

## REIGN OF WINTER

## NAZHENA VASILLOVNA

The former mistress of the Pale Tower, the beautiful but cold Nazhena Vasilliovnna not only has her queen's ambitions at heart, but a very personal vendetta to pursue as well.

## NAZHENA VASILLOVNA

CR 7

## XP 3,200

Female human (Jadwiga) witch<sup>APG</sup> (winter witch<sup>ISM</sup>) 5/winter witch<sup>POP</sup> 3

NE Medium humanoid (human)

**Init** +2; **Senses** Perception +12

## DEFENSE

**AC** 20, touch 14, flat-footed 18 (+4 armor, +2 deflection, +2 Dex, +2 natural)

**hp** 63 (8d6+33)

**Fort** +5, **Ref** +6, **Will** +10

**Resist** cold 5

## OFFENSE

**Speed** 30 ft., fly 60 ft. (good)

**Melee** *Emberchill* +3 (1d6 plus 1d6 cold)

**Special Attacks** ice magic<sup>ISM</sup>, hexes (cauldron, flight [*feather fall* at will, *levitate* 1/day, *fly* 8 minutes/day], frostfoot<sup>ISM</sup>, frozen caress<sup>ISM</sup>, slumber [8 rounds]), unnatural cold<sup>POP</sup>

**Witch Spells Prepared** (CL 7th; concentration +11)

4th—*wall of ice* (DC 19), *summon monster IV*

3rd—*ice storm*, *sleet storm*, *vampiric touch*

2nd—*false life*, *glitterdust* (DC 17), *spectral hand*, *touch of idiocy*

1st—*chill touch* (DC 15), *frostbite*<sup>UM</sup>, *mage armor*, *snowball*\* (DC 17), *unshakable chill*<sup>UM</sup> (DC 16)

o (at will)—*bleed* (DC 14), *detect magic*, *ray of frost*, *touch of fatigue* (DC 14)

**Patron** winter<sup>UM</sup>

## TACTICS

**Before Combat** Nazhena casts *false life* and *mage armor* every day. Once enemies enter area **M11**, she drinks *potions of barkskin* and *shield of faith* and activates her flight hex.

**During Combat** Nazhena casts *summon monster IV* on the first round of combat to summon an ice mephit. She then casts *spectral hand*, relying on her ice golem minion and summoned mephit to engage opponents on the ground while she uses her *spectral hand* to deliver touch spells from above, infusing them with her frozen caress hex. She casts *wall of ice* to isolate specific threats, and *touch of idiocy* to reduce the effectiveness of a rival spellcaster. If brought to ground, Nazhena casts *ice storm* or *sleet storm* to put difficult terrain (mitigated by her frostfoot hex) between herself and her enemies.

**Morale** If reduced to 20 hit points or fewer, Nazhena tries to flee, covering her escape with *sleet storm* while she flies away. If cornered and unable to escape, Nazhena fights to the death rather than surrender.

## STATISTICS

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

**Base Atk** +3; **CMB** +2; **CMD** 16

**Feats** Alertness<sup>B</sup>, Brew Potion, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Spell Focus (conjunction), Toughness

**Skills** Craft (alchemy) +16, Craft (sculpting) +10, Fly +19, Intimidate +10, Knowledge (arcana) +15, Knowledge (planes) +12, Perception +12 (+15 sight-based and opposed in shadows or darkness), Sense Motive +4, Spellcraft +13, Swim +3, Use Magic Device +10

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

**SQ** cold flesh<sup>ISM</sup>, freeze and thaw<sup>POP</sup> (1/day), hyperboreal patronage<sup>POP</sup>, winter witchcraft<sup>POP</sup>, witch's familiar (owl named Zapada)

**Combat Gear** *potions of barkskin* (2), *potions of cure moderate wounds* (2), *potions of shield of faith* (2), *wand of ice spears*\* (10 charges); **Other Gear** *Emberchill* (+1 frost sickle, currently storing *wall of ice*; see page 60), *hyperboreal robe* (see page 60), spell component pouch, blue quartz tiara worth 500 gp, ice diamond necklace worth 100 gp

\* See *Pathfinder Adventure Path* #67 72–73.

Nazhena Vasilliovnna is a tall and attractive woman with striking blue eyes, a flawless complexion, and lustrous platinum blonde hair, which she usually wears pulled back from her proud face. Her beauty is almost purely physical, however, deriving from her mixed Jadwiga-Ulfen heritage, not from her personality. A great-great-granddaughter of Queen Elvanna, Nazhena grew up in Elvanna's court in Whitethrone, sent by her mother from the Pale Tower to the Royal Palace to learn her true place in Irrisen's society as one of the Jadwiga Elvanna.

Nazhena was not born the cruel woman she is today, but she has learned well the lessons of the Royal Palace. At the age of seven, Nazhena suffered a broken arm at the hands of one of her female cousins, in thanks for a moment of kindness that her playmates interpreted as weakness.

## NPC GALLERY

When Nazhena wept, she was told her pain was her own fault. When she demanded justice, she was told to take her own revenge (which she did a few years later, with hideous consequences for her tormentor). While this one unfortunate childhood incident was not the sole defining moment of her life, it was representative of the lessons taught at Queen Elvanna's court.

In time, Nazhena grew into an ambitious woman, sacrificing much of her personal happiness to dedicate herself to the mastery of cold magic and domination over the lives of all those around her. Her growth culminated in her seizure of the Pale Tower from her own mother, an act that only raised Nazhena's esteem in the eyes of her great-great-grandmother. Likewise, Nazhena shaped her apprentice, Radosek Pavril, into a finely honed tool, though he was also a rare concession to her own personal needs. As a foreigner and a male, Radosek could never truly be Nazhena's equal, but neither master nor apprentice held any illusions about their relationship, and though both were ambitious, Nazhena did not believe them to be condemned to mutual betrayal. She believes Radosek truly loved her, and for all that she publicly blamed her "flawed Taldan apprentice" for her own failures, in the secret depths of her heart she loved him as much as she was capable of loving anyone.

The fall of the Pale Tower at the hands of meddling adventurers fills Nazhena not only with indignation, but also with shame, and her unwillingness to accept or deal with the grief of Radosek's loss only makes her more dangerous toward his murderers. She shows the PCs no mercy, and does not rest until they are dead and all that they love lies in ruins.

### CAMPAIGN ROLE

Nazhena is the final villain of "The Shackled Hut," the last obstacle in front of the PCs before they can claim the *Dancing Hut*. Amid the campaign's grand plot of world domination, Nazhena puts a very personal face on the forces aligned against the PCs. She has thrown in her lot with Queen Elvanna, and literally and symbolically represents her mistress at a stage in the campaign where the PCs have no way of directly opposing the queen. Consequently, Nazhena does everything within her power to stop the PCs from acquiring the *Dancing Hut* and thwarting Elvanna's plans. Besides her magic, Nazhena's most valuable asset is Irrisen itself—a country inherently inimical to the PCs and capable of grinding them down before they can even get to the hut.

If Nazhena flees from the final confrontation with the PCs, it is not the end of her story. If she survives, the PCs will have made a very personal enemy out of her. Of course, the fact that she was unable to prevent the PCs

from stealing the *Dancing Hut* means that as far as Queen Elvanna and the White Witches are concerned, Nazhena's life is forfeit. In Irrisen, the penalty for failure is death, but Nazhena is unlikely to just throw her life away. Instead, she flees Whitethrone, knowing that her only hope of redemption in the eyes of her great-great-grandmother is to return with the *Dancing Hut*.

In this case, Nazhena dedicates her life to hunting down the PCs, and may return to trouble them at a later point in the campaign. You will need to level her up to keep her a threat to the PCs as they advance in levels, and she will likely require new allies and new magic to trace the PCs' steps across worlds, but Nazhena follows the PCs wherever the *Dancing Hut* takes them, driven to recapture the hut and bring about the PCs' destruction.



## REIGN OF WINTER

## SOLVEIG AYRDAHL

With a passionate evangelism for hope and freedom, Solveig Ayr Dahl plays a dangerous game inside the city of Whitethrone, walking a tightrope between her calling to help and inspire an oppressed people and the needs and desires of her own heart.

**SOLVEIG AYRDAHL****CR 5****XP 1,600**

Female human (Ulfen) cleric of Milani (hidden priest) 6

*(Pathfinder Campaign Setting: Inner Sea Magic 35)*

CG Medium humanoid (human)

**Init** +0; **Senses** Perception +3 (+5 vs. agents of Irrisen)**DEFENSE****AC** 20, touch 12, flat-footed 20 (+7 armor, +2 deflection, +1 shield)**hp** 36 (6d8+6)**Fort** +5, **Ref** +4, **Will** +8**OFFENSE****Speed** 20 ft.**Melee** *Everbloom's rose* +8 (1d8+4)**Ranged** sling +4 (1d4+3)**Special Attacks** channel positive energy 5/day (DC 15, 3d6)**Domain Spell-Like Abilities** (CL 6th; concentration +9)

6/day—touch of good (+3)

**Cleric Spells Prepared** (CL 6th; concentration +9)3rd—*dispel magic*, *helping hand*, *prayer*, *remove curse*<sup>D</sup>2nd—*align weapon*<sup>D</sup> (good only), *bull's strength*, *hold person*(DC 15), *spiritual weapon*, *undetected alignment*1st—*endure elements*, *divine favor*, *magic stone*, *protection**from evil*<sup>P</sup>, *shield of faith*o (at will)—*guidance*, *light*, *read magic*, *stabilize***D** Domain spell; **Domains** Good, Liberation**TACTICS****Before Combat** Solveig casts *endure elements* and *undetected alignment* every day. Before combat, she casts *bull's strength* and *shield of faith*.**During Combat** Solveig uses her spells to hinder her enemies and aid her allies, engaging in melee combat only if necessary.**Morale** Solveig never abandons a friend, though if the situation seems hopeless, she does her best to persuade her allies to retreat and live to fight another day.**STATISTICS****Str** 16, **Dex** 10, **Con** 10, **Int** 13, **Wis** 16, **Cha** 14**Base Atk** +4; **CMB** +7; **CMD** 19**Feats** Deceitful, Eschew Materials, Lightning Reflexes, Selective Channeling**Skills** Bluff +8, Diplomacy +8, Disguise +5, Heal +8, Knowledge (arcana) +8, Knowledge (religion) +8, Sense Motive +8 (+10 vs. agents of Irrisen), Spellcraft +8**Languages** Common, Skald**SQ** false arcanist**Combat Gear** *scroll of lesser restoration*, *scroll of silence*, alchemist's fire (2); **Other Gear** +1 *breastplate*, buckler, *Everbloom's rose* (+1 *morningstar*, see page 60), sling with 10 bullets, cold-weather outfit, silver holy symbol of Milani, spell component pouch, 10 gp**SPECIAL ABILITIES****False Arcanist (Ex)** A hidden priest is able to disguise her divine spellcasting as the arcane spellcasting of a sorcerer. Solveig must succeed at a Knowledge (arcana) check (DC 10 + twice the level of the spell) to disguise the spell she is casting as a sorcerer spell and successfully cast the spell. Solveig must still use any divine focus components for her spells, but she can use a symbol of Milani stitched into the palm of her glove instead of her more obvious holy symbol. A successful Spellcraft check identifies Solveig's spells as normal, but the result of the check must exceed the DC by 10 or more to recognize the spell as divine. Solveig adds half her class level (+2) on all Bluff checks to send secret messages about religious matters, Sense Motive checks to recognize similar messages, and Perception and Sense Motive checks relating to agents of the laws of Irrisen (the White Witches, mirror men, the Iron Guard, the Winter Guard, and the like). This ability replaces Solveig's 1st-level Liberation domain power.

For Solveig Ayr Dahl, change has been the only constant throughout her life. As a native Ulfen child growing up in Irrisen, Solveig saw many horrors and depredations heaped upon her people, but when she was 12 years old, a compassionate cell of the Heralds of Summer's Return smuggled her family over the border to Losthome in the Lands of the Linnorm Kings. Solveig was initially overwhelmed with her newfound freedom, but with time, she absorbed much of the lost ancestral Ulfen heritage that had been scrubbed away from her people in Irrisen centuries ago. Her experiences in Irrisen had touched and changed her forever, however, and Solveig eventually realized she would always exist just outside the Ulfen culture of the Linnorm Kingdoms. When she grew, she found a trader who agreed to take her as part of his crew and sailed south to see the world and find her place in it.

## NPC GALLERY

In due course, Solveig found herself in Cheliox. There she tried to reconcile the experiences of her Irrisen childhood against House Thrune's governance over the Chelish people. One night, after speaking too freely in a run-down tavern in Kintargo, she was invited to a private worship service of a small congregation dedicated to Milani. Solveig experienced an epiphany that night, and immediately converted to the Everbloom's faith. Thus began a 4-year career to undermine the Chelish government and deepen her faith. Solveig was bold and brash in those years, and her striking Ulfen features did not lend themselves to maintaining a low profile, earning her a reputation that attracted trouble from Thrune inquisitors. Solveig's lover at the time, a Chelish opera singer named Bella Belvorica, persuaded her that she needed to leave the country for her own safety. Solveig begged Bella to come with her, but sadly the singer refused. Alone, Solveig decided to return to Irrisen for the first time in years.

In Irrisen, Solveig made contact with the Heralds of Summer's Return. Using what she had learned in Cheliox, Solveig quickly established herself as a leader with invaluable skills and the divine backing of Milani. With her reckless youth behind her, Solveig traded boldness for cunning and cautiously infiltrated Whitethrone to form a congregation of Milani that would also function as a cell of the Heralds in the city.

Months ago, Solveig finally found the courage to send a letter to Bella, unsure if it would ever reach its destination. To Solveig's surprise, Bella arrived in Whitethrone for a series of performances at the Frosthall Theater. For security reasons, Solveig had not specifically mentioned that she was in Whitethrone in her letter, so Solveig has interpreted Bella's arrival in the city as an effort by her old lover to find her. Tragically, before Solveig could make contact with Bella, Queen Elvanna imposed martial law on the city and the dragon Logrivich took Bella to his tower. Solveig is now torn between duty and a second chance at love.

Solveig is a tall, fit woman with honey blonde hair and fair skin. Her bright blue eyes, easy smile, and gentle but earthy humor make her approachable, but she burns with a passion to right the wrongs she sees all around her. She does what she can to help the downtrodden of Whitethrone and waits for an opportunity to strike down the oppressors of her people.

### CAMPAIGN ROLE

Solveig can provide resources the PCs might otherwise have difficulty obtaining. Her Shrine of the Everbloom represents an oasis in hostile territory, offering the PCs an opportunity to rest and recover in safety. Even more importantly, Solveig knows the major players in Whitethrone, and she has contacts within the now-defunct Iron Guard. This enables her to act as a logical bridge between the Guard and the PCs to strike back at the White Witches—providing the Iron Guard with the opportunity to stage an uprising that at the same time creates the distraction the PCs need to seize the *Dancing Hut*.

### SIDE QUEST

Solveig asks the PCs to rescue her former lover Bella Belvorica from Logrivich's clock tower and bring her to the Shrine of the Everbloom. She believes that Bella's remarkable talent shouldn't be collateral damage in a world so thirsty for beauty. Solveig doesn't specifically mention her relationship with Bella, but if she is asked how she knows about Bella's plight or why she has an interest in the opera singer's fate, a successful DC 15 Sense Motive check suggests the two are actually acquainted, while a success by 5 or more intuits that there is much more to Solveig's relationship with Bella than mere concern for a foreign performer caught up in the midst of war and revolution.

**Reward:** If the PCs rescue Bella and get her safely to the Shrine of the Everbloom, award them 1,600 XP. When Solveig and Bella finally meet face to face, they can't help but embrace and kiss. Afterward, they thank each of the PCs personally, and Solveig presents the PCs with *Everbloom's Rose* (see page 6c) as a personal token of her gratitude.



## REIGN OF WINTER

## ZORKA

With the Black Rider's demise, this strange fey creature is the only one who remains to speak for Baba Yaga. Zorka struggles to come to terms with strangers in her house in the greater cause of rescuing her mistress.

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

Female advanced kikimora (*Midgard Bestiary* 67, *Pathfinder RPG Bestiary* 294)

CN Medium fey

**Init** +10; **Senses** low-light vision; Perception +15

**DEFENSE**

**AC** 22, touch 17, flat-footed 15 (+6 Dex, +1 dodge, +5 natural)

**hp** 68 (8d6+40)

**Fort** +6, **Ref** +12, **Will** +11

**DR** 5/cold iron; **SR** 17

**OFFENSE**

**Speed** 30 ft.

**Melee** 2 claws +10 (1d4+3)

**Spell-Like Abilities** (CL 8th; concentration +15)

At will—*forced quiet*<sup>UM</sup> (DC 18), *invisibility* (self only),  
*mending*, *prestidigitation*

3/day—*break*<sup>APG</sup> (DC 18), *charm animal* (DC 18), *deep slumber*  
(DC 20), *pain strike*<sup>APG</sup> (DC 20)

1/day—*major image* (DC 20), *make whole*, *summon swarm*

**TACTICS**

**During Combat** Zorka tries to avoid combat if at all possible, but she uses her spell-like abilities to hinder her attackers until she can safely flee, targeting opponents with *deep slumber* or *pain strike*. She casts *break* on their weapons, and uses *major image* to create the illusion of a more fearsome enemy for foes to face.

**Morale** If reduced to 20 hit points or fewer, Zorka flees to her hidey-hole, casting *summon swarm* to cover her retreat.

**STATISTICS**

**Str** 17, **Dex** 22, **Con** 19, **Int** 16, **Wis** 20, **Cha** 25

**Base Atk** +4; **CMB** +7; **CMD** 24

**Feats** Dodge, Improved Initiative, Toughness, Weapon Finesse

**Skills** Acrobatics +12, Appraise +8, Bluff +18, Diplomacy +18,  
Escape Artist +17, Knowledge (nature) +10, Linguistics +5,  
Perception +15, Sense Motive +12, Sleight of Hand +17,  
Spellcraft +10, Stealth +17

**Languages** Aklo, Common, Giant, Russian, Skald, Sylvan  
**SQ** hidey-hole

**SPECIAL ABILITIES**

**Hidey-Hole (Su)** When a kikimora chooses a house to inhabit, she can create an extradimensional space by scrawling a

sigil on a wall, baseboard, cupboard, or semipermanent object (like a stove). This sigil serves as the entrance to the kikimora's tiny domain, where she can live within the house without being detected. Only the kikimora can enter this hidey-hole. Anytime after designating a hidey-hole, the kikimora can transport herself and up to 50 pounds of objects to the hidey-hole as a standard action, as long as she is in the same room as the sigil. The kikimora can exit the hidey-hole in the same way, appearing in the closest empty square to the sigil. Any objects left within the hidey-hole remain there when the kikimora exits the space, even if she removes the sigil and places it in another location. While inside the hidey-hole, the kikimora can see what is going on outside of the space through a special sensor, as if the kikimora were standing where her sigil is placed. As a result, mundane objects placed in front of the sigil can block the kikimora's sight from the hidey-hole.

Zorka has scrawled her sigil in rooms throughout the *Dancing Hut of Baba Yaga*, allowing her to enter and exit her hidey-hole from any of the *Dancing Hut's* configurations. In effect, Zorka has access to every room within the *Dancing Hut*, even those rooms currently inaccessible because of the hut's physical location. Because multiple sigils provide access to Zorka's hidey-hole, removing one of the sigils has no effect on the hidey-hole or any creatures inside it unless all of the sigils within the *Dancing Hut* are removed.

Zorka is a kikimora, a fey creature often called a "house spirit." She appears to be a hunched, old crone with a long bird's beak, donkey ears, horns, and stringy black hair. She wears a peasant's dress with a red shawl tied tightly around her wizened head, but these articles do not disguise her clawed hands or the scaly bird talons that are her feet. Zorka is a mischievous busybody who serves as the housekeeper of the *Dancing Hut of Baba Yaga*. Although she knows the hut belongs to the Queen of Witches, Zorka nevertheless fancies the hut to be "her house." This boast notwithstanding, Zorka often spends as much of her time creating messes and mischief as she does feigning to clean and maintain order. Zorka hails from Baba Yaga's own homeworld of Earth, and while she is an occasional irritant, she is steadfastly loyal to the Witch Queen.

## NPC GALLERY

Zorka does not usually draw attention to herself, seeking to avoid notice, and prefers to communicate through her deeds, which are performed when no one is around and left to be discovered later. Yet Baba Yaga's current absence—both prolonged and unexplained—is unprecedented, as is the commandeering of the *Dancing Hut* by one of her daughters. This drives Zorka to reveal herself and take direct action in order to gather information and plan a course of action.

The kikimora is initially suspicious of the PCs when they first enter the *Dancing Hut* and she hides, invisible, while studying them to learn their intentions. As a precaution, she tries to pick up the hut's egg-and-bowl controls and hide them in the folds of her dress to prevent these strangers from issuing commands to the *Dancing Hut*. Zorka has no ability to detect the mantle of the Black Rider on the PCs, and so has no reason to trust the PCs from the start. She knows that Elvanna has been through the hut and has deactivated the transportation keys, and left behind guardians and traps in some of the hut's rooms as well. As a result, the kikimora might mistake the party for agents of the queen, depending on their actions. In this case, Zorka views the PCs as a threat, and attempts to lead them into area N3 in the hope that the bone golem in that room will get rid of them. If the Black Rider's mantle allows the PCs to successfully bypass the *glyph of warding* on the doors to area N3, however, Zorka starts to wonder whether they might be new servants of Baba Yaga.

Eventually, Zorka initiates contact with the PCs, though she prepares to immediately retreat to her hidey-hole if attacked. She demands to know by what rights they are traipsing about “her home,” and what their business is. She lectures them on their lack of manners while trying to discern whether they're telling the truth. Zorka's initial attitude is considered unfriendly, so a successful DC 27 Diplomacy check is required to make her friendly. If the PCs tell her of their meeting with the Black Rider and their quest to find Baba Yaga, they gain a +10 bonus on the check.

If the PCs are aggressive, Zorka turns invisible and retreats to her hidey-hole, but not before cackling that she has the hut's controls and they'll never find them. Once tempers have cooled, however, Zorka comes to the realization that she and the party are likely allies, by necessity if not by choice, and eventually makes another attempt to contact them. If the PCs are polite and grant her some latitude, Zorka grudgingly gives them the egg-and-bowl controls and tries to explain their function.

## CAMPAIGN ROLE

Zorka is not intended to be an enemy of the PCs. Instead, the kikimora is designed to be a recurring character throughout the Reign of Winter Adventure Path, someone who can help—or hinder—the PCs during their travels in the *Dancing Hut*. Zorka has resided inside the hut for centuries, and is well versed in the artifact's secrets and idiosyncrasies. Her ability to move freely throughout the hut's various configurations makes her a useful medium to convey information and clues to the players throughout the campaign. As a servant of Baba Yaga, Zorka can advise the PCs when no one else is available or has cause to. The one thing Zorka never discusses is the matter of Baba Yaga's daughters and their fate after their tenure as queens of Irrisen—not even she knows the answer to that mystery.

Zorka is a trickster at heart, and as she becomes more comfortable with the PCs, she begins to play pranks and tricks on them, such as “misplacing” items left in the hut or “accidentally” breaking the PCs' possessions, in order to get them to propitiate her with gifts—thus offering her the respect to which she feels entitled.



# REIGN OF WINTER

## REIGN OF WINTER TREASURES

The following unique treasures can be found in “The Shackled Hut.” Player-appropriate handouts appear in the *Pathfinder Cards: Reign of Winter Item Cards*.

EMBERCHILL		PRICE
		12,806 GP
SLOT none	CL 10th	WEIGHT 2 lbs.
AURA moderate evocation (plus aura of stored spell)		



*Emberchill* is a +1 frost sickle whose cruel blade is crafted entirely of magical ice. The weapon itself is immune to fire damage. It is believed that one of Irrisen’s past queens originally forged *Emberchill*, and over the succeeding centuries, tradition has kept the weapon in the hands of the White Witches, such

as its current wielder, Nazhena Vasilliozna. A spellcaster can store a single spell of any level with the cold descriptor and a casting time of one standard action in *Emberchill*. The wielder can use the stored spell to counterspell any spell with the fire descriptor, provided that the stored cold spell is 1 or more levels higher than the target fire spell (unless the cold spell specifically counters the fire spell). The wielder must still ready an action and succeed at a Spellcraft check to identify the spell to counterspell it. Once stored in the weapon, the cold spell cannot be used for any other purpose, but the wielder can harmlessly discharge the stored spell as a swift action to make room for another spell. Abilities that grant the cold descriptor to spells, such as the frozen caress hex of the winter witch archetype, make those spells suitable for storing within *Emberchill*.

CONSTRUCTION REQUIREMENTS	COST 6,556 GP
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Craft Magic Arms and Armor, Improved Counterspell, *dispel magic*, *ice storm*, creator must be a caster of at least 10th level

EVERBLOOM’S ROSE		PRICE
		3,000 GP
SLOT none	CL 3rd	Weight 6 lbs.
AURA faint abjuration		



Often created by evangelistic clerics of Milani, an *Everbloom’s rose* is a +1 morningstar. Once per day, the wielder of an *Everbloom’s rose* can cast *remove fear* on a creature touched by the weapon. If the subject succeeds at a saving throw against a fear effect while under effects of this spell, the subject

gains a +1 morale bonus on attack and damage rolls against the source of the fear effect for 1 round. If the subject is immune to fear effects, she gains no bonuses from this effect.

CONSTRUCTION REQUIREMENTS	COST 1,654 GP
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Craft Arms and Armor, *bless*, *remove fear*

HYPERBOREAL ROBE		PRICE
		7,000 GP
SLOT body	CL 6th	WEIGHT 1 lb.
AURA moderate abjuration and necromancy		



This beautiful robe is fashioned from fine blue silk embroidered with silver thread, and trimmed with owl feathers and tiny shards of crystal. The robe grants its wearer a +2 resistance bonus on all saving throws. In addition, the flesh of the robe’s

wearer becomes searing cold to the touch. Anyone who strikes the wearer with an unarmed strike, a touch attack, or a natural weapon takes 1d6 points of cold damage. The wearer can activate or deactivate this ability as a free action.

CONSTRUCTION REQUIREMENTS	COST 3,500 GP
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Craft Wondrous Item, *chill touch*, *resistance*

INSIDIOUS BEAR TRAP		PRICE
		6,300 GP
SLOT none	CL 5th	WEIGHT 10 lbs.
AURA faint transmutation		



This bear trap looks no different from any other ordinary bear trap (*Pathfinder RPG Ultimate Equipment* 76), but it has several additional magical abilities. On command, an *insidious bear trap* snaps shut, opens to release a trapped creature, or resets itself.

The trap can also be set to ignore a creature that speaks a password (designated by the person setting the trap), thus preventing the trap from triggering when the creature enters the trap’s location. In addition, the person setting the trap can effortlessly insert and withdraw the spike designed to secure the trap into the ground or even stone.

Once per day, an *insidious bear trap* can be commanded to turn invisible for up to 5 hours or until triggered. While invisible,

# REIGN OF WINTER TREASURES

the *insidious bear trap* is virtually impossible to spot or disable (+40 to the DCs for Perception and Disable Device checks), though the person who set the trap can still see it. The trap receives no bonus on its melee attack roll. If a target of the trap has the trap sense class ability, it retains those bonuses to avoid the trap's attack. Additionally, once per day, an *insidious bear trap* can also be set to emit an audible alarm or mental ping, as per the *alarm* spell, when it is triggered.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 3,150 GP
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Craft Wondrous Item, *alarm*, *invisibility*, *snare*

<b>RIMEPELT</b>		<b>PRICE</b> 3,350 GP
<b>SLOT</b> shoulders	<b>CL</b> 11th	<b>WEIGHT</b> 5 lbs.
<b>AURA</b> moderate transmutation		



This snow-white fur pelt of a winter wolf can be worn over the shoulders as a cloak. The pelt functions as furs, granting its wearer a +2 bonus on Fortitude saves to resist cold weather. The wearer can, as a standard action, transform into a Large winter wolf as if using *beast shape IV*. In certain

special locations where winter wolves have the ability to take human form, such as the Howlings district of Whitethrone or the town of Redtooth, the wearer of a *rimepelt* in wolf form can take human form as winter wolves do, appearing as a white-haired, blue-eyed human. In either wolf or human form, the wearer of a *rimepelt* smells like a winter wolf to other winter wolves and creatures with the scent ability. When the wearer returns to his normal form, or after 2 hours have elapsed, the *rimepelt* becomes a mundane winter wolf pelt.

Very rarely, a properly skinned winter wolf pelt manifests the properties of a *rimepelt* without requiring additional enchantment. A winter wolf whose pelt has such potential usually manifests some telltale physical attribute, such as heterochromatic eyes. Creating a *rimepelt* from such a rare creature requires a successful DC 25 Profession (hunter) or Survival check. Taking 20 is not allowed in this situation, and a failed check results in the pelt being utterly ruined for any use.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 1,675 GP
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Craft Wondrous Item, *beast shape IV*

<b>USHANKA OF THE NORTHLANDS</b>		<b>PRICE</b> 4,500 GP
<b>SLOT</b> head	<b>CL</b> 5th	<b>WEIGHT</b> —
<b>AURA</b> faint abjuration		



This large, furry hat is sewn from the thick pelt of an animal native to the frozen north, and has earflaps that can be pulled down or folded up over

the crown of the hat. When worn, an *ushanka of the northlands* grants its wearer a +2 resistance bonus on saving throws

## ICE TROLL PHLEGM POISON

This crudely nicknamed poison was concocted by Irriseni winter witches and is intended not only to debilitate would-be thieves but also to aid in their subsequent identification. This is particularly effective when a community knows that uncharacteristically blue skin represents a thief or a traitor (a DC 10 Knowledge [local] check in the Whitethrone area)—though ascribing these qualities directly to an ice troll is ill-advised.

### ICE TROLL PHLEGM

**Type** poison, injury; **Save** Fortitude DC 14; **Cost** 150 gp  
**Frequency** 1/round for 4 rounds  
**Effect** 1d2 Dex damage and target's skin turns bright blue until the Dex damage is completely healed;  
**Cure** 1 save

against cold effects and a +5 competence bonus on Survival checks. When the earflaps are pulled down, the wearer gains a +2 bonus on saving throws against sonic effects, but also takes a -2 penalty on Perception checks made to hear. Pulling the earflaps down is a move action.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 2,250 GP
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Craft Wondrous Item, *resistance*, creator must have 5 ranks in Survival

## BABA YAGA'S DANCING HUT

Baba Yaga possesses many unique magical accoutrements, including her broom, her mortar and pestle, and most famously, her *Dancing Hut*. A highly complex and powerful artifact, the *Dancing Hut of Baba Yaga* stands on gigantic chicken legs and has the ability to travel to other worlds and planes. The PCs first encounter the *Dancing Hut* in *Pathfinder Adventure Path* #68, but it plays a prominent role throughout the Reign of Winter Adventure Path. The PCs have the opportunity to become keepers of the hut as they search for Baba Yaga during the campaign—though whether they remain its masters is another matter. The *Dancing Hut of Baba Yaga* first appeared in *Pathfinder Campaign Setting: Artifacts & Legends*, but its details are reprinted here for use during the Reign of Winter Adventure Path.

### DANCING HUT OF BABA YAGA

<b>SLOT</b> none	<b>CL</b> 30th	<b>WEIGHT</b> 3,500 lbs.
<b>AURA</b> overwhelming conjuration and transmutation		

Approximately 15 feet tall and 15 feet square, this crude hut sits atop a pair of gigantic chicken legs that, when not tucked beneath the structure at rest, endlessly pick and scratch at the hut's surroundings. The life-like legs aren't



## REIGN OF WINTER

the only thing that make the hut remarkable, however. The small building's only door opens into a room that can be significantly larger than what the structure can naturally contain, for the hut possesses countless configurations of extradimensional rooms that change depending on the hut's physical location. Nothing that transpires outside the hut has any effect on those inside. The properties and abilities of the *Dancing Hut* are divided into two categories: the defensive and the transportive.

**Defensive:** At its most basic level, the *Dancing Hut* is a unique CR 17 construct. The statistics and abilities of this remarkable creation are detailed below. A creature inside the hut can command the structure to move, attack, use its special abilities, or immediately perform any other function it is capable of by employing the *Dancing Hut*'s unusual controls, which consist of a brown hen's egg inside a simple, cracked clay bowl sitting upon a table inside the hut. Both the bowl and egg can easily be removed or destroyed, but both reappear 1 hour later and only function within the confines of the hut. Breaking the egg reveals the head of live and very irate rooster that dies a long, squawking death—and disappears an hour later when the controls reform. Any creature that makes a successful DC 30 Use Magic Device check can use these innocuous controls to command the *Dancing Hut*. Failing this check causes the hut to dance erratically, potentially trampling creatures nearby, but has no effect on creatures inside the hut. A creature must succeed at a new Use Magic Device check every round to directly control the hut's actions. The hut can be assigned simple, standing commands to follow, such as to attack any humanoid that approaches, to patrol an area, to head in a direction for a set period, or to flee if damaged, but cannot be assigned commands that require it to follow multipart instructions, recognize specific individuals, or seek a specific place.

**Transportive:** As a construct, the *Dancing Hut* can physically move on its own, but it also possesses the ability to slip between planes and even travel to other planets, carrying any inside the hut with it. This remarkable ability is activated using the cauldron within the hut, which links the hut to countless—if not infinite—locations across the planes. To use these transportive abilities, a creature must stand before the hut's cauldron, place two ingredients inside, and stir the ever-bubbling stew within—a process requiring a full-round action, though finding the desired ingredients might take longer. The two ingredients act as “keys” to a specific destination. Each destination the hut can travel to has a specific combination, or “recipe,” of two keys, which appear to be relatively normal items stored throughout the hut itself. Although the keys appear to be absolutely mundane, only those specific items within the hut function as keys. So while a red apple might be one key, it must be the red apple found inside the *Dancing Hut*, not

just any apple. Like the hut's controls, keys can easily be destroyed or removed from the hut, but they reappear 1 hour later. In the Reign of Winter Adventure Path, Queen Elvanna has deactivated the keys within the hut to keep anyone from stealing the hut and taking it away from Golarion. Throughout the campaign, the PCs seek out additional keys hidden by Baba Yaga that enable them to control the hut. Since these additional keys were not present in the hut when Elvanna deactivated them, once brought into the hut, these new keys function exactly as would the keys normally found in the hut, in all cases. At no point during the campaign do any of the deactivated keys function; if placed within the hut's cauldron, they simply disappear and reappear, still deactivated, 1 hour later. Until the PCs rescue Baba Yaga, who can reactivate the keys within the hut, the only way to use the *Dancing Hut*'s transportive abilities is with the extra keys left behind by Baba Yaga.

Once the proper keys have been placed in the cauldron, the *Dancing Hut* immediately appears at its new destination, as if it had traveled there via *plane shift* or *interplanetary teleport* (*Pathfinder RPG Ultimate Magic* 225). The hut always appears in the same location at a given destination—the keys are tied to that specific location. Once at a destination, the *Dancing Hut* can move (or be moved) normally to any other location on that world or plane. Once the hut arrives at its new destination, the keys immediately disappear from the cauldron, reforming elsewhere in the hut.

Each time a new combination of keys is used to transport the *Dancing Hut* to a new location, the interior layout of the hut changes, as each location to which the hut can travel has its own corresponding layout of the hut's interior. As the hut travels, these layouts can change dramatically, though every layout contains one room with a cauldron and the hut's controls, regardless of how many other rooms are present in that layout. Starting with *Pathfinder Adventure Path* #68, each adventure in the Reign of Winter Adventure Path presents a new layout of the hut, based on the physical location of the hut in that adventure.

When the *Dancing Hut*'s layout changes, the other layouts still exist, but are inaccessible from within the hut itself. Magic such as *plane shift* can still be used to visit these otherwise inaccessible layouts, and Baba Yaga herself (as well as certain other residents of the hut) can freely travel throughout all of the rooms of the hut, regardless of the hut's physical location.

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### DESTRUCTION

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If the cauldron inside the *Dancing Hut* is used to open a *gate* within the cauldron itself, a rift in reality opens, destroying the hut's extradimensional interior and sucking in the exterior frame—likely destroying whoever activated the cauldron, and some posit much more than that. Only Baba Yaga knows the recipe to open this self-destruct portal, one ingredient of which is her own left eye.

## PROPERTIES OF THE DANCING HUT

As a construct, the *Dancing Hut of Baba Yaga* is also considered a CR 17 creature, with its own creature statistics. These statistics are detailed below.

### DANCING HUT OF BABA YAGA CR 17

XP 102,400

N Huge construct

**Init** +12; **Senses** blindsight 120 ft.; Perception +8

**Aura** frightful presence (60 ft., DC 30)

#### DEFENSE

**AC** 34, touch 20, flat-footed 22 (+12 Dex, +14 natural, –2 size)

**hp** 188 (27d10+40); fast healing 20

**Fort** +9, **Ref** +21, **Will** +17

**Defensive Abilities** evasion, immortal structure; **DR** 15/adamantine; **Immune** construct traits, gaze attacks, visual effects and illusions, sight-based attacks; **SR** 28

#### OFFENSE

**Speed** 60 ft.

**Melee** 2 claws +38 (2d6+13 plus grab), slam +38 (2d8+13 plus grab)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** constrict (2d6+19), fast swallow<sup>B3</sup>, swallow whole (see below), trample (2d8+19, DC 36)

**Spell-Like Abilities** (CL 15th; concentration +22)

At will—*dimensional anchor*, *freedom of movement*, *irresistible dance* (DC 25)

3/day—*blink*, *dimension door*, *incendiary cloud* (DC 25)

#### STATISTICS

**Str** 37, **Dex** 34, **Con** —, **Int** —, **Wis** 27, **Cha** 25

**Base Atk** +27; **CMB** +42 (+46 grapple); **CMD** 64

**Languages** understands any (cannot speak)

#### ECOLOGY

**Environment** any land

**Organization** solitary (none)

**Treasure** none

#### SPECIAL ABILITIES

**Immortal Structure (Ex)** Reducing the *Dancing Hut* to 0 hit points causes its legs to buckle, bringing the hut itself toppling to the ground. Such a defeat has no effect on the hut's extradimensional interior or any creatures inside the hut. The hut remains immobile and unresponsive to its owner's commands to move or use any of the special abilities described in its creature stat block for 24 hours, though the transportive abilities of the hut and its cauldron can still be employed. The hut cannot be reduced to fewer than 0 hit points, no matter what damage, circumstances, or environment it might be subjected to after its defeat. After 24 hours, the hut regains half its hit points (94 hp) and its fast healing ability reactivates. It may then use its special abilities to escape from nearly any situation in which it finds itself. The *Dancing Hut* can only be destroyed by the method detailed in the artifact's destruction entry.

**Swallow Whole (Ex)** If the *Dancing Hut* successfully grapples a creature with its slam attack, the victim is scooped up by the hut's front door and flung inside. The target appears within the extradimensional space inside the hut—the layout of which depends upon the hut's physical location. Being inside the hut is not necessarily dangerous, unless one of Baba Yaga's guardians or some other creature is there. A swallowed creature can attempt to escape by breaking open the front door, a deceptively sturdy barrier with hardness 15 and 100 hit points that also benefits from the hut's fast healing ability. The hut can expel swallowed creatures as a full-round action, flinging them from its open door. It must attempt a combat maneuver check against creatures that don't wish to leave, with failure meaning the target is able to hold on to the pitching and warping interior. The hut may choose which creatures it wishes to expel and which to keep inside.

