


# PATHFINDER<sup>®</sup>

## ADVENTURE PATH<sup>™</sup>

### REIGN OF WINTER

ADVENTURE PATH  PART 4 OF 6

# THE FROZEN STARS

# PATHFINDER

## ADVENTURE PATH™

### CREDITS

#### Authors

Adam Daigle, Matthew Goodall, Amanda Hamon, Kevin Andrew Murphy, and James L. Sutter

#### Cover Artist

Craig J Spearing

#### Interior Artists

Dmitry Burmak, Miguel Regodón Harkness, Kate Maximovich, Brynn Metheney, Raven Mimura, Sara Otterstätter, Kate Pfeilschiefter, Roberto Pitturru, Doug Stambaugh, Tyler Walpole, and Kieran Yanner

#### Cartographer

Robert Lazzaretti

**Creative Director** • James Jacobs  
**Editor-in-Chief** • F. Wesley Schneider  
**Senior Editor** • James L. Sutter  
**Development Leads** • Adam Daigle and Rob McCreary

**Development Team** • John Compton, Adam Daigle, Rob McCreary, Mark Moreland, and Patrick Renie

**Editorial Team** • Judy Bauer, Logan Bonner, Christopher Carey, and Ryan Macklin

**Lead Designer** • Jason Bulmahn

**Design Team** • Stephen Radney-MacFarland and Sean K Reynolds

**Senior Art Director** • Sarah E. Robinson

**Art Director** • Andrew Vallas

**Graphic Designer** • Sonja Morris

**Production Specialist** • Crystal Frasier

**Publisher** • Erik Mona  
**Paizo CEO** • Lisa Stevens  
**Chief Operations Officer** • Jeffrey Alvarez  
**Director of Sales** • Pierce Watters  
**Sales Associate** • Cosmo Eisele  
**Marketing Director** • Jenny Bendel  
**Finance Manager** • Christopher Self  
**Staff Accountant** • Kunji Sedo  
**Chief Technical Officer** • Vic Wertz  
**Senior Software Developer** • Gary Teter  
**Campaign Coordinator** • Mike Brock  
**Project Manager** • Jessica Price

**Customer Service Team** • Erik Keith and Sara Marie Teter  
**Warehouse Team** • Will Chase, Michael Kenway, Heather Payne, Jeff Strand, and Kevin Underwood  
**Website Team** • Ross Byers, Liz Courts, Lissa Guillet, and Chris Lambertz

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at [paizo.com/prd](http://paizo.com/prd).

<i>Advanced Player's Guide</i>	APG	<i>Inner Sea Magic</i>	ISM
<i>Bestiary</i>	B1	<i>The Inner Sea World Guide</i>	ISWG
<i>Bestiary 2</i>	B2	<i>NPC Codex</i>	NPCC
<i>Bestiary 3</i>	B3	<i>People of the North</i>	POTN
<i>Distant Worlds</i>	DW	<i>Ultimate Combat</i>	UC
<i>Dungeon Denizens Revisited</i>	DDR	<i>Ultimate Equipment</i>	UE
<i>GameMastery Guide</i>	GMG	<i>Ultimate Magic</i>	UM
<i>Humans of Golarion</i>	HOG		

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

**Paizo Publishing, LLC**  
 7120 185th Ave NE, Ste 120  
 Redmond, WA 98052-0577  
[paizo.com](http://paizo.com)

*Pathfinder Adventure Path #70: The Frozen Stars* © 2013, Paizo Publishing, LLC. All Rights Reserved.  
 Paizo, Paizo Publishing, LLC, the golem logo, Pathfinder, Pathfinder Society, and GameMastery are registered trademarks of Paizo Publishing, LLC;  
 Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, and Pathfinder Tales are trademarks of Paizo Publishing, LLC.  
 Printed in China.





## TABLE OF CONTENTS

<b>Foreword</b>	4
<b>The Frozen Stars</b> by Matthew Goodall	6
<b>NPC Gallery</b> by Matthew Goodall	56
<b>Reign of Winter Treasures</b> by Matthew Goodall	62
<b>Planet of Dragons</b> by James L. Sutter	64
<b>Pathfinder's Journal: The Bonedust Dolls 4 of 6</b> by Kevin Andrew Murphy	76
<b>Bestiary</b> by Adam Daigle, Amanda Hamon, and James L. Sutter	82
<b>Preview</b>	92



## REIGN OF WINTER



## OTHER WORLDS THAN THESE

I've always been a science fiction fan. Though the same can be said of pretty much everyone at Paizo, it was established early on in my tenure here that I might just be the developer with the highest tolerance for mixing science fiction in with my fantasy. When I first wrote up the gazetteer for Varisia in *Pathfinder Adventure Path* #3, I worked carefully with James Jacobs, Wes Schneider, and other Paizo staffers to make sure key locations struck the right tone—and then went hog-wild on the rest. The spire of Spindlehorn in Varisia, for instance, was originally written as a space elevator built to let ancient Thassilonians hitch rides on passing starships. While Wes and Jacobs wisely ramped me back from that one, the fact remains that I tend to barrel past genre boundaries without noticing.

Which is why, when we started dropping alien-laden meteorites in the Second Darkness Adventure Path, they

knew exactly who to come to. In the article detailing Golarion's solar system in *Pathfinder Adventure Path* #14, I did my best to pull from all my favorite science fiction tropes and subgenres. As perhaps the foremost pulp adventure historian I've ever met, Publisher Erik Mona had already dialed in Akiton and Castrovell as analogues of pulp-era Mars and Venus, so we already had the John Carter-style sword-and-planet adventure handled. For the others, however, I dug deep into my love of both science fiction and real-world astronomy, trying to cram everything in. A planet close to the sun? Clearly, the perfect place for a solar-powered AI robot society! What about a tidally locked planet, or a gas giant, or a lost generation ship? At the same time, there was also plenty of room for magic—a planet ruled by liches, for instance, or one steeped in Lovecraftian cosmic horror. I tried to approach each planet as if it were a complete campaign



setting on its own, one just as ripe for exploration and GM expansion as Golarion itself.

Still, it's hard to do justice to a solar system in a few pages. And so, with the advice of my colleagues, I began work on an eccentric new campaign setting book.

*Distant Worlds* was a joy to write. With the rest of the staff giving me carte blanche, I got to dive into the bizarre societies and features of the planets around Golarion. Aliens! Robots! Spaceships! Freakin' *space whales*! Rather than reining me back this time, Wes and Jacobs actually pushed me farther, demanding that the book include a map of every planet, plus new monsters, advice on adventuring in space, and so on. To my delight, the book struck a chord with fans as well, selling through its first print run in record time. In its wake, it left a feeling of potential—one we've run into numerous times in the past. We'd tried something crazy, and it had worked. We felt bold. Reckless.

And then we started outlining *Reign of Winter*.

Here at Paizo, we've come to understand that the products we're the most personally invested in are often the ones that resonate most with fans. That passion and enthusiasm seeps through, and gives the books a little extra something. So for *Reign of Winter*, we pulled out all the stops.

Baba Yaga? Check.

Finally exploring Iobaria? No problem.

Another planet? Rad.

Going to World War I-era Russia and fighting Rasputin in a Siberian fortress? *Hell yes*.

Not since the beginning of *Pathfinder* have I seen a room of Paizo staffers cackle so gleefully as they did during the *Reign of Winter* outline brainstorm. If you're reading this, I hope that you either share our joy at going off the map, or else are willing to give us the benefit of the doubt and come along for the ride. Because after 70 volumes and more than 5 years, it's a fine time to shake things up a little.

## LAND OF ICE AND SNOW

In this month's adventure, we travel halfway across Golarion's solar system to the mysterious planet called Triaxus. Triaxus is much like Golarion in size and composition, but with an extremely eccentric orbit. While Golarion—like Earth—gets its seasons from an axial tilt that gives each hemisphere more sunlight during different parts of its orbit, Triaxus actually moves closer to and farther from the sun, alternating between miniature ice ages and sweltering summers every 317 years.

As any George R. R. Martin fan knows, a planet with extremely long seasons isn't a brand-new idea, but it still comes with a ton of questions. How do organisms adapt to huge swings in climate? Do they evolve? Migrate? Go

## ON THE COVER

This month's cover depicts an alien creature from another world—the Winterborn Triaxian Commander Pharamol, a dragonrider of the Dragon Legion. With his gold dragonkin partner Amerenth, Pharamol defends the Skyfire Mandate and the Dragon Legion aerie of Spurhorn from an evil Drakelands army. Commander Pharamol holds one of the keys to the *Dancing Hut*, but it's up to the PCs whether they join forces with him or take part in the battle against him.

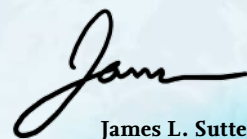
dormant? And what about the civilizations—how do they change in the summer, when food is plentiful, versus the bitter winters? How does your worldview change if you've only ever known one season?

At the same time, I didn't want the planet to be a one-trick pony. And so I brought in a classic fantasy trope we haven't touched much on Golarion: dragonriders. The image of armored warriors mounted on powerful dragons has appeared in countless fantasy novels, perhaps none so beloved as Anne McCaffrey's *Dragonriders of Pern* series. Yet on Golarion, dragons are most often aloof or terrifying, uninterested in dealing with humanoids.

On Triaxus, all that changes. While two of the major continents are controlled by the humanoid Triaxians, the third contains the Drakelands, warring kingdoms where evil dragons rule. In order to keep this threat in check, the Triaxians long ago made a pact with good-aligned dragonkin—weaker, more humanoid dragons who use weapons—to work together and keep the evil true dragons from spreading. In the famed Dragon Legions, each dragon is assigned a highly trained humanoid companion as a rider, caretaker, and comrade, allowing both dragon and Triaxian to specialize in what they do best. The focus of this effort is a narrow isthmus known as the Skyfire Mandate, and it's here that the PCs first appear. For more information, see the special double-length "Planet of Dragons" gazetteer beginning on page 64.

Whether your players decide to join the legions and become dragonriders themselves, or simply race off to the next bizarre world in the queue—our own—I hope that you enjoy our brief excursion onto one of Golarion's closest neighbors.

Now if we could just get some robots in here...



**James L. Sutter**  
Senior Editor  
james.sutter@paizo.com