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IRRISEN

LAND OF ETERNAL WINTER

2012

IRRISEN



Palace of the Brumal Lords

Crevasse Fields

Cathedral of Obalas

FEYFROST

Czarny Las

Haeringar's Keep

Holvirgang

Frost Giant's Fist

Blefmark

Vault of Silver and Ice

Skrata

Gojko

Vasterborg

Zelen

Morozny

Helgen

Algidheart

Kerad

Atvan

Trezira

Baldachin

Scrag Deep

Fey's End

Hagby

Whitethrone

Chillflight

Ytterjoma

Riekamesto

Isseld

Pjallaran's Stone

Ludovny

Coldwater

Ledenica

Glacier Lake

Badelund

Dobrova

Žaplava

The Frozen Road

Riba

Volfast's Tower

Waldsby

Hope Lost

Thanegraves

Kizobran

Saraby

Sosulka

Spider's Nest

Sascha

Marbleflow River

Nadzieja Lato

Dalton

Skala Foothills

Red Fox River

Witchcaves

Zlatomesto

Hoarwood Forest

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On the Cover



Our iconic witch Feiya faces off against one of Irrisen's most feared denizens—the intelligent winter wolf—on Daren Bader's frigid cover.

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Reference

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>Ultimate Combat</i>	UC
<i>Lands of the Linnorm Kings</i>	LLK	<i>Ultimate Magic</i>	UM
<i>Paths of Prestige</i>	POP		



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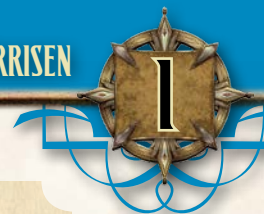
PATHFINDER CAMPAIGN SETTING: IRRISEN, LAND OF ETERNAL WINTER



IRRISEN

“Though some of his thanes objected, the great love and respect the ailing King Ethered had won over his many years ruling Raemerrund carried the day. And so his eldest son, scholarly, introspective, and decidedly unmartial, would assume the Elkhorn Crown, despite possessing neither the prowess nor the intent to slay the linnorms that gave those rough lands their name. Jarguut was clever and sensible, said the old king, and he would lead Raemerrund with wisdom. But fifteen years later, the evil crone Baba Yaga, marching down from the windswept glaciers of the north with her monstrous army, met a kingdom ruled by a Linnorm King who had never earned that title—a king now known as Jarguut the Weak, Jarguut the Unready, and Jarguut the Last.”

—From *The Conquering Cold: A Brief History of the Winter War*



Nearly 1,400 years ago, the Witch Queen Baba Yaga and an allied army of trolls, frost giants, winter wolves, and icy fey minions swept down from the Crown of the World to crash upon the easternmost Lands of the Linnorm Kings like an apocalyptic avalanche, slaying their formidable Ulfen defenders by the thousands. The first hammer's blow of the Winter War landed on the Linnorm Kingdom of Raemerrund. Under the leadership of studious King Jarguut—a Linnorm King who inherited his crown without performing the legendary quest that title traditionally demands—Raemerrund collapsed like fractured ice in a mere 6 days. The squabbling thanes of the Djurstor Confederacy to Raemerrund's south managed to resist the onslaught for 17 more days, but they too fell to the otherworldly witch's irresistible army. In under a month, Baba Yaga conquered two independent kingdoms that had stood for centuries and remade them into the nation of Irrisen, a land swathed forever in bitter, supernatural winter.

But Baba Yaga soon lost interest in her newfound realm. She left Golarion, handing power to her eldest daughter, Jadwiga, who proved herself every bit as capable and cruel as her mother, and established the nation of Irrisen as it's known today. Queen Jadwiga divided her nascent kingdom into four provinces—Bleakmarch, Hoarwood, Thronehold, and Wintercruz—and directed the construction of new cities to serve as provincial capitals, built by the conquered and enslaved Ulfen inhabitants. The new queen awarded her most trusted daughters authority over these lands, granting them the title of duchess. She awarded a fifth province to the capricious and cruel fey who had aided her mother in conquest, granting them the land north of the Frozen Road—now called Feyfrost—and allowing these unpredictable allies to do whatever they wished. A sixth province, the Verge, was later carved out of Wintercruz to guard the border with the Lands of the Linnorm Kings.

The many pastoral Ulfen villages that dotted the countryside before the Winter War died cruel deaths from isolation and neglect over time as Irrisen's endless winter limited travel, eliminated game, and prevented all agriculture. With few exceptions, only towns along the nation's rivers or the shores of Glacier Lake managed to survive in this stark new environment. They rely on fishing and shipments of imported grain and other staples that make the journey along the frigid waterways and snowy land routes from surrounding nations where the seasons still dance through their eternal cycle.

During the century following the Winter War, Queen Jadwiga's armies, led by her male progeny, made many attempts to expand the new kingdom's borders, but the Linnorm Kings and Mammoth Lords on Irrisen's borders kept vigilant watch over their belligerent neighbor and

Witch-Trees of Irrisen

After 1,400 years of winter, nearly all growing things in Irrisen are long dead or locked in eternal hibernation. The great birches, elms, and oaks of the forests are bare of leaves, and only tall evergreens such as firs, pines, and spruces provide a green break to the endless blues and whites of ice and snow. The coniferous winteryew tree, believed to have been brought to Golarion from some far-off world by Baba Yaga, is absolutely essential to the survival of many species of Irrisen. Winteryews' cones produce edible seeds year-round, and their bark, which grows back even in Irrisen's frigid temperatures when stripped from the trunk, provides nutrition for other animals, including humans. Were it not for the winteryew, known colloquially as the "witch-tree," no wildlife could survive in this wintry land.

resisted further invasion. Many blamed Queen Jadwiga's failure to continue the conquest of northern Avistan for causing Baba Yaga to return to Golarion 100 years later. Baba Yaga removed Queen Jadwiga and the first generation of her children from Golarion, and crowned the deposed queen's sister Morgannan as Irrisen's new queen. Those descendants of Queen Jadwiga who had held positions of prestige and authority were pushed aside by the offspring of the new queen. Jadwiga's descendants, who resented this affront but were unable to oppose it, assumed lesser roles in the hierarchy, venting their anger upon the enslaved Ulfen folk who made up Irrisen's peasant population and scheming with and against one another for privileges, luxuries, and revenge. This ritual has been repeated every hundred years, with Baba Yaga returning to replace one daughter with another, and taking the deposed queen and the queen's children with her when she leaves Golarion. Elvanna is Irrisen's current queen, and her own centenary creeps closer with every passing day.

Baba Yaga's descendants are known today as Jadwiga, taking their name from Irrisen's first queen, though many outsiders incorrectly translate the term as "children of the witch-mother." By all appearances human, the Jadwiga are a vain, arrogant, and cruel people, proud of their bloodline and the authority and privilege it brings. The many petty rivalries and bloody feuds between Jadwiga clans are all that enables the oppressed lower orders to survive in Irrisen.

Although there are rare exceptions to the rule, female Jadwiga winter witches run the nation's government. These Jadwiga make up the ranks of the White Witches, who are much feared both within Irrisen's borders and without. Male Jadwiga command Irrisen's military.



Ultimately, though, all answer to the reigning queen, whose ruthless vindictiveness is legendary. Most are careful not to earn the ire of their ruler and her most influential progeny.

Sitting at the summit of Irrisen's rather severe hierarchy are the offspring of the reigning queen. Holding positions of power and prestige in the government and military, they are haughty and disdainful of all lower classes. Below this elite are the descendants of Irrisen's previous queens. These Jadwiga make up the broad upper and middle classes of Irrisen, and they are a varied lot. Though most are proud and vindictive, they give reluctant public respect to the Jadwiga Elvanna, lest they anger an aristocrat of real authority and venom. They vent much of their bile upon the unfortunates at the bottom of the hierarchy.

Monsters such as ice trolls, ogres, snow goblins, winter wolves, frost giants, and cold fey come next in the pecking order. Allies of the Jadwiga, these creatures live either in the major cities of Irrisen or in scattered tribes across the snowy wilderness. Those living in settlements tend to keep themselves largely separated from the Jadwiga and Ulfen residents, and despite their lower rank, most Jadwiga treat them with a measure of respect, fearing their well-earned reputations for impulsive violence. Navigating the widely varying cultures of these monstrous citizens is one of the more dangerous aspects of life in Irrisen.

Merchants, visiting scholars, and other foreigners (including adventurers) make up the next rung of the social hierarchy. These folk tread very lightly in Irrisen if they are wise, and are rarely seen outside the nation's major cities. Their presence in Irrisen is tolerated for the most part as essential for the nation's economic health, but this does not mean that individuals can't run afoul of their betters. The potential rewards for trade with Irrisen are immense since the land depends so heavily on imported foodstuffs, lumber, and other goods whose production is taken for granted by nations that experience four seasons. But the dangers in this strange place are legion, and there are countless tales of those who came to the Land of Eternal Winter thinking to make their fortunes and found their dooms instead. Still, those who master the contradictory art of being at once bold and cautious can reap enormous wealth.

Descendants of the Ulfen survivors of the Winter War lie at the bottom of Irrisen's brutal hierarchy, though their resemblance to the Ulfen people of the Lands of the Linnorm Kings has been utterly erased. Their culture is now an inward and frightened one, filled with primitive superstitions and odd customs. This peasant class makes up the bulk of Irrisen's population, scraping out a meager existence in towns and villages along Glacier Lake and Irrisen's rivers. Most Jadwiga consider these settlements insufferably backward and dull, and a posting to one is seen as exile or worse—few Jadwiga live in such places willingly.

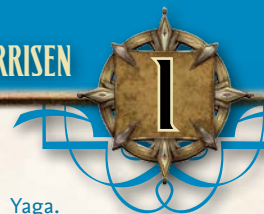
The peasant citizens of these towns, a group that includes dwarves, half-orcs, and a smattering of other races in addition to humans of Ulfen stock, understand their dubious position. While nominally free as long as they serve their function, they can instantly become the property or playthings of any Jadwiga who takes a fancy to them—in a word, they are serfs, and they live their lives in fear.

By contrast, those native Ulfen and other races residing in Irrisen's larger cities have no illusion of freedom. They are slaves, at the very bottom of the social hierarchy, existing only to serve the Jadwiga and the Jadwiga's monstrous allies. Though the common trappings of slave-owning cultures—such as slave pits, auction blocks, and branding—are largely absent from Irrisen, there is no doubt about the servile condition of these city-dwelling folk.

The organization of most Irriseni provinces is similar: Several towns of Ulfen peasants (generally ruled by a local White Witch baroness or countess) work to supply the provincial capital (ruled by a White Witch duchess who controls the entire province) with imported goods, lumber, and other raw materials. These peasants are more serfs than slaves, but they exist in a state of abject servitude to the Jadwiga aristocracy. Assigned roles in their communities and forced to pay oppressive taxes, they have no real freedom. Marriages, movement to another settlement, even the construction of minor buildings must all be scrutinized and approved by the local Jadwiga noble or her designated agent. This arrangement was put in place during the reign of Queen Jadwiga and has continued uninterrupted for centuries.



Queen Elvanna



Irrisen Timeline

The following timeline describes the major events in Irrisen's 1,400-year history.

Date	Event
3298	King Ethered of the Linnorm Kingdom of Raemerrund dies and is succeeded by his bookish son, Jarguut, despite grumbling from a number of thanes that the new king has not slain a linnorm.
3304	Several of Raemerrund's thanes demand independence from Jarguut's rule. The king quietly accedes, and the lands constituting what is now the southern half of Thronehold join the Djurstor Confederacy, a loose association of bickering thanedoms.
3312	The northern lights flare so brightly during the summer that they are sometimes mistaken for the sun. The winter is more bitterly cold than any on record, with swords shattering in the frigid temperatures. Scholars later name these omens of what is to come.
3313	The Winter War. Baba Yaga invades Raemerrund and the Djurstor Confederacy, conquering both in a mere 23 days. The nation of Irrisen is born, with Baba Yaga's eldest daughter, Jadwiga, crowned queen. The land is divided into five provinces: Bleakmarch, Feyfrost, Hoarwood, Thronehold, and Wintercruz. Feyfrost is given to the cold fey who aided Baba Yaga's conquest.
3314	The cities of Algidheart, Redtooth, and Vonosh are founded to serve as provincial capitals.
3370	The Holvirgang Uprising. Angered by the erratic and malicious conduct of the fey of Feyfrost, several frost giant clans from Holvirgang declare war and descend from the north.
3373	Queen Jadwiga successfully puts down the frost giant rebellion, but alters the borders of Feyfrost so that it is no longer in close proximity with the major frost giant strongholds of the Winterwall Glacier. The fey sign Jadwiga's Ice Compact, agreeing to establish a more traditional capital and restrain their more anarchic brethren from antagonizing the giants. Chillblight is built on the Frozen Road, imitating a human city but crafted solely from ice. The Brumal Lords refuse to relinquish their rights to torment whomever they like and retreat to their palace in the northeastern reaches of Feyfrost.
3374	Queen Jadwiga descends on the Brumal Lords and seals their palace with the <i>Lock of Pajari</i> .
3412	Year of the Three Riders. A trio of mysterious fey riding sorcerous mounts is seen across Irrisen. Rumor has it they are passing judgment on those
	who have failed to keep faith with Baba Yaga. Queen Jadwiga puts a price on the Riders' heads, to no avail.
3413	Baba Yaga returns to Irrisen, deposes Queen Jadwiga, and places her daughter Morgannan on the throne as Irrisen's second queen. Baba Yaga takes Jadwiga and the first generation of her children from Golarion; their fate is unknown.
3444	Morgannan discovers a plot by descendants of Queen Jadwiga in the city of Vonosh, though not in time to prevent the death of her daughter, the Duchess Anisya. Morgannan descends on the city in righteous fury, putting all of Jadwiga's 1,300 offspring dwelling there and over 3,000 other inhabitants to the sword without trial, and obliterating the city. Morgannan commands that the new capital for Hoarwood be carved from a gigantic oak in the Hoarwood Forest.
3445	The Hoarwood Rebellion. The Ulfen peasants of Hoarwood, led by their druids, attempt to stop the desecration of the giant oak ordered by Queen Morgannan. Hundreds of the rebels are ritually exsanguinated, their blood fed to the roots of the great oak, killing it. Although the rebellion is short-lived, an underground movement known as of the Heralds of Summer's Return is born of its ashes.
3449	Completion of the city of Hoarwood. Osilla Morgannan, third daughter of the reigning queen, is installed as the new Duchess of Hoarwood in an extravagant ceremony. Clandestine members of the Heralds of Summer's Return manage to disrupt the ceremony, and Duchess Osilla loses her left eye in the violence. Osilla's first official act as Hoarwood's duchess is to have every Ulfen peasant's left eye put out across the entire province.
3512	Second Year of the Three Riders. Repeating the events of 3412, the Black, Red, and White Riders reappear in Irrisen, roaming the countryside and accosting those who have fallen short. The Riders are seen as a sign that Baba Yaga will return in a year's time and take Morgannan with her. Morgannan scoffs at these rumors and has several prominent seers thrown from the walls of the Royal Palace in Whitethrone for predicting as much.
3513	Baba Yaga returns, deposes Morgannan, and places her daughter Urvalane on the throne as Irrisen's third queen.
3514	Urvalane splits Wintercruz into two provinces. The western half, named the Verge, contains the old capital of Redtooth and is placed in the hands of Urvalane's second son, Kazimir. He is charged with harrying the Linnorm Kings across the western border. Urvalane makes the Ulfen town of Morozny

Queens of Irrisen

The daughters of Baba Yaga form an unbroken dynasty that has lasted for 1,400 years. Listed below are all of Irrisen's queens and the dates of their reigns.

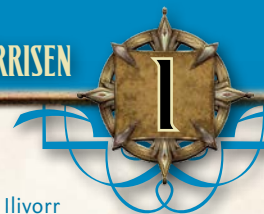
Reign	Queen
3313–3413	Jadwiga
3413–3513	Morgannan
3513–3613	Urvalane
3613–3713	Pjallarane
3713–3813	Aelena
3813–3913	Harcatha
3913–4013	Sascha
4013–4113	Karina
4113–4213	Tashanna
4213–4313	Velikas
4313–4413	Kseniya
4413–4513	Betyrina
4513–4613	Yelizaveta
4613–4713	Elvanna

Wintercruz's new capital, resulting in that city's subsequent growth.

- 3613 Baba Yaga returns again, deposes Urvalane, and places her daughter Pjallarane on the throne as Irrisen's fourth queen. This event firmly establishes that each of Baba Yaga's daughters has but a century to rule, at which time the Witch Queen will return to take the deposed queen and the first generation of her children away from Golarion.
- 3713 Baba Yaga returns to depose Pjallarane, but Pjallarane and her children resist. Baba Yaga ruthlessly puts down the rebellion in a single day, now known as the 24-Hour War, and places her next daughter, Aelena, on the throne as Irrisen's fifth queen.
- 3813 Baba Yaga returns, deposes Aelena, and places her daughter Harcatha on the throne as Irrisen's sixth queen. In contrast to her predecessor, Aelena serenely announces to her children that they will go with her mother to explore strange worlds and planes. Aelena and the first generation of her offspring leave Irrisen without resistance.
- 3816 Harcatha reduces the levies and taxes on peasants by a third, fearing that the onerous demands of previous monarchs are ruining the economic health of the provinces. When word reaches Whitethrone that Irrisen's peasants are calling her "Harcatha the Kind," the queen orders her soldiers to go from town to town, cutting off the little finger on the right hand of every peasant family's youngest child.

Harcatha is no longer referred to as "kind," but taxes remain lowered.

- 3913 Baba Yaga returns, deposes Harcatha, and places her daughter Sascha on the throne as Irrisen's seventh queen. Queen Sascha's first act is to raise levies and taxes to their pre-Harcatha levels.
- 3937 The Harcatha Rebellion. The descendants of Queen Harcatha attempt to wrest control of Irrisen from Queen Sascha and her progeny because of perceived indignities visited upon them by the Jadwiga Sascha. The rebellion ultimately fails, and many Jadwiga Harcatha are put to the sword. A number of survivors of the conflict retreat to the Witchcaves in southern Hoarwood.
- 4013 Baba Yaga returns, deposes Sascha, and places her daughter Karina on the throne as Irrisen's eighth queen.
- 4079 A small but lethal contingent of Jadwiga Harcatha, wildly insane, emerges from the Witchcaves to terrorize the trade routes and towns of Hoarwood. Queen Karina's eldest son, General Chernim, defeats the crazed Jadwiga, and Karina orders the icy Witchcaves sealed.
- 4113 Baba Yaga returns, deposes Karina, and places her daughter Tashanna on the throne as Irrisen's ninth queen.
- 4155 The Great Eastern War. Queen Tashanna commits enormous resources to a full-scale invasion of the Realm of the Mammoth Lords, conquering all the lands between the Frozen Road and the Gullik River to the base of the Tusk Mountains. Within a year, Tashanna establishes a new province, Rimetusk, in the conquered lands, and lays the foundations for the provincial capital of Tashagrot.
- 4159 Desna's Vengeance. A huge force of united Mammoth Lord followings under the leadership of a ragged priest of Desna named Anok drive the Irriseni out of their lands and back across the Gullik River. The city of Tashagrot is razed to the ground, and the supernatural winter recedes with the invaders' retreat.
- 4213 The Witchwar. Baba Yaga returns, but Queen Tashanna rebels, using the *Torc of Kostchtchie* to force the demon lord Kostchtchie to aid her in the short but bloody rebellion against her mother. Baba Yaga defeats Kostchtchie, who flees to Iobaria, and captures Tashanna before executing her followers and interring them in a hidden necropolis called the Veil of Frozen Tears. Baba Yaga's daughter Velikas ascends the throne as Irrisen's tenth queen.
- 4225 Surveyors discover rich veins of silver in western Bleakmarch. The Vault of Silver and Ice is established to exploit these resources.



- 4227 Following the discovery and exploitation of the new vein of silver, miners working in the Vaults of Silver and Ice contract a terribly contagious and lethal disease called chillbane fever. Hundreds of miners and their overseers die before the Vaults are abandoned and sealed, but the epidemic spreads, devastating the city of Algidheart. In desperation, Queen Velikas turns to a priestess of Desna from the Realm of the Mammoth Lords, who manages to eradicate the contagion, though a lesser strain of the illness can still be contracted today.
- 4313 Baba Yaga returns, deposes Velikas, and places her daughter Kseniya on the throne as Irrisen's eleventh queen.
- 4378 The Bloodstone Conservatory, a school for conjurers and summoners, is founded in the wilderness of Feyfrost.
- 4413 Baba Yaga returns to depose Kseniya and place her daughter Betyrina on the throne as Irrisen's twelfth queen. Kseniya attempts to take her own life rather than leave Golarion with her mother. Many of Kseniya's children do the same, but in the end Kseniya is seen on a balcony of the Royal Palace with her mother, the deposed queen's wrists bound with bloody bandages. Queen Betyrina ascends to the throne the next day.
- 4513 Baba Yaga returns, deposes Betyrina, and places her daughter Yelizaveta on the throne as Irrisen's thirteenth queen.
- 4529 The Spider's Nest appears in the Hoarwood Forest. Queen Yelizaveta's soldiers slay the arachnids that pour forth from the hole, but the origin of the strange crater remains uncertain.
- 4613 Baba Yaga returns, deposes Yelizaveta, and places her daughter Elvanna on the throne as Irrisen's fourteenth queen.
- 4623 Queen Elvanna grants the town of Trezira a monopoly on ice cleaving along the Frozen Road.
- 4642 Three dozen prominent Jadwiga Yelizaveta are accused of fomenting rebellion against Queen Elvanna. All are found guilty by the Cold Sisters, flayed alive, and frozen into the walls of the Royal Palace in Whitethrone.
- 4695 Baroness Hedvika of Kizobran and her husband die in a mysterious fire. They are succeeded by their daughter Veviane, a strange woman with mismatched eyes.
- 4708 Three sentinel huts along Irrisen's border are mysteriously destroyed by fire. The guardian dolls inside the huts are not found among the ashes.
- 4710 Queen Elvanna sends her granddaughter Ilivorr Karanasi on a mission to Irrisen's northernmost reaches. The details are kept secret, but rumors persist that Ilivorr went in search of the Veil of Frozen Tears.
- 4711 The mysterious Minesqa Rovoyosh appears in the town of Belila in Bleakmarch, bringing with her a strange new religion called the Way of Transcendent Bliss.
- 4712 Seven winter wolves cross the Verge's border to defect to the Lands of the Linnorm Kings. All but one are slain by the Blackravens.
- 4713 The current year. Baba Yaga is expected to return to depose Queen Elvanna and place a new daughter on the throne of Irrisen.



Baba Yaga

BLEAKMARCH

SNOWY WILDERNESS

The province of Bleakmarch is framed by the Iceflow and Rimeflow rivers to the west and south, Glacier Lake to the east, and the Winterwall Glacier to the north. Every single settlement in the province sits on one of these waterways, and the interior is a snowy wilderness of rolling plains dotted with patches of conifers and dormant, leafless deciduous trees. While some herbivorous wildlife has survived in this harsh interior—various breeds of birds and deer, for instance—these hoary lands are just as often home to less mundane creatures. Yetis are not uncommon, and strange boreal brutes warped by the centuries-long supernatural winter prowl the countryside. Except for the occasional peasants venturing away from civilization to engage in fur trapping or hunting, humanoids otherwise leave the interior to the beasts. Hungry frost giants, antisocial thugs who resent abiding by their treaties with the White Witches, travel alone or in small groups and often waylay townsfolk they come upon. Indeed, some occasionally present themselves on the outskirts of a town and demand tribute to leave the settlement intact. Wise townsfolk make sure these intruders get what they want.

Algidheart: The city of Algidheart was one of the first provincial capitals created by Queen Jadwiga following the Winter War. Algidheart's builders were proud of the massive walls they erected, a full 60 feet high with towers 80 feet tall and walkways so broad that two detachments of city guards could march past one another. But they did not anticipate the population growth the city would experience. Since no one wanted to live outside the town's mighty walls, there was but one solution—build up. Over the centuries, the architects of the Bleakmarch's capital have designed buildings that sit one on top of another, structures that seem improbable and always on the verge of collapsing. And yet not a single building has fallen over in the city's long history. These teetering edifices, known collectively as the Soaring Districts, are connected by a bewildering collection of stairways, ramps, bridges, and platforms. More than half of these lofty structures stand vacant, however. Algidheart's upper class has never really recovered from the dreadful chillbane epidemic

that devastated the city's population almost 500 years ago. Nevertheless, strangers to Algidheart can easily become lost in this three-dimensional labyrinth.

Prestige in Algidheart is signified by how high one dwells in the city. Jadwiga and wealthy foreigners live in the eight Soaring Districts at the city's center.

One arm of the city guard is tasked with nothing else but evicting illegal peasant squatters from empty buildings in these coveted spaces, for by law no non-Jadwiga can live in a building greater than two stories in height without special dispensation from the duchess of Bleakmarch.

Each Soaring District houses a different class of privileged residents. At the city's very center are the Hanging Markets, a complicated collection of platforms suspended from the surrounding buildings. This has been the traditional fief of the Jadwiga Morgannan for 13 centuries, and Lady Riina Morgannan fiercely protects that privilege. Foodstuffs and

wares from across Golarion may be purchased at these suspended bazaars, as well as services of every description. Many of the city's middle-class Jadwiga reside in the district called the Barony, close to the duchess's Tiered Keep, but the oldest Jadwiga families—and Lady Riina herself—live in Winghammer. Helcotte Wedge and Cloudkeep Aerie are home to those Jadwiga of more recent pedigree, descendants of queens from only the last 500 years or so. Rich foreign traders tend to congregate in Bloodmerchant Towers. Most of the city's monstrous population, primarily winter wolves and cold fey, live in Witchspire. Fyodov's Wedge, named for a Jadwiga alchemist of great renown who died in an explosion of his own making, is mostly deserted, but those seeking obscure formulae or alchemical concoctions can often find what they're looking for in one of several laboratories and workshops in the district.

The duchess of Bleakmarch, Weneschia Elvanna, and her consort, Count Pavel, hold court in the massive castle called the Tiered Keep, which also houses one of Irrisen's largest temples to Zon-Kuthon, presided over by the duchess herself. Algidheart's bureaucracy toils in the lower levels of the keep, where the entrance doors are only 2 feet high, forcing bureaucrats, servants, and low-ranking



Duchess Weneschia



Alignment: NE

Provincial Capital: Algidheart

(6,720)

Notable Settlements: Atvan (415),
Belila (840), Helkgen (420),
Kerad (260), Soduras (880),
Trezira (735), Yensa (1,350)

Ruler: Duchess Weneschia Elvanna
(LE female human cleric of Zon-
Kuthon 11/witch 4)

Major Races: Dwarves, fey, frost
giants, gnomes, humans, ice
trolls, winter wolves

Languages: Hallit, Skald

Resources: Fish, furs

visitors to enter on their hands and knees. More exalted visitors enter via the Skybridge, an impossible stone structure that stretches from the Barony to the keep's penultimate tier. The city's storage silos flank the keep on either side, and the Parade Fields, two broad expanses of open ground before the keep, hold the permanent camps of Algidheart's city guard. The guard is under the command of the count, a summoner of some skill whose huge, black, batlike eidolon—believed to be summoned from the Shadow Plane—can often be seen circling the castle and swooping over the Parade Fields.

Algidheart's peasants and slaves live in the districts surrounding the city's towering central quarters, their hovels prohibited by law from standing more than two stories tall. The largest of these districts is Low Winghammer, a slum just south of the Snowrunner Gate, where pickpockets are a plague and taverns outnumber every other type of business. Many visitors of modest means stay at the Cold Hostel, a converted warehouse now consisting of a huge dining hall and dozens of sleeping rooms packed with bunks. When asked about letting a private room, the proprietor **Hans Bazievsky** (N male

human expert 3/rogue 3) answers, "Plenty of personal space in the ground—not here." To the northeast is an even more dangerous and unwelcoming district known as the Huddle, a shantytown of shacks and hovels that hug the city's north wall, occupied by the truly destitute—invalids, hopeless drunkards, addicts, and debt slaves. Potsill's Quarter, along the banks of the Rimeflow, houses the city's largest concentration of dwarves. It is home to many artisans, including the members of the Gemcutters' Guild, the only officially recognized non-Jadwiga organization in the city. The busy Riverfront district is lined with warehouses and wharves, and is abuzz with activity day and night as workers see to the loading and unloading of merchant ships. Those entering the city from the Eastroad Gate enter the Coldwater district, named for the waters of the Rimeflow, which have been diverted to form three ponds where the locals catch fish for their dinners. Coldwater is the most comfortable non-Jadwiga quarter, inhabited mostly by well-off outsiders and adventurers who have settled down in Algidheart for one reason or another. It also hosts the so-called Warm Market, a huge warehouse that serves as an indoor bazaar.



Atvan: This small peasant town is ruled by **Baroness Baelara** (NE female human witch 5), but Lady Baelara is in turn ruled by her husband, **Gregouri Urvalane** (NE male human bard 5), a handsome, womanizing lout. Gregouri's sexual escapades with other women have driven Lady Baelara to distraction; indeed, it was the couple's indiscreet rows that led to their banishment here, far from Whitethrone society, which had grown weary of their marital battles. Of course, the ones who truly pay the price now are the young women of Atvan who attract Gregouri's amorous attentions, for the baroness has been known

to react with extravagant rage at any suggestion that her husband might have a new paramour. To avoid incurring the baroness's wrath, **Vaclav Konstantin** (N male human fighter 2), proprietor of the Seal Skinner Inn, has closed down his brothel and employs only local grandmothers in the inn's common room.

Like most peasant settlements, Atvan survives by providing shelter, food, and entertainment for merchant traffic sailing to and from Whitethrone. However, it is widely known that Atvan has coveted its northeastern neighbor Trezira's ice cleaving monopoly for most of Queen Elvanna's reign. The Jadwiga **Ivan Markovic** (N male human expert 3/rogue 4), one of Atvan's wealthiest residents apart from the baroness, has offered a small fortune to anyone who can engineer circumstances so that he can usurp that lucrative trade.

Belila: One of Queen Elvanna's many great-granddaughters, **Baroness Frederyka** (NE female human witch 5/winter witch^{POP} 3), and her husband **Baron Boaloc** (NE male human ranger 7), rule over this river town on Bleakmarch's northwestern border, but wish they were with their own kind in Algidheart or Whitethrone. They vent their frustrations on the peasants in myriad petty ways, visiting cruelties small and large—especially on those who serve in their stony keep. But these peasants are powerless to change their station, bound to obey the commands of Elvanna. Like many of their kin in provinces across Irrisen, they are desperate for something to kindle the waning embers of their interest in life. Two years ago, a woman named **Minesqa Rovoyosh** (CE female human cleric of Sifkesh 7/demoniac 3) showed up in Belila, claiming to have come from the far-off land of Iobaria, and bringing with her a new faith called the Way of Transcendent Bliss. Some scoffed at the ecstatic gibberish that erupted from Minesqa's mouth as she walked about the town clad only in multicolored silks, seemingly impervious to winter's howling winds. But today, more than half the town has converted to her strange new religion, the baroness and baron included. What none of the townsfolk have yet realized is that the Way of Transcendent Bliss is a demonic cult dedicated to the worship of the Sacred Whore Sifkesh.

Minesqa holds rapturous rituals in a converted chapel of Pharama, abandoned by its previous adherents after the church's former priest committed suicide upon realizing the blasphemies he had embraced along with the charismatic foreigner. The dead cleric's bones, still clad in his bloodstained Pharamin vestments, form a centerpiece of the rededicated chapel.

The captain of Belila's town guard, a Jadwiga man named **Warda Kseniya** (LE male human fighter 6), and **Anastazy Bronzhammer** (N male dwarf fighter 4/rogue 2), the town's blacksmith, are two very alarmed non-converts. The unlikely friendship they formed over many flagons of



Minesqa Rovoyosh



ale has led them to share their deep misgivings about this foreign faith and to found a nascent anti-Transcendent movement. With the baroness a devoted follower, the pair have realized that outside assistance is necessary to make any sort of move against the cult. To this end, Anastazy has been carefully approaching visitors to Belila to find anyone likely to give aid in their endeavor to uncover the truth of this Minesqa and her alien religion.

Frost Giant's Fist: A huge fortress made of bone and granite, Frost Giant's Fist perches at the southern edge of the Winterwall Glacier, home to an undead frost giant jarl and his solid gold throne. Frost Giant's Fist is detailed on page 45.

Helkgen: The Ulfen residents of Helkgen have but two concerns in life. The first is making certain that merchant ships hugging the shores of Glacier Lake are well provisioned and sent safely on their way—trade must flow, or their Jadwiga betters will hear of it. The second is collecting sufficient tribute throughout the year to give to the rapacious and unforgiving denizens of Scrag Deep (see page 12). The unenviable position of mayor is filled by the casting of lots. Whoever holds the title does so for 5 grim years and is soon hated for the exorbitant levies and demands placed upon residents to make certain the scraggs get their due. Helkgen's current mayor is **Valka Dagsdottir** (N female human rogue 6), an Ulfen woman in her fourth year of earning the ire of her fellow townsfolk while working hard keeping them safe from the aquatic trolls. She is always on the lookout for foreign adventurers willing to exchange her leads to hidden treasure hoards in the Bleakmarch countryside for a percentage of their bounty—anything to better fulfill the ever-increasing demands of Scrag Deep. Better yet, she'd prefer to convince some intrepid souls to take the fight directly to the scraggs in their frigid depths, but this is simply wishful thinking so far.

Holvirgang: Traditional seat of the ostensible jarl of all Irriseni frost giants, the great keep and caverns of Holvirgang have stood for centuries. **Jarl Grunginnir** (CE male frost giant ranger 11), a devoted follower of the demon lord Kostchtchie, currently sits the throne. Though Grunginnir mouths his loyalty to Irrisen's ambassador, **Yrsa Betyrina** (LE female human witch 6/winter witch^{POP} 6), at his councils he grumbles about being answerable to "mere women." For now, he dutifully swears fealty to Whitethrone and sends regular levies of his household warriors to serve in Queen Elvanna's army. However, he regularly consults with the frost giant oracle Haeringar the Deathless in northern Feyfrost, and makes bloody sacrifices to Kostchtchie deep in the caverns of Holvir. Perhaps when Baba Yaga returns to depose Elvanna and replace her with a new queen, Grunginnir and his giants will take Irrisen for their own kind.

Jadwiga Naming Conventions

The Jadwiga are a human ethnicity descended from Irrisen's queens, and thus can trace their bloodlines back to Baba Yaga herself. Although the Jadwiga display a markedly peculiar psychology, perhaps a result of their progenitor's otherworldly origin, they are physically identical to the other human ethnicities of Golarion. In Irrisen, however, Jadwiga is more than just an ethnicity; it is also a symbol of one's position in that nation's social order.

Jadwiga usually take their surnames from their royal antecedents, so a Jadwiga named Ivana who can trace her lineage back to Queen Karina is usually known as Ivana Karina. However, some Jadwiga have dropped this convention for various reasons, with many assuming surnames that have grown out of Irriseni culture. Although nearly every Jadwiga is well acquainted with her lineage, it could thus be hidden from the rest of the world. Given the many feuds and conflicts between descendants of the various queens, this is often an advantage. As with almost every matter in Irrisen, it is wise to tread lightly on the subject of pedigree.

Holvirgang serves as a meeting place for traders traveling over the Crown of the World and the Realm of the Mammoth Lords. Many of these goods are traded in Trezira to the south, and thus make their way to the rest of Irrisen. **Holg Tuskrider** (CN male human barbarian 8), a merchant hailing from Icestair, frequently visits Holvirgang, and never neglects to bring the jarl a gift. He solicits the assistance of mercenaries to harry the shipping routes of trade rivals, and pays them handsomely for success.

More information on Holvirgang can be found in *Pathfinder Module: The Witchwar Legacy*.

Kerad: Commonly known as "Poor Little Kerad" in more well-to-do settlements, this peasant village doesn't have much to offer outsiders traveling up and down the Rimeflow. Situated between sprawling Morozny less than 25 miles to its east and more welcoming Zelen a comparable distance westward, Kerad doesn't entice river traffic to even stop. Its meager attractions include a single inn hardly worthy of the name and a drinking house that is little more than a cramped room with a fireplace. No Jadwiga has been sent to govern lowly Kerad, and the townsfolk don't mind in the least. In fact, rather than offer their furs to passing merchants and draw in more traffic, Kerad's trappers routinely sail down the Rimeflow to sell their pelts in Zelen. Inhabited mostly by fisherfolk and fur trappers, the town elects its mayor every 10 years. The current holder of the post is **Anichka Labacova** (NG female human ranger 6), a trapper of some renown and a



ALGIDHEART

LE small city

Corruption +4; **Crime** -1; **Economy** +2; **Law** +4; **Lore** +1;
Society -1

Qualities insular, notorious, racially intolerant (non-Jadwiga humans), tourist attraction

Danger 15

DEMOGRAPHICS

Government overlord

Population 6,720 (5,042 humans, 534 gnomes, 336 dwarves, 260 fey, 158 ice trolls, 112 winter wolves, 278 other)

Notable NPCs

Count Pavel Elvanna, Consort to Duchess

Weneschia (NE male human summoner 11)

Duchess of Bleakmarch Weneschia Elvanna (LE female human cleric of Zon-Kuthon 11/witch 4)

Lady Riina Morgannan, Mistress of the Hanging Markets (NE female human bard 12)

Master Adept of the Gemcutters' Guild Marpolg Shardgrinder (N male dwarf expert 5/rogue 3)

MARKETPLACE

Base Value 6,000 gp; **Purchase Limit** 37,500 gp;

Spellcasting 6th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

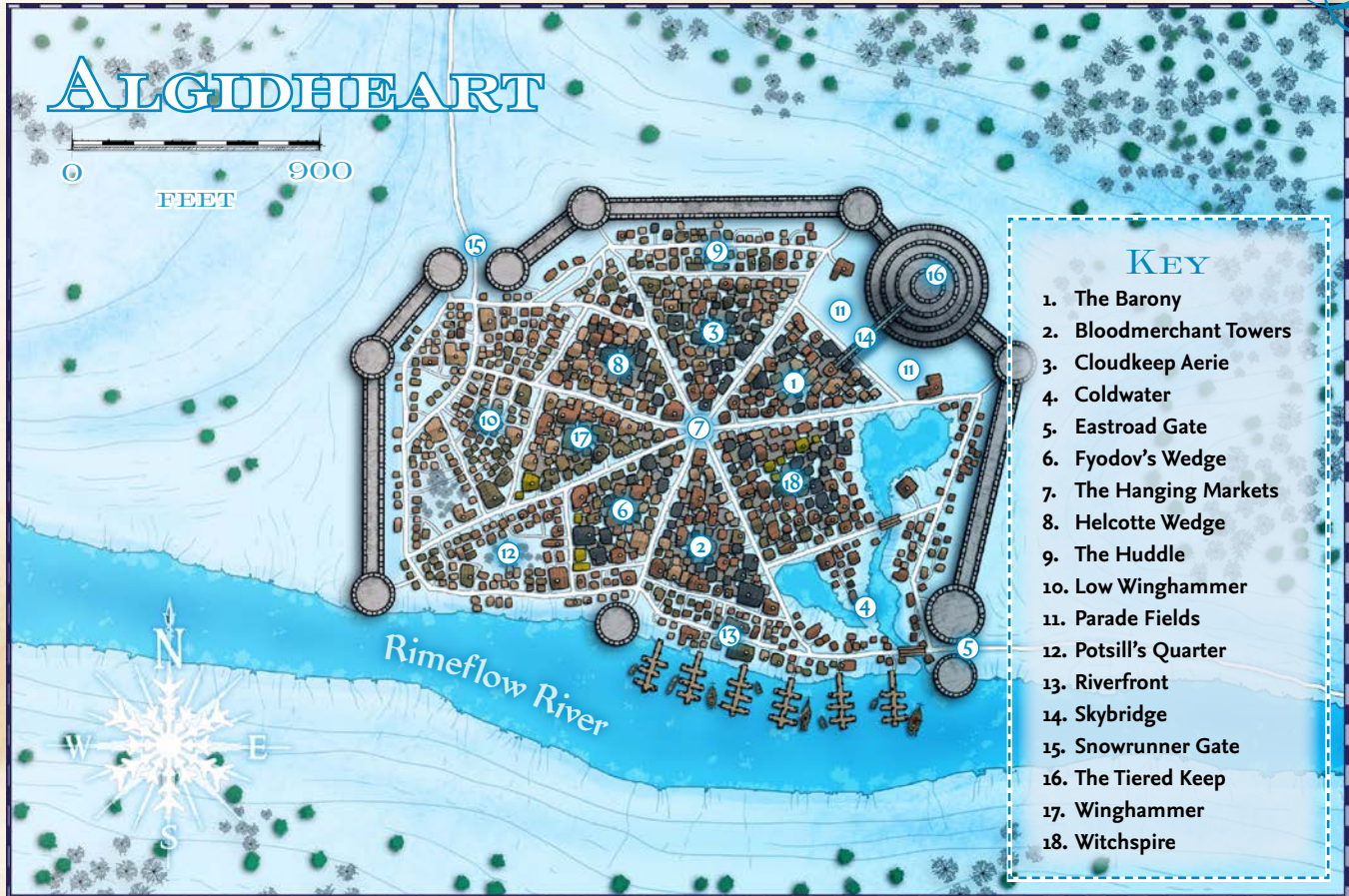
member of the underground resistance called the Heralds of Summer's Return. In fact, a number of the townsfolk are members of the organization, and it isn't uncommon for the Heralds to meet in "Poor Little Kerad" to plan larger acts of sedition. A carefully disguised shrine to Desna hides in the town, tended by its priest **Dusana Rivanov** (NG female human cleric of Desna 6). The fact that worship of the goddess of dreams is forbidden in Irrisen is yet another reason the residents of Kerad cherish their isolation. Not a few fugitives from the White Witches or other arms of Irrisen's law have taken shelter in Kerad for weeks at a time.

Scrag Deep: Baba Yaga's troll allies did not consist solely of the ice trolls that marched with her armies on the unprepared eastern Linnorm Kingdoms; freshwater scraggs under the leadership of the great warlord Tirchagac played a crucial role in the defeat of the Djurstor Confederacy's longships on Glacier Lake during the Winter War. As a reward, the Baba Yaga gave Tirchagac and his people dominion over the extensive underwater caverns at the lake's deepest point. This warren of watery darkness is known as Scrag Deep, and the descendants of the troll warlord still live there centuries later, emerging to raid lakeshore settlements. Each of the tribe's chieftains takes on the "war-name" of its warlord ancestor. The current

Tirchagac (CE male scrag barbarian 5/cleric of Urxehl 5) is a particularly loathsome brute, and for the past 20 years the residents of Helkgen have paid him and his tribe an enormous tribute in order to avoid bloody raids. Tirchagac has several young challengers to his authority, however, who are fomenting discontent in the tribe. **Mhraggat** (CE male scrag barbarian 6) and **Piyakak** (CE female scrag bard 2/witch 6), who styles herself the "Mother of Carnage," both boast of a growing number of adherents among the young scraggs of the tribe.

Soduras: The brutal town of Soduras is home to many transient ice trolls, winter wolves, and mercenary bands that use the settlement as a base from which to launch Whitethrone-supported raids into the Linnorm Kingdom of Hagreath across the Iceflow river. **Baroness Vjera** (NE female human alchemist 3/witch 6) has more or less reconciled herself to this fact, and has ordered her subjects to provide the housing, food, and entertainment these martial visitors require. The town's north end bustles with inns such as the War Glutton that cater to ice trolls and winter wolves, as well as fighting pits for such patrons to battle in and make wagers. Human mercenary companies stay in the south end of town, where there are three separate brothels, all under the iron guidance of **Madame Plana Vectenstyn** (NE female human rogue 6). Most of Soduras's long-suffering residents would live elsewhere if they could, but life in such a rowdy and dangerous town has made them tough as leather, and more than a few adventurers proudly claim Soduras as their birthplace.

Trezira: Trezira would be like any other Irriseni peasant town were it not for the monopoly granted by Queen Elvanna 90 years ago for ice cleaving—the essential task of keeping the ice floes on the Frozen Road from bringing the river's traffic to a standstill. Intrepid teams of fur-clad ice wardens sail up and down the Frozen Road in their distinctive "breaker barges" all through the year, employing saws, axes, polearms, and brute force to deal with the ice that constantly threatens the flow of life-sustaining foodstuffs, lumber, and other goods. **Baroness Marcia** (NE female human witch 6/winter witch^{POP} 3), the ruler of the town, leaves the peasants alone provided they do whatever is necessary to fulfill the terms of their charter, and do nothing to endanger the town's lucrative monopoly. Seven different companies execute Trezira's unique commission, and they have made the town remarkably prosperous. Most successful and respected among them are the White Stewards, led by **Trepek Gorny** (N male human ranger 7), a taciturn man still in mourning for the twin sons he lost on a ice-cleaving run 20 miles west of Chillblight 6 months ago. The other ice-cleaving companies have started a rumormongering campaign, claiming that Trepek's sympathies lie with the town of Atvan, which has long coveted Trezira's monopoly.



Trezira is also the most common destination for goods from the frost giant hold of Holvirgang. With frequent frost giant guests in town, the Horned Helm Inn boasts dimensions to accommodate such visitors. Its proprietor, **Ludmil Arronsson** (N male human fighter 7) is a giant of a man himself, standing nearly 7 feet tall. Obsessed with the culture of his Ulfen ancestors, he's posted a sizable reward for anyone who can bring in a linnorm skull to mount on the roof of his inn.

Vault of Silver and Ice: This valuable mine briefly served as a major source of wealth for Irrisen, until the deadly plague known as chillbane fever issued from its depths. The vault has been sealed ever since, haunted by ghosts—and some say demons as well. The Vault of Silver and Ice is detailed on page 47.

Yensa: Those rare traders from the Lands of the Linnorm Kings who cross the border into Irrisen most often sell their wares in Yensa, as the town of Soduras upriver serves as a base for raids into their kingdoms. The ruler of Yensa, **Countess Marcellyna** (LE female human witch 5/winter witch^{POP} 5) has forbidden any mercenary ruffians to set foot in her town. In contrast to her more militant peers at other points along the border,

she does all she can to foster commerce and invite trade across the Iceflow from Yensa's wary neighbor Hagreach, long a victim of Irriseni depredations. Needless to say, this display is a farce to foster commerce, though many foreigners have bought into the countess's carefully cultivated image, making Yensa the single busiest trading town in western Irrisen. The natives of Yensa are well aware of their mistress's true nature, however, knowing her for the cruel creature she is. Countess Marcellyna's most frequent command to her town guard is "see that you don't leave any visible marks." None of her subjects dare to reveal the truth to any outsider, however. Indeed, visitors to Yensa hear nothing but praise for the countess from her peasants, though more observant listeners might note the repetition of the same pat phrases, and how the emotions in a speaker's eyes don't match his words. Secretly brutalized, the peasants would welcome a savior, if only someone knew the truth. The blacksmith **Vanak Usztony** (NG male human fighter 7) lost his wife to the evil whims of the countess. He keeps his head down to protect the lives of his four children, but is still the most likely ally of those who might challenge Lady Marcellyna's cruelty.

FEYFROST

ICY REALM OF EVIL FEY

The province of Feyfrost lies in the northeastern corner of Irrisen, bounded by the Winterwall Glacier to the north and the Frozen Road to the south. Given over to the cold fey who aided Baba Yaga in her conquest of Raemerrund and the Djurstor Confederacy, Feyfrost became the playground of these wicked fey, who for 60 years prowled the snowy countryside causing mischief and worse to anyone they ran across. It was the frost giants who eventually retaliated in a rather dramatic fashion, declaring war on everything and everyone—but especially the fey—south of the Winterwall Glacier in 3370 AR. It took Queen Jadwiga nearly 3 years to quell this rebellion, known as the Holvirgang Uprising, and when it was over, she changed the borders of Feyfrost to separate the fey from the giants, and forced the fey to sign the Ice Compact, a treaty requiring them to police the behavior of their denizens and create something of a traditional capital—the fey city of Chillblight. Although governance of the province is given to the fey prince of Chillblight, Feyfrost's few human settlements, which mostly huddle along the banks of the Frozen Road, are ruled by Jadwiga nobles. The rest of Feyfrost is frightfully inhospitable tundra and glacial ice, hostile to all but the most rugged arctic creatures. The boundaries between Golarion and the First World are thin here, and the fey that prowl these lands can easily move between the two worlds. Whatever business non-fey have in the region had best be of great importance or offer enormous reward, for the dangers of this icy region are many.

Bosorka: The town of Bosorka is in most ways a typical Irriseni peasant settlement on the Frozen Road. Its residents go about their business, seeing to it that those transporting precious cargos of foodstuffs and other essentials up the busy waterway are well taken care of by providing warm and pleasant accommodations and entertainment as a brief respite from long journeys. But unlike most Irriseni, Bosorka's peasants live their lives within sight of the seasons passing outside their town, only a few hundred yards upriver in the Realm of the Mammoth Lords. All non-Jadwiga citizens are forbidden to cross the border, and the town guard, under the iron

discipline of Jadwiga officers, patrols the border day and night, seeing to it that none of the townsfolk give in to the natural temptation to touch a flowering shrub, feel the warm grass between their toes, or cast aside the furs worn to keep out the ever-present cold. Any signs of merriment from the peasants of Bosorka are always accompanied by a wistful glance to the east.

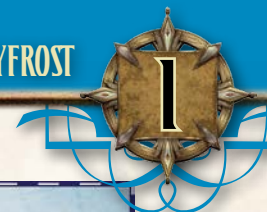
Countess Bozena (LE female human witch 7/winter witch^{POP} 1) has ruled Bosorka since the day after her mother, Queen Elvanna, was crowned in Whitethrone, banished to this frontier town for some slight the queen perceived in her demeanor at the coronation ceremony. The countess has long since grown weary of taking out her wrath on the hapless peasants working Bosorka's docks, taverns, and smithies. For years, Lady Bozena has stayed in her stone keep, which looks down on the roofs of warehouses lining the Frozen Road. Here she silently goes over the books to make sure her subjects are

paying their taxes and levies, speaking to her servants only to ask for a glass of wine, another log on the fire, or a book from her library. She ignores the many mirrors lining the walls, mirrors from which Queen Elvanna may scrutinize her every move. She knows that the day draws near when Baba Yaga will return and take her and her mother from Golarion, bringing her long exile finally to an end. But deep in the secret places of her heart, Bozena dreams of escape, of fleeing east before her mother's centenary abdication and the coronation of Irrisen's new queen, to find a place to hide from both Baba Yaga and Elvanna. Bozena knows she would need help to do achieve this dream, but she can trust no one, and the clock in Bosorka's town square implacably ticks away the minutes until the hour of Baba Yaga's return.

Cathedral of Obalas: A thousand years ago, a forlarren sorcerer named **Obalas** (NE male forlarren sorcerer 13) sat on the council that ruled Chillblight in the prince's name. While many of the cold fey of the city admired Obalas's capricious ruthlessness—which had secured him the council seat in the first place—he proved ill-suited for politics in the fey capital. A grasping and petty creature, Obalas soon angered every other power player in the city. The rest of the council declared him a renegade, and the



Mauxpauli



Alignment: NE

Provincial Capital: Chillblight
(12,400)

Notable Settlements: Bosorka
(835), Czarney Las (250), Isseld
(810), Lachka (120)

Ruler: Mauxpaudi, Prince of
Feyfrost (NE male redcap
sorcerer 10)

Major Races: Dwarves, fey, frost
giants, gnomes, humans, ice
trolls, winter wolves

Languages: Aklo, Giant, Hallit,
Skald, Sylvan

Resources: Fish, furs, jewelry

forlarren fled north. He and his air and ice elemental servants arrived at the western edge of the Crevasse Fields, and deep within the fissured ice they engineered a massive structure, startling in its beauty. Here Obalas has reigned for several centuries, uncontested by the powers to the southwest in Chillblight. How the cathedral remains unaffected by the constant shifting of the ice shelf is one of the mysteries of the place. Obalas has amassed a fortune and is rumored to be digging a tunnel to the Darklands. Many believe the forlarren mad, and fear what he might do if he succeeds in opening the dark depths below the ice—or what he might unwittingly unleash.

Chillblight: Created as a term of the Ice Compact signed with Queen Jadwiga, the city of Chillblight was founded in 3373 AR as Feyfrost's provincial capital, shaped and carved entirely from ice. Now the second most populous city in Irrisen, Chillblight still stands today sparkling in the winter sun, a wonder to behold, a sizable city of over 12,000 souls that boasts perhaps the largest concentration of fey on Golarion.

The governance of Chillblight has evolved in recent years. Every 500 years, the fey of Feyfrost crown a new prince to rule over them. The redcap Mauxpaudi has worn

the Rimedancer Cirlet for nearly 340 years, but long ago went mad, and the city council has taken over governance of the entire province. The deranged prince sits on his crystalline throne in the Icerhymer Palace in Chillblight, enthusiastically performing his sole remaining duty—passing judgment on those found in breach of provincial law. Regardless of the evidence presented or the nature of the crime, however, Mauxpaudi's verdict and sentence is the same: "Guilty—take him to the Frozen Field and chop off his head." This ritual is carried out on a daily basis, with the convicted rowed to the ice floes northeast of the city and beheaded by the Royal Axewielder, currently a bloody-minded Ulfen woman named **Nastusia of the Edge** (NE female human rogue 6).

Chillblight's city council consists of five members, elected to their posts for 100-year terms. The current councilors are the debased fey satyr Bazza the White, the korred Bocksale, the lurker in light called Skirlgmoi, the huldra Tatyana, and the norn known as Zerszo on the Hill. Bazza is the ostensible head of the council, but only because the far more powerful Zerszo never leaves the confines of her magnificent ice palace known as Zerszo's Perch, which overlooks the city from the hilly peninsula

Holidays in Irrisen

The people of Irrisen celebrate a few holidays unknown elsewhere on Golarion.

Pjallarane Day (1 Abadius): Like so many things in Irrisen, the celebration of the New Year has its roots in rather dark soil. The holiday extends back a thousand years to the day Queen Pjallarane and her children resisted leaving Golarion with Baba Yaga. The daylong rebellion ended with the first-generation Jadwiga Pjallarane crucified along the banks of Glacier Lake from Baldachin to Ytterjorna, covered in tar, and set aflame as a rather dramatic warning to others who would resist Baba Yaga. The festival is celebrated with a feast and rituals echoing that day, such as burning effigies made of tar and straw.

Feast of Szurpada (26 Rova): This “celebration of plenty,” as Queen Urvalane dubbed it, serves to supplant and mock the traditional harvest festivals once observed by the Ulfen people of Irrisen, and always includes one dish served cold and raw. For an Irriseni peasant, that dish is likely the only one. For Jadwiga, however, this feast is an opportunity for obscene displays of wealth and unrestrained gluttony.

Festival of the Witch (30 Lamashan): This festival celebrates witchcraft and the central role it plays in daily Irriseni culture. Pranks ranging from harmless to unforgivably cruel are played on the uninitiated. The holiday’s climax involves the burning of a prisoner who has impersonated a witch, rather than the usual punishment of the loss of a hand or an eye.

Baptism of Ice (24–30 Neth): Children born the preceding year are paraded down city streets or through town squares attired in their finest clothing during this week-long fertility festival. The culmination involves the sacrifice of a peasant child by exposure to the cold. For most towns this ritual is merely symbolic, but in Whitethrone and Irrisen’s provincial capitals, this barbaric custom is all too real.

to the east. The twisted norn lets her will be known through various surrogates who attend council meetings, identified by the elaborate yokes of iron they wear about their necks. Some have suggested (quietly) that the city council might want to consider early retirement as an option for the prince, but so far, the council has made no move to depose Mauxpaudi.

Most visitors arriving at the city do so via the Frozen Road, as overland travel through Feyfrost is unacceptably hazardous. While the stretch of waterfront known as Pug’s Wharves is by far the larger and more accessible landing, the outrageous tolls and inevitable tribulations suffered at the hands of the capricious fey dockworkers, led by the

manic **Pug** (CN male leprechaun rogue 7), convince many merchants to find a berth at the Cheapside Docks just outside the city walls. Run by **Aula Chernevsky** (NE female fighter 5) on a commission from the council, Cheapside is far more crowded, but mundane human surliness is something of a relief compared to the fey chaos of Pug’s Wharves. Those disgorging their commodities at Cheapside must then make the trek to the Sixtower Gates, the only land route into Chillblight. All visitors must pay a toll to the city guard to obtain travel permits and pass through the gate, which leads directly into a district known as the Hovels, a collection of igloos and crude shacks of packed snow housing the city’s poorest residents. These structures surround a great oval pond upon which float fractured sheets of ice, the largest of which boasts a sizable hut of ice and snow dyed purple. This is the home of Juna Redtress, the “Queen of Beggars,” a baccae who spends most of her days drinking wine in her home with attendant celebrants and sycophants. Every beggar in Chillblight is expected to give a portion of his weekly haul to Juna, who sings the residents of the Hovels to sleep every night with her sweet songs.

South and west of the Hovels is Shuma’s Quarter, dominated by the huldra Shuma of the Knife, sister to councilor Tatyana, and one of the few fey to refuse a seat on the city council. Shuma has made a fortune from the sale of animal furs to merchants, and much of the district is given over to businesses related to this trade. Northeast of Shuma’s Quarter is Bocksale’s District, run by councilor Bocksale, where the crafting of delicate crystal jewelry for sale across Golarion takes place. Bordering this quarter is the Forest of Glass, a wooded area where a delicate layer of ice covers the trees. A number of cold, twisted fauns and nymphs frolic madly in this strange but beautiful grove.

The frozen castle called the Ice Fort sits north of the city, overlooking the Marchers’ District, that section of the city catering to the city guard and military. The Ice Fort houses Chillblight’s city guard and their quickling captain, Helfrid the Howler, one of the most feared beings in the city. Helfrid sees that the will of the council is carried out, and the city council rewards her accordingly—the nasty and exacting quickling is fast becoming one of the wealthiest fey in the city. Helfrid is known to brandish a cruel scourge and prowl the city’s districts, citing innocents for violations of imagined ordinances. Many citizens and visitors alike bear the stripes of Helfrid’s whip; her nickname “the Howler” refers to the loud cry she makes as she brings her whip down on an unfortunate’s back. More than a few residents of the city would pay handsomely to see this wicked creature removed from her post. Rumor has it that Helfrid has already survived a dozen assassination attempts, and she never goes anywhere without her equally brutal spriggan bodyguards.



Three islands sit in the river offshore, connected by two bridges to the mainland. Bazza's Isle is home to the councilor after which it was named, and is where he oversees his extensive moneylending empire. The twisted satyr runs a lucrative pawn business as well, though he traffics mostly in the souls of desperate individuals. Trident Isle is the location of Icerhymer Palace, where the mad prince Mauxpaudi sits on his throne and shouts for beheadings. The island also holds the great Trident Coliseum, which hosts weekly gladiatorial contests that are hugely popular with the residents of Chillblight, many of whom are avid gamblers. Oftentimes, more colorful visitors who are found guilty of crimes are spared the predictable judgment of Mauxpaudi and offered a pardon if they can survive the games in this bloody amphitheater.

City councilor Skirlgmoi dominates the largest of the city's three islands, called Childthief Island, where traffic in children stolen from the towns of Irrisen and elsewhere is conducted, a booming industry much hated by the peasants whose offspring are the commodity. Skirlgmoi also controls Chillblight's food supplies, most of which are sold in two markets that sit upon the frozen ponds flanking his massive angular manor.

Crevasse Fields: Twenty-five miles wide and 75 miles long, this intimidating expanse of fissured glacial ice is the most treacherous terrain in all of Irrisen, avoided by most travelers at all costs. Of course, few would bother with such a journey were it not for the sorcerous energy centered here. Scholars believe that the very forces that cause these unstable ice shelves to constantly shift and fracture emanate from an artifact of wondrous power. Some speculate that it is an artifact of truly ancient origin, dropped by the gods who created Golarion; others believe that it is the source of Irrisen's eternal winter. Whatever the truth is, these stories have drawn brave explorers to the Crevasse Fields for centuries. While some have returned with tales of great adventure and occasionally even greater treasures, no one has yet discovered the secrets hidden deep in the ruptured ice. In addition to the hazards of the environment, icy will-o'-wisps are known to haunt the crevasses, and at least three linnorms, as well as a vile wendigo called the Souleater, are also rumored to make their lairs in this broken, frozen land.

Czarny Las: This tiny town made of stone, sitting in the middle of a vast white nothing, is not a surviving Ulfen settlement. It was founded during the reign of Queen Kseniya, when one of her daughters discovered the location lay at a conjunction of arcane energies that proved ideal for conjuration magic. Kseniya established a training academy for conjurers and summoners wishing to perfect their conjuring skills, and

the town grew up around the isolated school to support it. The school, known as the Bloodstone Conservatory, consists of three tall, onion-domed towers and is overseen by **Head Preceptor Zenovia Kseniya** (LN female human summoner 11). Both the head preceptor and her faculty of six are all descendants of Kseniya—this special fief is a rare privilege that has survived three subsequent queens. As many as 20 pupils may be enrolled at the conservatory at one time. These students engage in a grueling training regimen, but are rumored to live in luxury. On average, three score prospective pupils live in Czarny Las, seeking entrance to the academy, a long process so convoluted and arbitrary that most applicants eventually give up when their coin or patience is exhausted. The peasants of Czarny Las focus on the school's needs and endeavor to extract every last copper from potential students



Helfrid the Howler

CHILLBLIGHT

NE large city

Corruption +3; **Crime** +2; **Economy** +3; **Law** +0; **Lore** +1; **Society** +6

Qualities insular, magically attuned, notorious, racially intolerant (non-fey or non-Jadwiga humans), strategic location

Danger 20

DEMOGRAPHICS

Government council

Population 12,400 (6,560 fey, 4,768 humans, 496 gnomes, 191 winter wolves, 124 dwarves, 261 other)

Notable NPCs

Captain of the Guard Helfrid the Howler (NE female quickling fighter 10)

Councilor Bazza the White (NE male debased fey^{TOHC} satyr bard 8)

Councilor Bocksale (CE male korred sorcerer 8)

Councilor Skirlgmoi (NE male lurker in light alchemist 7)

Councilor Tatyana (NE female huldra^{LLK} witch 7)

Councilor Zerszo on the Hill (LE female norn)

Prince of Feyfrost Mauxpauldi (NE male redcap sorcerer 10)

“Queen of Beggars” Juna Reddress (CN female baccae^{TOHC} bard 8)

Shuma of the Knife (NE female huldra^{LLK} ranger 7)

MARKETPLACE

Base Value 12,800 gp; **Purchase Limit** 85,000 gp;

Spellcasting 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

^{TOHC} See the *Tome of Horrors Complete*.

while they await admission. The task of supplying the town is a lucrative contract held by agents in Chillblight. The journey through the wilderness of Feyfrost from the Frozen Road is fraught with danger, including a particularly aggressive tribe of adlets. No one just passes through Czarny Las, but the local businesses do thrive, catering to hopeful and well-heeled applicants in need of room, board, and entertainment. The Summoner's Hearth is a sizable inn run by **Yngveld** (N female human expert 4), ably assisted by her three daughters, Balan, Hanna, and Valentyna. Unbeknown to her mother or sisters, Valentyna has begun to demonstrate some natural abilities that have drawn the attention of one of the conservatory's subpreceptors, a development that would not please Yngveld at all.

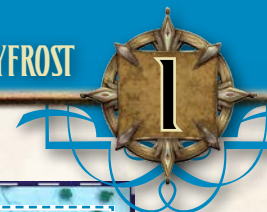
Fey's End: This seemingly bottomless pit in the freezing wilderness of western Feyfrost is a mystery, but fey creatures are inexplicably drawn to its depths, only to

emerge twisted and wrong, horribly altered both physically and psychologically. Fey's End is detailed on page 45.

The Frozen Road: This frigid, slow-moving river came by its name honestly. On any given day of the year, great floes of ice wander westward downstream, at times piling up and blocking river traffic for miles. Ice wardens out of the town of Trezira can be found along the river's turgid length day and night, patrolling the river on 3-month tours spent doing nothing but breaking up jams of ice. The waters of the Frozen Road are populated by numerous fish, though more dangerous creatures live in or along this deep waterway, including many wild fey unwilling to live in the stifling civilization that is Chillblight. A journey on the Frozen Road tends to be long, arduous, and frequently filled with peril.

Haeringar's Keep: This mighty fortress, with its enormous crenellated walls and 18 ice-encrusted stone towers endlessly patrolled by vigilant ice elementals, stood here long before Baba Yaga came to Golarion. It is the residence of **Haeringar the Everlasting** (NE male half-fiend frost giant oracle 12), a seer and unholy man revered by the frost giants of the Winterwall Glacier and Irrisen. Indeed, even the great Jarl Grunginnir of Holvirgang has been known to present himself to this ancient being for counsel and blessings for his plans. Haeringar is attended by a harem of ogresses and is known to have a voracious appetite for human flesh. Over the centuries, many have presented this living icon with tribute said to fill entire halls of his vast keep, along with the bones of those who have displeased him. Many adventurers with dreams of wealth and glory are known to have entered the keep, for its gates are always opened wide, but none are thought to have escaped the grasp of Haeringar or his icy minions.

Isseld: The town of Isseld, in addition to serving as yet another stop along the Frozen Road for merchants and traders bringing their goods into Irrisen, has become the center of a burgeoning new market for “primitive wares”—clothing, crafts, and talismans ostensibly fashioned by Irrisen's “barbaric” Kellid neighbors to the east. Traders from the Realm of the Mammoth Lords have found a surprising hunger for necklaces of etched and polished stones on leather thongs, idols of animal deities carved from wood or stone, or clothes fashioned from the hides of dinosaurs and megafauna. Indeed, this fashion trend has just reached Chillblight and is likely to spread to other major cities of Irrisen, at which point the trickle of such items now imported down the Frozen Road likely won't be equal to the demand. Isseld's enterprising ruler, **Baroness Edyta** (NE female human witch 5/winter witch^{POP} 2), is preparing the perfect solution for what she hopes will prove to be an extraordinarily lucrative trade: She has set up shop in a warehouse on the riverfront, where she has about 40 of her peasants working day and



night fashioning “authentic objects from the primitive tribes who hunt the mammoth to our east.” As a great-granddaughter of Queen Elvanna, Lady Edyta knows that she needn’t worry about being taken from Golarion when Baba Yaga returns, but she fears that one of the new queen’s children will take Isseld and its wealth from her. The baroness has no intention of leaving Isseld, however, and sees this clever scheme as a way to bolster her power and riches over the next several years. Of course, any peasant who breathes a word of the scam to an outsider can expect to have his tongue nailed to a post as a preamble to Lady Edyta’s very lengthy retribution. The baroness expects the owners of Isseld’s waterfront taverns to carefully monitor the conversations of their patrons and report those exhibiting unwise candor with outsiders to her.

Lachka: Perhaps one of the most dreadful villages in all of Irrisen, remote Lachka is only 75 years old, and was created solely to keep its namesake, Queen Elvanna’s twenty-second daughter, the **Baroness Lachka** (NE female human aristocrat 6/witch 1), out of the queen’s sight. Brutally stupid, Lady Lachka is an aging, petty tyrant who views the village and its citizens as her personal

playthings, and she has made the lives of the peasants forced to live there a hell ever since the town was settled. The baroness is cruel, arbitrary, and childish, and her cold, efficient steward **Ondrej** (LN male human wizard 3) sees to it that her every whim, no matter how foolish or fiendish, is fulfilled. Recently, Lady Lachka has suffered from a number of maladies associated with age, and the mistreated peasants of the village pray that one of these ailments will carry their baroness off. The only luxury afforded Lachka’s residents is a small shrine to Pharasma, presided over by long-suffering **Pekula Radnovic** (LN female human cleric of Pharasma 4). Default leader of the beleaguered peasants, Pekula often tries to blunt the impact of the illogical and punishing demands made by Lady Lachka. That the curate is also a member of the underground resistance group called the Heralds of Summer’s Return is known to but a few in the town.

Palace of the Brumal Lords: This ice castle has been the prison of three insane bogeymen known as the Brumal Lords for over 1,300 years. The Brumal Lords turned against Queen Jadwiga, so the queen sealed them inside with a powerful artifact. The Palace of the Brumal Lords is detailed on page 46.



HOARWOOD

LAND OF THE FROZEN FOREST

Hoarwood Forest was once a verdant woodland of proud, tall trees, bursting with life and home to a vibrant druidic culture. Now, it clearly illustrates the consequences of Irrisen's eternal winter. Hoarwood's original provincial capital, the city of Vonosh, is no more. In 3444 AR, descendants of Queen Jadwiga in Vonosh plotted to overthrow Queen Morgannan, and slew her daughter, Duchess Anisya. In retribution, Queen Morgannan executed the residents of Vonosh—every man, woman, and child, regardless of guilt or innocence—and razed the city to the ground in a storm of fire and ice. Morgannan then decreed that a new capital be carved from an enormous oak tree to the east of the ruin that had been Vonosh. The great oak was sacred to the Ulfen druids of Hoarwood and their followers, and the druids and peasants resisted in one of the greatest uprisings in Irrisen's history. Weapons and witchery managed to overcome the Hoarwood Rebellion, and the blood of the insurrection's ringleaders was fed to the roots of the mighty, sacred oak, killing it. But though the open revolt was utterly crushed, a nascent underground resistance movement had been born—the Heralds of Summer's Return.

Once the rebellion was put down, an army of artisans spent 4 years completing the construction of the new provincial capital, named for the province itself. But at the city's dedication ceremony, hosted by the new duchess Osilla Morgannan, the Heralds of Summer's Return made their first defiant, albeit suicidal, attack. In the melee, Osilla lost an eye, and her first official act as Duchess of Hoarwood was to order that every peasant in the province would suffer the same, an order that her troops grimly carried out to the last child.

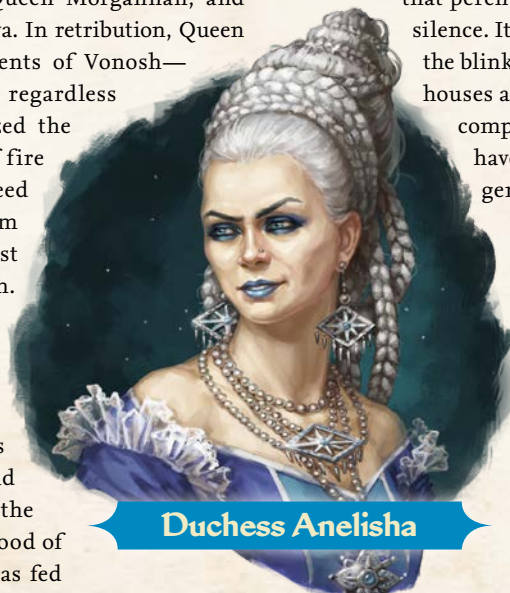
Although the first act of the Heralds of Summer's Return ultimately failed, the movement itself did not die. With no real organization to speak of, they have carried on clandestinely to this day, engaging in sabotage both petty and grand and fostering the hope that the White Witches might someday be defeated. This loose association of idealists and freedom fighters has made little progress toward achieving their ultimate goal over the last 1,200 years, but the oral traditions of the original Ulfen people enslaved by the White Witches have kept the

embers alive, ready to burst into revolutionary flame if given the opportunity.

Crowtop: There is no natural explanation why this abandoned hamlet has not decayed and been buried by the snows long ago. Yet there it stands, just as it was over a thousand years in the past. Its true name lost, the village was dubbed Crowtop for the thousands of crows that perch on its roofs and fence posts in eerie silence. It is said that its residents vanished in the blink of an eye—that within those pristine houses are meals unfinished and chores half completed, but no Irriseni is known to have actually set foot in Crowtop in 100 generations. The place is considered cursed, especially because the crows, superstitiously despised and killed on sight across the land, gather there in such unnatural numbers. Peasants and scholars alike have their theories about the birds. A few believe that the crows guided the souls of Crowtop's residents to the afterlife, but the most popular theory holds that the crows are the souls of all the Ulfen slain in Baba Yaga's bloody conquest—and that they serve some nefarious purpose for the White Witches.

Dammartorp: Twin sisters **Tereza** (N female human witch 5/winter witch^{POP} 1) and **Tsviata** (NE female human witch 5/winter witch^{POP} 2) oversee this riverfront town, though their rule could be more accurately described as a tug-of-war involving the entire peasant population. The baronesses, strikingly beautiful women with keen intellects, hold sway over discrete elements in the town. So divided are the peasantry that they frequent different markets and taverns, run separate docks, and spit on the ground when passing one another. Visitors to Dammartorp must exercise extreme caution to avoid becoming embroiled in this years-long feud. Of course, this is no small task. Choosing one inn over another can be construed as an insult or declaration of allegiance, with unanticipated repercussions. Were it not for this internecine quarrel, the baronesses might put more of their energies into addressing the bandits who infest the trade route to Hoarwood, a problem costing their coffers countless coins in profit every year.

Most townsfolk view rotund and eternally scowling **Viglund Lyubienko** (N male human fighter 3), proprietor of the Tavern on the Water, as the de facto leader of



Duchess Anelisha



HOARWOOD

0 75
MILES
Glacier Lake

Alignment: NE

Provincial Capital:

Hoarwood (8,970)

Notable Settlements:

Dammartorp (570),
Kizobran (665), Lod (965),
Ludovny (670), Nadzieja
Lato (875), Riba (510),
Waldsby (167)

Ruler: Duchess Anelisha

Elvanna (NE female
human aristocrat 1/
witch 6/winter witch^{POP} 9)

Major Races: Dwarves,

gnomes, humans, ice
trolls, winter wolves

Languages: Hallit, Skald

Resources: Fish, furs,
lumber, woodworking

Lady Tereza's partisans, while those peasants favoring Lady Tsviata look for direction from prominent wool seller **Zora Oblatov** (N female human ranger 3). The rivalry takes a variety of forms throughout the year, reaching a dramatic climax during the competitions that accompany the Baptism of Ice holiday (see the sidebar on page 16). Whichever side prevails in these varied games has bragging rights for the entire year, and neither side is averse to cheating or recruiting outsiders to participate on its behalf.

Hoarwood: The city of Hoarwood is unique in all of Golarion—an entire settlement housing nearly 9,000 souls, carved from a gigantic oak in the middle of the eponymous forest. The tree, believed to have been planted by Gozreh himself at the dawn of time, was sacred to the druids of Irrisen's conquered native Ulfen population. Rivers of blood from the leaders of their brief uprising were used to kill the once-mighty tree. The tree is 500 feet in diameter at its base, and towers thousands of feet in the air. Not all of the city is built within the tree—a large portion nestles among the tree's sprawling roots, and is home to a majority of Hoarwood's peasants. Most of the city's Jadwiga inhabitants, however, reside

above the rest of the city along a broad avenue carved into the great trunk in a counterclockwise corkscrew. This concourse rises hundreds of feet into the air where the first massive branches emerge from the tree's trunk, winding past hundreds of rooms, balconies, patios, and overhangs painted in vibrant colors and decorated with the delicate gingerbread woodwork so common in Whitethrone. It took hundreds of carpenters, artisans, and woodworkers conscripted from every corner of Irrisen more than 4 years to complete the monumental task, a masterpiece of design that continues to inspire wonder. Though it is said that Duchess Anelisha herself has a map of the city in its entirety, many believe that no one knows every twist and tunnel within the immense interior, riddled as it is with hidden passageways and secret chimneys. The city proper stops at the tree's first branches; its upper reaches are reserved for the duchess's Arboreal Palace. The palace is connected by a complex system of elevators operated by ice trolls and frost giants overseen by **Nefgeirr the Sixth** (CE male frost giant fighter 4), the sixth of his line to hold the coveted and prestigious post.

The enormous Arboreal Palace, the official residence of Duchess Anelisha Elvanna, contains extensive

PATHFINDER CAMPAIGN SETTING: IRRISEN, LAND OF ETERNAL WINTER

HOARWOOD

NE small city

Corruption +4; **Crime** +0; **Economy** +2; **Law** +2; **Lore** +2;
Society -1

Qualities magically attuned, notorious, racially intolerant (non-Jadwiga humans), tourist attraction

Danger 15

DEMOGRAPHICS

Government overlord

Population 8,970 (7,575 humans, 552 gnomes, 377 dwarves, 110 winter wolves, 45 ice trolls, 41 fey, 27 frost giants, 243 other)

Notable NPCs

Duchess of Hoarwood Anelisha Elvanna (NE female human aristocrat 1/witch 6/winter witch^{POP} 9)

Duke Ghrathis Elvanna (NE male human aristocrat 3/fighter 7)

Master of Festivities Bologrod Menesk (NE male human rogue 7)

Master Chef Petyr Imanova (NG male human druid 6)

MARKETPLACE

Base Value 6,800 gp; **Purchase Limit** 42,500 gp;

Spellcasting 8th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

bedchambers, concert halls, dining salons, parlors, and theaters. The duchess and her brother and consort Duke Ghrathis Elvanna conduct the majority of their endless parties in the palace, entertaining numerous Jadwiga of various pedigrees, foreign dignitaries, particularly prosperous merchants, and prominent artists and performers. The incestuous couple distract themselves with all this wanton waste and debauchery, for they know their inevitable fate—that soon they must leave Golarion with Baba Yaga and their queen mother. For now, however, they indulge every appetite and whim, no matter how base.

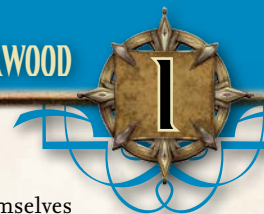
Overseeing all this dissolute licentiousness is the Arboreal Palace's Master of Festivities, Bologrod Menesk. Despite the reality of his status—little more than a slave of the duchess and duke—Bologrod wields vast power and is rightly feared by every non-Jadwiga in the city, as well as some members of the aristocracy. If Menesk makes a demand, its fulfillment is paramount and beyond question. Petyr Imanova commands the palace's army of cooks skilled in the creation of every kind of delicacy. Imanova is the leader of a cell of the Heralds of Summer's Return within Hoarwood, coordinating the various plots being hatched against the sybaritic aristocrats. Most non-Jadwiga living in Hoarwood, save

for the visiting merchants and other outsiders, are slaves. This includes a considerable array of bureaucrats who manage the governing of the province while its ostensible ruler, her brother, and other nobles pamper themselves with sweetmeats and soirees.

Hoarwood Forest: Once part of the Djurstor Confederacy and home to a thriving forest culture, the Hoarwood Forest changed dramatically with the coming of Baba Yaga and the cruelty of Irrisen's eternal winter. With the cycle of seasons broken, every deciduous tree in the forest either perished or went dormant, leaving only evergreens. Within a generation, the spread of Baba Yaga's winteryew trees provided enough of a foundation for some of the wildlife to rebound, but the forest was never the same again. Since the reign of Queen Jadwiga, logging in the forest is strictly regulated, and woodcutters or lumberjacks must be licensed in the city of Hoarwood before they can cut even a single branch or face a death sentence if caught. Beyond these few woodspeople, the wild reaches of the forest are home to asocial fur trappers and multiple tribes of boreal ogres, snow goblins, and taiga giants, who are often too busy fighting one another to make trouble for the small settlements sheltering under the forest's eaves. Many stories of wandering, restless spirits are told across the province—tales of ghostly parties of mounted huntsmen, lone weeping women, and incorporeal wolves hungry for the flesh of the living. Traveling in the Hoarwood off one of the established trails is an endeavor that should not be undertaken lightly.

Kizobran: Kizobran, like most of the other peasant settlements on the Gullik, caters to merchant traffic on the river. The former rulers of the small town, Baroness Hedvika and Baron Gorney, died in a fire some years ago, and were succeeded by their daughter, **Baroness Veviane** (NE female changeling witch 7/winter witch^{POP} 3). Lady Veviane is an imposter, however, and it was she who furtively set the fire that killed the previous baroness. Veviane is actually the offspring of a boreal green hag and a charmed Jadwiga man, substituted for Hedvika's real child by a midwife who was also in thrall to the hag. The baroness's real daughter was left on the doorstep of childless peasants and raised as their own. Lady Veviane has proven a harsh mistress for Kizobran, squeezing such outrageous taxes from the peasants that most live on the edge of destitution year round. She is also known to take a fancy to a man or woman and have this new toy snatched up off the streets. Once her carnal appetite is sated, the baroness quickly loses interest and the unfortunate object of her desire is likely to be found frozen in a snow bank or floating in the Gullik River.

Just as few know the baroness's secret, neither does she know that the daughter she replaced is living in Kizobran and aware of her true identity. Ostensibly a peasant, the



Jadwiga heir goes by the name her adoptive parents gave her, **Kataryne Vilimanov** (N female human ranger 5), and she serves as an officer in the local peasant militia. With her adoptive parents dead, Kataryne feels greater freedom to pursue her vengeance, though she needs assistance from others who are worthy of her trust and would believe her assertions.

A local cell of the Heralds of Summer's Return actually approached Kataryne last year, but she rebuffed their entreaties to join them. Though she has some sympathy for their grievances, Kataryne is more concerned with restoring her proper position in the aristocracy. She hasn't turned in the Herald who approached her, **Sigvor Yovenovich** (N female human cleric of Pharasma 4), who is also assistant priest at the local temple. Sigvor lives in fear that Kataryne will expose her, and has contemplated taking lethal action to prevent the possibility.

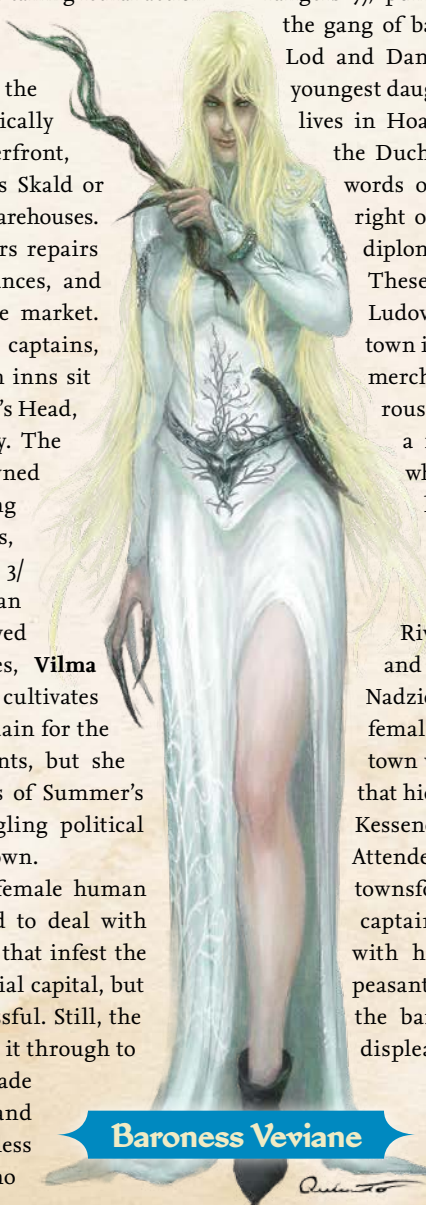
Lod: The first stop on the journey north along the Marbleflow River, the town of Lod seems uncharacteristically friendly for an Irriseni town. Its riverfront, where Varisian is spoken as often as Skald or Hallit, boasts extensive wharves and warehouses. A dry dock called Cold Queen Waters repairs damaged barges and other conveyances, and sells smaller vessels to those in the market. Catering to merchants, riverboat captains, and their crews, no fewer than seven inns sit close to the docks, including the Boar's Head, Sister Helena's, and the Warm Doxy. The Boar's Head in particular is renowned for its attached brothel and gambling house, run by the Nabotov siblings, **Grevel** (N female human expert 3/fighter 2) and **Holz** (N male human expert 2/ranger 4). The wealthy, widowed owner of half a dozen warehouses, **Vilma Lochnik** (CG female human rogue 7), cultivates an image of self-indulgence and disdain for the plight of Irrisen's oppressed peasants, but she is secretly a member of the Heralds of Summer's Return and instrumental in smuggling political refugees out of Irrisen through the town.

Lod's ruler, **Baroness Arisa** (NE female human witch 5/winter witch^{POP} 2), has tried to deal with the strangely well-organized bandits that infest the trade routes from Lod to the provincial capital, but her efforts have so far been unsuccessful. Still, the profits from shipments that do make it through to Hoarwood are large enough to persuade some to brave the perilous overland trade route. Lady Arisa would doubtless pay a handsome bounty to anyone who

can eradicate the frustrating outlaws who call themselves the Bitter Brotherhood.

Ludovny: The town of Ludovny has been the primary supplier of Hoarwood's provincial capital for centuries, and has jealously held on to its status through a combination of political machinations, a river of bribes, and underhanded schemes. The isolated settlement would likely have withered away long ago were it not for the diabolical conniving of the wily Jadwiga clan that maintains Ludovny as its personal fiefdom. **Countess Natalka Aelena** (LE female human witch 5/winter witch^{POP} 5) has upheld the family tradition of using whatever means necessary to make certain that more efficient and logical trade routes to Hoarwood are kept to an ineffective trickle. Lady Natalka's martial sons, **Laszlo** and **Ludvak** (both NE male human rangers 7), pull the strings of the Bitter Brotherhood, the gang of bandits who plague the trade routes from Lod and Dammartorp to the capital. The countess's youngest daughter, **Bozidara** (LE female human bard 6), lives in Hoarwood, attending the endless parties of the Duchess Anelisha—and whispering poisoned words or slipping bribes into the hands of the right officials and merchants to hamstring the diplomatic efforts of other Hoarwood towns. These and a thousand other schemes preserve Ludovny's lucrative monopoly. Of course, the town itself puts considerable effort into making merchant visitors most welcome, with cozy inns, rousing taverns, two extravagant brothels, and a flourishing theater called the Brenezoi, which hosts performers from the southern lands of the Inner Sea.

Nadzieja Lato: Varisian merchants and traders from the Realm of the Mammoth Lords both use the fast-flowing Red Fox River to transport their wares into Irrisen, and the first Irriseni town on that journey is Nadzieja Lato. Ruled by **Baroness Kessendra** (NE female human witch 5/winter witch^{POP} 3), the town welcomes visitors with a facade of warmth that hides the sinister cold behind it. Lovely Lady Kessendra is no stranger to the riverside docks. Attended by the young daughters of prominent townsfolk, she offers words of greeting to river captains, and personally welcomes merchants with her bewitching smile. Of course, every peasant in the town lives in terror of displeasing the baroness, who is known to take out her displeasure on her subjects with knives and braziers in the dungeons beneath her keep. Her most vexing problem is how to free up the potentially lucrative overland trade route to Hoarwood, which has



Baroness Veviane

RIBA

N small town

Corruption +2; **Crime** -6; **Economy** +0; **Law** +4; **Lore** +3;
Society -1**Qualities** rumormongering citizens, superstitious**Danger** 0**DEMOGRAPHICS****Government** overlord**Population** 510 (476 humans, 14 dwarves, 12 gnomes,
3 halflings, 3 half-orcs, 2 half-elves)**Notable NPCs****Baroness Erzabet Elvanna** (NE female human
aristocrat 2/witch 4)**Dockmaster Otho Bekodsky** (N male human expert 2/
rogue 2)**Priest of Pharasma Eril Sjornsson** (N male human
cleric of Pharasma 3)**Priestess of Zon-Kuthon Vadya Metanova** (NE female
human cleric of Zon-Kuthon 4)**MARKETPLACE****Base Value** 1,000 gp; **Purchase Limit** 5,000 gp;**Spellcasting** 2nd**Minor Items** 3d4; **Medium Items** 1d6; **Major Items** —

for centuries remained all but closed by the machinations of the town of Ludovny.

The chief of Nadzieja Lato's busy docks, **Hakko Harbavich** (N male human fighter 3/rogue 3), sees to it that goods are loaded and unloaded with quick efficiency. He also leads a cell of the Heralds of Summer's Return. His perpetual foil is **Vlad Petrabovny** (NE male human alchemist 5), apothecary and obsequious informant for Baroness Kessendra (who has made him the richest non-Jadwiga in town). So far, Petrabovny has not discovered Harbavich's true allegiance, but should he ever do so, a bloody reckoning would be sure to follow.

Riba: The town of Riba sits on the eastern banks of the Marbleflow, facilitating the traffic of goods up the river to Glacier Lake. Most of Riba's townsfolk are peasants of Ulfen stock, and those who don't own businesses lead simple lives as dockworkers or fisherfolk. They huddle around the single fireplaces in their small homes made of wood and stone, and might keep chickens, goats, sheep, or even a single cow, though only a few have fenced-in paddocks for larger herds. Riba's peasants are a superstitious lot, fearful of the magic of the White Witches, and are prone to gossip, with topics ranging from what ships are tied up at the town's docks to the plight of the latest resident to fall afoul of their notoriously volatile baroness.

Many of the town's residents are followers of Pharasma, with family plots in the cemetery on the north side of town. Eril Sjornsson presides over Riba's Pharasmin congregation, and serves as the town's undertaker. Easily mistaken for a burly blacksmith, Father Eril built up his muscles by digging up the frozen ground for burials. Recently, however, Vadya Metanova has begun drawing worshippers away from their ancestors' faith, attracting them to the newer temple of Zon-Kuthon.

Otho Bekodsky manages Riba's docks from his riverside manor, careful to pay the proper duties to the baroness while skimming a little off the top for himself. **Olga Halsenovna** (N female human commoner 4) and a large number of her nieces and nephews run the town's largest hostel, the Fireside Inn. It caters to visitors traveling up and down the river, providing them with warm beds and hot, plain food. Riba's large smithy keeps busy, mostly with fashioning nails, door hinges, and other mundane implements. Like most townsfolk, **Anka Wodzieja** (N female half-orc fighter 4) has deep roots in Riba going back many generations. She took over the smithy from her ailing father 10 years ago.

Riba's ruler, Baroness Erzabet, has been in her current post for only a year. A young woman of exceptional beauty and talent, and a great-granddaughter of Queen Elvanna, Erzabet was sent to this post by the queen after her scandalous love affair with a foreign alchemist from Ustalav. Consumed with passionate rage after her lover jilted her, Erzabet hunted him down and brutally stabbed him to death on the streets of Whitethrone. Weary of her great-granddaughter's lovelorn despondency—not as punishment for the murder—Queen Elvanna sent Erzabet away to be free of her ceaseless tears.

Lady Erzabet is mercurial and emotionally fragile, and rarely leaves her little stone keep near the center of town. She can be reasonable and calm one moment, then fly into a violent rage; appear playful and kind, then turn morose and cruel. Her servants and Riba's peasants treat the baroness with unflagging respect while carefully attempting to read her emotional state, which can mean the difference between receiving a sweet smile and perhaps a coin as a reward, or a biting rebuke and angry slap across the face. The baroness's direst punishment is to have someone stripped naked and chained to the standing stones north of town to die of exposure in the bone-chilling cold. Of course, her victims may console themselves that Lady Erzabet will likely feel regret for her rash act the next morning, shedding a tear or two for the frozen corpse lying outside of town.

Ruins of Vonosh: In 3444 AR, Queen Morgannan executed the populace of Hoarwood's original provincial capital, Vonosh, for their part in a plot to overthrow her and in retribution for the death of her daughter, Duchess



Anisya, and razed the town. Following the Hoarwood Rebellion a year later, the Heralds of Summer's Return attempted to turn the ruins of Vonosh into a base for guerilla strikes against the new provincial capital city of Hoarwood. The Heralds' druids raised totems of raw birchwood and evergreen, consecrating the ground, and celebrated an elaborate ceremony that they planned to conduct every year. However, when Heralds from across Irrisen returned to the ruins of Vonosh the next year to conduct their rituals, they were driven off by the angry, restless spirits of those who had been executed by the queen. Some of the Heralds did not escape this first attack, and the rebels have shunned the site ever since. Treasure seekers have since attempted to explore the site, following rumors of undiscovered riches buried in the ruins of lonely Vonosh, but to date no such wealth has been found, while the ranks of the spirits inhabiting the ruins continue to swell, hungry to vent their wrath.

The Spider's Nest: Surrounded by a miles-wide ring of toppled trees, this giant crater was formed nearly 200 years ago after a mighty explosion rocked the eastern reaches of the Hoarwood Forest. For 2 weeks following the cataclysm, the crater belched forth a plume of red smoke, followed

by a horde of giant spiders spitting ice and venom. The armies of Queen Yelizaveta managed to slay the arachnid horrors before they could spread beyond the forest, but few have ventured into its depths since. No one knows what the cause of the explosion that created the crater, which has been appropriately nicknamed the Spider's Nest.

Waldsby: Ruled by the White Witch **Nazhena Vasilliova** (NE female human witch 5/winter witch^{POP} 3), the village of Waldsby is a typical Irriseni settlement on the fringes of the Hoarwood Forest. Its people make their livings not from the rivers that carry Irrisen's trade, but from the forest itself, harvesting winteryew and other trees for lumber and supplementing their larders with game hunted deeper in the forest. Waldsby is detailed further in *Pathfinder Adventure Path #67: The Snows of Summer*.

Witchcaves: A group of Jadwiga Harcatha retreated to these caverns in the foothills of the Kodar Mountains after the failed Harcatha Rebellion, only to reemerge twisted and insane over 140 years later to terrorize the Hoarwood countryside. Following their defeat, Queen Karina ordered the caves sealed. Only a few have since ventured into their depths, and only one returned to tell the tale. The Witchcaves are detailed on page 47.

THRONEHOLD

THE WITCH-QUEEN'S PROVINCE

Each of Irrisen's provinces is structured to supply and sustain its designated capital. Nowhere is this truer than in Thronehold, the province that hosts the national capital of Whitethrone. Every town or village in Thronehold—each situated on Glacier Lake or one of the three rivers that frame the province—acts first and foremost as a way station for the precious, steady flow of imported goods that move inexorably toward Queen Elvanna's capital. Between settlements lies dangerous, frozen wilderness. Though winteryew trees brought to Golarion by Baba Yaga offer fodder for birds, deer, and other foraging herbivores, these frigid and feral spaces hold nothing for others but the dangers of winter weather and the wilds. Very few people travel overland across Thronehold. Rather than risk such a perilous, cross-country journey, most merchants and other travelers use covered barges to ply the Frozen Road, the Gullik River, and the great Glacier Lake, thereby avoiding the province's interior.

Badelund: The only peasant town that shares a border with the erratic fey of Feyfrost, Badelund is surrounded by high walls. Night and day, sentries carefully monitor the slow-moving Frozen Road and suspiciously eye ice floes for uninvited fey visitors. Feyfrost fey are notorious child-stealers, and abductions are not uncommon. Badelund is the first human settlement on the Frozen Road west of Isseld, and merchants favor it as a place to rest and recuperate from a journey's travails, and the town's inns and taverns do a thriving business. Badelund is governed with remarkable wisdom by **Baroness Pavlina** (N female human witch 5/winter witch^{POP} 3) and her Ulfen husband **Oddvar Pavelsson** (N male human ranger 4). The baroness's love for a peasant and her kindness to servants and slaves marked her as the worst sort of black sheep in Algidheart, and she was sent to Badelund as a punishment. For the last 22 years, however, Lady Pavlina has done her best to make life bearable for her subjects. It is also well known that the baroness has paid from her own purse to send mercenary groups north to retrieve stolen children from the fey. Indeed, there are several

thriving retrieval companies in town that specialize in the task, including Home Again Safe, run by **Helena Oukarnion** (CG female human ranger 7), and the White Dawn Hunters, under **Mikhail Shalanov** (N male half-orc ranger 6). Both often contract with freelancers willing to track elusive fey or others who have absconded with a child.

Baldachin: Built at the mouth of the Frozen Road on Glacier Lake, the busy town of Baldachin handles cargo originating from both the Frozen Road and the Rimeflow River. The town is ostensibly ruled by an obscure great-granddaughter of Queen Elvanna, **Baroness Jadrana** (NE female human witch 5), a corpulent and petty woman who rarely leaves her plush bedchambers, instead spending days being fed and entertained by a small army of servants. With the lakeside docks so central to the town's well-being, true power lies with the three people who control their operation:

Irena Piejielo (N female human expert 4/rogue 2), owner of the dockyard where barges and other watercraft receive repairs following their arduous journeys; **Peska Domovy** (N male human fighter 3/rogue 3), boss of the waterfront laborers' union (an oddity tolerated more because of the baroness's indolence than anything else); and **Salomea Stefcia** (NG female expert 3/witch 2), proprietor of the Maiden of the Lake, by far the largest inn and tavern in Baldachin. For many years this trio of savvy businesspeople has seen to the town's health and made sure any levies and taxes due to Whitethrone are collected and paid. One of the three has rather strong sympathies for the Heralds of Summer's Return, a secret that—if the culprit were identified—might be worth a small fortune if spoken in the right Jadwiga's ear.

Coldwater: The small town of Coldwater sits on the western banks of the Gullik River, looking with envy upon the changing seasons in the Realm of the Mammoth Lords. No peasant is allowed to cross the river into the foreign land lest she find the lure of spring too great to resist and never return. The peasants work the docks, house and entertain merchants sailing up and down the Gullik, and pretend not to notice the warm breezes from the east. The same can't be said for the town's



Princess Cassisoche



Alignment: NE

Provincial Capital: Whitethrone (24,900)

Notable Settlements: Badelund (625), Baldachin (840), Coldwater (635), Hagby (685), Ledenica (870), Riekamesto (500), Ytterjorna (1,095)

Ruler: Princess Cassisoche (NE female human witch 8/winter witch^{POP} 10)

Major Races: Dwarves, humans, gnomes, ice trolls, winter wolves

Languages: Hallit, Skald

Resources: Blubber, boneware, fish, furniture, seal and walrus meat, woodworking

resident Jadwiga, who may pass into the wild country of the Mammoth Lords at their leisure, but rarely bother to do so (with the exception of a group of stilyagi now living in Coldwater). The stilyagi are young Jadwiga who group together in gangs of like-minded, rebellious youths, adopting the customs and dress of far-off lands and disregarding the traditional culture of Irrisen's Jadwiga. Coldwater's stilyagi call themselves the Lords of the Tusk, and imitate the Kellid barbarians across the border in the Realm of the Mammoth Lords by dressing themselves in rough furs, carrying crude weapons, and "communicating" with one another in nonsense grunts. Driven out of Whitethrone by putative stilyagi leader Paval Turosky, a foolish, blond-haired youth who has taken the name **Kurag of the Steppes** (CN male human aristocrat 2/bard 2) leads the Lords of the Tusk. For the most part, the local peasants think these young aristocrats are a joke, but play along with their silly charade for the diversion it provides. On several occasions, the Lords have crossed the river and wandered into the barbarian lands. Thus far, they have always kept the riverbank in sight, but the more courageous (or foolish) among their number have begun making noises about foraging deeper into the wilds to

hunt bison and the prehistoric animals that roam those lands. Thus far, **Baroness Wilimina** (NE female human witch 6/winter witch^{POP} 1) has dissuaded them, knowing that the fools will only get themselves hurt or worse. She worries about how much longer she can continue to put them off, however, and is beginning to think that paying some foreign adventurers to act as guides for a "safari" might be the wisest course of action.

Glacier Lake: Were it not for the plentiful wildlife inhabiting frigid Glacier Lake, life in Irrisen would be nigh impossible. Trout, sturgeon, pike, and whitefish form the backbone of the average citizen's diet, occasionally supplemented with cold-water mollusks and squid, and every settlement on the shores of this great freshwater lake has a fleet of fishing vessels. Colonies of freshwater seals and walrus are also relatively common on the unsettled shores, and add some variety to the diet. A good number of hunters make their living bringing in meat, blubber, skins, and tusks harvested from these creatures. Indeed, in some villages, seal and walrus meat are almost as common on peasant tables as fish. Unexpected storms can creep up on unwary sailors on Glacier Lake, and there is much in the depths of this

The Cold Sisters

Of all the bureaucrats and government officials who run Irrisen, perhaps none are as feared as the Cold Sisters, an order of winter witches based in Whitethrone and charged with rooting out insurrection and enforcing Irrisen's strict laws throughout the land. The Cold Sisters tour the provinces, seeking evidence of malfeasance or double-dealing among peasants, foreign merchants, and even the Jadwiga. The Cold Sisters find and punish those who would cheat Whitethrone of its due, and are harsh, cruel, and relentless. A fugitive from their justice has little choice but to flee the country, for they will never give up the hunt as long as their quarry remains within the borders of Irrisen. The Cold Sisters are also feared for their savage and inventive tortures. Indeed, it is not uncommon for prisoners to commit suicide rather than surrender themselves to the mercy of the Cold Sisters.

Cold Sisters wear hooded robes of unsullied white, their faces obscured by a misty frost that dances about their heads. They address one another as "adored sister," regardless of rank, and assume names only when charged with a very specific task or when temporarily replacing a government official recently removed from her post.

To be initiated into the order, an aspirant must be female, a Jadwiga, and a winter witch of at least 5th level. She must be adept in the arts of divination and inflicting pain, fanatically loyal to the reigning queen, and endlessly creative in the punishments she devises.

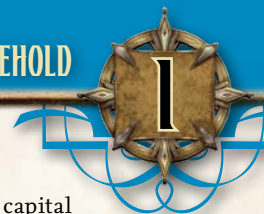
body of water that demands both respect and caution. Many underwater cave complexes along Glacier Lake's shores are home to amphibious boreal breeds, including reclusive tribes of inexplicably hostile locathahs, vicious freshwater merrows, and brutal and warlike scraggs. Most fisherfolk are loath to work out of sight of land, as the remote center of the lake is notorious for its many terrors. Foremost among these are a number of erratic rusalka who love nothing more than to waylay humans who trespass in their territories. Of particular note is **Yalah the Pale** (NE female rusalka witch 7), whose 40-year-old treaty with Queen Elvanna requires that a raft with three male Jadwiga children be set adrift at the center of the lake once every year on the eve of Pjallarane Day. What becomes of these unfortunate children is a mystery. Some have attempted to discover the secret, but those who came back turned up frozen in blocks of ice floating in Whitethrone's harbor.

Hagby: The last stop for all trade headed to Whitethrone from the west, the town of Hagby is monitored with a

level of scrutiny that fosters a severe paranoia in all of its inhabitants. Ruled by the cruel and exacting **Baroness Ladina** (LE female human witch 5/winter witch^{POP} 4), Hagby's townsfolk are an especially insular and distrusting lot, knowing that the smallest hint of sloth or graft results in draconian punishments. A high number of citizens scurry about their daily duties with one disfigurement or another—facial scars, missing fingers, eye patches, missing teeth, and worse. The baroness's obsequious intermediary **Yefrem Chelnitsky** (N male human expert 5), a nervous mouse of a man, skitters in Lady Ladina's wake wherever she goes, parchment and quill in hand to record every demand and directive his mistress utters. Despite the oppressive atmosphere, or perhaps because of it, the Heralds of Summer's Return have a strong presence in Hagby, including warehouse worker **Nakia Serebrynakova** (NG female human rogue 4) and blacksmith **Yuri Patasil** (N male human ranger 4). Both are always eager to recruit those interested in fighting back against the pitiless White Witches who rule their homeland.

Ledenica: Thronehold's only town on the Marbleflow River is a busy one, and is heavily fortified against the wintry terrors that occasionally shamble out of the Frozen Fog across the river. The coldly efficient **Baroness Helka** (LE female human witch 5/winter witch^{POP} 2) rules the town from her round stone keep at the center. The baroness is known to hire mercenaries and adventurers to deal with any threats from the Frozen Fog rather than use her own town guard. Several years back, her Jadwiga guard captain, **Vlad Omelinsky** (NE male human fighter 5), convinced Lady Helka it would be wise to not risk her own soldiers against such monsters. Omelinsky handles all of the contracts for such business, and is notorious (to all but the baroness, apparently) for cheating those he hires, filling his own coffers in the process. If she were ever made aware of her captain's perfidy, Lady Helka would execute a punishment most dire. Ledenica is also famous for three of its inns: Natalya's Riverside Inn, the Spirit's Caress, and the White Raven, all of which are eagerly anticipated by those on their way to and from Whitethrone. The White Raven, owned and run by sisters **Kira** (N female human cleric of Pharasma 4) and **Kaleena Brodovsky** (NG female human bard 4), is a secret meeting place for the Heralds of Summer's Return.

Pjallarane's Stone: Known as the 24-Hour War, Queen Pjallarane's futile efforts to resist leaving Irrisen with Baba Yaga lasted less than a day, and the shores of Glacier Lake were lined with the crucified, tarred, and flaming bodies of the Jadwiga Pjallarane who had joined the queen's rebellion. Queen Pjallarane herself is said to have fled east and south on a sorcerous mount until her mother caught up with her. According to legend, Baba Yaga turned her mutinous daughter to stone as



she clung to a slender aspen and begged for mercy, and there Pjallarane remains to this day. It's easy to see where such fanciful tales come from—the rock formation now called Pjallarane's Stone does indeed bear a remarkable resemblance to the scene described. But few scholars credit this story with any truth, noting that Queen Pjallarane and her surviving first generation offspring were witnessed leaving Golarion with Baba Yaga, albeit a day late. What is known is that Pjallarane's Stone does seem to possess some strange power, as all arcane spellcasters who have stood near the stone can attest. To date, however, no one has been able to harness this power or explain its origin. Yet another far-fetched tale has it that the stone holds the key to banishing the eternal winter from Irrisen forever. Several squabbling snow goblin tribes who worship Baba Yaga as a god live in encampments within a few miles of the stone, and their priests occasionally bury offerings to the Witch-Queen beneath it. Though most of what they leave would be considered refuse, some expensive baubles have found their way into the growing hoard over the years.

Riekamesto: The recent history of the town of Riekamesto is a gory drama. The Cold Sisters discovered that Baroness Urszula and a number of her councilors had been cheating Whitethrone and the crown of its tax revenues for several years. The Cold Sisters dealt with the councilors, 13 in all, plainly enough—they were scourged bloody in Riekamesto's main square and defenestrated from the top floor of the Council House before their battered bodies were hung in gibbets for the crows to feast on. Baroness Urszula's punishment was somewhat more severe. Six months ago the Cold Sisters placed the baroness alive in a great brass coffin and wrapped thick bands of iron inscribed with strange sigils around the metal casket to seal it tight. The coffin now sits in the center of town beneath a stone statue of Baba Yaga, and despite the time that has passed, the metallic sounds of the Lady Urszula's frantic pounding and pathetic cries for release continue unabated from within. One of the Cold Sisters, **Sister Arminaela** (LE female human witch 9) now administers the town. She has achieved an enviable level of efficiency from the peasants, and raised tax revenues substantially.

Ruins of Tashagrot: The sole surviving remnant of Queen Tashanna's Great Eastern War, Tashagrot was once the provincial capital of the ill-fated province of Rimetusk, but it now lies in ruins on the eastern banks of the Gullik River. Shunned by the Kellids and beyond the reach of most Irriseni, these ruins are believed to be haunted by the residents who were slain when the Mammoth Lords conquered the city and reclaimed their ancestral lands.

Whitethrone: More than just the provincial capital of Thronehold, Whitethrone is the capital of all Irrisen. Baba Yaga established the city as her capital on the ruins of the Raemerrund capital of Elkswood, literally paving the new city's roads with the skulls of slain Ulfen warriors. Whitethrone sits on the frigid northern shore of Glacier Lake. Its most distinguishing characteristic is the diversity of its populace: Jadwiga, Ulfen, dwarves, fey, gnomes, ice trolls, snow goblins, and winter wolves all live in relatively stable coexistence inside the city. Of course, the majority of the dwarven, gnome, and Ulfen residents are slaves—save for visiting merchants, diplomats, and adventurers, most of whom confine themselves to the Merchants' Quarter that girds Whitethrone's Market Square. Woodcrafters and scholars inhabit the Twohill area surrounding Veskaya Hill and Observatory Hill. The latter is home to the Observatory Arcanis, a font of Golarion's knowledge of the heavens; astronomers, astrologers, and a wide assortment of other scholars visit this outstanding facility year round. The conservative district of Ironside is



Pjallarane's Stone



WHITETHRONE

NE large city

Corruption +1; **Crime** +3; **Economy** +3; **Law** +2; **Lore** +5;
Society +0

Qualities academic, magically attuned, notorious, racially intolerant (non-Jadwiga humans), tourist attraction

Danger 20

DEMOGRAPHICS

Government magical

Population 24,900 (17,962 humans, 1,873 winter wolves, 1,237 ice trolls, 1,098 gnomes, 996 snow goblins, 614 dwarves, 543 fey, 95 frost giants, 482 other)

Notable NPCs

Lord Chegar Tuvash, Prince of Winter Wolves (NE male winter wolf barbarian 12)

Lord Commander Prvan Oryo, Captain of the Iron Guard (LE male human aristocrat 2/fighter 7)

Mistress of Gardens Ilyena Tetrovna (N female human expert 6)

Princess Cassisoche, First Daughter of Elvanna, Duchess of Thronehold (NE female human witch 8/winter witch^{POP} 10)

Queen Elvanna, Fourteenth Daughter of Baba Yaga (NE female human witch 10/winter witch^{POP} 10)

Stilyagi "Prince" Pavel Turosky (CN male human bard 2/rogue 2)

MARKETPLACE

Base Value 13,600 gp; **Purchase Limit** 85,000 gp;

Spellcasting 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

home to the Iron Barracks, the imposing fortress of Irrisen's Iron Guard. This disciplined military order serves as the city guard in the provincial capitals across the nation and is composed of soldiers fanatically loyal to Baba Yaga herself, rather than the reigning queen. Lord Commander Prvan Oryo is captain of the guard, with an ego to match his position. Many wealthy Jadwiga reside in Frosthall, along with those Jadwiga Elvanna not in residence at the Royal Palace. The Frosthall Theater is the artistic center of Whitethrone, where **Lady Ilya** (N female human bard 6/expert 1) directs plays performed on ice. Porcelain Street is the hub of Whitethrone's dollmaking industry and a popular place to purchase these iconic objects. The Floes is Whitethrone's most elite neighborhood, built on islands north of the Royal Palace, and is home to many Jadwiga Elvanna and other functionaries who serve Irrisen's government. The Water Palace, home to air elementals that dance in heated chambers where hot springs bubble up, serves

as a luxurious bathhouse for only the privileged. These same springs heat the Hidden Gardens, Whitethrone's ingenious greenhouse complex where about a third of the fruits and vegetables consumed in the city are grown. Ilyena Tetrovna oversees the gardens, making her one of the most powerful Jadwiga in the city.

The monstrous denizens of Whitethrone have their own enclaves. The Troll Quarter in the southeast is almost exclusively populated by members of that brutal race, though the female trolls who rule the district usually manage to keep the violent aggression of the territorial males in check. If all else fails, the Eyefang Arena hosts nightly bouts in an ongoing fighting tournament where the trolls (and other races, if so inclined) can battle for status or to redress grudges. Winter wolves primarily congregate in the district known as the Howlings, which provides easy access to the snowy wilderness outside the city walls. When Whitethrone was built, Baba Yaga gifted the wolves with the ability to walk about as humans in the Howlings. Lord Chegar Tuvash is the undisputed prince of Whitethrone's winter wolves, and any wishing to deal with them had best secure the volatile lord's blessing. Even snow goblins inhabit their own warren in the city, a filthy labyrinth of underground tunnels and aboveground shanties, popularly known as the Ratnest. While non-monstrous visitors are sometimes seen in these neighborhoods, only the most resourceful and culturally informed leave unscathed.

Just outside the city walls sits the Bone Mill, a grim industrial building where the bodies of slaves and those unable to afford a burial plot in Rimerest Cemetery are sent to be rendered for all of their resources: fat for soap and candles, bone meal for filler when flour is scarce, and other substances taken from bodies for maximum conservation of resources. Whitethrone's stilyagi, divided into various gangs such as the Taldan Lions, the Ruby Princes, and Hellknights, gather near Hammerdown Fountain in Ironside, under the ostensible leadership of their eccentric "Prince," Pavel Turosky.

Queen Elvanna rules all of Irrisen from the Royal Palace, a magnificent structure of ice sitting atop an enormous ice pillar that rises 200 feet from the surface of Glacier Lake. The palace towers 10 stories high, with at least as many dungeon levels in the ice pillar on which it sits. The queen's many offspring, the Jadwiga Elvanna, scurry through the labyrinthine hallways and chambers of the palace, carrying out their business of running the wintry nation and seeing to it that their mother's wishes are carried out.

Elvanna's eldest daughter, Princess Cassisoche, is the duchess of Thronehold, responsible for the administration of the province and the city of Whitethrone itself. For nearly a century, Cassisoche has devoted herself wholly



to her mother's endless commands, allowing Elvanna to focus her attention on the nation as a whole. To say the princess is a cold woman is to say a raven is black; Cassisoche is severe and humorless, heartless and efficient—a model for the dutiful, hardworking Jadwiga Elvanna. At her mother's command, the princess has never married and has no children of her own, lest the role of wife or mother distract Cassisoche from her duties. The only indulgence she allows herself is attending performances at the Frosthall Theater, where the royal box is reserved for her. Cassisoche frequently sculpts roses of ice to present to Lady Ilya, the theater's proprietor and director, and the nature of their relationship is fodder for much gossip among Whitethrone's aristocrats. On occasions when Queen Elvanna is away from Whitethrone on other business, Princess Cassisoche plays the role of regent, passing judgment and directing national policy. The queen never utters a single word of thanks, but the princess has learned her mother's lessons well—Cassisoche's reward for faithfully serving Queen Elvanna is the luxury of waking up the next day.

Whitethrone is detailed further in *Pathfinder Campaign Setting: Cities of Golarion*.

Ytterjorna: The town of Ytterjorna on Glacier Lake's far eastern shore has taken outrageous advantage of its strategic location for generations. All imports heading up the Marbleflow River toward Whitethrone must pass through Ytterjorna's sticky fingers, unless they want to risk the dangerous passage across the middle of Glacier Lake. The degree of graft, extortion, and clandestine plunder in Ytterjorna is positively legendary. From the lowliest dockworker to **Baroness Adrijana** (NE female human witch 5/winter witch^{POP} 3) herself, everyone in town is extracting bribes, skimming off the top, or putting a hand in someone else's pocket. Though foreign merchants expect games of this sort the world over, in Ytterjorna they have been refined into an art form. The Cold Sisters come through Ytterjorna from time to time in search of embezzlers and other frauds among both the local government and the citizenry, and the corpses hanging from gruesome gibbets on the waterfront stand as testimony to their success. Indeed, the proprietor of the raucous dockside tavern called the Dancing Harbormaster, **Rasgautan Azmidov** (CN male human rogue 5), runs a lively gambling pool for which major local officials will "dance the gibbet" before year's end.

THE VERGE

MILITARIZED BORDER PROVINCE

Queen Urvalane saw the writing on the wall soon after she assumed the throne: If all of Irrisen maintained an unrelenting martial footing, menacing and threatening all of her neighbors, the witch nation would not survive. Her predecessors had been forced to pour endless resources into magically supplying Irrisen's armies and allies with food and weapons, in addition to providing for the young nation's conquered Ulfen population, and Urvalane realized that this energy would be better invested in building up Irrisen's power and infrastructure. At the same time, however, Urvalane knew that her neighbors must continue to fear Irrisen. So the queen carved a new province out of Wintercruz, calling it the Verge, and placed it in the hands of her second son, Kazimir. His charter was simple: train and bolster the military across your province, send raids across the borders so that the Linnorm Kings do not think we have grown weak, but do not risk full-scale war. Though Kazimir chafed under these restrictions, as have his many successors over the centuries, the arrangement succeeded, freeing up much of the rest of Irrisen to build trade routes to sustain the nation. The Verge remains militarized to this day, and most of its settlements exist solely to support Irrisen's armies. Across the frozen tundra of the Verge lie dozens of temporary military encampments where troops march and drill 5 days out of the week, fight mock battles on the sixth, and rest on the seventh.

Alone among all of Irrisen's provinces, the Verge is ruled by a man, not a woman. By tradition, the second son of the reigning queen is appointed military governor of the Verge, at least to start. Several times over the years those second sons have overstepped their charter one time too many and been relieved of their authority—usually in dramatic ways involving flayed bodies and heads on pikes. The current governor of the Verge, Duke Arvanoff, has been remarkably obedient to his mother in Whitethrone, however, earning only one rebuke during his years in the provincial capital of Redtooth. By his mother's order, he wears that reprimand dangling about his neck on an iron chain—the mummified remains of his severed left hand. Queen Elvanna's discipline is cruel but effective.



Duke Arvanoff

Gojko: The village of Gojko has no logical reason to exist. Nearly 100 years ago, General Gojko Kseniya defeated a Blackraven raiding party sent over the border from the Lands of the Linnorm Kings. The vain commander decreed that a town be built on the site to commemorate his great victory. Since that time, Gojko's descendants have maintained the village as a tiny fief in the middle of nowhere, coveted by none. The village has dwindled to a thin population of 90 Ulfen peasants and Jadwiga, ruled by **Baron Mikula Kseniya** (LN male human fighter 4), who struggles to preserve what's left of his family's aristocratic privileges. Years of maintaining the isolated settlement have diminished the family's wealth so severely that Lord Mikula can barely bring in enough food to feed his own household servants (naturally, the baron's family and the village's few other Jadwiga residents get the lion's share of imported supplies). The village's Ulfen peasants, all of

whom would leave if given permission to do so, fend for themselves as best they can. Frequent hunting parties scour the tundra, bringing in what little they can find or kill, but most peasant meals consist of winteryew gruel: a thin, tasteless concoction made from boiling bark and seeds gathered from a small grove of winteryew trees outside the village. Lord Mikula has tried in vain to persuade merchants to supply Vasterborg or Redtooth through Gojko, which would put the village on the map, but the Vasterborg Run out of Zelen (see page 37) provides a faster (and safer) way to transport goods from the Rimeflow to the settlements of the province's interior.

Redtooth: The large town of Redtooth is the Verge's provincial capital, headquarters of Irrisen's military, and official seat of the military governor of the Verge. Queen Elvanna's second son, Arvanoff Elvanna, is the Duke of Redtooth. He governs the province and directs all western military operations from the Keep of the Hound, an imposing stone castle in the center of town designed to withstand a long siege. The duke's wife, Lady Shenen Betyrina, is never far from his side unless she is indulging her more feral side—Lady Shenen was afflicted with lycanthropy several years ago, a shameful secret the duke has successfully managed to keep hidden from



his mother, the queen. But if there is any place ideal for lycanthropes, it is Redtooth. Like the Howlings district in Whitethrone, winter wolves in Redtooth have the power to assume human form. As virtually all residents of the town possess white or silver hair, it is nearly impossible in the light of day to say who is human and who is winter wolf. Every building in the town has its own entrance gate—by ancient pact, a winter wolf may not open a closed gate without invitation. At night, the winter wolves take on their true, animal forms, and a chorus of howls fills the night air. Most of Redtooth’s human residents have grown used to the noise, and follow a self-imposed curfew at dusk, barring themselves indoors. Only this curfew and the ancient agreement keep the peace in Redtooth when the winter wolves prowl its darkened streets.

Unlike every other provincial capital in Irrisen, Redtooth isn’t built on a major waterway. Even more surprisingly, especially for a military town, the city lacks walls. Instead, Redtooth sits atop a steep hill, encircled with a ring of rectangular wooden towers. These towers also serve as barracks for Redtooth’s city watch, known as the Red Claws. Rogosh Vix is captain of the Red Claws and he is obeyed without question. Although he usually

remains in human form, everyone in the city knows that he is a winter wolf and fears him accordingly. Most of the human, dwarven, and half-orc citizens of the town pay the Red Claws protection money in the form of the “gate tax”—an assurance that the Red Claws won’t “accidentally” open one’s gates at dusk, thereby suggesting an invitation to the town’s wolves where none was actually intended by the occupants.

Just west of the duke’s castle are the army’s storage silos, carefully monitored by the fastidious **Stanislaw Balk** (LN male human expert 4/wizard 2), a bureaucrat who takes his responsibilities seriously. He regularly complains of frost giants and ice trolls breaking into the stores to Duke Arvanoff, who waves off his concerns about balanced books and rationing. East of the keep are the permanent camps of the duke’s most elite units, known as the Queen’s Storm. Used as shock troops for cross-border raids and to stiffen the spines of new recruits to Irrisen’s army, the “Stormers” are sworn to celibacy and a life of unending martial discipline—the order has something of a cult-like quality, and its members are rightly feared.

The bulk of the city’s population lives in neighborhoods surrounding the keep, storage silos, and army camps.

The Sentinel Huts of Irrisen

While Irrisen's armies strike fear into all of her neighbors, bizarre guardians vigilantly watch over its borders: small wooden huts that have steep, thatched roofs and rest atop supports of bundled tree trunks. The creations stand along the banks of the rivers Irrisen shares with the Lands of the Linnorm Kings and the Realm of the Mammoth Lords, and dot the rocky slopes of the Kodar Mountains that form Irrisen's border with Varisia. These strange sentinel huts are wondrous constructs that can take on a life of their own, their tree-trunk supports animating into huge chicken legs that imitate those of Baba Yaga's own *Dancing Hut*—a reminder to all who see them that Irrisen is not a land to be trifled with. Sitting inside each hut is a single doll with a crone's face, attired in traditional peasant garb, eternally gazing across the border at Irrisen's neighbors. These dolls are constructs as well, believed to be animated with the corrupted souls of kidnapped children. Stories tell that these guardian dolls sometimes leave the confines of their huts to hunt and murder those who would cross Irrisen's snowy borders and trespass in the lands of the Queen of Witches.

Nearly half the winter wolves in town reside in Blue Fang, living in homes styled like those of their human neighbors, complete with gated entryways. Blue Fang also boasts the only inn in town, the Open Claw, a long, conspicuously gateless building run by silver-haired **Emylla Grigovych** (NE female winter wolf rogue 5), whose grinning, toothy countenance is a welcome change for visitors weary of unfriendly grunts and rudeness from other townfolk. Few foreign guests of the inn check out in the morning, however.

On the south side of Blue Fang are two of the town's seven "market circles," where temporary markets are erected in the mornings and disassembled before dusk, 5 days a week. South of Blue Fang, Clawfoot Quarter is home to a half dozen rowdy taverns, some of which have a room or two to let, at least for those who don't really want to sleep—the common rooms host drinkers who dare not leave for home until the sun rises, and they pass the night in loud revelry. The Lambshank is the most accessible to outsiders, with only two or three drunken brawls a night. Usually at least one involves its proprietor, **Hanska Greyfox** (CN male dwarf fighter 3). When in his cups (that is, almost always), Hanska might take a liking to visitors and make them aware of Redtooth's realities.

The neighborhoods of Whitetail and Houndsrange are home to the Jadwiga middle class as well as the city's armorers. For the most part, Redtooth's armorers craft inferior armor and are much better at repairing damage

to the far finer work of their counterparts in Morozny. The blacksmith **Darrag Fabaravych** (N male human fighter 3), formerly Darrag Kseniya of Whitethrone, is a strange Jadwiga man. He came to Redtooth 10 years ago having discarded his wealth and aristocratic privilege, posing instead as a simple peasant blacksmith. He claims to be a lifelong peace-loving bachelor (doubly untrue) who seeks only the simple life of a blacksmith. Several of his neighbors have their suspicions, but to date his ruse is undiscovered, and his motives are still unknown.

The more well-to-do residents of the town live in the outer neighborhoods of Sunrose, Vastborough and Norborough. Even wealthier Jadwiga, mostly retired military officers, live in gated manors on the outskirts of town. **Colonel Holgr Yelizaveta** (NE male human fighter 10) lives in a manor on the east edge of town; it is said that he hasn't set foot outside his compound in 20 years, ever since a Southmoor witch prophesied that he would die west of the Thundering River. Colonel Holgr means to confound the prediction by never stirring from his manse, though rumor has it he pines for a treasure he buried on a raid in Southmoor years ago.

To the west of town lies what is mockingly known as the Earl's Manor, the home of a Jadwiga colonel who believes himself cheated of a title. **Koloman Velikas** (LE male human fighter 11) broods in his fine home, scheming revenge on those he thinks caused him harm.

On the southwest edge of Redtooth is the gated manor of **Karel Karina** (NE male Jadwiga fighter 9), leader of a small group of Jadwiga men who call themselves the White Warriors and believe a warrior-king and his sons should rule Irrisen instead of the witch-queen and her female progeny. Members meet in both his manor and a clearing in the woods to the south, where they conduct a number of bloody rituals they call the Ways of Men. In truth, they are a glorified club of bitter old soldiers who have as much chance of overturning the social order of Irrisen as they do sprouting wings and flying to Whitethrone. The duke is aware of their meetings, but considers them unworthy of his attention to date. Lady Shenen has also discovered the organization, and has begun slowly picking off the White Warriors one by one, taking great pleasure in doing so.

Witchwolf Pit is a small complex of caverns in the hill northwest of town, used by Redtooth's winter wolves as a meeting place to debate how much longer they will abide by their treaties with the White Witches. The hill to the east has a pair of cave entrances that are thought to be deep and dangerous; known collectively as "the Beast," the subterranean passages are unstable, and more than one spelunker searching for gems or lost treasure has been trapped by a cave-in. Residents are unaware that an ancient wendigo called Yaalagaal, Eater of Hearts, has slumbered in a hidden cavern below the Beast for 2 millennia.



Saarbotten: Nearly every raiding party that crosses the border into Southmoor or the Grungir Forest passes through the town of Saarbotten. With its permanent armories, camps, and warehouses, Saarbotten is organized entirely toward the support and encouragement of raids south and west into the Lands of the Linnorm Kings. The Wintercruix town of Dalun (derisively called “Gentle Dalun” by Saarbotten’s residents) supplies most of Saarbotten’s food, while Morozny and Vasterborg provide weapons and armor. **Baroness Urgalaena** (NE female human witch 5/winter witch^{POP} 1) fulfills her aristocratic role with bloodthirsty enthusiasm, hosting weekly “Crimson Tournaments” in the town square. The victor of these vicious contests between combatants (“survivor” is often the more apt term) wins a kiss from the comely baroness. Lady Urgalaena publicly mocks her sister Nadya, baroness of Dalun, and is even thought to have spies in her sister’s midst so she can coordinate raids specifically to embarrass Lady Nadya’s diplomatic endeavors.

Sascha: The town that once stood here was called Ermalin, the site of a small peasant uprising during the reign of Queen Sascha. Like most such futile acts of rebellion, this short-lived uprising accomplished little more than robbing the town’s ruling baroness of a single night’s sleep and was put down with breathtaking brutality. After the ringleaders were apprehended, Queen Sascha herself came to the town and asked each why they had thought to take up arms against her rule. Kneeling before her, quaking in terror, a single rebel whimpered, “Cold... We were just weary of the cold.” The queen smiled and said in a sweet voice, “Well then, let me warm you.” The town was put to the torch, and all of its residents locked inside their homes to burn to death.

Upon the still-cooling cinders of Ermalin the cruel queen had a new town of stone built bearing her name. Sascha is an unfriendly and humorless place, said to be haunted by the spirits of the murdered peasants. The current ruler, **Baroness Stepanya** (NE female human witch 5), complains she is unable to sleep through the night in her cold keep, haunted by fiery visions of burning bodies. Priests of Zon-Kuthon and Lamashtu have been unable to dispel these incorporeal haunts, leading some to believe them to be a figment of the baroness’s imagination. At her wit’s end, Lady Stepanya has offered to grant anyone who can free her from this malady his weight in coin, regardless of the means used.

Sascha’s isolated townsfolk are, even for Irriseni peasants, extraordinarily superstitious, and distrust all outsiders as a rule. The town’s

only inn, a nondescript place identifiable only by the crudely hand-painted sign hung by its door that reads “Food and Beds—No Foreigners Allowed,” is run by **Milena Kaprikova** (N female human expert 2/rogue 3). She is every bit as friendly as her inn’s sign would suggest. One of the town’s blacksmiths, lifelong bachelor **Olaf Uterenko** (N male human fighter 5), is just as gruff as Milena, but he is also the lone member of the Heralds of Summer’s Return living in Sascha. Should an outsider with sufficient charm and patience buy him enough mead in a local tavern (he frequents both the Slaughtered Lamb and the Wolf’s Den), he might just open up.

Skrata: The town of Skrata does almost no trade itself. Rather, it serves as a way station for goods shipped down the Iceflow to the Rimeflow River and then eastward to Algidheart or Whitethrone, and as a supply depot for the endlessly drilling armies in the province’s wilderness. Skrata’s riverside docks are always busy, and its warehouses bulge with goods destined for the army or the Rimeflow. Eternally bored and idle **Baroness Slavena** (NE female human witch 6) allows her subordinates to run the town, including her Jadwiga husband **Ivan Betyrina** (NE male human fighter 5), whom the baroness routinely cuckolds with Duke Arvanoff. Lady Slavena believes herself to be clever and discreet, but every last resident of Skrata is fully aware of her amorous activities with the duke, who visits the town for monthly “inspections.” Indeed, the word “inspection” has become a sexual innuendo among Skrata’s Jadwiga and peasants alike. Lord Ivan regularly



Winter Wolf

REDTOOTH

NE large town

Corruption +3; **Crime** -2; **Economy** -3; **Law** -2; **Lore** +1;
Society -6

Qualities insular, notorious, strategic location

Danger 35; **Disadvantages** hunted

DEMOGRAPHICS

Government overlord

Population 3,500 (2,070 human, 745 winter wolves, 285 half-orcs, 200 dwarves, 120 frost giants, 80 ice trolls)

Notable NPCs

Captain of the Red Claws Rogosh Vix (NE male winter wolf fighter 7)

Duke of Redtooth Arvanoff Elvanna, Military

Governor of the Verge (NE male human fighter 12)

Duke's Wife Lady Shenen Betyrina (CE female human afflicted werewolf sorcerer 10)

MARKETPLACE

Base Value 2,400 gp; **Purchase Limit** 15,000 gp;

Spellcasting 5th

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

and brutally vents his rage on the townsfolk, especially the unfortunate prostitutes at Skrata's several brothels. There are three prominent members of the Heralds of Summer's Return in town: dockworker **Cherni Oslovovich** (N male human druid 2), blacksmith **Left-Arm Karastov** (N male half-orc ranger 3), and apothecary **Sanzina Rodoc** (NG female human witch 2). All three agree that touching a lit taper to the powder keg that is Skrata's aristocracy might provoke some wonderful fireworks to undermine Jadwiga rule, but they haven't yet invented a clever means of doing so. A more serious concern for the Heralds is how they might interrupt the transport of goods south to Vasterborg and Irrisen's armies.

Three-Troll: If Redtooth holds the highest concentration of winter wolves in the Verge, then Three-Troll is where ice trolls gather in the greatest numbers. Named for three petrified rock trolls who were caught in the sun during the Winter War, Three-Troll began as a camp for ice troll raiders making forays into the neighboring Grungir Forest. Over time, the encampment grew into a small town as others moved to the area to support the raiding parties and built permanent structures around the three rock troll statues that still stand in the town square. **Baroness Nedyalka** (NE female witch 7) ostensibly rules Three-Troll, but in truth, she rarely sets foot in the town, preferring the comforts of the duke's court in Redtooth and mostly leaving the ice trolls to govern themselves—a state of affairs that keeps Three-Troll balanced on the edge of all-out anarchy.

Vasterborg: Situated close to the border with the Lands of the Linnorm Kings, the town of Vasterborg is heavily fortified and boasts a large population of soldiers—human, ice troll, and winter wolf. As such, the town's many industries cater to the army, from taverns and brothels to fighting pits and "coursing fields." These latter are flat, open areas where winter wolves can indulge in the sport of coursing—using speed and sight, rather than scent, to catch fleeing prey. Condemned criminals, debtors, and prisoners of war are typically the "game" hunted on the coursing fields, but it's not unheard of for an unlucky peasant or lone visitor to the town to end up being coursed by a bored or bloodthirsty winter wolf.

While Vasterborg boasts that it is "the Forge of Irrisen," in truth that distinction belongs to the city of Morozny in Wintercruz. Morozny's smiths ship large amounts of armor and weapons to Vasterborg, where artisans decorate these implements of war with exquisite artistry, creating swords with dizzying designs etched in their blades, helms with curling iron horns and colorful plumes, and breastplates emblazoned with proud insignia. A number of wizards employed in the industry add magical powers to these creations. Military Jadwiga across Irrisen pay exorbitant prices for such lovely and potent instruments of war, and this trade has made the aristocracy of Vasterborg some of the wealthiest in the land. Indeed, half the town's population actually consists of Jadwiga involved in this lucrative trade—an oddity given the aristocracy's usual disdain for provincial peasant towns. **Countess Ekaterina** (NE female human witch 6/winter witch^{POP} 6), ruler of Vasterborg, is thought to have eliminated two competing relatives for assignment to this remote settlement. She has secretly vowed that when Baba Yaga returns to depose Queen Elvanna, Ekaterina herself will not be consigned to some subordinate role by the new queen's offspring. Wealth buys power, and the countess has stockpiled hers for decades.

Because of Vasterborg's industry, dwarven and non-Jadwiga human metalworkers and wizards adept at the creation of magic armor and weapons have a special status in the town. They may even share a table with Jadwiga at local taverns, an unheard-of privilege in other Irriseni towns. Renowned artisans in Vasterborg include **Posk Railhemmer** (N male dwarf expert 4/fighter 3), **Chelia Duvenich** (N female human expert 4/ranger 3), and **Yemoses the Osirian** (LN male human wizard 9). These elite artisans wear the emblem of a red snowflake, a symbol of the community's esteem for their skills.

Velesia Nora: Discipline in Irrisen's military is as severe as its queen. With Jadwiga officers commanding troops of surly Ulfen, roaring frost giants, bloodthirsty ice trolls, volatile winter wolves, and a dozen other monstrous races, order must be maintained at all costs. A battalion



of soldiers that demonstrates cowardice or disobedience is marched to Velesia Nora, a stout, snow-covered fort of iron and stone in the middle of nowhere. Here they receive what is known as the Velesian Cruelty: Broken into groups of 10, the soldiers draw lots and a number is called out. Every trooper holding that number from the lots is then beaten to death by his nine comrades. The remaining soldiers rejoin their unit and return to duty, suitably chastened. But that is not the end. Necromancers take the corpses of those soldiers killed by their fellows and add them to the ranks of the Decimated—a small army of undead soldiers that drill eternally in the white wastes a few miles southeast of Velesia Nora. Presently, this brigade is about 2,500 strong, led by **General Fyodor Yelizaveta** (NE male graveknight fighter 12), the last Jadwiga officer to suffer the fate of decimation. These undead soldiers are held in reserve in the event that Irrisen is ever invaded. Irrisen's neighbors pray a reigning queen never decides to use them in any other way.

Zelen: Of all the Verge's peasant settlements, Zelen is the one least touched by the martial ethos of the province. Its riverfront teems with activity, handling merchant barges heading east and west, and most river captains

take advantage of Zelen to sleep in a warm bed for at least one night. **Baroness Pribuska** (NE female human witch 5/winter witch^{POP} 1) is forever poring over her balance sheets, obsessed with her profits since she became the ex-paramour of Duke Arvanoff 3 years ago. She seethes with a burning hatred for Baroness Slavena of Skrata, who has replaced Pribuska in the duke's affections. Lady Pribuska has entertained the thought of hiring some cutthroat to go upriver and take out her revenge on her replacement some night. From time to time, Lady Pribuska becomes enamored with some foreigner she takes as a lover for a time, but it never lasts. Eventually this temporary plaything displeases her and ends up floating face down in the Rimeflow.

The waters of the Rimeflow are particularly rich with fish near Zelen, and the town ends up sending a good deal of its catch as far south as Redtooth. The Vasterborg Run, a caravan of dogsleds, makes a monthly trip with the river's bounty. It's an arduous trek, and the Run's captains, **Raisa Gevenovna** (N female human ranger 4) and **Zavid Menavich** (LN male half-orc ranger 3/rogue 2) are always hiring skilled fighters to guard against attacks by yetis, wandering packs of snow goblins, and worse.

WINTERCRUX

CENTER OF INDUSTRY

In many ways, the province of Wintercrux is the heartland of Irrisen. Bounded by Glacier Lake and the Rimeflow and Marbleflow Rivers to the north and east, the Kodar Mountains and Thundering River to the south, and the militarized province of the Verge to the west, Wintercrux is well protected. Its mines produce much-needed ore and wealth. Its capital Morozny, on the Rimeflow, turns that ore into armor and weapons for the army, and into jeweled luxuries for export outside of Irrisen. Even with Wintercrux's wealth, most of its people stay in their settlements along the province's rivers. Those brave souls who venture into the interior to work the mines of the Skala Foothills (not to mention those unfortunates enslaved in the mines of Hope Lost) must contend with frost drakes, ice trolls, and territorial ogres, not to mention frost giant raiders from the Kodar Mountains who covet Wintercrux's wealth.

Dalun: The town of Dalun is in a strange position. Though it strongly encourages trade with the outside world, which is essential for Irrisen's continued survival, it must constantly apologize to its Linnorm Kingdoms neighbors for the depredations visited on them in raids launched from Redtooth and Saarbotten in the Verge to the west. On more than one occasion, a peaceful trade delegation from Dalun has been caught in the Southmoor town of Whiterook just as some Jadwiga warlord crossed the Thundering River with his raiding party, waving an axe and howling for blood—not an occurrence that is conducive to peaceful trade negotiations. The long-suffering **Baroness Nadya** (N female human witch 5) rules Dalun. For many years, she has tried to foster stable relations with Southmoor and Varisia, but the significant failures far outweigh the small successes she has achieved. Perhaps most galling for Lady Nadya is that she is responsible for seeing to it that both Redtooth and Saarbotten are regularly supplied with grain and other foodstuffs. Nadya's bloodthirsty sister, Urgalaena, baroness of Saarbotten, is a constant thorn in her side, and often deliberately attempts to sabotage Nadya's diplomatic overtures. Lady Nadya is unaware that her chief steward, **Betrona Harcatha** (NE female human rogue 3), is actually a spy in the employ of Baroness Urgalaena.



Duchess Svetochka

Dobrova: The northernmost town on the Marbleflow River in Wintercrux, Dobrova is currently ruled by **Baron Vasyl Yelizaveta** (NE male human witch 5/winter witch^{POP} 3), following the apparent suicide of his wife, Baroness Yavonna, 6 months ago. In the baron's fat stone keep overlooking the river, his servants whisper of terrible fights between the Jadwiga couple going back many months before the death of the baroness. Some even suggest that Lady Yavonna did not take her own life, and that the baron is the culprit. While Dobrova waits for Whitethrone to appoint a new baroness, the baron currently has the distinction of having imposed the most onerous taxes of any town in all of Irrisen. The peasants chafe under this burden, but they keep their complaints about Lord Vasyl's rule quiet, as he has an unnatural fondness for the rack—a device that now sits in his bedchamber and never lacks for an occupant. The town would like nothing better than for the baron to be proven guilty and handed over to the Cold Sisters. Proof that he murdered the queen's great-granddaughter would certainly result in his removal from Dobrova, but as yet no one has been willing to step forth and investigate her death lest he find himself stretched on Vasyl's rack.

Frozen Fog: These uncanny mists have existed since Irrisen's supernatural winter began. This permanent, supernatural expanse of frigid cold that haunts the southwestern shores of Glacier Lake between the Rimeflow and Marbleflow Rivers boasts a cold so extreme it instantly freezes anything it touches. The fog turns flesh to icy stone, and its ceaseless gales flay bark and skin with razor-like particles that they whip through the air. Even creatures immune to the effects of cold shun this place, and no explorers who have entered its boundaries, no matter what sorcery protected them, ever returned. It's said that the Frozen Fog is hungry, and at times a great tendril of freezing vapor extends out from the vast cloud's normal boundaries. When it retreats, all it has touched is frozen and lifeless. For this reason, merchant ships entering Glacier Lake from the Marbleflow and Rimeflow rivers always turn to avoid sailing the waters that touch the Frozen Fog, no matter their eventual destinations.



Alignment: NE

Provincial Capital: Morozny (5,830)

Notable Settlements: Dalun (550), Dobrova (520), Iarna (900), Saraby (735), Sosulka (445), Veshtak (930), Zaplava (90), Zlatomesto (805)

Ruler: Duchess Svetochka Elvanna (NE female human witch 7/ winter witch^{POP} 7)

Major Races: Dwarves, humans, half-orcs, ice trolls, winter wolves

Languages: Giant, Hallit, Skald

Resources: Gems, gold, iron, metalwork, silver, tin

Foolhardy souls who have risked sailing close enough to the southern shore of Glacier Lake to catch sight of the land speak of seeing ships encased in ice, their glittering and motionless crews captured in shipboard tasks for eternity, victims of incautious captains who thought to take a quicker route. Even more frightening are the whispers that some of those frozen sailors survive in unlife, hungering for the warmth of the living.

Hope Lost: Never was a place so aptly named as Hope Lost, the destination for many dissidents and fools who earned the ire of the White Witches or Cold Sisters. Forced labor in the icy mines of Hope Lost is understandably seen as a death sentence. The rare blue quartz crystals known as “ice diamonds” are notoriously arduous to excavate, and the lives of the slaves forced to work the mines are brutal and short. The mines’ overseer is **Countess Grinnelise** (CE female human witch 5/winter witch^{POP} 5), a thoroughly debauched and vicious White Witch known to have a taste for human flesh. Indeed, any inmate working the mines would rather suffer the daily vicious beatings of ice troll gang bosses than receive a summons to the countess’s palace—an edifice carved by slave labor into the very face of the mountain. The screams emanating from those cold

halls during her infamous orgies of cannibalism and torture can bring the strongest soul to tears. On occasion, a prominent Ulfen family of means tries to contract adventurers to rescue a loved one sent to the mines, but most decline such hopeless commissions no matter the reward.

Iarna: The hot springs directly west of Iarna make it a popular destination for Jadwiga and rich foreign merchants alike, and the town’s industries are designed with this in mind. Three separate resorts do brisk business catering to the extravagant tastes of the aristocracy, as do restaurants providing rich foods and two grand theaters that run a wide variety of entertainments nightly. Arrogant Irriseni bards who wouldn’t be caught dead in most Ulfen peasant towns consider performing in Iarna a prestigious engagement. The hot springs themselves, which began bubbling up from beneath the frozen ground some 200 years ago, are thought to have magical and medicinal powers—even the power to prolong life. To date, no one has proven such assertions; nonetheless, hundreds of aging and ailing Jadwiga bathe in the waters every year. Many alchemists report promising outcomes from samples of the mineral-rich waters and come to town to collect vials of it, though their prices are steep.

The truth is that the springs are heated by a trapped and thoroughly insane magma elemental, originally summoned by desperate druids of the Heralds of Summer's Return 200 years ago. The elemental was captured and bound by Iarna's baroness at the time, though the town's current ruler, **Baroness Iracetta** (NE female human witch 5), is oblivious to this fact. Ailing and ancient herself, Lady Iracetta is a strong proponent of the springs' therapeutic qualities. Unfortunately, without her control the elemental's presence attracts fire and magma mephits, which are then driven into a frenzy by the elder elemental's anguished psychic energy. The captain of Iarna's town guard, **Jazdya Vacalav** (LN female human ranger 4), has her hands full trying to put down these creatures without damaging the town's tourism industry.

Morozny: Fourteen hundred years ago, the town of Morozny threw open its gates to the armies of Baba Yaga without putting up even a token defense. This action prompted the thanes of the Djurstor Confederacy to label Morozny with the coarse epithet "the Whore Who'll Spread for Anyone," a name still used today by Ulfen with a sense of history and lack of good taste. Of course, the people of Morozny have always considered themselves practical—it was obvious that the Queen of Witches would prevail, so why bother with a long, bloody siege?

When Queen Urvalane needed a new capital for Wintercrux following the creation of the Verge, Morozny was the logical choice. A large town at the time, Morozny had shown itself remarkably flexible in its adjustment to Jadwiga rule, and became home to a burgeoning metalworking industry that still dominates its economy. Built on the south bank of the Rimeflow River and two islands in the middle of the river, Morozny is dominated by its forges and smithies, which produce armor and weapons for all of Irrisen, and even export some abroad.

On the mainland, the Deprava Gate leads into Coalblack district, which resounds day and night with the echoes of hammer blows on anvils, and where steam rises in great plumes from coal-fueled forges that never stop. Morozny's poor live in Granbridge and Thievesquarter, where two- and three-storied wood and stone tenements squeeze tightly together along close, winding alleys. Thievesquarter is home to the Axe Catcher, a popular inn, theater, and bawdy house frequented by adventurers and rowdy locals alike. **Janis Dyetesky** (N female human bard 4) runs the Axe Catcher, and it is an ideal place to gather intelligence on the city and adventuring opportunities across the province. In addition, many aristocrats hire bodyguards and mercenaries from among the Axe Catcher's patrons. The Vilkomia Quarter, east of the gate whose name it shares, services the West Wharves and their many warehouses. The Grand Market is also in Vilkomia; this crowded bazaar is frequented by all residents who live south of the river.

Two sturdy stone bridges cross the Rimeflow from the mainland to Grand Isle. West Bridge has no toll, but is narrow, crowded with beggars, and reeks of fish. The Viskanovich Bridge is much newer and broader, and is named for the Jadwiga clan that built the bridge 200 years ago and has profited enormously from the tollbooths on either end. Naive visitors often take up an offer of free passage across the river at the south tollbooth (presented as a way of saying "welcome" to new faces), but find the north booth charges a triple fee for not having a crossing ticket.

Both bridges spill out into the Grain Factors' Quarter on Grand Isle, where many of the city's Jadwiga families and wealthier residents live. One of Morozny's wealthiest citizens is Yuliya Doproba, a woman who has made a fortune in the grain trade and manipulates the market in town every year by claiming false shortages, to her enormous profit. Baker's Circle also lies in this district, known by citizens as the place to shop for luxury goods and foodstuffs. It's also a paradise for pickpockets, who target the market's rich patrons at their leisure. To the east, the Fishmonger and Rimeflow districts cater to Morozny's flourishing fishing industry, as evidenced by the unforgettable odor. Wandering minstrel Brega Nosebreaker can often be found at the open air Seal Market at the center of Fishmonger district, spontaneously singing vulgar and hilarious songs about passersby. Brega accompanies herself on a golden lute, rumored to be a gift from the duchess herself, and is a font of information for those with sufficient coin.

Elsewhere on Grand Isle, Sootsteel Quarter was once home to more forges and smithies, but now hosts fine metalworkers who craft gold, silver, and platinum into fancy filigree, jewelry, and other luxuries to export across Golarion. West of Sootsteel, the Pesky Neck quarter is responsible for the unnerving constructs that guard Irrisen's borders—the specially crafted soulbound dolls called guardian dolls (see page 58), and the sinister sentinel huts (see page 60), modeled after the chicken-legged hut of Baba Yaga herself.

All non-Jadwiga are forbidden to cross the bridge from Sootsteel Quarter to Castle Isle without a special pass issued at the south gatehouse. Caramida Keep, home to the duchess of Wintercrux, Svetochka Elvanna, dominates Castle Isle. The isle also hosts the ducal warehouses, temples to Lamashtu and Zon-Kuthon, and dwellings for the army of servants working at the castle. A favorite of the queen, Duchess Svetochka views Baba Yaga's imminent return with escalating trepidation. She defers much of the governing of both the city and province to Jadwiga bureaucrats so she can devote her time to consulting an endless parade of astrologers and diviners about the future in the hope of finding a way to avoid Baba Yaga's wrath.

On the north bank of the Rimeflow stands a collection of stone buildings, known colloquially as Blind Eye, said to house goods and entertainments for those of rich and depraved tastes. As Blind Eye technically lies in Bleakmarch rather than in Wintercrux, it also serves as a locale for those who wish to commit certain unspeakable crimes outside of the duchess's jurisdiction. Given Lady Svetochka's rather broad sense of what is permissible, what goes on there must be dreadful indeed. The Blind Eye Ferry, run for years by the Jadwiga Keseveru family, shuttles the select few who can pay the exorbitant fee to Blind Eye under a cloak of secrecy. Iskren Keseveru runs the ferry, and is said to know tales that could ruin many of Morozny's wealthy and powerful.

Frost giants, ice trolls, and winter wolves show up in Morozny only rarely. Unlike in Irrisen's other major cities, Baba Yaga's monstrous allies dislike the environment and largely shun the place—its streets are too narrow and its buildings too close together. For this reason, many foreigners consider Morozny to be the least dangerous of Irrisen's cities. The local cutthroats, muggers, and con artists resent this kind assessment, though they're more than willing to take advantage of the careless outsiders who believe it.

Saraby: Varisian merchants with the courage to travel the few treacherous passes across the Kodar Mountains into Irrisen can reap great rewards by delivering their goods—primarily grain and foodstuffs—to the bustling peasant town of Saraby on the Thundering River. Saraby is ruled by **Baroness Zoja** (LE female human witch 5/winter witch^{POP} 2), a rather judicious White Witch who carefully accounts for every crate that makes its way through her town. Much of the precious cargo moves on to Dalun to the west (for a substantial profit) and eventually finds its way to the militant settlements and camps of the Verge. The rest, however, is sent east along a route known as the Saraby Trail. This wintry journey follows no visible road, and travelers put their lives on the line every time they take the trip. The trek follows along the Thundering River until reaching the Kodar Mountains, then heads north, stopping briefly at Hope Lost. Truly intrepid crews then head directly east to Sosulka, but more cautious ones take one of the many well-traveled roads that meander through the Skala Foothills to Zlatomesto. There they join a heavily guarded Zlatomesto caravan of

ore and quarried stone, and make the safer journey to Veshtak. True, Veshtak takes a much bigger bite from one's potential profits, but the white-furred perytons that prowl the skies above the snowy stretch of tundra to Sosulka take bites as well—and theirs draw blood. **Bendiks Poljarny** (N male human ranger 7) and **Velna Elishky** (NG female half-orc ranger 4/rogue 3) are veterans of both journeys, and open to taking on new recruits who are interested in learning the trade.

Skala Foothills: These rocky, snow-covered hills lie in the shadow of the Kodar Mountains, and for centuries have yielded a bounty of metals. Today more than two dozen wintry mining camps dot the hills, providing Irrisen with tin, copper, iron, and gold. Several rock quarries produce limestone and granite. Mining surveyors are



Volfast Raven-Banner

PATHFINDER CAMPAIGN SETTING: IRRISEN, LAND OF ETERNAL WINTER

MOROZNY

NE small city

Corruption +4; **Crime** +0; **Economy** +3; **Law** +2; **Lore** +3;
Society -2

Qualities notorious, prosperous, rumormongering citizens, strategic location

Danger 15

DEMOGRAPHICS

Government overlord

Population 5,830 (4,304 humans, 883 dwarves, 643 other)

Notable NPCs

Duchess of Wintercrux Svetochka Elvanna (NE female human witch 7/winter witch^{POP} 7)

Ferryman Iskren Keseveru (N male human ranger 8)

Grain Factor Yuliya Doproba (NE female human expert 3/rogue 6)

Wandering Minstrel Brega Nosebreaker (CN female dwarf bard 6)

MARKETPLACE

Base Value 6,800 gp; **Purchase Limit** 50,000 gp;

Spellcasting 6th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

convinced—even after years of digging in the hills with no result—that hidden caches of gems also await discovery. A spiderweb of shipping trails crosses the foothills, connecting the scattered mining camps to Hope Lost and the town of Zlatomesto. Several sasquatch families inhabit the wooded areas of the hills, living off winteryew bark and cones, plus fish caught from the few ponds and streams. Another danger in these hills are the ved (see page 61), brutish giants known for their occasional raids on mining camps and quarries.

Sosulka: The ruler of the small town of Sosulka, **Baroness Vilhema** (LE female human witch 5/winter witch^{POP} 1) can't sleep at night. Certain that she is being cheated, the baroness is convinced that the peasants upriver in Veshtak are abusing their grant for self-governance. She has verbalized her concerns to Duchess Svetochka in Morozny and spoken to the Cold Sisters about her suspicions, but though occasionally some thieving peasant is found out and hung or flayed, it is never enough for the baroness. Lady Vilhema believes there is a vast peasant conspiracy in Irrisen, centered in Wintercrux, and that the conspiracy is intent on mocking her. So fixed is her attention on the town of Veshtak that she does not see the daily theft going on in her own domain. The baroness's own steward, **Maxum Geranzov** (N male human rogue 5), has been with Lady Vilhema for years. Secretly a member of the Heralds of Summer's Return, he regularly arranges the theft or looting of shipments to help the cause.

Thanegraves: The thanes of the Djurstor Confederacy were interred in wealth and splendor in the burial mounds of this hilly region. When Baba Yaga's armies conquered the squabbling thanedoms in the Winter War and eternal winter settled over the lands of Irrisen, the burial mounds, tombs, and monuments of the Thanegraves were buried in snow. Mostly forgotten by the Ulfen inhabitants of Irrisen these days, the Thanegraves have been rediscovered by various arctic creatures who now claim the area as their home. Treasure seekers are drawn to the Thanegraves in search of the riches said to be buried beneath their mounds, but few of these explorers have made it back alive. In addition to the traps and undead guardians said to watch over the icy tombs, two ogre tribes claim the region, constantly fighting with one another over territory, hidden wealth, and control of the undead minions that still guard the tombs. The Thanegraves are detailed on page 47.

Veshtak: The venal town of Veshtak is the first place in Wintercrux merchants sailing the Marbleflow River north with their goods encounter, and the second stop for shipments of coveted ice diamonds excavated from the mines of Hope Lost. Through a combination of well-placed bribes and political connections, Veshtak won the right to govern itself a generation ago. The town takes every opportunity to exploit its strategic location, exacting exorbitant tariffs, soliciting bribes, and skimming off the top of every cargo that reaches the town. Although Duchess Svetochka sits hundreds of miles away in Morozny, the Cold Sisters still keep an eye on the greedy Ulfen townfolk of Veshtak, and occasionally bring those who are less discreet in their abuses to justice. The bones of no fewer than a score of former mayors, dock wardens, warehouse managers, and other grasping officials hang in cages in the town's main square as a reminder that one day a price must be paid. Avaricious **Vidlof Haradsson** (CE male human rogue 4) is Veshtak's current mayor, though many believe his day of reckoning is fast approaching. Dockworker **Marina Gnetsky** (NE female half-orc fighter 2/rogue 5) actually pulls Vidlof's strings from behind the scenes, though this is probably Veshtak's best kept secret. If the Cold Sisters come again to Veshtak in the near future, Marina plans to make sure that Vidlof's bones end up in the town square, not hers.

Volfast's Tower: Volfast Raven-Banner was an Ulfen soldier who worked his way up the ranks of Irrisen's army from a simple militiaman to general—an achievement unheard of for non-Jadwiga in Irrisen. As an old man near the end of his career, Volfast fell into his cups at a banquet held in Queen Sascha's honor. Declaring his undying love for and devotion to Sascha, the drunken old soldier boasted that he would hold the Frozen Fog itself at bay for the queen were it not for the limit of his paltry human lifespan. Queen Sascha announced that she would grant the aging



general his wish, and had Volfast transformed into an undead creature with a terrible burden. For over 750 years, **Volfast Raven-Banner** (LE male human gravenknight fighter 12) has been ensconced in a lichen-encrusted black stone tower southwest of the Frozen Fog, standing watch with an honor guard of wights and shadows. Aching to regain his freedom, Volfast is cursed to stand his post until someone defeats him in single combat, though few have been willing to take the challenge. Local legend says that the one who can best Volfast Raven-Banner will inherit the undead warrior's post, as well as the great wealth hidden deep within the tower.

Zaplava: Desperately hugging the banks of the Rimeflow River like a frightened child, the little village of Zaplava is the last stop on the journey east before reaching Glacier Lake, but few traveling the waterway bother stopping. The seven intermarried families that call this collection of stone hovels home eke out a bare existence through miserly living and the scant charity that river traffic leaves for them. **Arko Arkosson** (N male human ranger 2) serves as the village's mayor, but fear and superstition truly rule the population. Much of that fear arises from the dreaded Frozen Fog to the east. The fog's icy tendrils

and the strange, frigid horrors that occasionally wander in the frightened village's direction keep most residents huddled inside their cramped homes. Oddly enough, a number of renowned Irriseni adventurers active in Avistan, including **Todora Navanya** (NG female human sorcerer 8), hail from the tiny settlement.

Zlatomesto: Zlatomesto serves as a central shipping hub for the ice diamonds mined at Hope Lost, as well as the products of the stone quarries and tin, copper, and gold mines of the Skala Foothills. It's a grim place, run with iron efficiency by **Baroness Sabina Kseniya** (LE female human witch 5/winter witch^{POP} 4) and her five dour offspring. Zlatomesto's peasants are little better than slaves, engaged in backbreaking labor day and night, loading sledges and wagons with the fruits of the earth for transport east. The whip-wielding masters of the work gangs favor the Tin King Alley Tavern, where proprietor **Liisu Nyetesky** (N female human expert 2/rogue 6) serves her famously potent potato vodka. Unknown to most is that Liisu is an agent of the Heralds of Summer's Return, using knowledge garnered from drunken patrons to identify the most lucrative shipments headed east so they can be waylaid for the cause.



PLOTS AND PERILS

I'D SAY IT'S JUST PAST MIDNIGHT, WELL BELOW FREEZIN', AND WITH THAT WIND HOWLIN', I'M FIGURIN' I'M 'BOUT HALF AN HOUR FROM SOME SERIOUS FROSTBITE. THOSE REPAIRS TO THE SLEDGE LOOK TO FAIL SOON AND I'M CERTAIN THAT WAIL WE JUS' HEARD WAS A HUNGRY PERYTON. ON TOP O' ALL THAT, I KNOW IF WE SHOW UP LATE IN SOSULKA—AN' WE WILL SHOW UP LATE IN SOSULKA—OUR EMPLOYER'S GONNA PITCH A FIT THE LIKES O' WHICH'LL MAKE YOU WISH THAT PERYTON HAD ET YOU UP. I'VE BEEN DOIN' THIS RUN GOIN' ON FIVE YEARS, AND THAT MAKES ME AN OLD MAN IN THIS BUSINESS. IRRISEN WEREN'T MADE FOR NO TENDER TYPES. IF IT AIN'T THE WHITE WITCHES, IT'S THE COLD, IF IT AIN'T THE COLD, IT'S WHAT LIVES IN THE COLD. ONE OF 'EM IS GONNA GET YOU IN THE END, YOU MARK MY WORDS.

—UNIDENTIFIED CARAVAN LEADER, ON THE SARABY TRAIL

Adventure Sites and Events

This chapter details several adventure sites that highlight the intrigue of Irrisen. Each entry begins with a short stat block that summarizes the site or event's location, its master (the person or creature that assumes the role of the primary antagonist), and its notable inhabitants (the most common foes one can expect to encounter).

Fey's End

Pit of Otherworldly Corruption

Location Western Feyfrost

Master Passing Sadness (NE female forlarren sorcerer 15)

Notable Inhabitants Alien horrors, twisted fey

Scholars argue about the exact nature of this seemingly bottomless pit in the freezing wilderness of western Feyfrost, but its effects, at least, are well documented. Fey creatures are inexplicably drawn to the site, a deep hole piercing the snow-covered ground and surrounded by a grove of trees known to house debased fey (*Tome of Horrors Complete* 716) dryads and other twisted creatures. Those visiting the site say they see strange, flickering lights far down in the pit. The fey that descend into its dark depths emerge warped and wrong, horribly altered both physically and psychologically. It is suspected that deep within the pit is a portal to a grim underworld of the First World, a place where the fey's capricious nature is stripped bare and replaced with seething anger and cruelty. Non-fey creatures that venture into the icy black pit rarely return to the surface. Those few who have reemerged don't seem to remember any aspect of their ordeals, as if their memories were wiped clean of even having descended into the pit. However, each has gone on to live a life of luxury and extravagance, though the source of their wealth remains unclear.

The pit descends hundreds of feet, and the sides of the shaft are crusted in dark ice, making climbing down the hole extremely difficult. At the bottom is a flat stone dais carved with inexplicable symbols and five doorways leading to an expansive network of hallways. A captured, hobbled quickling claims that a cabal of fiend-worshipping forlarrens resides in the depths of the pit and protects a breach into the First World. The cabal, led by a powerful sorcerer known only as Passing Sadness, recruited the aid of a group of spriggans who serve as guards for the site. At the center of the underground complex, past the initial five doors and turning corridors, stand a pair of doors. One is said to open to the twisting and shifting underground caverns of the First World, and the other into an edge of the Abyss. The forlarrens send the creatures that come down to visit through these doors in order to change them. This change is hardly ever for the best, though it is also reported that great wealth and power can be retrieved from behind the pair of shifting doors.

Frost Giant's Fist

Prison Fortress of a Proudful Giant

Location Bleakmarch

Master Jarl Cezzac (CE male frost giant skeletal champion fighter 8)

Notable Inhabitants Icy undead, shadows, skeletal champions, white dragon ravener

Jarl Cezzac marched down from the cold wastes of the Winterwall Glacier along with Baba Yaga 1,400 years ago, commanding a legion of frost giants and young white dragons that walked over the Linnorm Kings' forces like children through a field of flowers. When the Winter War ended, the frost giant lord was dissatisfied with his final station and complained loudly that he should be first among the Witch-Mother's allies in both prestige and wealth. He even boasted that Baba Yaga owed her new realm to him alone. Baba Yaga quickly grew weary of his bragging and grumbling, and finally presented him with a gift: Frost Giant's Fist. This huge fortress of bone and granite stood at the glacial ice's southern edge, and even contained a throne built of solid gold placed prominently in the royal hall. Still the jarl complained.

Ultimately frustrated with his insubordination, Baba Yaga cursed the giant, saying that he would live forever in his new keep. Trapped in Frost Giant's Fist for all these centuries, Jarl Cezzac guards his hoard in the cavernous depths of his great keep, venting his undying rage on any who try to steal his wealth. Baba Yaga herself placed one item of note in his hoard. It is said to be a silver saucer that grants eternal life to those who drink a properly prepared concoction from it. Many who hear this tale are certain the item is the same used by Baba Yaga to transform Cezzac into the creature he is today. Cursed as he was, Jarl Cezzac kept all of his retainers to stay with him in his prison, and now icy undead creatures are said to wander the cold stony corridors of the Fist, along with unquiet ghosts and the flitting shapes of shadows. Most of these creatures were human thralls and frost giant warriors, but the ranks include skeletal mammoths, bears, and other powerful wintry animals. Reports from those near the site also claim that Jarl Cezzac transformed one of the white dragons he originally brought into Irrisen into a ravener. The horrid undead beast still flies through the air, circling above Frost Giant's Fist. A few adventuring parties have breached the castle walls, but none has returned from within the frozen stronghold.

On the Run

Fugitives of the Tyrant Queen

Location Any (event)

Masters Cold Sisters

Notable Inhabitants Loyal Irriseni citizens, winter witches

The White Witches of Irrisen rule their nation with an icy grip, controlling every aspect of their citizens' lives to keep absolute order. Despite their efforts, hopeful rebellion bubbles just below the surface of the winterbound country. One of the main instruments in rooting out dissidents is the organization known as the Cold Sisters (see page 62). These agents are skilled in tracking down fugitives and administering torture.

The PCs (or NPCs friendly to the PCs and in need of aid) have come under scrutiny from the Cold Sisters and must flee lest they be captured and tortured into revealing other dissidents and evidence of the hidden rebellion—even if no such evidence exists. It's not uncommon for a Cold Sister to be set upon a citizen when there is no true cause, and after only a few days in the clutches of a Sister, a captive will do anything to make the pain stop, even inventing accusations solely to save his own skin. The PCs must make their way out of the nation, dodging their pursuers—the Cold Sisters, Irriseni soldiers, and the monstrous creatures loyal to the crown of Irrisen. Furthermore, as the PCs near the border, they must be careful of sentinel huts and guardian dolls (see Chapter 3),

as these constructs guard the border against those leaving as well as those entering the country. The PCs could encounter the Heralds of Summer's Return and attempt to gain the organization's aid in their escape, though that action risks exposing more people to the cruelty of the Cold Sisters.

Some isolated villages house a greater number of rebels than the larger, more connected settlements—especially villages close to one of the nation's borders. In these villages, the Cold Sisters' quarry can find sympathetic citizens willing to hide them in basements or even ferry them out of the nation under the cover of night. A supportive caravan leader headed to a mining center for a shipment of iron ore is willing to transport the accused, but the PCs would have to part ways with the caravan before it arrives at the mine and would then be on their own. Further travel brings the fugitives past outlying mining camps and the scourgewielding ice troll overseers, aggressive veds, and other dangerous creatures that prowl those snowy, rugged hills.

Palace of the Brumal Lords

Magically Sealed Frozen Palace

Location Northeastern Feyfrost

Masters Baeloc, Nojec, and Yahlo (NE male bogeyman sorcerers 6)

Notable Inhabitants Gremlins, primal bandersnatch, shae

Of the many fey allies Baba Yaga had when she laid the eastern Linnorm Kings low, none were stranger than Baeloc, Nojec, and Yahlo, bizarre and hateful creatures even many fey considered insane. This trio of cruel fey tormented the Ulfen settlements throughout the land, striking out on campaigns of mass murder and savage brutality. With their help, the populace was sufficiently cowed into compliance.

Following the Winter War, the three set about constructing a palace of ice and stone in the north of newly created Feyfrost and dubbed themselves the Brumal Lords. Following the bloody debacle that was the Holvirgang Uprising, the Brumal Lords refused to sign Queen Jadwiga's Ice Compact, instead retreating in defiance to their fortified palace. The queen seemed to take this in stride, doing nothing for a full year while these fey creatures and their minions continued to harass the frost giants. When Queen Jadwiga did descend on the Brumal Lords, they were taken unawares. Using a powerful artifact called the *Lock of Pajari*, she sealed the disobedient lot in their ice castle, where they have remained trapped for centuries. It's said that the Brumal Lords had gemstones the size of human fists imbedded in their palace walls, as well as other extravagant treasures.

However, to date none has succeeded in breaking the lock's seal, nor do any believe such an act would be wise—for nearly 1,400 years, the insanity of the Brumal Lords has been allowed to mature and fester, and only the gods know what form their



Jarl Cezzac

mad fury will take following their liberation. Inside the palace, the bogeymen keep a primal bandersnatch they had with them during the Winter War. The creature is still chained in the courtyard and attended to by a group of shae who maintain the palace and serve the evil trio.

Somehow, it seems the *Lock of Pajari* can't keep out gremlins, and the palace is overrun with the creatures. Some of the gremlins are in league with the three bogeymen, but others are captured and tortured by the rulers of the palace. Every so often, the gremlins exit the palace and raid nearby settlements. They especially target the nearby giants, streaming into their camps in great numbers and attacking every creature they encounter.

Thanegraves

Forgotten Ulfen Burial Site

Location Western Wintercrux

Master Oglan the Dead (NE male boreal ogre necromancer 7)

Notable Inhabitants Boreal ogres, ogre spiders, ogrekin, skeletons, wights, zombies

One of the few places where the Djurstor Confederacy set aside their bickering, this hilly region was set aside for the tombs of their many thanes. Every noble who sat at a petty throne was interred in this shared cemetery, and each family sought to outdo the others with the artfulness and splendor of its burial site and its display of wealth. When Baba Yaga crushed the confederation and brought unending winter to the region, these distinctive stone monuments were likewise buried in snow. As in the rest of the nation, over time arctic creatures made the region their home. Through the years, the Thanegraves have attracted many treasure seekers hoping to plunder the burial treasures of the past kings or retrieve special family heirloom, but few have returned to boast of rich hauls.

Old traps and undead guardians protect the icy tombs. In addition, a tribe of boreal ogres claims the Thanegraves as their territory. This claim does not go undisputed, as another tribe of boreal ogres led by an obese jotund troll constantly raids the massive graveyard hoping to kill the residents and take over the site. The resident ogres and their ogrekin servants have successfully pushed back assault after assault thanks to the leadership of Oglan the Dead, who gained control over some of the undead protectors of the Thanegraves by using magic items he looted from the tombs. In addition to the undead guardians of the tombs, the boreal ogres have raised and bred massive ogre spiders to protect them in the tunnels below the Thanegraves. Not only are these spiders large enough to serve as mounts for the ogres, but they can compress themselves to fit into narrow crevasses and passages. The ogres use the spiders to retrieve treasures from the tombs, training them to drag out items in their webs.

Vault of Silver and Ice

Source of Supernatural Sickness

Location Western Bleakmarch

Master Inkit Reli (CN female human ghost cleric of Desna 8)

Notable Inhabitants Demons, ghosts

Briefly a major source of wealth for Irrisen, the Vault of Silver and Ice yielded its namesake metal in copious quantities, along with varieties of quartz. It was discovered during the reign of Queen Velikas, who employed the same brutal approach there that had proved successful for years in the mines of Hope Lost. But after only 2 years of operation, its abused miners and Jadwiga overseers began contracting an illness at first called the "shivering sickness," as it was characterized by how the afflicted would violently shake no matter how many furs they were wrapped in or how many logs were thrown on the fire. The disease resisted the attentions of clerics brought in from Algidheart and began infecting anyone who entered the Vault. Indeed, even the ice troll gang bosses started succumbing to the illness. Chillbane fever, as it came to be known, was always fatal, though a sufferer could hold on for many weeks. It began spreading to the towns of Bleakmarch, eventually devastating Algidheart. Nothing the queen's advisors or Irriseni clerics did arrested the epidemic, and it appeared that Irrisen would soon be a nation of corpses.

Inkit Reli, a Kellid woman captured in a raid into the Realm of the Mammoth Lords and enslaved in Whitethrone, presented herself to the queen. She said she was a priestess of Desna, and could stop the epidemic if Queen Velikas would promise not to raid the lands over the Gullik River again during her reign. Desperate, the witch-queen agreed, and within a month the contagion was stopped (though a lesser strain of the disease still affects Irriseni today). Velikas was true to her word, and no longer sanctioned any raids into the Mammoth Lords' lands—but as Inkit had said nothing about her own freedom or safety, the queen had her brutalized and buried alive in the Vault for her temerity in making demands of the queen. The Vault was then sealed with strong magic. Inkit's restless spirit is said to haunt the Vault, but what is more frightening is the original source of the disease. Some scholars suggest that it is a powerful demon, simply referred to in texts as "Filth," imprisoned in the dark depths, and that the disease that almost laid Irrisen low is only a taste of the deadly blasphemies that would be unleashed were the demon to break free of its prison.

Witchcaves

Caves of Nightmares and Insanity

Location Southeastern Hoarwood

Master Ulkrostaz (CE augnagar qlipphoth)

Notable Inhabitants Chernobue qliploth, cythnigot qliploth, infected human thralls, nygoth qliploth, shoggti qliploth

Following the grim and bloody failure that was the Harcatha Rebellion, about 400 surviving insurgents fled with the witch sisters Helgas and Vaenane Harcatha. They traveled to the Witchcaves, deep caverns in southeastern Hoarwood thought to hide an entrance to the Darklands. Legend told that great power lies in these caves, and the rebellious remnant believed they could secure Darklands allies to help them regain control of Irrisen. Over 140 years later, a rabid throng of twisted Jadwiga exhibiting terrible powers and an insatiable lust for blood emerged from the inky depths of the Witchcaves. This lunatic mob murdered the populations of two peasant towns before an army led by Queen Karina's eldest son, General Chernim, managed to defeat them. Only four of the fanatics survived. When interrogated using every method available, these cackling psychopaths would say only, "The Darkness lives within me and it must eat its fill." Shortly thereafter, the four survivors began convulsing as their abdomens expanded and bloated before erupting and disgorging hundreds of sluglike creatures. The queen ordered that all entrances to the Witchcaves be sealed, and for years none attempted to explore the ominous caverns, despite the belief that fabulous riches and power lie hidden in their secret depths.

Despite the queen's wishes, a few daring adventurers recently made their way into the Witchcaves using strong magic. The sole survivor reported the cave was filled with foul, wriggling monstrosities—qliploth. These Abyssal nightmares seeped into the caves from deep below Golarion. The lord of these caves is a qliploth called Ulkrostaz. This massive augnagar qliploth has been feeding on its own kind as they seep into the caves in preparation for transformation into a thulgant qliploth. Not all of the former insurgents were killed as they encountered the qliploth; dozens were captured by the horrid beasts and kept alive as breeding stock for future meals and subjects of continued torture. The four Jadwiga General Chernim captured, though thoroughly insane and impregnated with qliploth spawn, were the lucky ones, because to this day their kin remain in the clutches of otherworldly horrors.

Afflictions and Hazards

The hazards facing PCs in wintery Irrisen are many. Frigid temperatures, the howling winds that make them worse, deep snowfalls that can bury a village or hide a pitfall, ice of dubious strength covering a river or lake, fierce blizzards—all of these things require well-honed survival skills and careful preparation. However, these mundane hazards are not the only dangers plaguing those living within the boundaries of Eternal Winter, for it is a supernatural winter, which brings with it strange risks and perils.

Afflictions

Permanent winter can be unforgiving to the health of those who must live in it, and curses are intrinsically woven into the landscape. Afflictions found nowhere else on Golarion can strike without warning.

Chillbane Fever: Not to be confused with the far more potent earlier strain that swept across Bleakmarch during the reign of Queen Velikas, this infectious disease is characterized by the sufferer's constant shaking, as though he were unable to get warm. The khala dragon (see page 59) is one known carrier of the illness, though many other forms of exposure are possible.

Crow's Curse: Though many dismiss the Irriseni belief that crows are harbingers of death as peasant superstition, some flocks do indeed seethe with a malevolent energy absorbed from the supernatural cold and the foul magic that blankets the nation in ice. If travelers pass within 20 feet of a murder of crows possessing this energy, or if such a flock flies over them, the evil energy carried on the crows' wings seeps into the victims. Those affected must each succeed at a DC 13 Will save or fall victim to the curse. The crow curse can be lifted by *remove curse* or similar magic.

Glacier Plague: Known to take root in places long buried by supernatural cold, this affliction infects ruins and deep forests throughout Irrisen. It slowly freezes creatures from the inside out without dealing cold damage, so sufferers simply feel the weariness and fatigue of exerting themselves in a cold environment. The affliction reduces an affected creature's range of movement and acts in many ways like very gradual petrification. A sufferer is unable to speak, is severely slowed, and takes Dexterity damage; if the victim's Dexterity score drops below 5, it is unable to move at all. Creatures suffering from this plague don't die from it, but it often strands them out in the cold where they die from exposure.

CHILLBANE FEVER

Type disease, inhaled, injury; **Save** Fortitude DC 17

Onset 1 day; **Frequency** 1/day

Effect 1d4 Con damage and target is sickened and fatigued;

Cure 2 consecutive saves

CROW'S CURSE

Type curse; **Save** Will DC 13

Initial Effect panicked for 5 rounds; **Secondary Effect** shaken permanently

GLACIER PLAGUE

Type disease, contact, or injury; **Save** Fortitude DC 15

Onset 1 day; **Frequency** 1/day

Effect 1d6 points of Dex damage and target is exhausted, its speed is reduced by half, and it is unable to speak; **Cure** 2 consecutive saves

Hazards

The unique magic that sustains Irrisen's eternal winter can affect weather and cause strange phenomena with unexpected deleterious effects. The following hazards are examples of normal environmental conditions and other rare events that can have a much more serious impact on the unwary and unprotected.

Gray Frost (CR 3): Similar in nature to brown mold (*Core Rulebook* 416), gray frost can develop on almost any surface that is not frequently disturbed, such as the wall of a barn, a rarely used alleyway, or a field of untouched snow. An average patch is about 5 feet in diameter, and it lowers the temperature in a 20-foot radius around it. Though gray frost feeds off warmth, it can only be found in environments of supernatural cold. Only particularly keen observers can notice a patch of gray frost (Perception DC 15 when the gray frost is on stone or wood, DC 22 when it's on snow or ice). Creatures that pass within 5 feet of gray frost take 3d6 points of nonlethal cold damage and suffer the effects of frostbite (*Core Rulebook* 442). Unlike brown mold, patches of gray frost struck with spells dealing cold damage instantly double in size, and can be destroyed only with fire damage (from magical or mundane fire).

Hungry Gale (CR 6): Occasionally the eldritch boreal forces of Irrisen's eternal winter can affect even the wind itself, seemingly giving it a kind of sentience and an appetite for the warmth exuded by living creatures. Known as a hungry gale, these sporadic gusts travel at a speed of 70 feet per round. With a successful DC 15 Perception check, an alert observer can identify these gusts because of their characteristic icy blue shimmer. A hungry gale can blast gusts at living targets in a 30-foot cone. Because of its unstable and transitory nature, a hungry gale dissipates after using its energy to blast 1d4 of these gusts. Creatures caught in these winds must succeed at a DC 16 Will save per gust or be exhausted for 2d4 rounds as their warmth and energy are siphoned out of them. If a target is affected by further gusts and fails its saving throw, it takes a total of 1d4 points of Constitution drain. Anything that provides shelter from mundane wind or gases protects a creature from a hungry gale. For instance, those indoors are safe from its damaging effects. A *gust of wind* spell directed at a hungry gale causes it to dissipate into a harmless breeze. Creatures with the cold subtype or immunity to cold are immune to the effects of a hungry gale.

Icy Lung (CR 7): Pockets of magically frigid air can hover imperceptibly in cold places like a poison gas, invisible and deadly. Should a creature that needs to breathe pass through such a pocket and inhale, the air in its lungs begins to crystallize and the creature must succeed at a DC 18 Fortitude save or risk the effects of icy lung. The creature must attempt a DC 10 Constitution check to negate further effects. If the creature fails this check, it begins to suffocate (*Core Rulebook* 445), which continues until the creature either leaves the area affected by icy lung or dies. If the check is successful, the creature must continue to make another Constitution check each round, until it either fails and begins to suffocate or leaves the area affected by icy lung. The Constitution check DC increases by 1 each round the creature remains in the area of this magically frigid air.



Cold Sister



BESTIARY

A WORLD TRAVELER COMES UPON MANY WONDROUS BEASTS. I HAVE SEEN A CRAG LINNORM SWALLOW A MAN WHOLE, WITNESSED A GRIFFON FLY SO LOW THE BEAT OF ITS WINGS BLEW OFF MY HAT. BUT THEY CANNOT COMPARE TO THE SIGHTS I'VE SEEN IN IRRISEN. ENTERING WHITETHRONE, I WAS MARKED OUT AS A SIGHTSEEING FOREIGNER BY MY NAIVE GAWKING. NOW ANSWER ME THIS QUESTION: IF I WALK THE STREETS OF A CITY, SHARING IT WITH WHITE-FURRED WOLVES WEARING THE SHAPES OF MEN, ICE TROLL BRUTES MUNCHING ON HAUNCHES OF MEAT I ORDER MY MIND NOT TO RECOGNIZE AS HUMAN LIMBS... IF I SHARE THE THOROUGHFARE WITH SUCH CREATURES, EXCHANGING POLITE NODS IN GREETING, WHO AM I TO CALL THEM BEASTS?

—FROM AN INNER SEA TRAVELOGUE, VOLUME IX: NORTHERN AVISTAN,
BY HAEDRITCH OF MAGNIMAR

Random Encounter Tables

The winter-bound land of Irrisen is full of danger. Not only do adventurers to this land and the citizens who make it their home have to endure brutal weather and oppressive leadership, but they must also contend with cruel fey, murderous giants, and vicious beasts. This chapter presents just a selection of threats within Irrisen.

Below you'll find a series of random encounter tables broken down into the various regions of Irrisen. Some of the creatures can be found in any of the regions (as well as other cold lands throughout Golarion), while others are more specific to their particular locations. If the resulting roll does not provide a suitable encounter because of the level of the PCs or their location, feel free to roll again on the table for a new result. Additionally, a GM can simply choose a threat from any one of the tables.

Bleakmarch

d%	Result	Avg. CR	Source
01–12	1d12 mercenaries (foot soldiers)	3	<i>GameMastery Guide</i> 286
13–23	1d6 boreal wolves	5	See page 56
24–31	1 ved	5	See page 61
32–39	1d4 yetis	6	<i>Bestiary</i> 287
40–48	1 dire bear	7	<i>Bestiary</i> 31
49–57	1d4 scraggs	7	<i>Bestiary</i> 268
58–71	1d8 ice trolls	8	<i>Bestiary</i> 2 271
72–84	1d6 winter wolves	8	<i>Bestiary</i> 280
85–100	1d4 frost giants	11	<i>Bestiary</i> 149

Feyfrost

d%	Result	Avg. CR	Source
1–9	1 huldra	4	<i>Lands of the Linnorm Kings</i> 59
10–18	1d4 Medium ice elementals	5	<i>Bestiary</i> 2 114
19–27	1 will-o'-wisp	6	<i>Bestiary</i> 277
28–44	1d6 ice trolls	7	<i>Bestiary</i> 2 271
45–66	1d6 winter wolves	8	<i>Bestiary</i> 280
67–81	1 frost giant	9	<i>Bestiary</i> 149
82–89	1 bogeyman	10	<i>Bestiary</i> 3 42
90–100	1 ice linnorm	17	<i>Bestiary</i> 191

Glacier Lake and Regional Rivers

d%	Result	Avg. CR	Source
1–7	1 nixie	1	<i>Bestiary</i> 3 201
8–20	1d8 locathahs	3	<i>Bestiary</i> 2 179
21–32	1 kelpie	4	<i>Bestiary</i> 2 172
33–49	1 giant gar	6	<i>Bestiary</i> 2 128
50–58	1d12 freshwater merrows	8	<i>Bestiary</i> 2 189
59–73	1 nuckelavee	9	<i>Bestiary</i> 3 203
74–90	1d8 scraggs	9	<i>Bestiary</i> 268
91–100	1 rusalka	12	<i>Bestiary</i> 3 232

Hoarwood

d%	Result	Avg. CR	Source
1–14	1d12 snow goblins	3	<i>Bestiary</i> 156
15–25	1d4 fey wolverines	5	<i>Lands of the Linnorm Kings</i> 58
26–38	1 ghost	7	<i>Bestiary</i> 144
39–61	1d8 boreal ogres	8	<i>Bestiary</i> 220, see page 57
62–76	1d6 winter wolves	8	<i>Bestiary</i> 280
77–86	1d8 raiders	9	<i>GameMastery Guide</i> 280
87–93	1 taiga giant	12	<i>Bestiary</i> 2 131
94–100	1 khala	17	See page 59

Thronehold

d%	Result	Avg. CR	Source
1–20	1d12 snow goblins	3	<i>Bestiary</i> 156
21–40	1 winter witch baroness	4	See page 62
41–57	1 guard unit (4 guards, 1 guard officer)	6	<i>GameMastery Guide</i> 260, 261
58–64	1d8 ice trolls	8	<i>Bestiary</i> 2 271
65–73	1 Cold Sister	9	See page 62
74–88	1d8 winter wolves	9	<i>Bestiary</i> 280
89–100	1 rusalka	12	<i>Bestiary</i> 3 232

The Verge

d%	Result	Avg. CR	Source
1–14	1d12 snow goblins	3	<i>Bestiary</i> 156
15–24	1 peryton	4	<i>Bestiary</i> 2 207
25–34	1d4 sasquatches	4	<i>Bestiary</i> 3 236
35–44	1 ved	5	See page 61
45–59	1 frost drake	7	<i>Bestiary</i> 2 108
60–66	1d6 yetis	7	<i>Bestiary</i> 287
67–76	1d8 ice trolls	8	<i>Bestiary</i> 2 271
77–86	1d8 boreal ogres	8	<i>Bestiary</i> 220, see page 57
87–96	1d6 winter wolves	8	<i>Bestiary</i> 280
97–100	1 frost giant	9	<i>Bestiary</i> 149

Wintercruz

d%	Result	Avg. CR	Source
1–7	1 tatzlwyrms	2	<i>Bestiary</i> 3 261
8–14	1 ice mephit	3	<i>Bestiary</i> 202
15–24	1 mandragora	4	<i>Bestiary</i> 2 185
25–34	1 glacier toad	6	<i>Bestiary</i> 2 268
35–44	1d4 megaloceroses	6	<i>Bestiary</i> 2 187
45–59	1 boreal annis hag	7	See page 56
60–66	1d6 veds	8	See page 61
67–76	1d4 Huge ice elementals	9	<i>Bestiary</i> 3 114
77–86	1d20 boreal ogres	11	<i>Bestiary</i> 220, see page 57
87–96	1d6 frost giants	12	<i>Bestiary</i> 149
97–100	1 wendigo	17	<i>Bestiary</i> 2 281

Baba Yaga's Riders

Many fey creatures aided Baba Yaga's invasion of the eastern Linnorm Kingdoms, doing so for the sheer love of carnage and chaos. Others, however, possessed more inscrutable motives. Every century, in the year that precedes the return of the Queen of Witches to Irrisen, three fey beings astride sorcerous beasts descend on the land. They herald the coming of Baba Yaga, and gallop across the wintry countryside, coldly judging peasant and princess alike by criteria known only to the Riders and their otherworldly patron. Incorruptible and relentless, they strike fear into all who live in the snow-covered realm.

The Three Riders change with each century—Baba Yaga chooses beings every 100 years to serve as her heralds, and she imbues them with potent magic, transforming them into fey creatures with many magical powers. She selects the Riders seemingly at random, from among dozens of different worlds. Some past Riders found themselves granted this position without ever seeking it, and Baba Yaga rarely presents the opportunity to those who too eagerly reach for it. Others became Baba Yaga's heralds as part of deals they made with her—deals that would give them something they truly desire in return for serving the Queen of Witches for a century.

Upon choosing her Riders, Baba Yaga gives each of them a special magical weapon, robes that protect it and allow it to mask its forms, and the ability to call special supernatural mounts. Though every centennial anniversary is greeted by the arrival of new Riders, their titles remain unchanged. The White Rider, called "My Bright Morning" by Baba Yaga, is seen only in the hours after sunrise, riding a sleek, white destrier. The Red Rider, or "My Red Sun," sits upon a reddish-gold stallion; the citizens of Irrisen encounter this creature in the daylight hours after noon. The third is the Black Rider, mounted upon a fierce black warhorse. She calls this Rider, seen only in the hours between sunset and sunrise, "My Dark Midnight."

Over the centuries, Baba Yaga has pressed many different beings into service as her judges, and scholars differentiate them according to the queen whose deposition they heralded. The first Riders, known as the Riders for Queen Jadwiga, caused enormous terror. Not knowing what they were, the queen placed huge bounties on their heads, though no one succeeded in collecting the reward. Over the course of that frightening year, many prominent Jadwiga were set upon in the night by the Black Rider and found dead the next morning, hanging from trees by wool ropes tied around their ankles. This Rider was said to have lengths of wool rope dancing from the saddle as it rode, suggesting that new victims would swing the next night. The White Rider for Queen Urvalane appeared as a snowy-feathered tengu, wielding an oversized scythe as if it were

as light as a child's toy. Accounts from the time tell that this Rider trilled a lovely, mesmerizing song as it gleefully lopped off the heads of those deemed lacking. The Red Rider for Queen Pjallarane wielded a pair of blades that glowed like the light of the sun and cut through bone as though it were butter. This fey being had iridescent scales and wore a crown of mistletoe, shouting a warning as it galloped away from every judgment, "The hour approaches! See that you are not found idle!"

Queen Jadwiga wasn't the only one to put a price on the Riders' heads. Queen Sascha was convinced that slaying the three fey servants of her mother would somehow forestall Baba Yaga's return. She fielded dozens of hunting parties, promising rule of the city of Algidheart to the one who slew them. Ten days later, a riderless wagon drawn by a dozen elk arrived at the Royal Palace, its cargo the severed heads of each hunter. Queen Aelena, known for her graceful departure from Golarion when Baba Yaga returned, sent three of her sons out to kill the Riders. All of them returned a week later, smiling idiotically and with dried gore from their melted eyes painting their cheeks. The trio calmly informed their mother that they would "assist our glorious grandmother when she arrives, seeing to it that our kin obey her wishes." Most now believe that resisting the Three Riders is the height of folly.

What follows are the Three Riders heralding Baba Yaga's return after Elvanna's time of rule. Among other abilities, Baba Yaga grants each of her Riders a mount, magical robes, and a special weapon. While the details of these gifts vary from Rider to Rider, they share many of the same properties, as described below. Details specific to each Rider appear in the Rider's stat blocs.

Conjure Mount (Su): As a standard action, one of Baba Yaga's Riders can summon a special mount. This effect allows the Rider to use the spell *phantom steed* at will at caster level 13th. The Rider has full control of the appearance of the mount, and Ride is always a class skill for her.

Rider's Robes (Su): The Riders wear robes that provide an armor bonus, but don't take an armor check penalty or have a maximum Dexterity bonus. In addition, the robes allow the Rider to use *disguise self* as a supernatural ability at caster level 13th. If the Rider is killed, his robes melt away like ice thrown into a fire.

Rider's Weapon (Su): A Rider cannot be disarmed of his weapon. If the Rider is killed, his weapons melts away.

Weal or Woe (Su): A Rider can bring harm or fortune to those judged. As a standard action, a Rider can bestow a curse (–2 penalty on attack rolls, saves, ability checks, and skill checks until the curse is removed) or a boon (+2 bonus on attack rolls, saves, ability checks, and skill checks for 24 hours). A targeted creature can resist the curse with a successful Will save. The save DC is Charisma-based.

The Black Rider

A man with curling ram's horns sits astride a snorting, stamping black warhorse, gripping a dark, battle-worn spear.

BLACK RIDER

CR 13



XP 25,600

LN Medium fey

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +25

Aura icy aura (10 ft., DC 24)

DEFENSE

AC 29, touch 15, flat-footed 24 (+9 armor, +5 Dex, +5 natural)

hp 171 (18d6+108)

Fort +12, **Ref** +16, **Will** +15

DR 10/cold iron; **Immune** cold, poison; **SR** 24

OFFENSE

Speed 30 ft.

Melee +2 icy burst spear +18/+13 (1d8+11/19–20×3)

Special Attacks Rider's weapon, weal or woe (DC 24)

Spell-Like Abilities (CL 13th; concentration +18)

Constant—*see invisibility*

At will—*chill touch* (DC 16), *detect thoughts* (DC 17), *zone of truth* (DC 17)

5/day—*deeper darkness*, *ice storm*

3/day—*cone of cold* (DC 20), *dust of twilight*^{APG}

(DC 17), *moonstruck*^{APG} (DC 19)

1/day—*cloak of dreams*^{APG} (DC 21)

STATISTICS

Str 23, **Dex** 20, **Con** 22, **Int** 17, **Wis** 18, **Cha** 21

Base Atk +9; **CMB** +15; **CMD** 25 (can't be disarmed)

Feats Cleave, Critical Focus, Improved Critical (spear),

Mounted Combat, Power Attack, Ride-By

Attack, Spirited Charge, Trample, Weapon

Focus (spear)

Skills Intimidate +23, Knowledge

(arcana) +18, Knowledge (history) +18,

Knowledge (nature) +21, Knowledge

(planes) +18, Perception +25, Ride +26,

Sense Motive +25, Stealth +26, Survival +16

Languages Common, Hallit, Skald, Sylvan;

telepathy 60 ft.

SQ conjure mount, Rider's robes

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Icy Aura (Su) Misty vapors roil from the Black Rider

to a distance of 10 feet. Any creatures in

contact with the vapors must succeed at a

DC 24 Fortitude save or be slowed as per the

slow spell. Once affected, the creature remains

slowed as long as it is in the aura and for 1 round

afterward. The save DC is Charisma-based.

Rider's Robes (Su) The Black Rider wears robes that provide the same protection as full plate armor.

Rider's Weapon (Su) Whenever the Black Rider successfully confirms a critical hit with his +2 icy burst spear, the target is stunned for 1 round unless it succeeds at a DC 24 Fortitude save. The save DC is Charisma-based.

The Black Rider has the most forbidding appearance of the Three Riders. He always appears in a frightening form when called to service. His judgments are the least recorded in history, as they are all performed under the cover of night, and many Irriseni citizens blame other vicious creatures and strange occurrences for the disappearance of their fellow citizens.



The Red Rider

A man with fiery red hair and antlers rides a red-gold stallion. His robes expose the hairy legs of a goat, ending in cloven hooves.

RED RIDER

CR 12



XP 19,200

LN Medium fey

Init +9; Senses darkvision 60 ft., low-light vision; Perception +23

DEFENSE

AC 29, touch 15, flat-footed 24 (+8 armor, +5 Dex, +4 natural, +2 shield)

hp 152 (16d6+96)

Fort +11, Ref +15, Will +14

DR 10/cold iron; Immune cold, poison; SR 23

OFFENSE

Speed 30 ft.

Melee +2 flaming scimitar +18/+13 (1d6+9/15–20)

Special Attacks bright blast, Rider's weapon, weal or woe (DC 23)

Spell-Like Abilities (CL 12th; concentration +17)

Constant—see invisibility

At will—chill touch (DC 16), detect thoughts (DC 17), zone of truth (DC 17)

5/day—ice storm

3/day—cone of cold (DC 20), flame strike (DC 20)

1/day—fire storm (DC 23)

STATISTICS

Str 24, Dex 21, Con 22, Int 17, Wis 18, Cha 21

Base Atk +8; CMB +15; CMD 25 (can't be disarmed)

Feats Critical Focus, Improved Critical (scimitar), Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Trample, Weapon Focus (scimitar)

Skills Acrobatics +12, Diplomacy +24, Intimidate +21, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (nature) +18, Knowledge (planes) +15, Perception +23, Ride +24, Sense Motive +23, Stealth +20

Languages Common, Hallit, Skald, Sylvan; telepathy 60 ft.

SQ conjure mount, Rider's robes

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Bright Blast (Su) Three times per day, the Red Rider can erupt in flames, damaging all creatures within a 20-foot radius. Those caught in the blast must succeed at a DC 23 Reflex save or take 3d6 points of fire damage and be dazed for 1 round and dazzled for an additional 1d4 rounds. The save DC is Charisma-based.

Rider's Robes (Su) The Red Rider wears robes that provide the same protection as half-plate armor.

Rider's Weapon (Su) Whenever the Red Rider successfully confirms a critical hit with his +2 flaming scimitar, the target is dazed for 1 round unless it succeeds at a DC 23 Fortitude save. The save DC is Charisma-based.

The Red Rider is the most fiery and aggressive of the Three Riders. When Irriseni citizens share old tales of previous Riders around the hearth, stories of the Red Rider's judgments always go into gruesome detail about

his wholesale slaughter and shocking violence.

Some argue that the Red Rider is no more vicious than the Black Rider, and that the larger number of heinous tales about the Red Rider are simply the result of the time of day in which he engages in his tasks. More citizens are awake and out of their homes during the day to witness the Red Rider's judgments before he cedes his time to the night.



The White Rider

A tall, handsome woman sits astride a white horse. She grips an elegant longbow made of raw birch.

WHITE RIDER

CR 11



XP 12,800

LN Medium fey

Init +7; Senses darkvision 60 ft., low-light vision; Perception +24

Aura blinding light (30 ft., DC 23)

DEFENSE

AC 27, touch 17, flat-footed 20 (+6 armor, +7 Dex, +4 natural)

hp 136 (16d6+80)

Fort +10, Ref +17, Will +15

DR 10/cold iron; Immune cold, poison; SR 22

OFFENSE

Speed 30 ft.

Melee +1 longsword +14/+9 (1d8+6/19–20)

Ranged +2 seeking composite longbow +18/+13 (1d8+7/19–20/x3)

Special Attacks Rider's weapon, weal or woe (DC 23)

Spell-Like Abilities (CL 11th; concentration +16)

Constant—see invisibility

At will—chill touch (DC 16), detect thoughts (DC 17), zone of truth (DC 17)

5/day—ice storm, daybreak arrow^{UC}

3/day—charm monster (DC 19), cone of cold (DC 20)

1/day—mass suggestion (DC 21)

STATISTICS

Str 20, Dex 25, Con 20, Int 18, Wis 21, Cha 21

Base Atk +8; CMB +13; CMD 23

Feats Improved Critical (composite longbow), Manyshot, Mounted Archery, Mounted Combat, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Bluff +18, Diplomacy +23, Intimidate +20, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (nature) +21, Knowledge (planes) +18, Perception +24, Ride +26, Sense Motive +24, Stealth +26

Languages Common, Hallit, Skald, Sylvan; telepathy 60 ft.

SQ conjure mount, Rider's robes

ECOLOGY

Environment any

Organization solitary

Treasure +1 longsword

SPECIAL ABILITIES

Blinding Light (Su) The White Rider can radiate a 30-foot-radius aura of blinding light as a free action. Creatures within the affected area must succeed at a DC 23 Fortitude save or

be permanently blinded. A creature that successfully saves cannot be affected again by the Rider's blinding light aura for 24 hours. The save is Constitution-based.

Rider's Robes (Su) The White Rider wears robes that provide the same protection as a breastplate.

Rider's Weapon (Su) The White Rider has a +2 seeking composite longbow and a quiver that produces a never-ending supply of arrows. Once per round, she can draw a +1 brilliant energy arrow from her quiver.

The White Rider is the most even-tempered and diplomatic of the Three Riders. This does not mean that she is sympathetic or merciful, just that there is less blood staining the crisp white garments she wears. When the White Rider comes calling, citizens of Irrisen often seek to curry favor by bringing her gifts of hot tea, pastries, and fresh baked bread. She rarely accepts these offerings, and when she does it is only from those she has already judged to be loyal to Baba Yaga and worthy of the Queen of Witches's rule. Those who too eagerly attempt to carry favor face added scrutiny from her.






Boreal Creature

Since Baba Yaga's invasion, many creatures native to the eastern Linnorm Kingdoms have died out, unable to adapt to a land now dominated by ceaseless supernatural winter. However, despite this dramatic change in climate, a few particularly strong and hardy specimens managed to survive, and over the centuries the magical forces holding this realm in its grip have aided the evolution of species better suited to this harsh environment. This section provides examples of three such creatures and the inherited template for creating other boreal creatures.




Boreal Annis Hag

This repulsive, hunch-backed crone has deathly white skin marked with patches of brown and yellow, like a fresh bruise. Despite her hunch, she looms much taller than a human.

BOREAL ANNIS HAG	CR 7	  
XP 3,200		
CE Large monstrous humanoid (cold)		
Init +1; Senses darkvision 60 ft.; Perception +13		
DEFENSE		
AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)		
hp 73 (7d10+35)		
Fort +9, Ref +6, Will +6		
DR 5/bludgeoning; Immune cold; SR 17		
Weaknesses vulnerable to fire		
OFFENSE		
Speed 30 ft.		
Melee bite +14 (1d6+8 plus 1d6 cold), 2 claws +14 (1d6+8 plus 1d6 cold)		
Space 10 ft.; Reach 10 ft.		
Special Attacks rend (2 claws, 1d6+12)		
Spell-Like Abilities (CL 7th; concentration +7) 3/day— <i>alter self</i> , <i>fog cloud</i>		
STATISTICS		
Str 27, Dex 12, Con 20, Int 13, Wis 13, Cha 10		
Base Atk +7; CMB +16; CMD 26		
Feats Alertness, Blind-Fight, Great Fortitude, Intimidating Prowess		
Skills Bluff +7, Diplomacy +7, Intimidate +18, Perception +13, Sense Motive +3, Stealth +7 (+11 in snow); Racial Modifiers +4 Stealth (in snow), +4 Survival (in snow)		
Languages Common, Giant		
SQ trackless step		
ECOLOGY		
Environment cold marshes		
Organization solitary or coven (3 hags of any kind)		
Treasure standard		
SPECIAL ABILITIES		
Trackless Step (Ex) A boreal annis hag does not leave a trail in snow and cannot be tracked. She can choose to leave a trail if she so desires.		




Boreal Manticore

This white-furred creature has a vaguely humanoid head, the body of a lion, and the wings of a dragon. Its tail ends in long, sharp spikes encrusted with ice.

BOREAL MANTICORE	CR 6	  
XP 2,400		
LE Large magical beast (cold)		
Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +9		
DEFENSE		
AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)		
hp 63 (6d10+30)		
Fort +10, Ref +7, Will +3		
Immune cold		
Weaknesses vulnerable to fire		
OFFENSE		
Speed 30 ft., fly 50 ft. (clumsy)		
Melee bite +11 (1d8+6 plus 1d6 cold), 2 claws +11 (2d4+6 plus 1d6 cold)		
Ranged 4 spikes +8 (1d6+5 plus 1d6 cold)		
Space 10 ft.; Reach 5 ft.		
STATISTICS		
Str 22, Dex 15, Con 20, Int 7, Wis 12, Cha 9		
Base Atk +6; CMB +13; CMD 23 (27 vs. trip)		
Feats Flyby Attack, Hover, Weapon Focus (spikes)		
Skills Fly -3, Perception +9, Stealth -2 (+2 in snow), Survival +4 (+8 in snow or when tracking); Racial Modifiers +4 Perception, +4 Stealth (in snow), +4 Survival (in snow or when tracking)		
Languages Common		
SQ trackless step		
ECOLOGY		
Environment cold forests		
Organization solitary, pair, or pride (3-12)		
Treasure standard		
SPECIAL ABILITIES		
Spikes (Ex) With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.		
Trackless Step (Ex) A boreal manticore does not leave a trail in snow and cannot be tracked. It can choose to leave a trail if it so desires.		

Boreal Wolf

This powerful, white-furred canine watches its prey with piercing, pale blue eyes, darting its tongue across sharp, ivory teeth.

BOREAL WOLF	CR 2	  
XP 600		

N Medium magical beast (cold)

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 15 (2d8+6)

Fort +6, **Ref** +5, **Will** +1

Immune cold

Weaknesses vulnerable to fire

OFFENSE

Speed 50 ft.

Melee bite +3 (1d6+3 plus 1d6 cold and trip)

STATISTICS

Str 15, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 13 (17 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6 (+10 in snow), Survival +1

(+5 in snow or when tracking by scent); **Racial Modifiers**

+4 Stealth (in snow), +4 Survival (in snow or when tracking by scent)

ECOLOGY

Environment cold forests

Organization solitary, pair, or pack (3–12)

Treasure none

SPECIAL ABILITIES

Trackless Step (Ex) A boreal wolf does not leave a trail in snow and cannot be tracked. It can choose to leave a trail if it so desires.

Though boreal creatures mostly resemble their temperate kin, the effects of sorcerous winter have bolstered them, making them stronger and much more dangerous. In basic shape and form they appear similar to their ancestors, but other characteristics reveal the creatures' altered nature. Their fur and skin are much paler, often shades of blue, gray, or simply white, and it is not uncommon for parts of these creatures to be cloaked in frost, especially their jagged claws and shaggy hair.

Creating a Boreal Creature

"Boreal" is an inherited template that can be added to any Huge or smaller corporeal creature. This template cannot be applied to a creature with the fire subtype.

Challenge Rating: Same as the base creature +1.

Type: The creature gains the cold subtype. If applied to a creature with the animal or vermin type, the creature's type changes to magical beast. Do not recalculate its Hit Dice, base attack bonus, saves, or skill points.

Attacks: A boreal creature's natural attacks deal an additional 1d6 points of cold damage.

Abilities: Str +2, Con +2.

Skills: The creature receives a +4 bonus on Stealth and Survival checks in snow. An aquatic boreal creature receives a +4 racial bonus on Stealth and Survival checks at all times in frigid waters (its natural habit), instead of in snow.

Environment: The creature's natural environment changes to a cold climate.

Special Qualities: A boreal creature gains the following special quality.

Trackless Step (Ex): A boreal creature does not leave a trail in snow and cannot be tracked. It can choose to leave a trail, if it so desires. This special quality does not apply to aquatic boreal creatures.



Guardian Doll

This strange doll is clad in traditional Irriseni peasant clothing, and its eyes glisten with a disturbing curiosity.

GUARDIAN DOLL

CR 3



XP 800

NE Tiny construct (cold)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 22 (4d10)

Fort +1, **Ref** +4, **Will** +2

DR 5/magic; **Immune** cold, construct traits; **SR** 14

Weaknesses susceptible to mind-affecting effects, vulnerable to fire

OFFENSE

Speed 30 ft.

Melee doll's dagger +10 (1d2–1/19–20 plus 1d6 cold and paralysis)

Spell-Like Abilities (CL 4th; concentration +4)

At will—*ray of frost*

3/day—*alarm*, *charm person* (DC 11), *light*, *mage hand*, *open/close*, *prestidigitation*

1/day—*frost fall*^{UC} (DC 12), *levitate*

STATISTICS

Str 8, **Dex** 17, **Con** —, **Int** 13, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 11

Feats Improved Initiative, Weapon Finesse

Skills Escape Artist +5, Linguistics +3,

Perception +5, Stealth +15

Languages Common, Hallit, Skald

SQ soul focus

ECOLOGY

Environment any cold

Organization solitary, pair, or coven (3–8)

Treasure standard

SPECIAL ABILITIES

Doll's Dagger (Su) The dagger wielded

by a guardian doll is treated as a masterwork weapon and delivers 1d6 points of cold damage in addition to its normal damage. Those struck by the dagger must succeed at a DC 12 Fortitude save or be paralyzed by the supernatural cold of the weapon for 1d4 rounds. If the guardian doll is destroyed, its weapon becomes a useless child's toy. The save DC is Charisma-based.

Soul Focus (Su) The soul bound to the doll lives within

a focus integrated into the doll or its apparel, typically one of the doll's eyes or a gem embedded into its neck or chest. As long as this soul focus remains intact, it can be used to animate another doll, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn. If it is put into a new doll body, the soul retains its personality and memories from its previous bodies. A soul focus has hardness 8, 12 hit points, and a break DC of 20.

Susceptible to Mind-Affecting Effects (Ex) Like a soulbound doll, a guardian doll is susceptible to mind-affecting effects. However, due to the singular purpose with which it is imbued, its saves against such effects are made with a +1 racial bonus.

Guardian dolls are constructs created by the White Witches to serve as spies and sentries at places that require ever-vigilant wardens—especially the wintry nation's borders. Similar to soulbound dolls (*Pathfinder RPG Bestiary 2* 255), these strange automatons are infused with fragments of the souls of living beings slain during the dolls' creation. The doll is sentient, and though a small part of the soul's original personality remains, the witchery employed largely strips it of its individuality. Many guardian dolls sit inside another form of construct—a sentinel hut—and stand vigil at one of Irrisen's borders and monitoring those who would enter. Others are sent on scouting missions or to spy on targets, usually posing as inanimate dolls to hide their true nature.

Construction

A guardian doll's body is made of porcelain or wood, plus one exquisite item worth at least 600 gp to serve as the soul focus. Creation requires a soul fragment from a dead creature that dies at some point during the creation of the doll. An unwilling soul can resist with a successful DC 20 Will save. Stripping a soul fragment from a dead creature does not prevent the rest of the soul from continuing to the afterlife, nor does it prevent the body from being resurrected or raised from the dead.

GUARDIAN DOLL

CL 8th; Price 6,600 gp

CONSTRUCTION

Requirements Craft Construct, *false life*, *lesser geas*, *magic jar*, *minor creation*, *sleet storm*, soul of a living creature who dies or is slain during the creation process, creator must be caster level 8th; **Skill** Craft (sculpture) DC 16; **Cost** 3,600 gp





Khala

This large, snake-like dragon flies on ragged wings. Three hissing, triangular heads bare vicious fangs as the thing's serpentine tail whips about, coiling and uncoiling with manic energy.

KHALA

CR 17



XP 102,400

CE Large dragon (cold)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +30

DEFENSE

AC 31, touch 15, flat-footed 25 (+6 Dex, +16 natural, -1 size)

hp 261 (18d12+144)

Fort +19, **Ref** +17, **Will** +16

Immune cold, disease, magic paralysis and sleep; **Resist** acid 10, electricity 10

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee 3 bites +26 (2d10+9/19-20 plus disease), tail +26 (2d8+9 plus grab)

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

Special Attacks breath weapon, constrict (2d6+8), rend (2 bites, 2d10+13)

Spell-Like Abilities (CL 16th; concentration +23)
3/day—empowered *ice storm*, *fire shield* (chill shield only), *incendiary cloud* (DC 25, deals cold damage), *suggestion* (DC 19)

1/day—*control weather*, *polar ray*

STATISTICS

Str 28, **Dex** 22, **Con** 27, **Int** 22, **Wis** 21, **Cha** 25

Base Atk +18; **CMB** +28 (+32 grapple); **CMD** 38 (can't be tripped)

Feats Alertness, Critical Focus, Empower Spell-Like Ability (*ice storm*), Flyby Attack, Hover, Improved Critical (bites), Improved Initiative, Staggering Critical, Stunning Critical

Skills Appraise +27, Bluff +28, Diplomacy +28, Fly +29, Intimidate +28, Knowledge (geography) +27, Knowledge (local) +27, Knowledge (nature) +27, Perception +30, Sense Motive +30, Stealth +23, Survival +26

Languages Abyssal, Common, Draconic, Giant, Hallit, Skald

SQ tenacious grapple

ECOLOGY

Environment any cold

Organization solitary

Treasure double

SPECIAL ABILITIES

Breath Weapon (Su) Every 1d4 rounds, the khala can fire a jet of frigid liquid up to 60 feet in a straight line from one of its three mouths, dealing 16d6 points of cold damage to the target (Reflex DC 27 half). Even if this save is successful, the target must succeed at a second save (Fortitude DC 27) or be



encased in ice. A trapped creature must succeed at a DC 25 Strength check or a DC 26 Escape Artist check to break free. Attempting to break free of the ice is a full-round action.

Disease (Su) A target bitten by a khala must succeed at a DC 27 Fortitude save or contract chillbane fever.

Chillbane Fever: disease—injury; *save* Fort DC 17; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage and target is sickened and fatigued; *cure* 2 consecutive saves.

Tenacious Grapple (Ex) A khala does not gain the grappled condition if it grapples a foe with its tail.

It is rumored that the khala was a rare breed of amphibious dragon before Baba Yaga came to Golarion. Her arrival and the supernatural winter that came with her warped these once-proud creatures into voracious, wicked things that delight in the suffering of others. Each of a khala's three heads can strike at a separate target, though if two or more heads hit a single target, they cause horrific wounds as they viciously fight to devour chunks of its flesh. Along with suffering terrible injuries, those bitten by a khala risk contracting chillbane fever, a disease unique to Irrisen. The creature can ambulate like a snake, slithering along the ground or through the boughs of trees with its batlike wings drawn close to its body, but it prefers flight whenever possible. The khala's breath weapon, usable by a single head every 1d4 rounds, is a jet of freezing liquid that freezes on contact, trapping the target in ice.

All khala are female, and scholars debate how the creature procreates. Some believe that the males of the species, known in legend as the zmey, were wiped out in a war with the khala prior to Baba Yaga's arrival.

Sentinel Hut

This strange windowless cabin, with a steep thatched roof and a single door painted red, stands on an enormous pair of knobby legs.

SENTINEL HUT

CR 8



XP 4,800

N Huge construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 21, touch 11, flat-footed 18 (+3 Dex, +10 natural, -2 size)

hp 95 (10d10+40)

Fort +3, **Ref** +6, **Will** +3

Defensive Abilities dancing evasion; **DR** 5/adamantine;

Immune acid, cold, construct traits, magic

OFFENSE

Speed 30 ft.

Melee bite +15 (2d4+7 plus grab),

slam +15 (2d6+7)

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



Special Attacks stir crazy, swallow whole (1d2 Wisdom damage, AC 15, 9 hp), trample (2d6+10, DC 22)

STATISTICS

Str 25, **Dex** 17, **Con** —, **Int** —, **Wis** 11, **Cha** 16

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 32

ECOLOGY

Environment any land (Irrisen)

Organization solitary or unit (2–6)

Treasure none

SPECIAL ABILITIES

Dancing Evasion (Ex) The sentinel hut's dancing and hopping movements give it a +3 bonus on all Reflex saves.

Immune to Magic (Ex) Sentinel huts are immune to any spell or spell-like ability that allows spell resistance, with the exception of spells with the fire descriptor, which affect it normally.

Stir Crazy (Su) A victim swallowed whole by a sentinel hut is trapped in a plain, 10-foot-square room. A trapped creature is not considered grappled, and can move freely about the room. Every round, it is bombarded with a powerful psychic force that causes 1d2 points of Wisdom damage. To escape, the victim must deal damage on the sentinel hut's door (AC 15, 12 hp). Damage dealt to any part of the interior other than the door still adds to the damage dealt to the construct overall, but won't free the victim. If sufficient damage is dealt to the hut to destroy it (from without or within), the trapped creature is freed, but must succeed at a DC 22 Will save or be afflicted by insanity (*Pathfinder RPG GameMastery Guide* 250). Victims who break through the door from within are not subject to this latter effect.

Though few have seen Baba Yaga's Dancing Hut and lived to tell the tale, many scholars believe that these bizarre constructs, created by the White Witches of Irrisen, were modeled after their mother's miraculous artifact. Used primarily as sentinels on Irrisen's borders, these quaint hovels on stilt-like legs surprise passersby when they move in an almost comical dancing strut.

Construction

A sentinel hut must be made of the wood from a tree grown in Irrisen's eternal winter (an extraordinarily rare commodity) and thatch for the roof. Both wood and thatch must be treated with magical ointments and powders worth 1,000 gp.

SENTINEL HUT

CL 10th; **Price** 33,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *cat's grace*, *confusion*, *geas/quest*, *jump*, *minor creation*; **Skill** Craft (sculptures) DC 18; **Cost** 18,000 gp

Ved

This hairy humanoid giant's misshapen head appears too large for its body. It wields a lumpy, primitive club.

VED

CR 5



XP 1,600

NE Large humanoid (giant)

Init -1; Senses low-light vision; Perception +6

DEFENSE

AC 16, touch 8, flat-footed 16 (-1 Dex, +8 natural, -1 size)

hp 57 (6d8+30)

Fort +7, Ref +1, Will +6

OFFENSE

Speed 30 ft.

Melee club +10 (1d8+7)

Space 10 ft.; Reach 10 ft.

Special Attacks gale breath

STATISTICS

Str 25, Dex 8, Con 20, Int 7, Wis 12, Cha 9

Base Atk +4; CMB +12 (+14 bull rush); CMD 22 (24 vs. bull rush)

Feats Awesome Blow, Improved Bull Rush, Power Attack

Skills Intimidate +4, Perception +6,

Survival +6 (+10 in snow); Racial

Modifiers +4 Climb (when climbing rocks), +4 Survival (in snow)

Languages Giant

ECOLOGY

Environment cold hills and mountains

Organization solitary, pair, gang (3-5), or clan (6-16)

Treasure standard

SPECIAL ABILITIES

Gale Breath (Su) Every 1d4 rounds as a full-round action, a ved can draw in a mighty breath and expel it outward in a 30-foot cone. Targets within 10 feet of the origin of this cone must succeed at a DC 18 Strength check or be knocked prone. Those who succeed at the check or are standing farther away from the ved treat the effects of the gale breath as a *gust of wind* spell.

When Baba Yaga invaded the eastern Linnorm Kingdoms, she brought these ungainly giants with her and left them here to fend for themselves once they had helped her conquer Irrisen.

Brutish and rather stupid, these humanoids are clannish and shun even lightly populated areas, preferring the cold hills and mountains of southern Irrisen.

Occasionally a gang of veds (often an adult leading two or three adolescents) carries out raids against the mining camps in that region, claiming the lives of half a dozen miners or slaves. But such forced labor is easily replaced, and the Jadwiga overseeing operations in the region don't view these depredations as a serious threat to their extraction industry.

Clans of veds rarely consist of more than a few mated pairs, their offspring, and one or two aged specimens that are commonly left to die when they become unable to pull their weight. Veds are omnivores; they prefer meat (eaten raw), but aren't averse to consuming winteryew bark for nourishment.

Perhaps the most unusual aspect of veds is their enormous lung capacity, which they are able to use quite aggressively. These giants can expel air from their lungs in a mighty blast, extinguishing small fires and knocking prone any who stand before them. The veds then descend on their victims, pummeling their prey viciously with simple but effective clubs.



Winter Witch Baroness

This woman's face shows a stern expression. Frost clings to her skin and clothes, though she doesn't appear to notice.

WINTER WITCH BARONESS

CR 4



XP 1,200

Female human witch (winter witch) 5 (*Pathfinder Campaign*

Setting: Inner Sea Magic 43)

NE Medium humanoid (human)

Init +1; **Senses** Perception +5

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +1 Dex, +1 dodge)

hp 20 (5d6)

Fort +3, **Ref** +2, **Will** +5

Resist cold 5

OFFENSE

Speed 30 ft.

Melee mwk dagger +2 (1d4–1/19–20)

Special Attacks hexes (blight [50 feet], evil eye [–2, 7 rounds])

Spell-Like Abilities (CL 5th; concentration +7)

Constant—*endure elements* (cold temperatures only)

Witch Spells Prepared (CL 5th; concentration +9)

3rd—*nature's exile*^{APG} (DC 17), *sleet storm* (DC 18)

2nd—*hold person* (DC 16), *mirror image*, *unshakable chill*^{UM} (DC 16)

1st—*chill touch* (DC 15), *frostbite*^{UM}, *ice spears*^{ISM} (DC 15), *sleep* (DC 15)

o (at will)—*daze* (DC 14), *detect magic*, *ray of frost*, *read magic*

Patron Trickery

STATISTICS

Str 8, **Dex** 13, **Con** 10, **Int** 18, **Wis** 12, **Cha** 14

Base Atk +2; **CMB** +1; **CMD** 12

Feats Brew Potion, Combat Casting, Dodge, Great Fortitude

Skills Bluff +7, Craft (alchemy) +11, Diplomacy +7, Intimidate +10, Knowledge (arcana) +12, Knowledge (nature) +11, Perception +5, Ride +7, Spellcraft +12

Languages Common, Giant, Hallit, Infernal, Skald

SQ cold flesh, ice magic, witch's familiar (raven)

ECOLOGY

Environment any (Irrisen)

Organization solitary

Treasure NPC gear (masterwork dagger, bracers of armor +1, *potion of cat's grace*, *potions of cure light wounds* [2], *potion of invisibility*, *wand of ray of enfeeblement* [24 charges])

SPECIAL ABILITIES

Cold Flesh (Ex) A winter witch gains *endure elements* as a constant, spell-like ability, but only against cold temperatures. At 4th level, she gains cold resistance 5, making her comfortable in near-freezing temperatures. This replaces the witch's 4th-level hex.

Ice Magic When a winter witch casts a spell with the cold descriptor, the save DC of the spell increases by 1. A baroness cannot learn or cast spells with the fire descriptor.

Winter witch baronesses are members of Irrisen's aristocracy who rule towns and villages throughout the nation. As a baroness (or sometimes countess depending on her rank), a winter witch reports to the ruler of her province. Some baronesses and countesses treat their subjects better than others, but across the board they are unsympathetic, short-tempered, and cruel.

Winter Witch Cold Sister

The blistering cold doesn't seem to touch this raven-haired woman's skin. She holds a spear tipped with jagged ice.

WINTER WITCH COLD SISTER

CR 9



XP 6,400

Female human witch (winter witch) 5/winter witch 5 (*Pathfinder*

Campaign Setting: Inner Sea Magic 43, *Pathfinder Campaign*

Setting: Paths of Prestige 62)

LE Medium humanoid (human)

Init +2; **Senses** Perception +9

DEFENSE

AC 15, touch 14, flat-footed 12 (+1 armor, +1 deflection, +2 Dex, +1 dodge)

hp 37 (10 HD; 5d6+5d6)

Fort +7, **Ref** +9, **Will** +10

Resist cold 5

OFFENSE

Speed 30 ft.

Melee +1 spear +4 (1d8)

Special Attacks hexes (blight [100 feet], evil eye [–4, 7 rounds], flight [*feather fall* at will, *levitate* 1/day, *fly* 10 minutes/day], hoarfrost^{UM}, slumber [10 rounds])

Spell-Like Abilities (CL 5th; concentration +7)

Constant—*endure elements* (cold temperatures only)

Witch Spells Prepared (CL 9th; concentration +13)

5th—*cone of cold* (DC 20)

4th—*lesser geas* (DC 19), *phantasmal killer* (DC 18), *wall of ice* (DC 19)

3rd—*bestow curse* (DC 17), *share senses*^{APG}, *sleet storm*, *twilight knife*^{APG}

2nd—*detect thoughts* (DC 16), *fog cloud*, *hold person* (DC 17), *perceive cues*^{APG}, *zone of truth* (DC 17)

1st—*beguiling gift*^{APG} (DC 15), *chill touch* (DC 15), *command* (DC 16), *icicle dagger*^{UM}, *unshakable chill*^{UM} (DC 16)

o (at will)—*daze* (DC 14), *detect magic*, *ray of frost*, *read magic*

Patron winter

STATISTICS

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

Base Atk +4; **CMB** +3; **CMD** 15

Feats Combat Casting, Dodge, Great Fortitude, Lightning Reflexes, Magical Aptitude, Spell Focus (enchantment)

Skills Diplomacy +6, Fly +11, Intimidate +13, Knowledge (arcana) +15, Knowledge (nature) +15, Perception +9, Sense Motive +9, Spellcraft +21, Swim +3, Use Magic Device +19

Languages Common, Giant, Hallit, Skald

SQ cold flesh, freeze and thaw (2/day), hyperboreal patronage, ice magic, sculpt ice and snow, unnatural cold, winter witchcraft, witch's familiar (fox)

ECOLOGY

Environment any (Irrisen)

Organization solitary

Treasure NPC gear (+1 *quarterstaff*, *bracers of armor +1*, *cloak of resistance +2*, *potions of cure moderate wounds [2]*, *ring of protection +1*)

SPECIAL ABILITIES

Cold Flesh (Ex) A winter witch gains *endure elements* as a constant, spell-like ability, but only against cold temperatures. At 4th level, she gains cold resistance 5, making her comfortable in near-freezing temperatures. This replaces the witch's 4th-level hex.

Freeze and Thaw (Su) At 2nd level, a winter witch can freeze water or melt ice and snow with a touch. As a standard action, a winter witch can melt an adjacent 5-foot cube of ice or 10-foot cube of snow. Melting snow produces a volume of water equal to 10% the snow's volume. Alternatively, a winter witch can freeze 5 cubic feet of water into solid ice. This freezing takes place gradually over 1 round, making it almost impossible to trap a creature unless it's helpless. This ability cannot affect water within a creature. One cubic foot of ice contains roughly 8 gallons of water and weighs about 60 pounds. This ability works on fresh water and saltwater, but has no effect on water creatures; on liquids (frozen or otherwise) other than water; or on magical water, ice, or snow. A winter witch can use this ability a number of times per day equal to 1/2 her class level.

Hyperboreal Patronage A winter witch's patron reveals an icy aspect. A winter witch adds the following spells to her spell list at the following class levels, but does not automatically learn them: 3rd—*wall of ice*, 5th—*icy prison*^{UM}, 7th—*freezing sphere*.

Ice Magic When a winter witch casts a spell with the cold descriptor, the save DC of the spell increases by 1. A winter witch cannot learn or cast spells with the fire descriptor.

Sculpt Ice and Snow (Sp) At 4th level, a winter witch can sculpt ice and snow into any shape that suits her purpose (as *stone shape*, except that it works with ice). This ability also works on snow, doubling the volume affected. At 7th level, this ability functions on ice or snow like the *fabricate* spell, increasing the volume manipulated and allowing a higher degree of craftsmanship. The winter witch must succeed at appropriate Craft checks to form complex items or ones with fine detail. Items created by the *fabricate* version of this ability solidify into ultra-hard ice (hardness 5, 10 hit points per inch of thickness) that resists normal melting but takes double damage from fire. The ice remains in this ultra-hard state for 1 hour per class level before returning to normal ice. A winter witch can use this ability a number of times per day equal to 1/2 her class level.

Unnatural Cold (Su) At 3rd level, whenever a winter witch's spell, spell-like ability, or

supernatural ability deals cold damage, treat affected creatures as having half their normal cold resistance when determining damage dealt.

Winter Witchcraft Levels of the winter witch prestige class stack with witch levels for determining when the winter witch learns new hexes, the effect of her hexes and other witch class abilities (including archetype abilities), the abilities of her witch's familiar, and the level at which she can select major hexes or grand hexes.

Nearly all of the White Witches ruling Irrisen are winter witches. This one represents a Cold Sister, a member of an organization devoted to hunting down anyone disloyal to the throne of Irrisen. Those the Cold Sisters find, they torture into compliance and devotion, or execute for their crimes against the queen.



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