

REIGN OF WINTER

QUEEN ELVANNA

The fourteenth daughter of Baba Yaga and queen of the nation of Irrisen, Elvanna knows that her time upon the throne grows short. She fears the future that Baba Yaga has in store for her and will stop at nothing to retain her crown.

QUEEN ELVANNA**CR 20****XP 307,200**

Female venerable human (Jadwiga) witch^{APG} (winter witch^{ISM}) 10/
winter witch^{POP} 10

NE Medium humanoid (human)

Init +9; **Senses** blizzard sight^{POP}, true seeing; Perception +28

DEFENSE

AC 36, touch 23, flat-footed 30 (+8 armor, +5 deflection, +5 Dex, +1 dodge, +2 insight, +5 natural)

hp 232 (20 HD; 20d6+160)

Fort +16, **Ref** +18, **Will** +23

Defensive Abilities death ward, freedom of movement, ice body^{UM}; **DR** 10/adamantine (130 points); **Immune** cold;

Resist fire 20; **SR** 32

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee *Winter's Reach* +12/+7 (1d6+2 plus 1d6 cold)

Ranged touch +15 (by spell)

Special Attacks hexes (agony [20 rounds], blight [200 feet], cackle, death curse, evil eye [-4, 13 rounds], frostfoot^{ISM}, frozen caress^{ISM}, hoarfrost^{UM}, ice tomb^{UM}, natural disaster, numbing chill^{POP}), ice magic^{ISM}, inexorable cold^{POP}, unearthly cold^{POP}, unnatural cold^{POP}, winter hex^{POP}

Spell-Like Abilities (CL 20th; concentration +25)
10/day—sculpt ice and snow^{POP}

Witch Spells Prepared (CL 20th; concentration +30)

9th—*foresight*, *mass suffocation*^{APG} (DC 29), *polar midnight*^{UM} (CL 21st, DC 32), *wail of the banshee* (DC 29)

8th—*destruction* (DC 28), *moment of prescience*, *polar ray* (CL 21st), *stormbolts*^{APG} (DC 28)

7th—*chain lightning* (DC 27), *harm* (DC 27), *heal*, *mass hold person* (DC 27), *waves of ecstasy*^{UM} (DC 27)

6th—*greater dispel magic*, *flesh to stone* (DC 26), *freezing sphere* (CL 21st, DC 29), *mass suggestion* (DC 26), *true seeing*, *unwilling shield*^{APG}

5th—*baleful polymorph* (DC 25), *cone of cold* (CL 21st, DC 28), *dominate person* (DC 25), *feeblemind* (DC 25), *major curse* (DC 25), *mind fog* (DC 25)

4th—*charm monster* (DC 24), *crushing despair* (DC 24), *death ward*, *greater false life*^{UM}, *phantasmal killer* (2, DC 24)

3rd—*bestow curse* (DC 23), *dispel magic*, *howling agony*^{UM} (DC 23), *ice spears* (CL 21st, DC 26)*, *lightning bolt* (DC 23), *vampiric touch*

2nd—*death knell* (DC 22), *detect thoughts* (DC 22), *disfiguring touch*^{UM} (DC 23), *feast of ashes*^{APG} (DC 22), *flurry of snowballs*^s (CL 21st, DC 25), *frost fall* (CL 21st, DC 25)^{UC}, *spectral hand*

1st—*charm person* (DC 21), *chill touch* (DC 21), *ill omen*^{APG}, *lock gaze*^{UC} (DC 21), *obscuring mist*, *snowball*^s (CL 21st, DC 24), *unshakable chill*^{UM} (CL 21st, DC 24)

0 (at will)—*detect magic*, *detect poison*, *message*, *ray of frost* (CL 21st)

Patron winter^{UM}

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

TACTICS

Before Combat Elvanna casts *greater false life* and *moment of prescience* every day. She uses her *cauldron of seeing* to scry the entrance to the Witch Queen's Kurgan, and so has warning when anyone enters the kurgan. When invaders reach area **M5**, Elvanna uses the *Icecrown of Irrisen* to summon three elder ice elementals to defend her and uses *Winter's Reach* to cast *ice body*. She then casts *death ward*, *foresight*, and *true seeing*, and applies her *flying ointment* and *stone salve*.

During Combat When opponents first enter the inner sanctum, Elvanna activates her *boots of speed* and uses the *Icecrown* to cast *overwhelming presence* while her allies engage foes. She casts *unwilling shield* on a fighter or rogue, and uses *polar midnight*, *mass hold person*, and *waves of ecstasy* to control the battlefield. Thereafter, Elvanna casts offensive spells to harm her opponents as much as possible, making use of the *Icecrown*, *Winter's Reach*, and her own prepared spells as necessary.

Morale Elvanna is aware that her survival depends upon her success in this battle. She knows her fate if Baba Yaga is freed, and as a result fights to the death to defeat the PCs and complete her ritual.

STATISTICS

Str 8, **Dex** 20, **Con** 21, **Int** 30, **Wis** 19, **Cha** 21

Base Atk +10; **CMB** +9; **CMD** 32

Feats Accursed Hex^{UM}, Alertness^B, Combat Casting, Craft Staff, Dodge, Elemental Focus^{APG} (cold), Greater Elemental Focus^{APG} (cold), Improved Initiative, Iron Will, Split Hex^{UM}, Split Major Hex^{UM}, Toughness

Skills Appraise +13, Bluff +28, Craft (alchemy) +23, Fly +26, Intimidate +30, Knowledge (arcana) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (nature) +33,

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Knowledge (nobility) +33, Knowledge (planes) +33, Perception +28, Sense Motive +31, Spellcraft +33, Swim +3, Use Magic Device +28

Languages Abyssal, Aklo, Aquan, Draconic, Giant, Hallit, Infernal, Russian, Skald, Sylvan; *tongues*

SQ cold fleshSM, exceptional resources, freeze and thaw^{POP} (10/day), hyperboreal patronage^{POP}, iceglide^{POP}, inherent bonuses, winter witchcraft^{POP}, witch's familiar (raven named Svoboda)

Combat Gear *flying ointment*^{UE} (2 uses), *potion of good hope*, *potions of protection from energy* (electricity, CL 10th, 2), *stone salve* (3 ounces), *wand of cure serious wounds* (39 charges);

Other Gear *amulet of natural armor* +5, *belt of mighty constitution* +4, *boots of speed*, *bracers of armor* +8, *cackling hag's blouse*^{UE}, *cauldron of seeing*^{UE} with telepathy, *cloak of resistance* +5, *headband of inspired wisdom* +4, *Icecrown of Irrisen* (see page 62), *deep red sphere ioun stone*, *orange prism ioun stone*, *greater rime metamagic rod*^{UE}, *ring of freedom of movement*, *ring of protection* +5, *robe of components*^{UE}, *Winter's Reach* (+3 icy burst quarterstaff, see page 63), royal outfit (worth 500 gp), spell component pouch, Tashanna's journal (see page 63), two platinum and sapphire rings (worth 5,000 gp each), belt pouch holding 37 pp

SPECIAL ABILITIES

Exceptional Resources (Ex) As a daughter of Baba Yaga, Elvanna holds mythic potential in her veins. As a result, her ability scores were generated using a 20-point build. In addition, as queen of Irrisen, Elvanna has access to all of that realm's resources, and she has the wealth of a PC rather than an NPC. These advantages increase her CR by +1.

Inherent Bonuses (Ex) Through the study of magical tomes such as a *manual of gainful exercise* and a *manual of quickness of action*, Elvanna has a +5 inherent bonus to her Dexterity and Constitution scores.

Like all of the daughters of Baba Yaga groomed to rule Irrisen, Elvanna took her throne upon the abdication of the former queen—in Elvanna's case, her sister Yelizaveta. Also like her sisters before her, Elvanna never knew what fate befell her predecessor. For most of Irrisen's queens, the vague rumors and traditions that Baba Yaga's daughters went on to experience greater things with their mother were sufficient, and they went about ruling their realm as efficiently and brutally as they chose during their 100-year tenures. However, Elvanna—perhaps more far-sighted than most of her sister-queens—had some misgivings about this nebulous future and decided to investigate the fate of those who had gone before.

Disturbingly, while Elvanna found ample evidence of Baba Yaga's pursuits on myriad planes and distant worlds,

she never discovered any trace of Yelizaveta's activities or that of any of the other prior queens. Trusting even less the uncertain future promised by her mother, Elvanna redoubled her efforts to find some way to retain her throne or at least prepare her own future—one not at the mercy of Baba Yaga's whims.

And so Elvanna began studying the reign of Tashanna, Irrisen's ninth queen, who had raised her own failed rebellion against the Old Crone in an attempt to retain her throne—an event in Irrisen's history known as the Witchwar. Elvanna discovered Tashanna's journal, which outlined Tashanna's own suspicions of Baba Yaga's plans for her daughters. Reading Tashanna's journal galvanized Elvanna into action, and she concocted a plan to both plunge all of Golarion into eternal winter and to finally throw off the shackles of her mother forever. If successful, she would not only keep her crown, but she would also supplant Baba Yaga as the true Queen of Witches.



REIGN OF WINTER

VIGLIV

An ancient keeper of fate from the dawn of mankind, long ago imprisoned by Baba Yaga, Vigliv now watches as the centuries-long rise of her former pupil is on the verge of coming to a sudden end through the betrayal of Baba Yaga's own protegee, Elvanna.

VIGLIV

CR 19

XP 204,800

Divine guardian norn (*Advanced Bestiary* 60, *Pathfinder RPG Bestiary* 3 202)

CN Large fey (chaotic)

Init +22; **Senses** all-around vision, blindsight 120 ft., darkvision 60 ft., *greater arcane sight*, low-light vision, *true seeing*; Perception +37

DEFENSE

AC 35, touch 23, flat-footed 33 (+7 armor, +2 Dex, +12 insight, +5 natural, -1 size)

hp 270 (20d6+200); fast healing 5, regeneration 10 (cold iron)

Fort +18, **Ref** +16, **Will** +23

Defensive Abilities ability healing, *death ward*, fated, *foresight*, *mind blank*, never surprised or flat-footed;

DR 15/cold iron; **Immune** cold, disease, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **SR** 29

OFFENSE

Speed 55 ft.

Melee shears +21/+21/+16 (1d8+12/15-20 plus energy drain) or touch +16 (energy drain)

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

Special Attacks energy drain (2 levels, DC 32), shift fate, snip thread (DC 32)

Spell-Like Abilities (CL 18th; concentration +30)

Constant—*death ward*, *foresight*, *greater arcane sight*, *mind blank*, *tongues*, *true seeing*

At will—*bestow curse* (DC 26), *dimension door* (within Grandmother's Cauldron only), *divination*, *greater dispel magic*, *geas/quest*, *tree stride*, *vision*, *wind walk* (self only) 3/day—*alarm*, *knock*

1/day—*arcane lock*, *augury*, *banishment* (DC 28), *clairaudience/clairvoyance*, *commune*, *dismissal* (DC 26), *forbiddance* (DC 28), *guards and wards* (DC 28), *hold portal*, *maze*, *moment of prescience*, quickened *phantasmal killer* (DC 26), *power word kill*, *repulsion* (DC 29), *screen* (DC 30), *time stop*, *weird* (DC 31)

TACTICS

Before Combat Before revealing herself to visitors to the grotto, Vigliv casts *moment of prescience*.

During Combat Vigliv attempts to avoid combat, but if forced into it, she tries to incapacitate and overcome her foes with spells such as *bestow curse*, *maze*, *repulsion*, and *time stop*.

Only if she takes more than 100 points of damage does she revert to quickened *phantasmal killer*, *power word kill*, *weird*, and her snip thread ability.

Morale Vigliv always tries to avoid combat by using *dimension door* or *tree stride* to jump to one of her rowan's many saplings, using the time she gains to plot her retaliation and prepare with spells such as *forbiddance* and *guards and wards*. Destroying the rowan tree does not harm Vigliv, but she is likely to exact retribution on those responsible. If forced into combat and unable to escape, Vigliv fights to the bitter end, trying to snip the threads of as many of her opponents as possible.

STATISTICS

Str 25, **Dex** 14, **Con** 30, **Int** 21, **Wis** 28, **Cha** 35

Base Atk +10; **CMB** +18; **CMD** 42

Feats Combat Expertise, Combat Reflexes, Diehard^B, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (*phantasmal killer*)

Skills Bluff +25, Craft (cloth) +18, Heal +14, Intimidate +32, Knowledge (arcana) +25, Knowledge (geography) +28, Knowledge (history) +25, Knowledge (nature) +28, Knowledge (planes) +25, Knowledge (religion) +25, Perception +37, Perform (oratory) +20, Sense Motive +37, Use Magic Device +25

Languages Cimmerian, Proto-Indo-European, Russian, Sarmatian, Scythian, Sylvan; *tongues*

SQ aura, blessed life, change shape (humanoid; *alter self* or *giant form II*), divine swiftness, sacred site

Gear +3 *hide armor*, shears, golden thread (worth 10,000 gp)

SPECIAL ABILITIES

Ability Healing (Ex) Vigliv heals 1 point of ability damage per round in each damaged ability score.

Aura (Ex) Vigliv has an aura as if she were a 20-HD aligned outsider for the purpose of *detect chaos* effects.

Blessed Life (Ex) Vigliv does not age or breathe, and she does not require food, drink, or sleep.

Divine Swiftness (Ex) Vigliv gains a +4 bonus on initiative rolls and her base speed is 80 feet (55 feet in her hide armor).

Sacred Site (Ex) Vigliv is bound to Grandmother's Cauldron (area A) and was charged by the ancient goddess who invested her with power with protecting the grotto from harm and preventing intrusion. Should Vigliv ever leave the

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grotto, she loses the divine guardian template unless she atones and reenters the site within 1 week. Otherwise, she loses the template permanently and takes 6d6 points of Constitution drain as the years catch up to her.

When humanity took its first tentative steps upon the world known as Earth, the fates of mortal lives began to form as golden strings to be cut or spared by the keepers of fate, the norns. These prehistoric norns were not the statuesque women of the realms of gods and fey common to later epochs; they were more primal and savage, much like the world where they were spawned. Though most of these early primordial norns were destroyed, died, or evolved into those that would follow, at least one has survived, safely ensconced deep inside Baba Yaga's *Dancing Hut*—the primordial norn Vigliv.

Vigliv's form is similar to that of a normal norn in that she appears as a towering humanoid woman, but the resemblance ends there. Like her primordial kin, Vigliv reflects that part of the natural world to which she was originally tied—a mighty rowan tree that grew beside a secret hot spring upon the Pontic-Caspian steppe. Vigliv stands nearly 16 feet tall, her skin the rough brown bark of a rowan tree and her hair the leafy lengths of small branches. Her eyes are like chips of hard amber with a speck of ebony trapped within them.

Unlike her other primordial kin, who died or returned to the First World when the natural features that gave them their forms were destroyed by time, natural disasters, or the work of humanity, Vigliv remained behind—the grotto surrounding her tree was both isolated and sheltered, and sacred to an ancient goddess of fertility and the earth, who chose Vigliv to guard and protect the site for eternity, granting her immortality. The nomadic steppe tribes who worshiped the forgotten goddess held the grotto in reverent awe, and few dared to descend into the steamy fissure except for ritual sacrifices of the young, the sick, and the elderly, who were drowned in the hot springs as tribute.

As the centuries ground on, the forgotten goddess who granted Vigliv her powers died, and the visitations of worshippers ceased, but Vigliv

remained, still charged with protecting the site. She noticed little change, content to continue to monitor the fates of the new groups that traversed the barren plains above. When a young Sarmatian girl named Yanca found her way into the rift one harsh winter, Vigliv assumed she was merely one of the sacrifices that she distantly recalled from an earlier time and was prepared to drown the child in the spring. She hesitated, however, when she noticed something unusual—the golden thread of the child's fate was of such length and luster that she knew the child was destined for some greatness. Taking an interest in the young girl, Vigliv began to teach her the mysteries of the world and the secrets of the magical arts.

Yanca—who would eventually become Baba Yaga—soon outstripped her former mentor in power, and became a plane-traveling legend in her own right. But Baba Yaga knew that Vigliv still held the golden thread of her fate, and dared not let the norn out of her power. Using her magical might, Baba Yaga tore Vigliv's entire abode from the fabric of the Earth and used it as the foundation for her greatest creation, her fabled *Dancing Hut*. Still ensconced in her sacred grotto, now known as Grandmother's Cauldron, Vigliv is a prisoner of the Witch Queen, always at the beck and call of Baba Yaga, who carries the norn's grotto and tree with her wherever her hut travels. Vigliv both loves and fears Baba Yaga, and serves her because her own thread of fate is inextricably entwined with that of Baba Yaga. She is infused with a combination of pride and frustration at being made a prisoner in her own domain. Through it all, however, whatever anger or joy she feels is tempered by the glowing golden thread—the fate of Baba Yaga—she still holds, and the knowledge that the time of its unraveling has not yet come.

CAMPAIGN ROLE

As the holder of Baba Yaga's fate, Vigliv is the primary source of knowledge for how to free the Queen of Witches from her matryoshka doll prison. Although she is unable to leave Grandmother's Cauldron, her guidance is essential, both in leading the PCs to recover the pieces of Baba Yaga's essence, and in preparing them for their final confrontation with Queen Elvanna.



REIGN OF WINTER

REIGN OF WINTER TREASURES

The following unique treasures can be found in “The Witch Queen’s Revenge.” Player-appropriate handouts appear in the *Pathfinder Cards: Reign of Winter Item Cards*.

BABA YAGA’S BESOM (MINOR ARTIFACT)

SLOT none	CL 20th	WEIGHT 3 lbs.
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AURA strong transmutation



The handle of this simple straw broom, or besom, is capped with a small skull with long white hair. On command, the broom sweeps away any tracks or traces of passage, as *pass without trace*, and wards its user with *nondetection*. The broom can be used in this capacity for a total of 8 hours each day. By sweeping

the broom in a circular motion, the user can also learn the location of both secret doors and simple natural traps at will, as *detect secret doors* and *detect snares and pits*.

Baba Yaga’s besom can also be used up to three times per day to open locks, doors, lids, shackles, chains, and the like by knocking it against the item to be opened. The wielder must succeed at a caster level check using the broom’s caster level of 20th, with a DC equal to the Disable Device DC of the lock or binding. Each knock opens only one form of locking, so if a chest is chained, locked, and under an *arcane lock*, it takes all three uses of the broom to open it. The broom automatically dispels a *hold portal* spell or *arcane lock* with a caster level lower than 20th.

Lastly, *Baba Yaga’s besom* can be used as a weapon, functioning as a +4 *dancing club*. On a successful attack, a creature struck by the broom is blinded for 1 round.

The broom may have other powers known only to Baba Yaga.

DESTRUCTION

Baba Yaga’s besom falls into pieces and is destroyed if it is used to sweep all of the rooms in all configurations of *Baba Yaga’s Dancing Hut* within a 24-hour period.

BABA YAGA’S MORTAR AND PESTLE (MINOR ARTIFACT)

SLOT none	CL 20th	WEIGHT 50 lbs.
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AURA strong transmutation

This wooden mortar for grinding is 4 feet tall and 14 inches in diameter, and can hold up to 4 cubic feet of dry goods. Its pestle is about 8 feet long and carved of the same dense wood. It can be used as a weapon, functioning as a +1 *quarterstaff*. On command,



the mortar and pestle shrink down small enough to fit in a belt pouch and weigh only 3 pounds. The mortar must be empty to shrink.

The mortar and pestle can be commanded to grind any object placed inside; each round, the object takes 3d6 points of damage that bypasses hardness. Any object reduced to 0 hit points in this manner is ground into powder. Magic items

can attempt a DC 19 Fortitude save each round to avoid taking damage. Artifacts can’t be destroyed in the mortar and pestle.

The mortar is large enough to hold a single Medium creature, but it can enlarge to hold up to four Medium creatures or one Large creature. The mortar can be commanded to fly at a speed of 30 feet as *overland flight*, for up to 8 hours per day. Using the pestle to steer the mortar grants a +10 bonus on Fly checks. Twice per day, the mortar can create a single-use *phase door* that closes behind the mortar. *Baba Yaga* can summon her mortar and pestle to fly to her from anywhere on the same planet, regardless of the commands of any creatures inside it.

With the exception of using the pestle as a weapon, the mortar and pestle must be together to use their abilities.

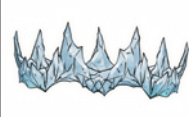
DESTRUCTION

Baba Yaga’s mortar and pestle are destroyed if they are used under the light of a moon that shines on three worlds to grind to powder the hipbone of a maiden, the ribcage of a mother, and the spine of a crone—all taken from the same person.

ICECROWN OF IRRISEN (MAJOR ARTIFACT)

SLOT head	CL 20th	WEIGHT 3 lbs.
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AURA strong transmutation



This jagged crown is composed of ice that never melts regardless of the ambient temperature. The *Icecrown of Irrisen* is the royal regalia of the queen

of *Irrisen*, was crafted by *Baba Yaga* specifically for that role, and has been worn by all of *Baba Yaga’s* daughters who have served as monarchs of that realm. When placed on the head, the *Icecrown* merges with the wearer so that icicles seem to grow directly from her head. Once in place, the crown can be removed only by *Baba Yaga* or upon the death of the wearer or the destruction of the crown. The *Icecrown of Irrisen* deals

3d6 points of cold damage per round to any creature touching or wearing it as it absorbs body heat (or 6d6 points of cold damage per round to a creature with the fire subtype).

The *Icecrown of Irrisen* grants its wearer the following abilities: fire resistance 20, spell resistance 32, and a +4 enhancement bonus to Intelligence and Charisma (with ranks in Knowledge [local] and Sense Motive, as a *headband of vast intelligence*). The wearer doesn't take penalties to Strength, Dexterity, and Constitution from being of middle age or older (*Pathfinder RPG Core Rulebook* 169), and retains a youthful appearance, always appearing to be the same age as when she first put on the crown. Once per day, the wearer can summon three elder ice elementals that remain for 1 hour and follow her commands. In addition, the *Icecrown* gives its wearer the following abilities:

Constant—*tongues*

At will—*frigid touch*^{UM}, *ice crystal teleport*^{UM}, *Irriseni mirror sight*^{*}, *unseen servant*

3/day—*control weather*, *dominate monster* (creatures with the cold subtype only), *ice spears*^{*}

1/day—*overwhelming presence*^{UM}, *polar midnight*^{UM}

Finally, the *Icecrown of Irrisen* gives its wearer the ability to shape the ice that forms the Royal Palace in Whitethrone, allowing her to create or destroy walls, doors, windows, and even furnishings and decorations at will.

^{*} See *Pathfinder Adventure Path* #67 72–73.

DESTRUCTION

The *Icecrown of Irrisen* can be destroyed only if the perpetual winter that shrouds the land of Irrisen ends and the normal course of the seasons returns. In this case, the *Icecrown* melts away on the first day of Irrisen's new spring.

LABRYS OF THE STONE IDOL		PRICE 98,320 GP
SLOT none	CL 15th	WEIGHT 36 lbs.
AURA strong evocation		



This Huge, double-bitted stone axe, or labrys, is carved entirely of hematite, with a wooden shaft covered in fur. It functions as a +3 *stone impact*^{UE} *greataxe* that automatically resizes to match the size of its wielder, from Small to Huge size. The hematite that composes the axe is as strong as iron, and doesn't have

the fragile quality. Once per day, the *labrys of the stone idol* can be struck against the ground to create a powerful tremor, as the *earthquake* spell. When used in this way, the labrys creates a shield around its wielder, protecting him from the immediate effects of the earthquake, including fissures, falling rubble, and landslides. This shield disappears after 1 round, when the earthquake's effects end.

CONSTRUCTION REQUIREMENTS	COST 49,320 GP
Craft Magic Arms and Armor, <i>bull's strength</i> , <i>earthquake</i> , <i>giant form I</i> , <i>lead blades</i> ^{APG} , <i>shrink item</i>	

TASHANNA'S JOURNAL

PRICE 5,150 GP
WEIGHT 4 lbs.

This tome is bound in the hide of a winter wolf with pages of pure white vellum, though the pages' edges and the book's tarnished silver fittings show its age. The book is a journal kept by Tashanna, the ninth queen of Irrisen, daughter of Baba Yaga and sister of Queen Elvanna. It contains a personal history of Tashanna's 100-year rule, as well as her theories about Baba Yaga's true purpose in installing her daughters as successive monarchs of Irrisen—speculations that led to Tashanna's rebellion against her mother, known as the Witchwar. The journal also contains knowledge Tashanna accumulated and compiled in regard to the Great Beyond and the nature of magic in general. Tashanna's journal grants a +2 circumstance bonus on Knowledge (arcana), Knowledge (history), and Knowledge (planes) checks.

Elvanna added her own notes to the journal, and anyone reading the journal can learn much of the background behind the Reign of Winter Adventure Path, including Elvanna's scheme to use her half-brother Rasputin as the bait to trap their mother, and her plan to spread Irrisen's winter over all of Golarion.

At the GM's option, Tashanna's journal might also contain a few spells—either existing spells or completely new ones—that can be taught to a witch's familiar or copied into a wizard's spellbook.

WINTER'S REACH

PRICE
228,000 GP

SLOT none CL 19th WEIGHT 5 lbs.

AURA strong evocation and transmutation



This staff is made of a single icicle that tapers to a sharpened point at each end. It can be used as a +3 *icy burst quarterstaff* (only one end of the staff bears this magical enhancement), even if all of its charges are drained. It allows the use of the following spells and abilities:

• *Frostbite*^{UM} (1 charge)

- *Ice storm* (1 charge)
- *Freezing sphere* (2 charges)
- *Icy prison*^{UM} (2 charges)
- *Wall of ice* (2 charges)
- *Cone of cold* (3 charges)
- *Ice body*^{UM} (3 charges)

Like a *frost brand*, *Winter's Reach* extinguishes all nonmagical fires in a 20-foot radius. As a standard action, it can also dispel lasting fire spells, but not instantaneous effects. The bearer must succeed at a dispel check (1d20+19) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell. The staff can also be used to counterspell any spell with the fire descriptor as if with *dispel magic*. Dispelling or counterspelling a fire spell in this way uses 1 charge.

CONSTRUCTION REQUIREMENTS	COST 114,000 GP
Craft Staff, <i>cone of cold</i> , <i>dispel magic</i> , <i>freezing sphere</i> , <i>frostbite</i> ^{UM} , <i>ice body</i> ^{UM} , <i>ice storm</i> , <i>icy prison</i> ^{UM} , <i>wall of ice</i>	