

PATHFINDER[®] **ADVENTURE PATH**[™]

REIGN OF WINTER

ADVENTURE PATH  PART 6 OF 6

THE WITCH QUEEN'S REVENGE

PATHFINDER

ADVENTURE PATH™

CREDITS

Authors

Adam Daigle, Shaun Hocking, Michael Kenway, Rob McCreary, Kevin Andrew Murphy, Matt Renton, and Greg A. Vaughan

Cover Artist

Craig J Spearing

Interior Artists

Dmitry Burmak, Fabio Gorla, Miguel Regodón Harkness, Kate Maximovich, Brynn Metheney, Sara Otterstätter, Kate Pfeilschiefter, Roberto Pitturru, Maichol Quinto, Jason Rainville, Doug Stambaugh, Carlos Villa, Ben Wootten, 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 • Logan Bonner, John Compton, Adam Daigle, Rob McCreary, Mark Moreland, and Patrick Renie

Editorial Team • Judy Bauer, Christopher Carey, and Ryan Macklin

Editorial Intern • Jay Loomis and Cassidy Werner

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

Licensing Coordinator • Michael Kenway

Customer Service Team • Erik Keith, Justin Riddler, and Sara Marie Teter

Warehouse Team • Will Chase, 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.

<i>Advanced Player's Guide</i>	APG	<i>Irrisen, Land of Eternal Winter</i>	ILEW
<i>Bestiary</i>	B1	<i>Paths of Prestige</i>	POP
<i>Bestiary 2</i>	B2	<i>Ultimate Combat</i>	UC
<i>Bestiary 3</i>	B3	<i>Ultimate Equipment</i>	UE
<i>GameMastery Guide</i>	GMG	<i>Ultimate Magic</i>	UM
<i>Inner Sea Magic</i>	ISM		

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

Pathfinder Adventure Path #72: The Witch Queen's Revenge © 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 Card Game, Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, Pathfinder Tales, and Rise of the Runelords are trademarks of Paizo Publishing, LLC. Printed in China. O Wind, if Winter comes, can Spring be far behind?



TABLE OF CONTENTS

Foreword	4
The Witch Queen's Revenge by Greg A. Vaughan	6
NPC Gallery by Greg A. Vaughan	58
Reign of Winter Treasures by Greg A. Vaughan	62
Continuing the Campaign by Adam Daigle and Rob McCreary	64
Baba Yaga by Adam Daigle	70
Pathfinder's Journal: The Bonedust Dolls 6 of 6 by Kevin Andrew Murphy	76
Bestiary by Shaun Hocking, Michael Kenway, Rob McCreary, and Matt Renton	82
Preview	92

REIGN OF WINTER



ROOTS FROM OUR WORLD

Here we are at the end of this wild ride. By now the PCs have jumped around Golarion, visited other worlds, and are about to explore the inner depths of Baba Yaga's Hut and face the climax of the Adventure Path.

Although this Adventure Path tells a sword-and-sorcery fantasy story filled with witches, magic, and supernatural creatures, it is deeply rooted in our own world's stories. This was important to me, and I pressed to get as much of it in as I could. Russian and Slavic folklore have some robust tales, legends that have persevered through the ages and woven themselves into other cultures' stories. Many of these tales filtered down and appeared in *Grimm's Fairy Tales* and the like. Hansel and Gretel, considered a German tale recorded by the Brothers Grimm, borrows greatly from stories of a tricky cannibalistic hag not unlike Baba Yaga. Some say it is actually just a retelling of one of the many stories of

Baba Yaga, complete with a mean stepmother, threats of being cooked alive in an oven, and the children ending up victorious after outwitting the old hag. These variants in tales are more common than not in oral tradition. The particular details of a tale may change depending on the region or era, but the basic story remains the same.

The various authors in this Adventure Path did a great job seeding fairy tales and folklore throughout their adventures and articles. There are talking animals and trolls under a bridge. Mirrors hold real magic, witches lick their lips in anticipation of devouring children, and gingerbread houses lure the unsuspecting children to their demise. In these adventures, the PCs get to talk with Vasilissa's doll, encounter Little Otik, and have a chance to befriend a domovoi or kikumora. Of all our Adventure Paths, this one is the most steeped in stories from our world.

When it comes to Baba Yaga, I've always had a soft spot in my heart for dear Grandmother. Sure, most of the stories paint her as an evil witch and a cruel old crone, but to me it looked like she was testing those who came to her. When people intruded and asked things of her, she never made it easy. She always gave them a chance to seal their own fates—be it good or bad. It's not her fault if her visitors happened to be greedy or lack willpower. The stories of Baba Yaga were lessons that helped prepare readers, cautioning them against being hoodwinked or cursed in some way. They served as a reminder to always be careful with your words and deeds—and certainly to respect your elders.

NEW GUNS ON GOLARION

It's entirely possible that the PCs acquired some advanced firearms on twentieth-century Earth in "Rasputin Must Die!" and at the conclusion of "The Witch Queen's Revenge," bring those guns back to Golarion. So what does this mean for a world where "emerging guns" are the norm? The answer is twofold: very little, and whatever you want it to mean. Just because the PCs now possess advanced firearms doesn't mean that Golarion is suddenly overrun with revolvers, rifles, and machine guns. The gunsmiths of Alkenstar still produce the early firearms they are known for, and gunslingers and other firearm users are just as rare as they have always been. The only difference is that the PCs now have better guns—but at this point, they're likely 17th level, and far more powerful than most of Golarion's inhabitants anyway.

That said, if you wish advanced firearms to have a greater effect on the world in your campaign, then they can. Just remember that these advanced firearms are in the hands of a very select few (the PCs), and any changes resulting from their presence on Golarion are likely to be incremental. The PCs, or other gunsmiths, must first reverse engineer these guns, then try to replicate them. Mass production will likely take some time to get going, and even more time will be necessary for commonplace use of advanced firearms to spread across the world.

Advanced firearms have the potential to change the world in significant ways, so be aware of the possible repercussions of making them commonplace and widely available. Remember also that the existence of magic already makes Golarion a very different place from our own historical world, and how guns and magic interact could well lead to a completely different type of world. Be prepared to address these changes, and don't be afraid to limit the ambitions of the PCs if you think their goals might be detrimental to your campaign.

BUT BABA YAGA'S EVIL!

This month's adventure, "The Witch Queen's Revenge," hinges on one endeavor—freeing Baba Yaga from her matryoshka doll prison. But Baba Yaga is an evil witch,

ON THE COVER


The Reign of Winter Adventure Path finally comes to a close, and this month's cover gives us Queen Elvanna of Irrisen. As this adventure begins, Elvanna is working furiously to finish a ritual that will extend Irrisen's endless winter over all Golarion, and the PCs must finally confront her to free Baba Yaga and save their world from a new ice age.

and good PCs might question the wisdom of releasing her, particularly if they believe they can defeat Queen Elvanna themselves. The important thing to keep in mind here is that while Baba Yaga is evil, she is not really interested in committing evil acts against Golarion or the PCs at this point—that ambition lies with Queen Elvanna, who really is trying to destroy the world. As a result, Baba Yaga is quite literally the lesser of two evils—Elvanna is a much greater threat to Golarion. At the same time, only Baba Yaga has the power to end Elvanna's ritual. Even killing Elvanna will not end the ritual, and Irrisen's winter can only be prevented from spreading over all Golarion with Baba Yaga's help.

Hopefully, this realization will be enough to convince the PCs to free Baba Yaga. Make it clear to the PCs that without Baba Yaga's aid, they will be unable to stop Queen Elvanna's ritual, and remind them that this is why they have been searching for Baba Yaga for the whole campaign. If necessary, the *geas* from the mantle of the Black Rider can further prompt the PCs, and Baba Yaga will revoke the boons that she has granted them throughout the adventure if they refuse to release her.

Lastly, freeing Baba Yaga from her prison does not have to be the campaign's final act. If the PCs feel strongly enough about it, the campaign can continue with the PCs' attempts to recapture or slay Baba Yaga after they were forced to free her by necessity. See "Continuing the Campaign" on page 64 for possible directions this quest might take.

If your PCs felt forced to side with obvious evil, just wait until next month! Polish your armor, grab your holy avenger, summon your mount and ride forth to the Worldwound! Next month's volume launches the Wrath of the Righteous Adventure Path, and if you've been looking forward to shutting down evil and being the capital "G" good guys, pick up the first installment of this mythic Adventure Path.



Adam Daigle
Developer

adam.daigle@paizo.com



Rob McCreary
Developer

rob@paizo.com