

REIGN OF WINTER

JADRENKA

The current warden of Artrosa, Jadrenka guards Baba Yaga's hidden dungeons from both invaders and the machinations of her own mother, the annis hag Caigreal.

JADRENKA

CR 11

XP 12,800

Female advanced changeling witch 11 (*Pathfinder RPG Advanced Race Guide* 184, *Pathfinder RPG Advanced Player's Guide* 65)

LE Medium humanoid (changeling)

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 26, touch 17, flat-footed 21 (+4 armor, +2 deflection, +4 Dex, +1 dodge, +5 natural)

hp 100 (11d6+59); regeneration 1

Fort +10, **Ref** +10, **Will** +14

Immune bleed; **SR** 17

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d4+2) or

mwk dagger +8 (1d4+2/19–20) or

mwk quarterstaff +8 (1d6+3)

Ranged mwk dagger +10 (1d4+2/19–20)

Special Attacks hexes (agony [11 rounds], cackle, charm [2 steps, 5 rounds], evil eye [-4, 8 rounds], flight [*feather fall* at will, *levitate* 1/day, *fly* 11 minutes/day], tongues [11 minutes], vision)

Witch Spells Prepared (CL 11th; concentration +16)

6th—*unwilling shield*^{APG} (DC 22)

5th—*baleful polymorph* (DC 20), *feeblemind* (DC 20), *major curse*^{UM} (DC 21)

4th—*confusion* (DC 19), *ice storm*, *phantasmal killer* (DC 19), *wandering star motes*^{APG} (DC 19)

3rd—*blink*, *dispel magic*, *howling agony*^{UM} (DC 19), *lightning bolt* (DC 18), *sands of time*^{UM}

2nd—*false life*, *glitterdust* (DC 17), *haunting mists*^{UM} (DC 17), *hold person* (DC 17), *invisibility*

1st—*bungle*^{UM} (DC 16), *mage armor*, *peacebond*^{UC}, *ray of enfeeblement* (DC 17), *unseen servant*, *ventriloquism* (DC 16)

0 (at will)—*dancing lights*, *detect magic*, *message*, *touch of fatigue* (DC 16)

Patron deception

TACTICS

Before Combat Jadrenka casts *false life* and *mage armor* every day.

During Combat If she must fight, Jadrenka begins combat by casting *unwilling shield*, then uses her spells to take

opponents out of the combat as quickly as possible, such as by transforming a warrior into a harmless mouse with *baleful polymorph* or targeting a spellcaster with *feeblemind*.

Morale If reduced to 30 hit points or fewer, Jadrenka uses the *Artrosa Ring* to teleport to safety, where she can regenerate and return to the battle later on her terms.

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 21, **Wis** 14, **Cha** 19

Base Atk +5; **CMB** +7; **CMD** 24

Feats Alertness^B, Combat Casting, Dodge, Iron Will, Mother's Gift^{ARG} (uncanny resistance), Spell Focus (necromancy), Toughness

Skills Craft (alchemy) +18, Fly +15, Intimidate +15, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (nature) +12, Perception +13, Sense Motive +4, Spellcraft +16, Swim +6, Use Magic Device +15

Languages Aklo, Draconic, Elven, Giant, Iobarian, Russian; *tongues*
SQ hag traits (mist child^{ARG}), Warden of Artrosa, witch's familiar (rat named Adelia)

Combat Gear *potion of resist energy* (cold), *potion of resist energy* (fire); **Other Gear** mwk dagger, mwk quarterstaff, *amulet of natural armor* +2, *Artrosa Ring* (see page 60), *cloak of resistance* +3, gold nugget (key to *Dancing Hut of Baba Yaga*), necklace of keys, spell component pouch

SPECIAL ABILITIES

Warden of Artrosa (Ex) Jadrenka was granted the title and position of Warden of Artrosa by Baba Yaga. This infusion of power grants Jadrenka the advanced simple template (*Pathfinder RPG Bestiary* 294).

Jadrenka is a changeling, the daughter of the foul and twisted annis hag Caigreal. In the years before Jadrenka was born, Baba Yaga approached Caigreal and offered her a position as one of the guardians of Artrosa, promising to share her otherworldly knowledge and power with the hag. Caigreal readily accepted. Sometime thereafter, the hag disguised herself, seduced an Iobarian hunter, and became pregnant. Caigreal gave birth to a daughter in Artrosa's temple. She named the changeling Jadrenka, and raised her within the dungeons. Even at a young age, Jadrenka showed an innate talent for witchcraft. Curious as to the changeling's potential, Baba Yaga began to teach her some of her craft. Jadrenka's talents grew swiftly, greatly

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pleasing her mother, who began making preparations for her daughter's transformation from changeling into hag.

One day while performing mundane research, the naive child happened upon several tomes on the subject of hags. Much to Jadrenka's horror, she discovered details of the barbaric ritual used by hag mothers to transform changelings into hags like themselves. Though Jadrenka had always suspected that she was something more than human, this revelation of her eventual fate proved utterly terrifying. Jadrenka sought out Baba Yaga and pled for help resisting her mother's call. Unsurprisingly, Baba Yaga had an answer for the young changeling—Jadrenka could avoid the horrifying transformation if she agreed to serve as Artrosa's next warden. Artrosa was the only home she'd ever known, so Jadrenka quickly agreed, making a pact with Baba Yaga that for as long as she serves as warden of Artrosa, her transformation into a hag will be stayed.

Jadrenka's new position infuriated Caigreal, who had coveted the title herself. Fearing her daughter's growing power, Caigreal grew determined to force Jadrenka's transformation into a hag by making her break her oath to Baba Yaga. Despite her determined efforts, however, Caigreal has little influence over Jadrenka.

As Artrosa's warden, Jadrenka's appearance frequently shifts between the three aspects of maiden, mother, and crone. Although her natural form most closely resembles the maiden, Jadrenka is actually several hundred years old, her youth preserved by the powerful magic of her patron Baba Yaga. Her above statistics represent her true form, without the effects of the *Artrosa Ring*.

CAMPAIGN ROLE

Jadrenka serves as both a foil and unlikely ally for the PCs, and she also holds one of the keys the PCs need to take the *Dancing Hut* to its next destination. She has full access to every room in Artrosa, and the PCs should encounter her in each dungeon in a different one of her three guises.

Jadrenka's primary motivation is defending Artrosa against intruders—be they Vsevolod's frost giants or the interloping PCs—but she is canny enough to realize that if she can aid the PCs in their quest to free the Queen of Witches, she might win Baba Yaga's gratitude and a release from her long indentured servitude. If the PCs can convince Jadrenka of their good intentions, she finds ways to aid them indirectly while still ostensibly acting as an antagonist. Jadrenka won't intercede on the PCs'

behalf during encounters with Artrosa's guardians, but neither will she attack the PCs directly. Likewise, she can't tell them the proper passages to take, though she can tell them that she can't reveal any of the dungeons' secrets.

If Jadrenka helps the PCs directly, her oath to Baba Yaga is broken, and the *Artrosa Ring* vanishes from her finger and reappears on Caigreal's withered talon. If this occurs, Caigreal becomes the new warden of Artrosa, and her first act is to gather her coven, hunt down her wayward daughter, and finally force Jadrenka's transformation into a hideous hag.

If Jadrenka survives this adventure, she remains in Artrosa as its warden. What happens after Baba Yaga is freed is up to the GM. Baba Yaga might keep the changeling imprisoned forever or reward her loyalty by granting her freedom. If the latter occurs, Jadrenka might seek out the PCs to offer them her thanks and personal services, or to secure their aid in helping her prevent her predestined transformation.



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RATIBOR THE BOLD

Once a powerful Iobarian warlord, Ratibor the Bold betrayed Baba Yaga, and now serves eternal penance as a guardian of her Dancing Hut.

RATIBOR THE BOLD**CR 9****XP 6,400**

Male human (Iobarian) barbarian 10

CN Medium humanoid (human)

Init +6; **Senses** Perception +13**DEFENSE****AC** 21, touch 10, flat-footed 19 (+8 armor, +2 Dex, -2 rage, +3 shield)**hp** 115 (10d12+45)**Fort** +11, **Ref** +5 (+3 vs. traps), **Will** +5; +4 vs. magic**Defensive Abilities** improved uncanny dodge, trap sense +3;**DR** 2/—**OFFENSE****Speed** 40 ft.**Melee** +1 *battleaxe* +18/+13 (1d8+7/19-20/x3)**Ranged** mwk composite longbow +13/+8 (1d8+4/x3)**Special Attacks** rage (24 rounds/day), rage powers (clear mind, guarded stance [+2 dodge vs. melee, 4 rounds], quick reflexes, superstition +4, unexpected strike)**TACTICS**

During Combat Ratibor uses little in the way of strategy. He simply rages and attacks the nearest target within range, though he does take advantage of his rage powers—particularly guarded stance and unexpected strike. He holds his ground and tries to prevent his enemies from getting past him.

Morale If guarding the *Dancing Hut*, Ratibor has no choice but to fight to the death. If his opponents flee, he follows them wherever they go, but he is forbidden to exit the hut itself.

Base Statistics When not raging, Ratibor's statistics are **AC** 23, touch 12, flat-footed 21; **hp** 95; **Fort** +9, **Will** +3; **Melee** +1 *battleaxe* +16/+11 (1d8+5/19-20/x3); **Str** 18, **Con** 14; **CMB** +14; **Skills** Climb +8, Swim +8.

STATISTICS**Str** 22, **Dex** 14, **Con** 18, **Int** 12, **Wis** 10, **Cha** 8**Base Atk** +10; **CMB** +16; **CMD** 26**Feats** Cleave, Great Cleave, Improved Critical (*battleaxe*), Improved Initiative, Power Attack, Weapon Focus (*battleaxe*)**Skills** Acrobatics +11 (+15 when jumping), Climb +10, Handle Animal +7, Intimidate +12, Perception +13, Ride +11, Survival +13, Swim +10**Languages** Draconic, Iobarian**SQ** fast movement

Other Gear *icelink chainmail* (+2 *chainmail*, see page 61), +1 *heavy steel shield*, +1 *battleaxe*, mwk composite longbow (+4 Str) with 20 arrows, *boots of the winter jarl* (see page 60), gold necklace worth 500 gp

Almost 200 years ago, Ratibor the Bold stood among the most powerful barbarian warlords of central Iobaria. During this time, the lands from Okor's Basin west to Fangard were a massive, bloody battleground for would-be emperors. Ratibor commanded a vast army and held control over an expansive territory that stretched along the western border of Fangard from the Ardshrod River to the Syrzemyan highlands. His power and position placed him among the foremost contenders to take the throne of the remnants of New Iobaria. But as has happened time and time again throughout Iobaria's history, plagues ripped through Ratibor's lands and chewed through his battalions. In a matter of a few short months, Ratibor lost several thousand troops to disease. Desperate, he sought the counsel of his witchwomen. Acting upon their advice, he called upon the legendary Baba Yaga, Queen of Witches, to bargain with her for powerful magic to aid his cause. He petitioned Baba Yaga to teach his witches the secrets of the mystic roots that according to legends would stave off the sickness. In return, he swore an oath that he would bring her the head of one of the demon lord Kostchtchie's most zealous champions—the frost giant jarl-priest Utgaardt Hoarwind. Ratibor promised to slay all of Utgaardt's clan and scour the Ice Steppes of Kostchtchie's worshipers.

But Ratibor remained skeptical of Baba Yaga's powers. Full of ambition, arrogance, and pride, the would-be conqueror hedged his bets, forging an alliance with Utgaardt instead of slaying the giant jarl as promised. To appease Baba Yaga, Ratibor brought her the head of one of Utgaardt's weaker rivals, but the Queen of Witches immediately saw through Ratibor's treachery. Her fury over the betrayal was fierce and relentless. She rallied her allies, laid waste to Ratibor's army and nascent kingdom, and imprisoned the warlord in her *Dancing Hut* as punishment for his arrogance and deception. Now, 200 years later, Ratibor remains bound to guard Baba Yaga's hut against intruders.

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CAMPAIGN ROLE

Ratibor's primary role in the adventure is as a guardian of the *Dancing Hut*, but he can also provide the PCs with information about Baba Yaga, the *Dancing Hut*, and their current location. Unfortunately, much of his information is 200 years out of date. Ratibor knows little of Baba Yaga beyond his personal dealings with her. He's willing to tell his story, but his recounting portrays himself as a hero and Baba Yaga as a scheming villainess. He can confirm that the hut's layout changes each time it travels, though since he's bound to this configuration, he's familiar with only the current layout. He knows the hut now stands in Hoofwood in eastern Iobaria, in a region called the Dvezda Marches, but beyond that much of his information is suspect. Prior to his tenure as Baba Yaga's enslaved servant, Ratibor had never been to the Dvezda Marches. Since he was imprisoned, he had been allowed to leave the hut only a few times and has no idea that 200 years have passed. Still, the major sites of the Dvezda Marches haven't changed that much, so Ratibor is at least familiar with places like Artrosa, Daruthrost, and Vurnirn. Never having visited these places, however, he can provide only their general locations. Though he probably knows more information than the PCs, most of his knowledge is based on either folklore or tales heard from various adventurers, settlers, and other Iobarians who wandered through the east.

By questioning Ratibor, one of the raven oracles, or even Zorka (see *Pathfinder Adventure Path* #68), the PCs can learn that there's a way to free Ratibor from his servitude. Baba Yaga bound the warlord to the *Dancing Hut* with a ritual contained in her *cookbook of arcane augmentation*. During one of the hut's recent visits to Iobaria, Baba Yaga left the hut with the cookbook in hand but returned without it. It's possible Baba Yaga left the book in Iobaria—most likely somewhere in Artrosa—and that the book contains the secret to freeing Ratibor.

If the PCs free Ratibor from his servitude, his first impulse is to flee the hut. Despite his long years of imprisonment, Ratibor remains committed to his deluded dream of claiming an empire for himself. The warlord simply can't comprehend how much time has passed and that history has forgotten him entirely. His sole desire is to pick up where he left off, and he fully intends to reconnect with his allies, raise an army, and conquer all of Iobaria.

If the PCs return victorious from Artrosa or plan on returning to the fortress, Ratibor becomes enticed by the lure of Baba Yaga's fabled fortress and decides to travel with the PCs for a bit. He has heard legends about the magical *Artrosa Ring*, and he plots to steal the ring

and use it to take Artrosa for himself, making it the capital of his new kingdom. He offers his services as a retainer to the PCs, but he betrays them as soon as the opportunity presents itself. If the PCs have befriended Ratibor, however, they can perhaps convince him that his time is over. Freed from service and with his empire lost, Ratibor could become an ally of the PCs—or even a character to be used by a new player or to replace a fallen PC.

SIDE QUEST

The PCs can free Ratibor from his servitude to Baba Yaga with a ritual found in her *cookbook of arcane augmentation*, which is stored in area **D7** in the Mother dungeon of Artrosa. If the PCs find the book, they can return to the *Dancing Hut* and perform the ritual to free Ratibor.

Reward: If the PCs free Ratibor from his service, award them 6,400 XP as if they had defeated him in combat.



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VSEVOLOD

A devoted priest of the demon lord Kostchtchie, Vsevolod has invaded the stronghold of his patron's greatest enemy, Baba Yaga, with an army of frost giants and demons.

VSEVOLOD**CR 9****XP 6,400**

Male centaur (Tsolniva) cleric of Kostchtchie 8 (*Pathfinder RPG Bestiary* 42)

CE Large monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 24, touch 15, flat-footed 21 (+8 armor, +3 deflection, +3 Dex, +1 natural, -1 size)

hp 102 (12 HD; 4d10+8d8+44)

Fort +9, **Ref** +9, **Will** +15

OFFENSE

Speed 50 ft.

Melee *frost-thunder hammer* +14/+9 (1d8+8/19-20/x3), 2 hooves +8 (1d6+2)

Ranged spear +12 (1d8+4/x3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks channel negative energy 6/day (DC 19, 4d6), might of the gods (+8, 8 rounds/day), weapon master (8 rounds/day)

Domain Spell-Like Abilities (CL 8th; concentration +13) 8/day—battle rage (+4 damage), strength surge (+4)

Cleric Spells Prepared (CL 8th; concentration +13)

4th—*chaos hammer* (DC 19), *divine power*^P, *freedom of movement*, *unholy blight* (DC 19)

3rd—*blindness/deafness* (DC 18), *dispel magic*, *invisibility purge*, *magic vestment*^P, *prayer*

2nd—*bull's strength*^P, *disfiguring touch*^{UM} (DC 17), *dread bolt*^{UM} (DC 17), *effortless armor*^{UC}, *hold person* (DC 17)

1st—*deathwatch*, *doom* (DC 16), *entropic shield*, *magic weapon*^P, *murderous command*^{UM} (DC 16), *ray of sickening*^{UM} (DC 16), *shield of faith*

0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *resistance*

D Domain spell; **Domains** Strength, War

TACTICS

Before Combat Vsevolod casts *magic vestment* every day.

Before combat, he casts *freedom of movement*, *effortless armor*, and *shield of faith*.

During Combat Vsevolod tries to avoid melee combat, keeping his distance and casting ranged offensive spells like *blindness/deafness*, *chaos hammer*, and *unholy blight* while his svathurim ally engages foes. Once engaged in melee,

Vsevolod casts *divine power* and switches tactics, slamming his magic warhammer on the ground and attempting to encase an opponent in ice before charging into the fray.

Morale Vsevolod can't comprehend defeat. He fights to the death, hoping to take as many foes as he can with him to the grave.

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 10, **Wis** 20, **Cha** 16

Base Atk +10; **CMB** +15; **CMD** 31 (35 vs. trip)

Feats Combat Casting, Improved Channel, Improved Critical (warhammer), Improved Initiative, Toughness, Weapon Focus (warhammer)

Skills Intimidate +16, Knowledge (planes) +7, Knowledge (religion) +7, Linguistics +5, Perception +12, Spellcraft +7, Survival +12

Languages Abyssal, Elven, Giant, Iobarian, Sylvan

SQ aura, undersized weapons

Combat Gear *potions of cure serious wounds* (2); **Other Gear** mwk breastplate, *frost-thunder hammer* (+2 warhammer; see page 61), dagger, spear, *belt of mighty constitution* +2, *periapt of health*, key to the chest in area **E9**, spell component pouch, wooden unholy symbol of Kostchtchie

Born the only son among the children of the high chieftain of the largest clan of Tsolniva centaurs in the Ice Steppes, Vsevolod was destined to succeed his father as ruler of his clan. On Vsevolod's fifteenth birthday, he rode off with a band of warriors under the command of his older sister Myrkara. The centaurs marched deep into the Ice Steppes to drive back an encroaching horde of frost giants, but during the raid, a violent blizzard drove down from the north, separating the centaurs. Some were fortunate enough to escape, but others became stranded and hopelessly lost—including Vsevolod. For days after the blizzard broke, the giants hunted down stragglers and slaughtered them mercilessly. Vsevolod hid among the dead, and when his food ran out he was forced to eat the flesh of his own slain kin. Eventually, even the corpses ran out, and he resigned himself to death. Yet when the spring thaw came, Vsevolod had by some miracle survived.

Almost a year later, Vsevolod found his way back to his clan, though things had changed. His father had died, and without a male heir the leadership of the clan had

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passed to Myrkara. To protect her new position, Myrkara immediately accused her brother of working with the frost giants to ambush the Tsolniva warband. How else could Vsevolod have survived the winter, if not for the aid of the giants? Myrkara was well spoken, and her eloquent words swayed the clan elders, who sided with their new chieftain. Vsevolod was branded a traitor and kin-slayer and exiled into the wilderness.

Seething with rage at his sister's betrayal—for was it not she who had abandoned him to the blizzard?—Vsevolod headed north to where he'd endured his long ordeal, looking for some kind of sign. What he found was a lone frost giant encamped at the site. The giant, a priest of Kostchtchie named Geflaugr, greeted Vsevolod as a brother and said he'd been waiting for the centaur's arrival. Geflaugr invited Vsevolod to share the camp and tell his story, promising that Kostchtchie had great things in store for the exiled centaur. With nothing to lose, Vsevolod shared his tale with the frost giant, and by the end of the night he had become Geflaugr's disciple. If Vsevolod couldn't find acceptance among his own people, then perhaps he would find it with the source of his condemnation.

Vsevolod was adopted into the frost giant tribe, and learned the brutal tenets of his newfound faith. The following spring, Vsevolod led the giants in a savage raid upon his old village. In revenge for his exile, Vsevolod put to the sword those men of his clan who had sided with his sister Myrkara, and any who refused to convert to Kostchtchie's worship, and enslaved the clan's remaining women. But he saved his most savage vengeance for Myrkara herself. Before her eyes, Vsevolod killed her sisters, husband, and children in a bloody sacrifice to his demonic patron. He then entombed his sister in a cave of ice with their bodies. As Myrkara had abandoned Vsevolod to the blizzard and forced him into cannibalism, so would she be buried alive in the ice, forced to eat the corpses of those she had loved most if she wanted to survive.

When Geflaugr died not long after, Vsevolod inherited the frost giant priest's magical *frost-thunder hammer*, and was appointed the tribe's war-priest. The centaur became infamous throughout the Ice Steppes for his brutal raids and the bloody sacrifices of both his enemies and his allies, all in the name of Kostchtchie and vengeance.

CAMPAIGN ROLE

Although Vsevolod serves as the PCs' primary antagonist for this adventure, ironically the centaur priest has no understanding of their underlying identities or motivations. Because they arrived in Baba Yaga's *Dancing Hut*, Vsevolod perceives the PCs only as servants of the Queen of Witches and looks no deeper into their purpose. This becomes his

sole reason for seeking their destruction, so he sends his agents to deal with them in order to focus his attention on Artrosa. Until the final encounter, he doesn't even consider the PCs a threat. Only when the PCs finally confront him does he truly see them as a challenge. Still, unless Vsevolod has learned of the PCs' true purpose by some other means, he still concludes that they must be assassins sent by Baba Yaga or her followers to execute him.

Given the circumstances of the final encounter, Vsevolod's survival beyond this adventure is unlikely, but this doesn't mean that he can't return later as a vengeful spirit or even a demon. If Vsevolod is slain, perhaps his patron Kostchtchie claims his soul and reworks him into a truly horrific Abyssal monster—possibly a demonic svathurim with extra legs, oversized clawed hands, and a monstrous head—who reappears sometime later in the Adventure Path to wreak havoc on the characters who killed him.



REIGN OF WINTER

REIGN OF WINTER TREASURES

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

ARTROSA RING (MINOR ARTIFACT)

SLOT ring	CL 20th	WEIGHT —
AURA strong abjuration, conjuration, and transmutation		



Three faces representing the threefold aspect of womanhood—maiden, mother, and crone—adorn this solid silver ring. Baba Yaga crafted the *Artrosa Ring* for her chosen warden of the sacred site of Artrosa, and it functions as a *ring of protection +2* and a *ring of regeneration*.

Within 15 miles of Artrosa’s towering figures, the *Artrosa Ring* also grants its wearer the following abilities.

Quicksilver: The wearer can teleport to any location inside Artrosa’s dungeons or within a 15-mile radius of Artrosa. Any location in this area is considered “very familiar.”

Seer: By concentrating for 10 minutes, the wearer can see and hear everything that transpires in a single chamber inside Artrosa, as if using *clairaudience/clairvoyance*.

Shroud: Three times per day, the wearer can alter the appearance of a single room within one of Artrosa’s dungeons, as well as the appearance of any creatures inside the room, as with *mirage arcana* and *veil*. The wearer must be present in the room to use this ability, and the illusions fade as soon as the wearer leaves the room.

Threefold Aspect: Whenever the wearer enters one of Artrosa’s dungeons, her age and appearance shift to match that of the corresponding dungeon (maiden, mother, or crone) as if affected by the *threefold aspect*^{APG} spell. If the wearer moves to a different dungeon, her age and appearance change accordingly. The wearer doesn’t gain additional skill ranks, and a spellcaster doesn’t gain any additional bonus spells for her increased ability scores, but the save DCs for her spells do increase. Outside these dungeons, the wearer returns to her natural age and appearance. The wearer has no control over this ability—it automatically takes effect whenever the wearer enters one of Artrosa’s dungeons.

Vision: If the wearer is a witch of at least 10th level, she gains access to the vision major hex and can use it as if she had it as a normal class feature.

Outside of Artrosa, the *Artrosa Ring* loses all of the above abilities except its function as a *ring of protection +2* and a *ring*

of regeneration. In addition, the wearer can use the ring to cast *threefold aspect*^{APG} once per day.

DESTRUCTION

The *Artrosa Ring* must be bathed in the light of Golarion’s moon for 3 separate nights—once during the waxing moon, once during the full moon, and once during the waning moon. If the ring is then struck with Kostchtchie’s adamantine warhammer in the Eon Pit in Artrosa on the night of the new moon, the *Artrosa Ring* is destroyed.

BOOTS OF THE WINTER JARL

PRICE
20,000 GP

SLOT feet	CL 10th	WEIGHT 2 lbs.
AURA moderate transmutation		



Crafted of stout, wax-treated leather and wrapped with warm fur reminiscent of a frost giant’s beard, these boots are sometimes given as gifts by the frost giant tribes of the north to their smaller allies. In addition to functioning as *boots of the winterlands*, the *boots of the winter*

jarl enable their wearer to take the form of a frost giant once per day, as with the *giant form I* spell. While in giant form, the wearer gains a +6 size bonus to Strength, a –2 penalty to Dexterity, a +4 size bonus to Constitution, a +4 natural armor bonus, low-light vision, rock catching, rock throwing, and resist cold 20, but also gains vulnerability to fire. The wearer can remain in giant form for up to 10 minutes.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP
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Craft Wondrous Item, *cat’s grace*, *endure elements*, *giant form I*, *pass without trace*

COOKBOOK OF ARCANE AUGMENTATION

PRICE
21,500 GP

SLOT none	CL 17th	WEIGHT 5 lbs.
AURA strong (no school)		



This book is bound in dyed goatskin, and its coarse, thick pages are stained in a variety of colors and covered in wavering script; rough sketches; and diagrams of various plants,

mystic symbols, and animal parts. A crude wooden spoon serves a bookmark. A *cookbook of arcane augmentation* contains recipes that allow an arcane spellcaster who prepares spells to augment her spells with specific metamagic effects through ritual preparation. A *cookbook of arcane augmentation* contains recipes for Ectoplasmic Spell^{APG}, Persistent Spell^{APG}, Rime Spell^{UM}, and Sickening Spell^{APG}, and can be used to augment spells of 6th level or lower.

Once per day, the spellcaster can augment a spell by following a recipe as part of her normal spell preparation. To prepare an augmented spell, the spellcaster must succeed at a Craft (alchemy) check (DC 15 + spell level) while mixing the recipe's ingredients in a cauldron. (The cost of these ingredients is negligible, and they are assumed to be readily available in a spell component pouch.) If the check succeeds, the spell is augmented with the recipe's metamagic feat. This doesn't change the spell slot of the augmented spell. On a failed check, that spell can't be augmented that day, but the caster can attempt to augment another spell.

A spellcaster can prepare only a single augmented spell each time she prepares spells, and apply only one augmentation from the cookbook to any given spell, but can combine an augmentation with metamagic feats she possesses. In this case, only the feats possessed by the caster adjust the spell slot of the spell being cast. The book doesn't confer the associated metamagic feat on the owner, only the ability to use the given feat when spells are prepared.

CONSTRUCTION REQUIREMENTS	COST 10,750 GP
Craft Wondrous Item, Ectoplasmic Spell ^{APG} , Persistent Spell ^{APG} , Rime Spell ^{UM} , Sickening Spell ^{APG}	

FROST-THUNDER HAMMER		PRICE 24,524 GP
SLOT none	CL 9th	WEIGHT 10 lbs.
AURA moderate evocation		



This oversized +2 warhammer is forged from blue steel and engraved with Abyssal runes that read, "There are no screams for those who die the frozen death." A *frost-thunder hammer* is sized for giants; it is a two-handed weapon for Medium-sized creatures, who take a -2 penalty on attack rolls for wielding an oversized weapon.

Once per day as a ranged touch attack, the wielder of a *frost-thunder hammer* can slam the weapon against the ground to release a crackling bolt of ice that shoots across the ground toward a single target up to 100 feet away. On a successful hit, the ice immediately freezes around the target, trapping it within a 9-inch-thick solid block of pale blue ice. The ice blocks line of effect to the entrapped victim, who is helpless (but can still breathe) and takes 9 points of cold damage per round until freed. The ice has hardness 0 and 27 hit points; if the ice is

broken, the creature is freed. A creature can break the ice as a full-round action with a successful DC 24 Strength check.

CONSTRUCTION REQUIREMENTS	COST 12,424 GP
Craft Magic Weapons, <i>icy prison</i> ^{UM}	

GLOBE OF BLIZZARDS		PRICE 4,550 GP
SLOT none	CL 13th	WEIGHT 1 lb.
AURA strong transmutation		



Tiny white crystals hang suspended in a clear fluid inside this fist-sized glass ball, which contains a miniature scene of leafless trees in a snow-covered landscape. Shaking the globe (a move action) activates it, and causes the crystals inside to fly wildly about the

globe, taking on the appearance of a mad snowstorm for 1d6 minutes until they settle back down. Shattering an activated globe (hardness 1, hp 2) creates raging blizzard conditions in a 2-mile-radius circle centered on the location where the globe was shattered. In this area, temperatures drop to below freezing, winds blow at over 50 miles per hour, and heavy snow falls (see pages 438–439 of the *Core Rulebook*). It takes 10 minutes for the blizzard to form, and the conditions last for 1 hour before dissipating, at which point normal weather conditions in the area return. Once shattered, a *globe of blizzards* is destroyed.

CONSTRUCTION REQUIREMENTS	COST 2,275 GP
Craft Wondrous Item, <i>control weather</i>	

ICELINK CHAINMAIL		PRICE 15,100 GP
SLOT armor	CL 6th	WEIGHT 20 lbs.
AURA moderate evocation		



Carved from a single block of ice birthed from the breath of the great white wyrm Sjohvor, the ice-carved rings of this exquisite suit of +2 *chainmail* never thaw. If grappled, the wearer can command the armor to release an icy blast against the grappler. The armor then glows with a pale blue radiance, deals 4d6 points of cold damage to the target, and causes the target to be staggered for 1 round.

Once the armor discharges, this ability can't be used until the armor recharges 1 hour later.

Icelink chainmail is considered light armor and has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of -3. The armor weighs half as much as standard chainmail and floats in water.

CONSTRUCTION REQUIREMENTS	COST 7,700 GP
Craft Magic Arms and Armor, <i>frigid touch</i> ^{UM} , <i>wall of ice</i>	