Hestreka, known to the children in her charge as "Granny Nan," a spinster Jadwiga witch whose bloodline has fallen into relative obscurity. Forced to sell her sole remaining property last year, Granny Nan faced potential poverty, a situation the White Witches found "unseemly" for one of Jadwiga blood. For the sake of propriety, she was appointed mistress of the Winter Guard barracks in the clock tower. In fact, Granny Nan has little authority. Logrivich mostly ignores her, but the ice trolls adore her. They're unaccustomed to someone looking after them and preparing savory food for them. In Logrivich's (unauthorized) name, Granny Nan has requisitioned children and young adults from Whitethrone's orphanages and jails to feed her "boys." The leadership of the Winter Guard assumes the requisitions are to feed the dragon, and Amagarra has not corrected them.

Granny Nan uses the attic whisperer Evija as a spy and secondary guardian. If Granny hears someone attempting to pick the lock on the door, she assumes Evija is scratching to get in. If Evija came here after seeing the PCs in area L9, Granny Nan is expecting them, and Evija fights at Granny's side. If Granny is defeated, Evija flees again, this time up the tower to alert Logrivich in area L18.



GRANNY NAN

### GRANNY NAN

CR 5

XP 1,600

Female venerable human (Jadwiga) witch 6 (*Pathfinder RPG Advanced Player's Guide* 65)

NE Medium humanoid (human)

**Init** -1; **Senses** scent (children only); Perception +4

#### DEFENSE

**AC** 14, touch 10, flat-footed 14 (+4 armor, +1 deflection, -1 Dex)

**hp** 46 (6d6+23)

**Fort** +4, **Ref** +1, **Will** +9

#### OFFENSE

**Speed** 30 ft.

**Melee** club +0 (1d6-3)

**Special Attacks** hexes (cackle, child-scent<sup>UM</sup>, evil eye [-2, 7 rounds], misfortune [1 round], slumber [6 rounds])

**Witch Spells Prepared** (CL 6th; concentration +10)

3rd—*bestow curse* (DC 17), *blink*, *vampiric touch*

2nd—*blindness/deafness* (DC 16), *false life*, *hold person* (DC 16), *scare* (DC 16)

1st—*burning hands* (DC 15), *command* (DC 15), *mage armor*, *ray of enfeeblement* (DC 15)

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o (at will)—*daze* (DC 14), *light*, *mending*, *touch of fatigue* (DC 14)

**Patron** deception

### TACTICS

**Before Combat** Granny Nan casts *false life* and *mage armor* before combat.

**During Combat** Granny Nan casts *scare* to reduce the number of foes facing her, then casts *blink*. Thereafter, she targets enemies with *bestow curse*, *blindness/deafness*, or her evil eye, misfortune, or slumber hexes.

She casts *vampiric touch* and *burning hands* if forced into melee combat.

**Morale** If reduced to 20 hit points or fewer, Granny Nan attempts to flee to area **L10** to join the Gobbler, using her *potion of fly* and *potion of invisibility*, if necessary.

### STATISTICS

**Str** 4, **Dex** 8, **Con** 10, **Int** 18, **Wis** 15, **Cha** 11

**Base Atk** +3; **CMB** +0; **CMD** 10

**Feats** Alertness<sup>B</sup>, Brew Potion, Extra Hex<sup>APG</sup>, Iron Will, Toughness

**Skills** Craft (alchemy) +13, Intimidate +9, Knowledge (arcana) +13, Knowledge (nature) +13, Knowledge (nobility) +6, Perception +4, Profession (cook) +11, Sense Motive +8, Spellcraft +13

**Languages** Common, Draconic, Giant, Hallit, Skald

**SQ** witch's familiar (rat named Ivanek)

**Combat Gear** *potion of cure moderate wounds*, *potion of fly*, *potion of invisibility*; **Other Gear** club, *ring of protection* +1, spell component pouch, keys to areas **L6**, **L13**, **L15**, and **L17**

**Treasure:** A large glass snow globe depicting Whitethrone's Royal Palace with a music box built into the base sits atop one of the nightstands, and is worth 50 gp. Under the desk, there is also box containing dozens of handwritten letters to Queen Elvanna and children's parents, written by children kept in area **L13**. Alongside them are requisition orders, all stamped with approval, for children from orphanages in Whitethrone to be brought to the clock tower. The box's contents paint a grim picture of what has transpired here.

### L16. Clock Sub-Floor

A flight of steps climbs to a platform where a short ladder is mounted to the wall, leading to a closed trap door in the ceiling just above it. A single door is set in the eastern wall. The area is otherwise barren except for a column of clockwork gears that rises right through the ceiling above it. An icy draft wafts from above, and the ticking and ratcheting of the giant clock drowns out any other sound.

The clockwork mechanism is not navigable terrain, and all Perception checks made to listen in this room take a –10 penalty. The trap door in the ceiling is unlocked and leads to area **L18**.

### L17. Bella's Cell

This comfortable suite holds a bed, dresser, chair, and bookshelf. A large mirror hangs on the eastern wall above the bookshelf.

The door to this room is locked (hardness 5, hp 20, break DC 25, Disable Device DC 25). Granny Nan and Amagarra both possess keys to the door.

**Creature:** The captive opera singer **Bella Belvorica** (NG female human [Chelish] bard 1/expert 3) is detained in this cell.

Bella was Solveig Ayrdahl's onetime lover in Kintargo and came to Whitethrone in search of Solveig under the pretense of performing at the Frosthall Theater. Bella never had the opportunity to find Solveig—Logrivich overheard Bella singing at an outdoor performance days prior to the declaration of martial law and

ordered her brought here to perform for him whenever he might feel like hearing his "pet songbird" sing.

Bella lives in constant fear of being eaten—either by the ice trolls or Logrivich himself, if he finds her music displeasing. She thinks that no one knows she is in the clock tower, and hasn't dared to hope of rescue, so when the PCs arrive, she is almost overwhelmed. She has no strong magic and her emotional state has left her too harried to help in a fight, but she volunteers to keep the children in line downstairs and bring warning if anyone enters the clock tower from below.

### L18. Logrivich's Lair (CR 6)

This large chamber contains the workings of an enormous clock, with huge clock faces on the north, west, and south walls. To the east, the entire exterior wall has been knocked out, and a platform of gleaming ice extends out into the open air. A chill wind blows through the opening. Tracked rails weave in and out of the corners of the room, passing through five-foot-square openings in the walls. A block of clockwork gears and mechanisms runs to the ceiling toward the west. A trap door is set into the floor on the north side of the chamber.

This level of the tower is almost 50 feet off the ground. The interior ceiling is 15 feet above the floor. The openings



BELLA BELVORICA

# REIGN OF WINTER

in the walls lead to ledges on the exterior of the tower, below the clock faces. Suspended just off the floor of each ledge, inside the tracks, is a giant bell.

The icy ledge to the east is 10 feet thick, and can support the weight of the PCs and the dragon. Entering an ice-covered square costs 2 squares of movement, and the DC of Acrobatics checks increases by +5.

The trap door opens to a ladder leading down to area **L16**. The trap door is not locked, but Logrivich has scattered a few handfuls of coins from his hoard on top of the door; their jingling imposes a –5 penalty on Stealth checks made to open the door.

**Creature:** The young white dragon Logrivich makes his lair here, where he can keep tabs on the entire city. The young dragon has spent a great deal of effort refurbishing his new nest. Logrivich has become accustomed to the sound of the clockworks, and as a result takes no penalties on his Perception checks. He attacks any intruders entering his lair.

## LOGRIVICH

**CR 6**
**XP 2,400**

 Male young white dragon (*Pathfinder RPG Bestiary* 100)

**hp 66**

### TACTICS

**During Combat** Logrivich's preferred tactic is to keep his enemies trapped inside the tower and wear them down with his breath weapon and attacks from the air. The dragon begins combat with his breath weapon, then takes to the air, flying around the tower. He avoids combat on the bare floor when possible, preferring to engage in melee combat only on the exterior ledges or the ice platform. While in flight, Logrivich makes flyby attacks against opponents on the ledges while waiting for his breath weapon to recharge.

**Morale** Logrivich fights to the death.

**Treasure:** Logrivich's hoard consists of a +1 *heavy wooden shield*, an adamantite warhammer, a *serpentine owl figurine of wondrous power*, a bone scroll tube containing a *scroll of blink*, a *scroll of scorching ray*, and a *scroll of see invisibility*, a *wand of silent image* (12 charges), a *wand of true strike* (5 charges), a gold censer with a platinum inlay of Desna's holy symbol worth 500 gp, and five tourmalines worth 50 gp each, as well as 24 pp, 628 gp, 1,905 sp, and 7,326 cp.

**Development:** If the PCs slay Logrivich, they should launch one of the skyrocket fireworks from the tower to signal the Iron Guard that the deed is done. It doesn't take long before the sounds of upheaval can be heard across the city, along with plumes of smoke. The Iron Guard has risen up to strike back against Queen Elvanna's Winter Guard, hopefully leaving the Market Square—and Baba Yaga's hut inside it—with fewer defenders.

## PART FOUR: THE ENDLESS FOREST

Following the death of Logrivich and the uprising of the Iron Guard, Whitethrone is temporarily in chaos. The PCs likely need to recover from their ordeal in the clock tower, and may safely do so at the Shrine of the Everbloom. But they do not have much time. The Winter Guard has pulled away excess troops from the Merchants' Quarter to deal with the Iron Guard, but the uprising will likely last no longer than a few days. If the PCs don't realize this, Solveig bluntly informs them of this fact. Allow the PCs to heal and replenish any supplies, but if they want to take possession of Baba Yaga's *Dancing Hut*, they need to use this window of opportunity while it remains open.

### M. MARKET SQUARE

The area surrounding Whitethrone's Market Square is now overgrown with a thick forest that erupted almost overnight around the *Dancing Hut*. Every day, the Winter Guard chops down the forest, only to see it regrow overnight. The streets around the square are a wreckage of stumps and fallen trees, and many of the traders residing in the Merchants' Quarter have been evacuated. The Market Square itself has almost entirely vanished save for a few buildings that are now completely out of place in this sylvan landscape.

In fact, the *Dancing Hut* is drawing upon the energies of the First World to create this supernatural forest in the middle of Whitethrone as a sort of automatic defense system. At the same time, strange creatures have also been drawn here from the First World, including three immortal fey called dawn pipers. When the dawn pipers discovered the *Dancing Hut* in the forest, they began a ritual to siphon this part of the Material Plane into the First World—hopefully taking the *Dancing Hut* with them.

Other creatures prowl these new woods as well, amid pockets of refugees and stranded Winter Guards. The White Witch Nazhena Vasilliova stands guard at the heart of this madness, determined to prevent anyone from reaching the *Dancing Hut*. Unfortunately, both she and the hut are now cut off from the rest of Whitethrone by the dawn pipers' reality siphon.

The trees, shrubs, and undergrowth created by the *Dancing Hut* have grown up into a dense maze that fills the Market Square. Until the *Dancing Hut* leaves the area, those areas on the map that contain trees function as a permanent *wall of thorns* (CL 15th). Because of the First World energies sustaining it, this *wall of thorns* is not subject to spells such as *diminish plants*. The trees are even thicker around the clearing containing the *Dancing Hut* itself (area **M11**). These also function as a permanent *wall of thorns* (CL 15th), but they deal piercing damage each round equal to 35 minus the creature's AC, and creatures attempting to move through the wall are subject to an *entangle* effect (DC 18).

# THE SHACKLED HUT

## M. MARKET SQUARE

1 SQUARE = 10 FEET



# REIGN OF WINTER

This *wall of thorns* repairs itself almost instantly, so it is impossible to cut through it, and even magical fire has no effect on the barrier. The wall even blocks characters with an ability that would normally allow them to pass through undergrowth unhindered (such as woodland stride). In addition, the trees' canopies have grown together to form a living dome over the hut, blocking flight into or out of the clearing.

Feel free to add additional or random encounters in the less overrun areas of the Merchants' Quarter, but the adventure focuses on the PCs' arrival at the Market Square.

## M1. Forest Entrance (CR 7)

Read or paraphrase the following to the players as the PCs approach the Market Square.

The shops and homes of the Merchants' Quarter stop abruptly at a towering wall of evergreens that has burst through the snow-covered cobblestones of the city's streets. Ahead, the trees part to form a path winding into the dark forest that has replaced all sights and senses of the city around it.

**Creatures:** Three ice trolls of the Winter Guard watch over the entrance to the overgrown Market Square, and they allow no one but Winter Guards or White Witches to enter the forest. The ice trolls fight to the death, but are reluctant to pursue enemies into the woods. They won't enter the clearings at areas **M2** or **M4**, or go farther than area **M5**.

**ICE TROLLS (3)** **CR 4**  
**XP 1,200 each**  
**hp 45 each** (*Pathfinder RPG Bestiary 2 271*)

## M2. Font of Water (CR 6)

A pool of strange silvery water stands in a clearing here. On the pool's surface, ripples begin at its outermost edges and rush inward to a single point, where drops of water fall up toward the sky. The entire pool rains skyward while snowflakes float down between the droplets. A brisk wind rustles through the trees. Paths continue on to the north and east out of the clearing.

This pool is an elemental font created by one of the three dawn pipers in the Market Square, one of three fonts sustaining the reality siphon in area **M4**. Although the liquid in the pool looks strange, it is normal water. The upward-raining effect is the result of a minor distortion of reality around the font, but has no further effects.

**Creatures:** The dawn piper Auraenos stands in the center of the frigid, ankle-deep water with one shoulder hunched and his head cocked at a crooked angle. Auraenos has created a water elemental font that grants him additional

water-themed spell-like abilities. He is biding his time until the reality siphon in does its job, and if the PCs don't yet realize his font is an obstacle in their path, Auraenos doesn't explain it to them. He's a strange and detached creature, and arrogant in his interactions with non-fey. Auraenos is accompanied by another planar refugee, a spriggan named Wortleby, whom the dawn piper calls "my little steward from the Dullard Lands." Auraenos has promised to "fix" the spriggan so he can perceive beauty once more. In return, Wortleby has agreed to be the dawn piper's bodyguard. Wortleby hides behind some trees just to the north and west of the pool. Unless attacked first, the pair does not attack the PCs.

**AURAEENOS** **CR 5**  
**XP 1,600**

Male dawn piper (see page 86)

**hp 45**

### TACTICS

**During Combat** Auraenos relies on Wortleby to keep opponents busy while he uses his spell-like abilities and dissonance ability against them.

**Morale** Auraenos fights to the death to defend his font.

**WORTLEBY** **CR 3**  
**XP 800**

Male spriggan (*Pathfinder RPG Bestiary 2 257*)

**hp 22**

### TACTICS

**During Combat** Wortleby hides until he can make a sneak attack against an unwary foe or use his spell-like abilities.

Once revealed, he grows to Large size to keep melee combatants away from his master.

**Morale** Wortleby fights to the death, unless Auraenos is slain and the font destroyed, in which case he tries to flee.

**Development:** If Auraenos is killed, his elemental font is immediately destroyed. The waters of the pool rush inward and fall upward in a sudden, violent rush, leaving behind an expanse of muddy earth.

**Treasure:** When the elemental font is destroyed, a score of large freshwater oysters are revealed lying in the muck where the pool sat. If all of the oysters are shucked, 10 enormous freshwater pearls can be found, each worth 400 gp.

## M3. Tricks and Traps (CR 6)

**Creatures:** When the forest erupted around the *Dancing Hut*, two nuglub gremlins found themselves lost in the melange of city and forest. They've spent days preying upon merchants and refugees, but with the immediate area depopulated, they're preparing to move elsewhere soon. They've laid a trap across the trail, and hide just out of sight behind a wagon at area **M3a**. Once the trap is sprung (or if

## THE SHACKLED HUT

the trap is discovered and the PCs attempt to disable it), the gremlins attack.

### NUGLUB GREMLINS (2)

CR 2

XP 600 each

hp 19 each (*Pathfinder RPG Bestiary 2* 143)

#### TACTICS

**During Combat** The nuglubs focus their attacks on armored opponents first, casting *heat metal* before attacking.

**Morale** If one of the gremlins is slain, the survivor flees into the forest.

**Trap:** The nuglubs have strung a trip wire across the path connected to two trees that are ready to fall across the path and crush anyone underneath. Creatures that fail their Reflex saving throws are knocked prone and are entangled for 1 round under the tree branches. After the trap is triggered, the affected area is considered difficult terrain.

### FALLING TREE TRAP

CR 4

XP 1,200

Type mechanical; Perception DC 20; Disable Device DC 20

#### EFFECTS

**Trigger** location; **Reset** none

**Effect** falling trees (4d6+6 bludgeoning damage plus knocked prone and entangled for 1 round, Reflex DC 18 avoids); multiple targets (all targets in a 10-ft.-by-30-ft. area)

**Treasure:** The wagon at area **M3a** holds a half-dozen human corpses—the remains of a foreign merchant and her family, who ran afoul of the nuglubs as they tried to flee the Merchants' Quarter—and their mundane possessions. Each of the bodies displays tiny bite and claw marks. A successful DC 15 Perception check allows the PCs to find a small coffer buried in a larger wooden chest of clothing. The coffer is locked and a successful DC 25 Disable Device check is needed to open it (one of the nuglubs swallowed the key). It contains three *potions of cure light wounds*, 200 gp in coins, a gold locket worth 50 gp, and a silver necklace worth 30 gp with a pearl pendant—actually a *pearl of power* (1st level).

## M4. The Reality Siphon

Dark forested paths lead north, east, and south out of this large clearing, but the way to the north is blocked by a rippling hemisphere of churning darkness and twisted shadows. The surrounding trees seem to lean toward the area, as swirls of nearby snow and forest debris are sucked into the vortex, accompanied by a distant roar of wind. On the other side of the dark phenomenon, the path leads to a forest clearing containing a dilapidated wooden hut perched atop two giant chicken's legs, surrounded by a picket fence of bleached bones.

Finding themselves stranded on the Material Plane after they were pulled from the First World by the *Dancing Hut*, the three dawn pipers wasted no time in establishing elemental fonts around the hut. They have just completed the ritual to create their reality siphon, which is slowly beginning to draw this part of the Material Plane into the First World, taking the *Dancing Hut* with it. It will take a week for the reality siphon to fully subsume the forest into the First World, but once it has done its job, the dawn pipers will be returned to the First World as well, having seized the hut out from under Queen Elvanna's nose.

The reality siphon completely blocks the path to the *Dancing Hut*. It plugs the gap in the tree walls like a cork, and functions as an *antilife shell* (CL 9th), preventing living creatures from bypassing it or skirting around it. To get to the hut, the PCs must first defeat the dawn pipers in areas **M2**, **M6**, and **M10** and destroy the reality siphon.



NUGLUB GREMLIN



# REIGN OF WINTER

If the PCs study the reality siphon, they can learn the following information with successful Knowledge (arcana) or Knowledge (planes) checks.

Result	Information Learned
10+	The vortex is some sort of extraplanar portal or gateway that seems to be siphoning away reality itself. As such, it cannot be passed through or bypassed.
15+	The vortex is not a spell effect, but rather a form of ritual magic. It is unlikely that the <i>Dancing Hut</i> created it—something else surely did.
20+	The vortex will take some time before it completely drains reality away from this area, taking everything nearby with it, but no more than a week at most.
25+	Multiple external power sources sustain the vortex. If they are all destroyed, the backlash should disrupt the vortex as well.

**Development:** Once the PCs have slain all three of the dawn pipers and destroyed their elemental fonts, the reality siphon implodes upon itself, clearing the path to the *Dancing Hut*. The destruction of the reality siphon alerts Nazhena Vasilliova in area **M11** as well, and she readies herself to face the PCs.

**Story Award:** Award the PCs 1,600 XP for destroying the dawn pipers' reality siphon.

## M5. Tottling Treehouse

Perched precariously in the branches of the trees here is a small house, apparently lifted into the air from its foundations. The branches creak as the house teeters and sways with the wind.

**Creatures:** When the forest erupted unexpectedly in the Market Square, the house of a Varisian merchant named Karend Angetti was thrust skyward into the treetops. **Karend Angetti** (NG male human expert 7; hp 31 [currently 25]) and his son and daughter, **Trevis** and **Crina** (CG human commoner 1; hp 3 each), currently occupy the house, which balances precariously 20 feet in the air, ready to fall. Karend was thrown from bed when the house was lifted and broke his leg, leaving him unable to climb down, and the children are scared to attempt it (Climb +0). The children call out for help when the PCs walk past, explaining that their father is hurt and that the Winter Guard just ignored them.

The tree can be reached without interacting with the *wall of thorns* effect, but care must be taken not to dislodge the house. Climbing the tree requires a successful DC 15 Climb check, but failing the check by 5 or more shakes the tree and causes the house to come crashing down. A creature can be lowered from the house with ropes in 2 rounds with a successful DC 10 Strength check, but failure means the house suddenly shifts and no progress is made, and failure by 5 or more means the house falls. With a successful DC

12 Knowledge (engineering) check, the PCs can devise a strategy to shore up the house so that it falls only on a failure by 8 or more. At your discretion, other creative solutions, including spells such as *diminish plants* or *wood shape*, might be able to prevent the house from falling altogether.

If the house falls, it deals 6d6 points of bludgeoning damage to any creature inside or within 10 feet of the house underneath the tree (including anyone climbing the tree). Creatures underneath that succeed at a DC 20 Reflex save take only half damage, but those inside receive no saving throw.

**Treasure:** If the PCs rescue the family, their gratitude is profound. Karend offers the PCs an *amulet of natural armor* +1. "I gave it to my late wife years ago to keep her safe," he explains. "You saved her children today. She would want you to have it." The children can help their father walk, and Karend has legitimate foreign merchant credentials and some political contacts. He is confident the Winter Guard will allow them to evacuate the market, so long he as he doesn't try to return.

**Story Award:** Award the PCs 1,600 XP for safely rescuing Karend and his family.

## M6. Altar of Earth (CR 5)

A large chunk of stone juts from the ground like a natural stage. Six boulders float in the air and slowly orbit the raised platform. The rich scent of loamy earth hangs heavy in the air.

This is one of the three elemental fonts created by the dawn pipers to sustain the reality siphon in area **M4**. The stone platform is roughly 20 feet square and 10 feet high. Because of a minor distortion of reality around the font, the boulders float about 10 feet off the ground, and rotate around the platform with a speed of 25 feet. The boulders are about 5 feet square, with just enough room for a Medium or smaller creature to stand atop them. Each boulder can support up to 200 pounds of weight; if weighed down, a boulder floats back up when released and resumes its place in the orbit.

**Creature:** The dawn piper Ravathiel squats upon the stone platform with his flute in his hands. Ravathiel has created an earth elemental font, granting him additional earth-themed spell-like abilities. Less detached than Auraenos in area **M2**, Ravathiel has observed the PCs' actions in nearby areas with interest. He makes no pretense at ignorance, warning the PCs as they approach, "Turn back, mortals, you cannot pass. We have come to claim this reality, and we'll take the Crone's hovel with us. Turn away and live your lives in peace and safety, unburdened by the heavy weight of relevance." His offer is sincere, but if the PCs refuse to leave, Ravathiel is not surprised. "So be it," he croons softly, and attacks before the PCs can surround the stone platform.

## THE SHACKLED HUT

### RAVATHIEL

CR 5

XP 1,600

Male dawn piper (see page 86)

AC 20, touch 15, flat-footed 15 (+2 armor, +4 Dex, +1 dodge, +3 natural)

hp 45

Gear mwk rapier, *bracers of armor* +2, mwk flute

#### TACTICS

**During Combat** Ravathiel casts *grease* to prevent opponents from scaling the platform to reach him, and uses *spiked pit* to control the battlefield and maintain a height advantage. If an enemy reaches the top of the platform, Ravathiel activates his terrible beauty aura to blind foes, then shoves them off the platform.

**Morale** Ravathiel covets the *Dancing Hut*, and fights to the death to protect his elemental font and keep the reality siphon intact.

**Development:** If Ravathiel is killed, the floating boulders shudder and crash to the ground. The stone platform remains, but the elemental font is otherwise destroyed.

### M7. Heart Hunters (CR 6)

**Creatures:** A mated pair of perytons have taken up residence here. They have made great sport of stalking and hunting humanoids in the wood before their brief and brutal mating ritual ends. They hide in the treetops until the PCs pass, then fly over the party using their shadow mark ability before swooping down to attack their prey. The perytons break off combat if they manage tear out a victim's heart; otherwise, their hunger and savagery drive them to fight to the death.

### PERYTONS (2)

CR 4

XP 1,200 each

hp 42 each (*Pathfinder RPG Bestiary* 2 207)

### M8. Abandoned House (CR 5)

A solitary building sits partially surrounded by trees here. A few patches of cobblestones still cover the ground outside, while a wooden street sign lies facedown in the snow.

**Creature:** A single member of the Winter Guard, a winter wolf named Bragda, is holed up in this abandoned house. When the marauding fey in the forest attacked her patrol, Bragda led her troops here to wait for reinforcements—who haven't come. The human members of her patrol have succumbed to their injuries, leaving Bragda alone, and she is not about to try to fight her way through the wood by herself. She watches the path outside carefully, and ventures outside if she sees the PCs. Rather than attacking, however, Bragda tries to commandeer the PCs. As the most senior authority in the immediate area, she wants to assume

command of their group and lead them out of the area as a unit (providing herself with an escort at the same time), and she's not joking. Bragda doesn't care about papers or credentials—she just wants to get out. If the PCs refuse to accept her leadership, Bragda snarls and tells them they can't just leave her trapped in the forest, and offers to release them on their own recognizance once they're out of the wood. If she and the PCs cannot come to an accord, Bragda turns her frustrations and fears on the PCs and attacks.

### BRAGDA

CR 5

XP 1,600

Female winter wolf (*Pathfinder RPG Bestiary* 280)

hp 57

**Treasure:** Inside the house are the bodies of the three human Winter Guards of Bragda's patrol who died here from their injuries. Much of their equipment is of little value, but the following items can be salvaged: a masterwork composite longbow (+2 Str), three *potions of lesser restoration*, and an *efficient quiver* holding 10 +1 *cold iron arrows* and 30 normal arrows.

**Development:** If the PCs actually agree to escort Bragda from the forest, the winter wolf tries to lead them to the nearest Winter Guard barracks. If they refuse, there is a tense moment while Bragda considers her few options, but after a moment she gives up. She halfheartedly orders them to leave the Merchants' Quarter altogether and departs, never looking back at the PCs.

**Story Award:** If the PCs escort Bragda out of the Market Square, award them 1,600 XP, as if they had defeated her in combat.

### M9. The Last Party (CR 6+)

A large campfire burns before a house that squats beneath the eaves of the forest. Several logs are arrayed around the fire as if to serve as seats. Empty wine bottles and charred, sharpened sticks for roasting food over the fire litter the ground.

**Creatures:** Three baccae from the First World have gathered at this house to carouse. They are creatures of powerful emotion, and have used their charming gazes to entice three human merchants to join them in their revels. Together they sit outside, talking, laughing, and sharing the baccae's strong wine. The merchants believe that some catastrophe has befallen Whitethrone or that the queen has been overthrown, and they act almost as if this were the end of the world. The baccae are allies of the dawn piper Zephimere in area M10, and watch the woods to waylay any intruders.

The baccae are currently in human form, appearing as beautiful women with long hair the color of red wine.

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Both they and the merchants call out to the PCs and invite them to share the fire, the wine, and the company. If questioned, the group explains they have found this oasis away from the forest's monsters and are passing the time until order is restored. If the PCs refuse to join them, the baccae use their charming gaze ability and ask a second time. Drinking the baccae's wine has the effect of *calm emotions* on imbibers (Fortitude DC 13 negates). The save DC increases by +1 for every cup of wine consumed. Further refusal angers the baccae, who change to their beast forms and attack. Under the *calm emotions* effect of the baccae's wine, the charmed and drunk merchants do not join in the combat unless attacked first, at which point they fight to defend themselves, but they flee if reduced to fewer than 10 hit points.

## ELZBETHE, JOLIPHETTA, AND MARI (3) CR 3

XP 800 each

Female baccae (*Tome of Horrors Complete* 44)

CN Medium fey

Init +3; Senses low-light vision; Perception +7

### DEFENSE

AC 13, touch 11, flat-footed 10 (+3 Dex, +2 natural, -2 rage)

hp 37 each (5d6+20)

Fort +4, Ref +7, Will +5

DR 5/cold iron

### OFFENSE

Speed 30 ft.

Melee bite +8 (1d6+5), 2 claws +7 (1d4+5)

Special Attacks beast form, charming gaze, rage

### TACTICS

**During Combat** The baccae rage on the first round of combat, focusing their attacks on male opponents.

**Morale** While raging, the baccae fight to the death. Otherwise, they flee into the woods if reduced to fewer than 10 hit points.

### STATISTICS

Str 21, Dex 16, Con 16, Int 11, Wis 9, Cha 16

Base Atk +2; CMB +7; CMD 18

Feats Toughness, Weapon Focus (bite), Weapon Focus (greatclub)

Skills Bluff +11, Diplomacy +11, Escape Artist +10, Knowledge (planes) +3, Knowledge (religion) +3, Perception +7, Stealth +11

Languages Common, Sylvan

Gear greatclub, cold-weather outfit, bottle of wine

### SPECIAL ABILITIES

**Beast Form (Su)** When angered or intoxicated, a baccae takes on a beastlike visage, growing sharpened fangs and

claws. This transformation lasts for 1 hour and cannot be ended voluntarily.

**Charming Gaze (Su)** In human form, a baccae can charm any humanoid within 30 feet who meets her gaze. This functions as a *charm person* spell (CL 5th). An affected creature can attempt a DC 15 Will save to resist the effects. A baccae can suppress this ability as a free action. The save DC is Charisma-based.

**Rage (Su)** Once per day, a baccae in beast form can fly into a berserk frenzy. This frenzy lasts for 10 rounds. In this rage, she gains temporary bonuses to two ability scores: +4 Strength and +4 Constitution. She likewise gains a +2 morale bonus on Will saves, but takes a -2 penalty to Armor Class. A baccae cannot voluntarily end her rage.

## CHARMED MERCHANTS (3) CR 1

XP 400 each

Drunkard (*Pathfinder RPG GameMastery Guide* 303)

hp 23 each

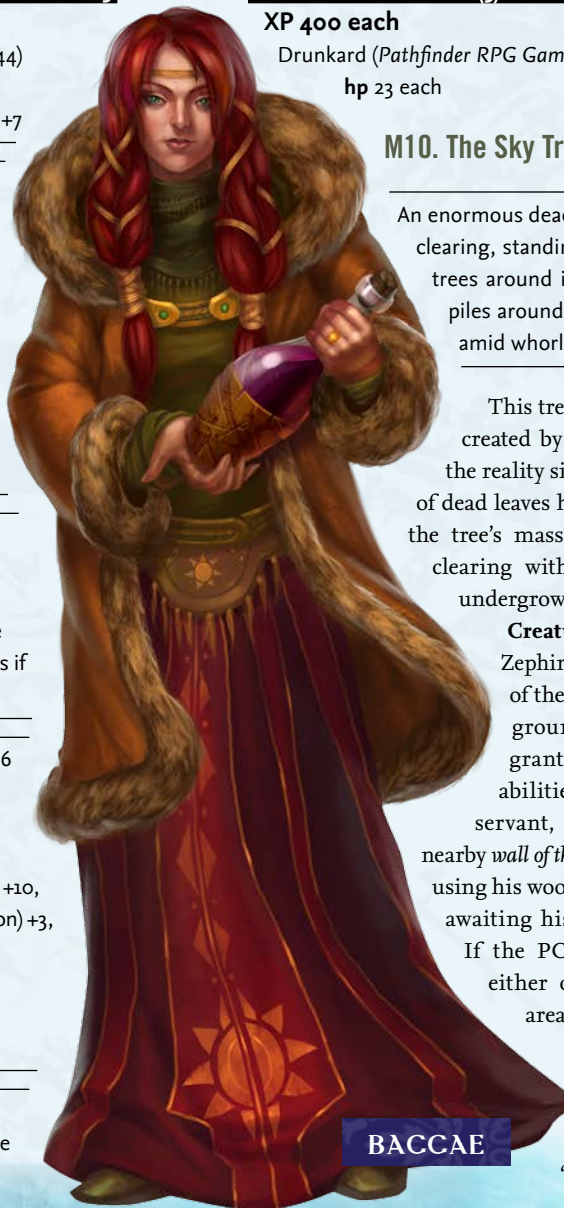
## M10. The Sky Tree (CR 6)

An enormous dead beech tree towers over this clearing, standing apart from the evergreen trees around it. Dead, dry leaves lift from piles around the tree to rustle and dance amid whorls of fine powdery snow.

This tree is the third elemental font created by the dawn pipers to power the reality siphon in area M4. The piles of dead leaves heaped around the tree and the tree's massive roots cover the entire clearing with what is effectively light undergrowth (*Core Rulebook* 426).

**Creatures:** The dawn piper Zephimere stands in the branches of the tree some 10 feet above the ground. Her air elemental font grants her air-themed spell-like abilities. Zephimere's twigjack servant, Sliverthorn, hides in the nearby *wall of thorns* bordering the clearing using his woodland stride ability, eagerly awaiting his mistress's call to attack.

If the PCs have already destroyed either of the elemental fonts in areas M2 and M6, Zephimere is expecting them. When the PCs approach the tree, the dawn piper offers them a final chance. "Go now. This forest and



BACCAE

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the *Dancing Hut* are ours, and I will not yield.” If the PCs do not turn back, Zephimere and Sliverthorn attack.

### SLIVERTHORN

CR 3

#### XP 800

Male twigjack (*Pathfinder RPG Bestiary 2* 274)

hp 27

#### TACTICS

**During Combat** Sliverthorn takes advantage of the terrain, using his bramble jump ability to move back forth through the area, remaining hidden until he can make a sneak attack or use his splinterspray ability to maximum effect.

**Morale** Sliverthorn fights to the death to defend Zephimere.

### ZEPHIMERE

CR 5

#### XP 1,600

Female dawn piper (see page 86)

hp 45

#### TACTICS

**During Combat** Zephimere uses *fly* to remain above the fray, supporting Sliverthorn’s attacks and raining down attacks from above.

**Morale** Zephimere fights to the death.

**Treasure:** A successful DC 20 Perception check reveals a large blue-green gemstone among the tree’s roots—an *air elemental gem*.

### M11. The Dancing Hut (CR 8)

A two-story wooden hut dominates this clearing. The novel stands on enormous chicken legs that restlessly scratch at the ground, but a gigantic manacle of iron, attached to a huge chain bolted to a spike in the earth, shackles the hut in place. An osseous fence surrounds the structure, and two corpses are impaled upon the sharpened bone pickets. A few ravens hop and flutter over the bodies, picking at the choicest bits of flesh.

This is the *Dancing Hut of Baba Yaga*, chained and put on display here by Queen Elvanna. The bone fence grew up around the hut while it’s been imprisoned here, much like the larger forest around it. The bodies impaled on the fence outside are those of a man with red hair, antlers, and hooped goat legs, and a white-clad, pale-skinned woman with white hair, still crowned with the remains of a holly wreath. These are Baba Yaga’s other two Riders—the Red Rider, her “Red Sun,” and the White Rider, her “Bright

Morning”—killed by Queen Elvanna and displayed in front of the *Dancing Hut* as tributes to her success. They are both dead and cannot be brought back to life by any means likely in the PCs’ possession. With a successful DC 26 Knowledge (nature), a PC identifies the Riders. Characters with the mantle of the Black Rider can make this check untrained and gain a +10 bonus on the check.

**Creatures:** The White Witch Nazhena Vasilliova waits for the PCs in front of the *Dancing Hut*, having been trapped in this clearing by the dawn pipers’ reality siphon and the hut’s *dimensional shackles*. By this point, Nazhena is most likely aware of the PCs’ identities as those who infiltrated her Pale Tower in the previous adventure and killed her apprentice Radosek Pavril. “I suppose I should thank you for ridding me of this fey incursion,” she says coldly, “but we both know what you’ve cost me already.” She wastes no more time with words, and attacks the PCs. Nazhena has also brought an ice golem from the Royal Palace with her to help guard the *Dancing Hut*. She orders it to take up a position blocking the path from area M4 and attack anyone attempting to enter the clearing. The ice golem fights until destroyed. If the

fight spills inside the bone fence surrounding the *Dancing Hut*, see Part Five for the hut’s reactions.

### ICE GOLEM

CR 5

#### XP 1,600

hp 53 (*Pathfinder RPG Bestiary* 161)

### NAZHENA VASILLIOVNA

CR 7

#### XP 3,200

hp 63 (see page 54)

## PART FIVE: THE DANCING HUT OF BABA YAGA

Queen Elvanna bound the *Dancing Hut of Baba Yaga* in the Market Square with an artifact of her own creation. These chains are effectively giant *dimensional shackles*, but their *dimensional anchor* effect extends to cover the entire clearing. The shackles not only block the hut (as well as anyone inside the clearing) from engaging in extradimensional travel, but they also prevent anyone from entering the hut. Even creatures swallowed by the hut can’t get inside; such creatures are dropped to the ground instead after being grappled by the hut. The shackles also prevent the hut from using any of its spell-like abilities while fettered.



NAZHENA VASILLIOVNA

# REIGN OF WINTER

Whether by instinct or training, the *Dancing Hut* remains within the confines of the bone fence surrounding it, pacing like a restless lion in its cage, even if its reach allows it to attack beyond the fence. The hut attacks any creatures inside the fence, including Nazhena Vasilliovnna, though it can only use its melee attacks. The hut can sense the mantle of the Black Rider, however, and does not attack any creature bearing the mantle, though the PCs might not be aware of this fact at first.

The shackles binding the hut are incredibly strong; not even the hut itself can break them, and they cannot be destroyed by mortal means. Fortunately, the PCs possess some measure of Baba Yaga's own power, in the form of the Black Rider's mantle. If a character with the mantle of the Black Rider touches the hut's shackles, the chains shatter, freeing the hut.

## N. BABA YAGA'S DANCING HUT

Once the PCs have defeated Nazhena Vasilliovnna, nothing stands between them and the *Dancing Hut of Baba Yaga*. The hut can sense the mantle of the Black Rider on the PCs, and once its shackles are removed, it lowers itself to the ground, allowing them access to its porch. The hut's windows are considerably tougher than normal glass (hardness 15, hp 60, break DC 28) and also benefit from the hut's fast healing ability. Regardless of the hut's physical location and current configuration, anyone peering through the windows from the outside sees the hut's "default" configuration—a simple and cozy room that strangely appears to be a bit bigger than the hut itself. The windows can only be opened using the hut's controls, but the hut's front door opens at a touch, leading to area N1.

The *Dancing Hut of Baba Yaga* is a powerful artifact, construct, and conveyance. See pages 63–65 for full details on the hut's powers and abilities. For now, however, the PCs can explore the interior of the hut (at least the configuration of its rooms in Irrisen) before placing the keys that the Black Rider gave them into the hut's cauldron.

## N1. Cauldron Room (CR 6)

Bundles of dried herbs hang from the rafters of this comfortable-looking room, and along the walls are numerous shelves holding a bewildering variety of glass jars, bottles, and vials containing all manner of strange magical components and alchemical ingredients. A massive cauldron sits in the middle of the room. No fire burns under the pot, but the liquid within it bubbles and churns, and white fumes rise and lap over the brim. A large stove, writing desk, bookcase, and fireplace complete the room, along with a number of crates, barrels, and sacks. A short flight of steps leads up to a set of double doors in the north wall, and a small ladder climbs to a trap door in

the ceiling in the northeast corner. Two windows flank a door to the south.

It is immediately apparent that this room is larger than the *Dancing Hut's* exterior. Otherwise, it appears to be the interior of a simple, country cottage. The cauldron in the center of the room is used to transport the hut to other locations, provided one has the proper "keys." These keys can normally be found among the ingredients on the shelves, but Queen Elvanna has deactivated all of the keys inside the hut. The cauldron is a part of the hut and cannot be removed. The cracked clay bowl and brown hen's egg used to control the hut sit on the desk in this room, though the PCs likely will not realize their significance (or even be able to use these controls) at this time. The crates and barrels contain dried foodstuffs, fresh water, and other mundane supplies that can feed a dozen people for up to 2 weeks.

A successful DC 15 Perception check reveals a small symbol inscribed on one of the stones of the fireplace. This sigil has a conjuration aura and marks the entrance to Zorka's hidey-hole (see page 58). The bookcase along the eastern wall conceals a secret door that the PCs can discover with a successful DC 20 Perception check. The door is locked (hardness 5, hp 20, break DC 25, Disable Device DC 25), but Zorka (see below) has a key. The double doors to the north are unlocked but trapped (see below). The ladder in the northeast corner leads to the loft above (area N5). The southern door leads to the *Dancing Hut's* porch outside, while the windows on either side look out onto Whitethrone's Market Square.

**Creature:** The kikimora Zorka is in this room when the PCs first arrive. See page 59 for her reactions to the PCs' presence in the hut.

**ZORKA** **CR 6**

**XP 2,400**

**hp 68** (see page 58)

**Trap:** A permanent *glyph of warding* (CL 10th) is inscribed on the double doors to the north. Servants of Baba Yaga (such as Zorka and those bearing the mantle of the Black Rider, like the PCs) do not trigger the trap, though opening the doors does cause the glyph to momentarily flare and then fade again.

**GLYPH OF WARDING** **CR 5**

**XP 1,600**

**Type** magic; **Perception** DC 28; **Disable Device** DC 28

### EFFECTS

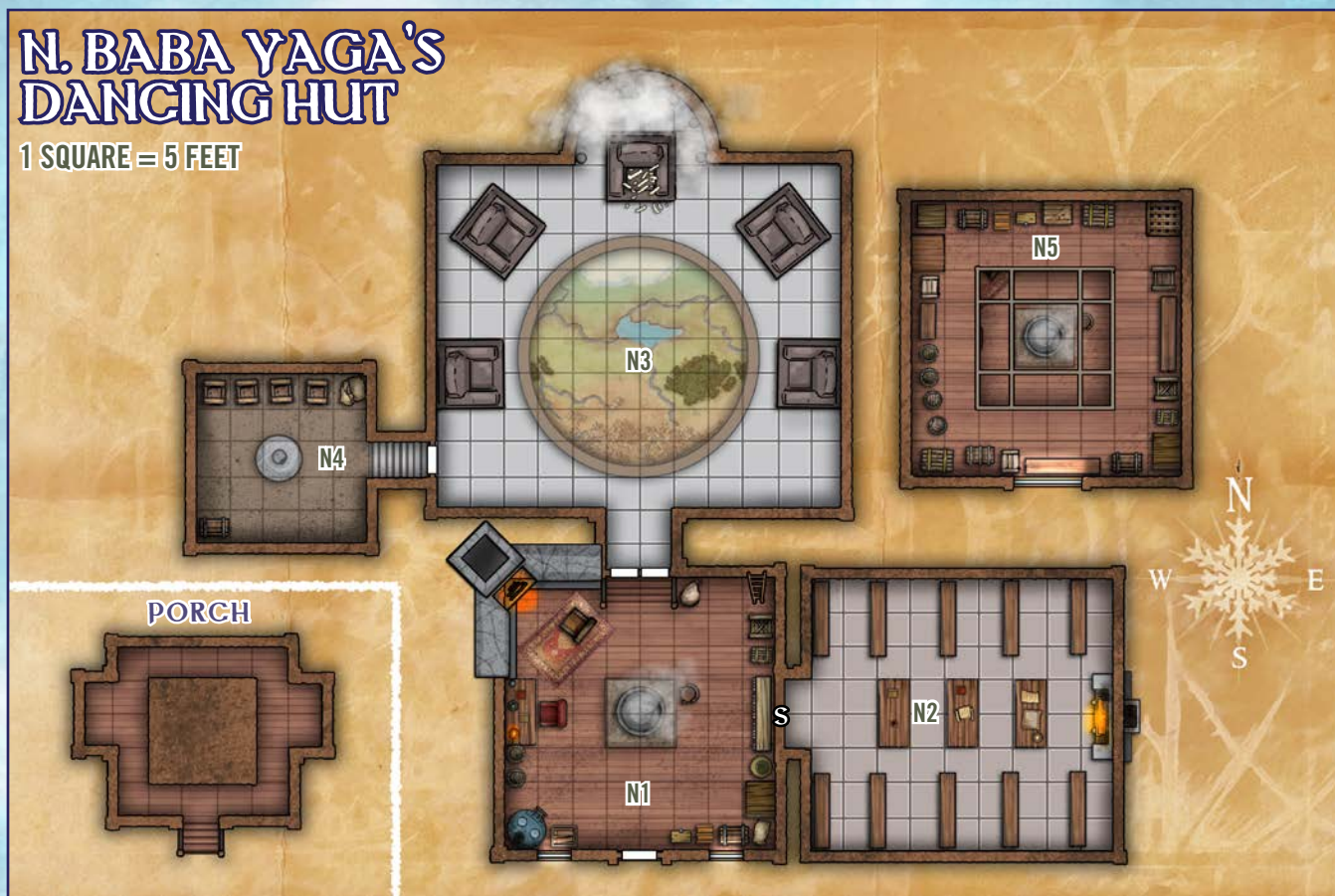
**Trigger** spell; **Reset** automatic (immediate)

**Effect** spell effect (*glyph of warding* [blast glyph], 5d8 fire damage, Reflex DC 15 half); multiple targets (all targets in a 10-ft.-square area)

## THE SHACKLED HUT

N. BABA YAGA'S  
DANCING HUT

1 SQUARE = 5 FEET



**Story Award:** If the PCs befriend Zorka and gain her as an ally, award them 2,400 XP, as if they had defeated her in combat.

**Treasure:** Among the mundane ingredients in this room are a *bead of newt prevention*<sup>UE</sup>, an *elixir of love*, a *hexing doll*<sup>UE</sup>, *restorative ointment*, *seer's tea*<sup>UE</sup>, *unguent of timelessness*, and *universal solvent*, each of which can be found with a successful DC 15 Perception check. In addition, the shelves in this room hold almost every imaginable spell component and alchemical ingredient, allowing spellcasters and alchemists to restock their spell component pouches and alchemist's kits. At your discretion, they might also be able to find more costly material components here.

**Development:** See *Concluding the Adventure* on page 53 for details on what happens when the PCs drop the keys given to them by the Black Rider into the cauldron.

## N2. Library

Tall bookcases stretch from floor to ceiling in this chamber, flanking a row of tables standing in the center aisle. Numerous books are strewn upon the tables, along with blotters, vials of ink, sheets of vellum, and abundant quills. A fire burns merrily in a fireplace built into the eastern wall.

Baba Yaga's library contains books in a variety of languages on nearly every topic imaginable. The entire room has a powerful divination, conjuration, and transmutation aura. But this is not the entirety of Baba Yaga's collection, only the portion of it accessible from this configuration of the *Dancing Hut*. Each time a creature (or group of creatures) enters the room, new volumes are rotated into the stacks from extradimensional storage, while an equal number are rotated out. Books and other items can be removed from the library, but vanish if removed from the hut itself. These objects magically return to the library's stacks and may be available again at some later point, but not immediately. Any character performing research here gains a +4 circumstance bonus on Knowledge checks made within the library. However, one noteworthy subject is conspicuously absent from all of the tomes: what happens to Baba Yaga's daughters after their reigns as queens of Irrisen. The library does not provide a bonus on Knowledge checks about this topic, which is one of Baba Yaga's greatest secrets. At your discretion, the library might also contain a selection of alchemical formula books, arcane spellbooks, divine prayer books, and magic scrolls that the PCs can use to learn new spells, alchemical formulae, and other magics.

# REIGN OF WINTER

These books rotate into and out of storage along with the rest of the library's collection.

**Treasure:** A pair of *spectacles of understanding* (*Ultimate Equipment* 227) sits atop one of the reading tables. In addition, a large book on one of the tables contains a partial index of the library's contents that updates whenever new volumes are rotated in. It also contains a detailed painting of the library room on its center spread. The book has a strong conjuration aura and is never rotated out of the library's collection. If the book is opened to its center spread and placed against a wall in any of the *Dancing Hut's* rooms (regardless of the hut's current configuration), a door appears in the wall that opens into this room. From a campaign standpoint, this allows the PCs to access the information and resources of the library even though the configuration of the *Dancing Hut* changes when it travels to other lands and worlds. If the PCs do not realize the book's value or its function, Zorka (area **N1**) can inform them of how it works.

## N3. Map Room (CR 8)

Five iron thrones are arranged around a circular map in the floor of this large room. Translucent, three-dimensional images of cities and villages hover a few inches above their locations on the map. A large pile of bones and skulls, roped together by sinew, sits atop the center throne. Behind this throne, columns set against the wall form a semicircular alcove filled with a swirling mass of white mist.

Baba Yaga uses this room to remotely survey Irrisen. The map in the floor has a moderate divination aura and depicts the nation of Irrisen, which the PCs can identify with a successful DC 15 Knowledge (geography) check. By crouching low to the ground, one can literally view the landscape of Irrisen, from its snowbound wilderness to its cities and towns. The scale of the map makes it impossible to clearly view individual creatures, who are depicted as little more than specks, but large groupings of creatures, such as entire armies, can be observed. Baba Yaga created this room during the Winter War. She and her generals sat in the thrones and used the map to plan large-scale military maneuvers that resulted in the conquest of Irrisen.

The map can also be used to scry on a specific creature, provided that creature is within Irrisen's borders. This functions just like a *crystal ball*, including the decrease of the save DC to resist with multiple uses. If the *scrying* is successful, the white mist behind the center throne coalesces into a live visual image of the subject. The *scrying* effect of the map is strictly limited to creatures in Irrisen; it cannot scry on creatures elsewhere on Golarion or on other planes or planets. However, if the PCs use *plane shift*

to revisit the *Dancing Hut's* Irrisen layout while the hut is on another world, the map still functions, though it still only shows Irrisen.

**Creature:** Queen Elvanna recognized the danger of her enemies gaining access to this chamber, so she placed her own guardian inside the room. As soon as any creature steps more than 15 feet inside this room, the pile of bones on the center throne animates into a bone golem and attacks. The golem attacks first with its bone prison ability, then uses its natural attacks. It fights until destroyed.

### BONE GOLEM

CR 8

XP 4,800

hp 90 (*Pathfinder RPG Bestiary* 3 133)

## N4. Root Cellar

The door to this room is locked (hardness 5, hp 20, break DC 25, Disable Device DC 25), but Zorka (area **N1**) has a key.

A flight of steps leads to a cool, earthen chamber beneath the hut that by all rights should not exist. A grinding sound fills the air, emanating from a millstone in the center of the room that turns endlessly, powered by some unknown force. Several small bins sit along the north wall, next to a few bulging sacks in the northeast corner. A small wooden box wrapped in chains sits in the southwest corner.

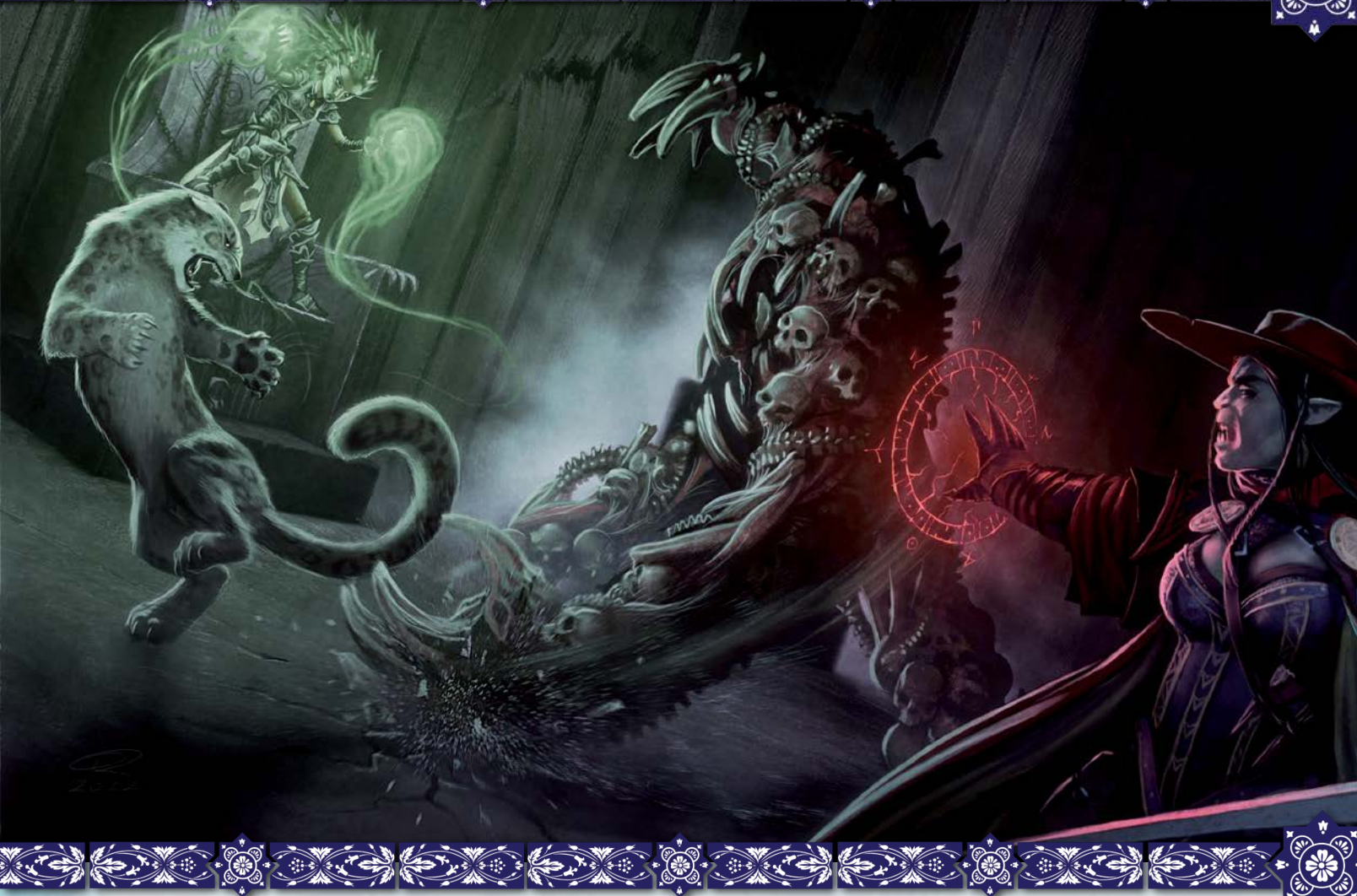
Baba Yaga uses the millstone to prepare many of the magical components stored in area **N1**, as well as bone meal for her bread. The bins along the wall contain potatoes, turnips, onions, and other vegetables that require low temperatures and controlled humidity for safekeeping. The sacks in the corner contain several pounds of bone meal and dried grains.

**Treasure:** The box in the southwest corner is a *migrus locker* (*Ultimate Equipment* 310); it's sealed with iron chains (hardness 10, hp 5, break DC 26) that must be broken to open the locker and release the migrus inside.

## N5. Loft

The center portion of the floor of this loft is open, crossed by wooden rafters and overlooking the bubbling cauldron in the room below. Numerous barrels, boxes, and crates are arrayed around the room's walls. The south wall holds a large window.

This loft overlooks area **N1**. The containers in this room hold more mundane supplies: blankets, buckets, candles, cooking utensils, extra pots and pans, linens, rope, washtubs, and the like. The window in this room looks out through the *Dancing Hut's* "beak," and overlooks Whitethrone's Market Square.



## CONCLUDING THE ADVENTURE

Once the PCs have explored the *Dancing Hut*, they can use the keys given to them by the Black Rider in “The Snows of Summer”—the lock of hair from a frost giant’s beard and the plague doctor’s mask—to take the hut to its next destination. From the information given to them by the Black Rider, the PCs should know that they must place the two keys into the hut’s cauldron (in area N1) and stir the ever-bubbling stew inside it, which will transport the hut to the location associated with the two keys. A PC who succeeds at a DC 20 Knowledge (arcana) or Use Magic Device check can also identify the proper use of the keys. If the PCs came to an accord with Zorka, she can inform them of the process as well.

If NPCs such as Nadya or Ringeirr are still accompanying the PCs, they must now come to a decision—either return to their normal lives in Irrisen, or stay with the PCs on their journey to parts unknown, possibly with little hope of ever returning home. The PCs might also wish to avail themselves of the library or the map room, but time is not on their side. The PCs have scored a major victory

against the White Witches, but now Queen Elvanna is all too aware that Baba Yaga has surviving agents who are moving against her. The enormity of what they’ve done—killing a White Witch and hijacking the *Dancing Hut*—will soon warrant a response from Elvanna herself, and it would be best not to tarry long in Whitethrone. With enemies in their wake and enemies on the horizon, the multiverse may seem arrayed against them—but for now, the PCs are in the possession of one of the most powerful artifacts of legend.

Once the PCs drop the two keys into the cauldron and stir the stew within, the room around them shimmers and changes. Although it may not be apparent to the PCs at first, the hut has traveled to a new location, leaving Whitethrone behind. They can explore their new destination—and the *Dancing Hut*’s new layout—in the next volume of the Reign of Winter Adventure Path, “Maiden, Mother, Crone.”

**Story Award:** Award the PCs 3,200 XP for taking possession of the *Dancing Hut* and using the Black Rider’s keys to take the hut to its next destination.