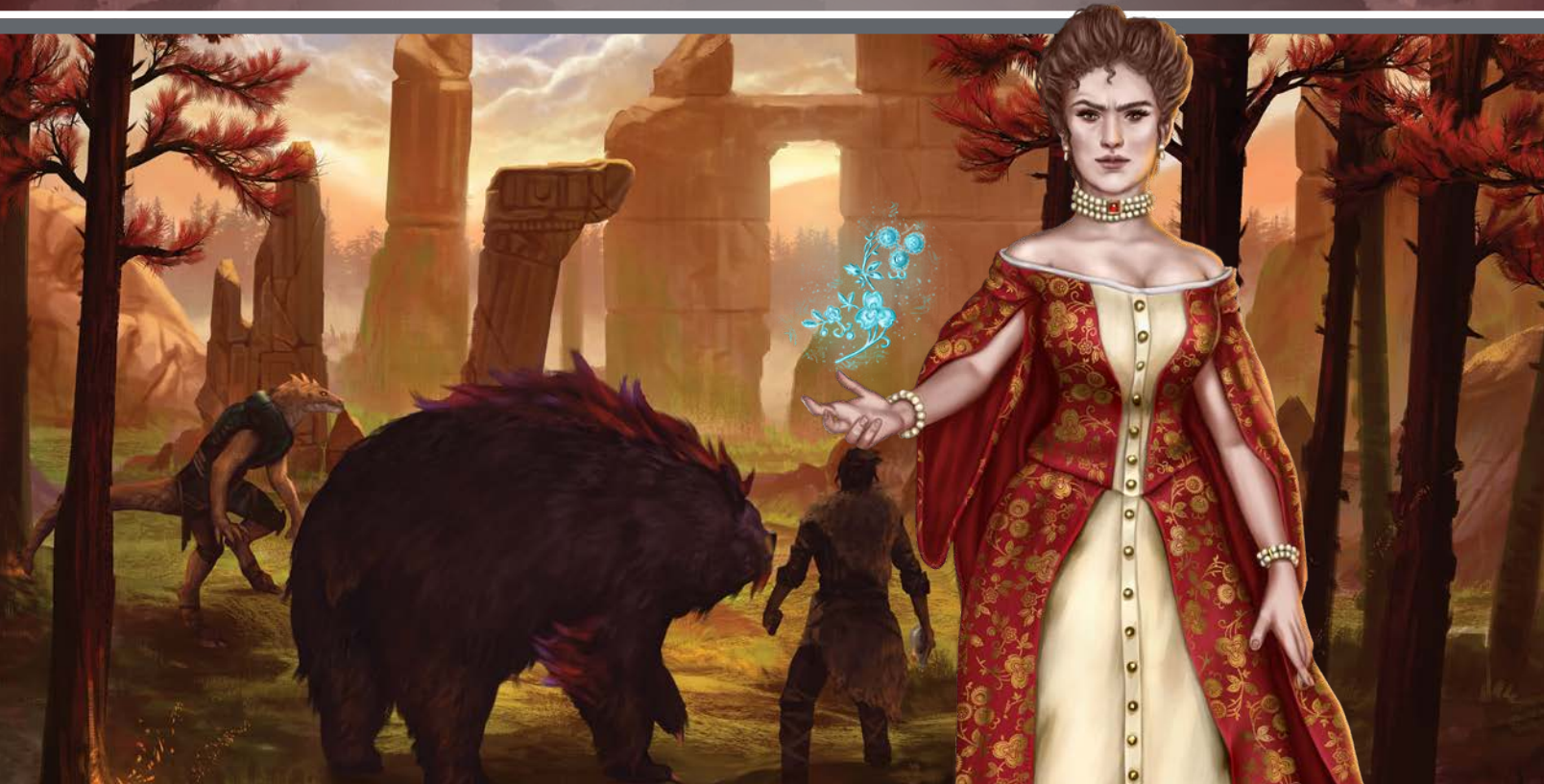


SECOND EDITION

PATHFINDER SOCIETY



YEAR OF
CORRUPTION'S
REACH

Scenario #2-08

Levels 5-8

A FROSTY MUG

By Mikhail Rekun



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 5-8



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Advanced Player's Guide*, *Pathfinder Core Rulebook*, *Pathfinder Lost Omens Pathfinder Society Guide*, *Pathfinder Lost Omens World Guide*

Maps: *Pathfinder Flip-Mat: Winter Forest*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>



HORIZON HUNTERS

SUMMARY

The adventure begins with the PCs getting their orders from Venture-Captain Bjersig Torrsen, along with a new traveling companion, the snow goblin Ogthup. Ogthup guides the group across a mountain pass into Irrisen. Crossing the pass, the PCs face a blizzard and then an enchanted bear. They eventually reach Irrisen, where they run into a group of Russian soldiers who have taken control of the town from its previous owner, the winter witch Chesjilawa. After an initially tense meeting, the PCs have a chance to explore the town, meet the people, and attend a feast, before meeting (and possibly fighting) Chesjilawa on the way out.

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By Mikhail Rekun



ADVENTURE BACKGROUND

In the northern land of Irrisen, winter witches have long held the country in an icy grip. So long, in fact, that few in all Golarion remember the days before the mother of the witch queens of Irrisen, Baba Yaga, conquered the land, claiming it from the linnorm kings and banishing summer forevermore. But it has been several years now since the last army of monsters left Irrisen's gelid valleys and rimed mountains to descend upon the nation's southern neighbors. Rumors have begun to spread that a new queen rules the land, crowned by Baba Yaga's own hand and with, perhaps, a hint of summer in her heart.

For the last several years, the tribe of snow goblins known as the Frostfurs has scouted the Lands of the Linnorm Kings, poking at the borders of Irrisen and traveling as far north as the Crown of the World and ranging near the border of Winterwall Glacier. One of the more clever and experienced goblin scouts, Ogthup, recently discovered a hidden pass that leads into Irrisen near the southeasternmost point of the Lands of the Linnorm Kings, winding through rocky crevasses strewn with ice and prowled by winter wolves. When Venture-Captain Bjersig Torrsen heard of Ogthup's discovery, he immediately sent word to his ally Calisro Benarry, the leader of the Horizon Hunters faction, asking her for assistance in recruiting a team of daring and experienced Pathfinder agents willing to follow Ogthup through the pass and scout the area, hopefully learning about the state of Irrisen's current ruler and any other information about recent goings-on in the isolated and cut-off land.

What they find is a people from another world. Following Queen Elvanna's attempted coup of her mother, Baba Yaga brought to Irrisen a new queen, Anastasia Nikolaevna Romanov, from a land called Russia on a faraway planet, along with several Russian soldiers, a band of whom settled in the Irriseni town of Zharchovsk. But relations between the new Russians and the old winter witches remain frosty, and it is up to the PCs to navigate this particular thorn bush.

WHERE ON GOLARION?

Irrisen is a land steeped in magic and ruled by witches, where winter never ends. More information on Irrisen and its history can be found on page 110 of the *World Guide*.



GETTING STARTED

The story begins at Iceferry Lodge in the town of Kalsgard, in the Land of the Linnorm Kings. Here, amid the racks of snowshoes and the barking of sled dogs, Venture-Captain **Bjersig Torrsen** (LG male half-orc scholar) has assembled one of the best libraries in the Saga Lands. The PCs are summoned to a meeting bright and early and are invited in by **Lirall** (LG female gnome Pathfinder agent), Bjersig's scribe, who pulls on a colored rope to let the venture-captain know they're coming. Without further ado, she ushers the PCs into an overstuffed room chock with scrolls, books, and dog fur.

Already present are Bjersig, his service dog Mahki, and **Ogthup** (CN female snow goblin scout), who seems thoroughly on-edge around the husky, though Mahki ignores her as he nudges Bjersig to signal that the PCs have arrived. The venture-captain invites the PCs to sit with a gesture. Once everyone is settled and introductions have been made, Bjersig gets down to business, communicating with the PCs in Napsu-Sign, the Society's signed language, with Lirall interpreting. Read or paraphrase the following.

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"Thank you all for coming. Ogthup, stop making faces at my dog," Bjersig communicates with a distinct sense of exasperation. "Right, let's make this brief before there's a murder here."

"You know of Irrisen, I trust? Land of Eternal Winter? A closed country, with very little passage, in or out. The Society's been looking for more information on Irrisen for years, but we've never been able to get any agents inside the country... until now."



BJERSIG TORRSSEN AND MAHKI

"Frostfur goblins are the best goblins," Ogthup interjects, taking a break from scowling at Mahki to beam proudly. Bjersig appears to be less enthusiastic, but rallies gamely.

"Indeed. Ogthup here has found what looks to be a pass in the mountains east of here. She hasn't explored it much yet, but it does seem to go straight through the mountains and come out in Irrisen. Which is where you come in.

"I need you to accompany Ogthup, explore the pass, and find out what is the situation on the other side. Calisro Benarry, the head of the Horizon Hunters, wants all the maps you can give her. Think you can do it?"

"You all draw the maps. I'll sneak and scout. We will learn everything," Ogthup proclaims.

"Indeed. One last thing though," Bjersig signs, leaning forward for emphasis. "We're here to explore, so don't cause any international incidents—we want to make friends, not enemies. Don't get killed either."

Bjersig does his best to answer any questions the PCs have. While Bjersig is excellent at lip reading, Lirall interprets the PCs' words into Napsu-Sign as a matter of course, especially if any PCs are wearing face coverings.

What of the cold? Ogthup laughs, "If you're as hardy as a Frostfur, nothing to worry about!" She eyes any character who seems unprepared for the environment. "...otherwise, you may need a jacket." Bjersig offers to loan PCs some *snowshoes of the long trek* (*Pathfinder Society Guide* 88), though he notes that he expects them back after the mission. Winter clothing is available for purchase for 4 sp as well. Bjersig strongly recommends that every PC have some way of dealing with the frigid mountain temperatures before they set off.

NATURE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Nature check to Recall Knowledge is familiar with Irrisen's environment. Remember that this check should be rolled secretly.

Critical Success Despite the endless winter, Irrisen has a flourishing ecology, sustained by the magically created witchyew trees and including reindeer, rabbits, foxes, and some exceedingly large bears.

Success Through unspeakably powerful magic, Irrisen is locked in eternal winter. It ranges from a killing frost to festive and fluffy snow, but summer never touches Irrisen.

Critical Failure Irrisen is a swampy environment, and the threat of a sucking bog pulling one under is ever present.

SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Society check to Recall Knowledge has heard snippets about Irrisen's society and governance. Remember that this check should be rolled secretly.

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Critical Success The ruler of Irrisen for the last century was Elvanna, a daughter of Baba Yaga. Rumors hold that something unusual happened in 4713 AR, but details are sparse.

Success Irrisen was carved out of the Linnorm Kingdoms eons ago by the witch Baba Yaga and is still ruled by her descendants, the winter witches. Drawn from the Jadwiga peoples, winter witches are formidable masters of the magic of ice and snow and mirror.

Critical Failure Irrisen is a land of trolls, ruled by troll matriarchs who foresee the future in their own regenerating entrails.

HERO POINTS

Once the PCs have finished their preparations, remind them that they each have 1 Hero Point available.

A. THE PASS MODERATE

Bjersig dispatches dog sled teams to take the PCs to the pass, and the journey is largely uneventful aside from Ogthup constantly scowling at the dogs. Ogthup is present for much of the adventure; give the PCs **Handout #1** (or **Handout #2** for Levels 7–8) to explain her capabilities.

Once the PCs arrive at the pass and continue on foot, however, things change. The mountains here are not exceptionally tall, but Irrisen's eternal winter spills out over them, leaving them covered in snow and ice. Avalanches are a constant threat, and it's nearly impossible to tell whether the snow underfoot is solid or if it will break and send the hapless traveler plummeting into a deep crevasse. It takes a scout of Ogthup's skill to survive the pass.

With Ogthup in the lead, it takes 36 hours of travel to get through the pass. Each PC can aid the journey by helping Ogthup scout (a DC 20 Survival check, DC 23 for Levels 7–8), by keeping an eye on the environment (a DC 22 Nature check, DC 25 for Levels 7–8), or by breaking a path through the snow (a DC 22 Athletics check, DC 25 for Levels 7–8). Only one PC can attempt each check, though others can Aid. Each success reduces the journey by 4 hours; each critical success reduces it by 8 hours; and each critical failure increases it by 4 hours. The total time can't decrease below 16 hours. After every 12 hours of travel, Ogthup suggests the party set up camp for the night.

Most of the travel is over uneven ground and difficult terrain (snow and ice). The area is also one of severe cold (dealing 1d6 cold damage every hour to characters without winter clothing and fatiguing them after four hours) and strong winds (applying a –2 circumstance penalty to auditory Perception checks).

One hour after the PCs reach the top of the pass, it begins to snow, and soon afterward, the PCs spy something utterly massive moving through the flurries. The shape shortly resolves into a truly immense bear.

THE SCENT OF SNOW

It is possible that some of the PCs are members of ancestries or heritages associated with the cold, such as snow goblins, arctic elves, or snow may changelings, or are otherwise strongly connected with winter, such as witches who have learned the lesson of snow. The inhabitants of Irrisen react in differing ways to the obvious mark of winter—such characters take a –1 circumstance penalty to Diplomacy and Deception checks with the Russian characters in encounter B (though not subsequent checks with those same characters), but they gain a +2 circumstance bonus to Diplomacy, Deception, and Intimidation checks with Buryan and Chesjilawa. A human character with the Jadwiga ethnicity, or any witch with Baba Yaga as a patron, doubles the penalty and bonus.

Deep-set eyes glimmer within his broad skull, and a harness of delicate silver chains strains against his shaggy brown fur. A mirror gleams from his back, and icy flowers dance around his head. When he notices the PCs, the bear rears back, unleashes a terrifying roar, and charges.

Creatures: The bear is one of the many enthralled minions of Chesjilawa, the winter witch who once ruled the lands around this pass and whom the PCs come to learn more about during the adventure. Called Mishka by the local Irriseni, the bear has been set to guard this approach to the witch's domain. Mishka begins combat by using Rush to reach the PCs, and then uses Rolling Trample on the second round. Afterward, Mishka mostly claws and bites at the PCs, though if any creatures attempt to gain a height advantage, he prioritizes his attacks on them using his mirror beams. His instincts overridden by witchcraft, he fights to the death or until freed from the mirror's icy grasp (see below).

Climbing the Bear!: A character who succeeds at a DC 17 Arcana, Nature, or Occultism check to Recall Knowledge realizes the mirror is exerting control over Mishka, and that neutralizing it would revert the bear to his natural animal instincts. However, given the mirror's location, this is easier said than done. A character who wishes to target the mirror must do so by flying above Mishka or by Climbing the bear's shaggy pelt using the Athletics skill. Given the vigor of Mishka's movements, the DC to Climb the bear is DC 23, and a climber must ascend 20 feet in total. Mishka can't attack creatures on his back with his claws or jaws, but he can attack them with his mirror beams. To disable the mirror, a character

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must either deal damage to the mirror (AC 22, Hardness 10, HP 60, BT 30) or Disable a Device (DC 25, expert). For Levels 7–8, the mirror is more challenging to break (AC 25, Hardness 15, HP 60, BT 30), and to Disable (DC 28, expert). Reducing the mirror to its Broken Threshold or successfully Disabling it twice is sufficient to end the spell. When the mirror's hold over Mishka is broken, the bear shakes off any characters climbing him and lumbers off into the forest, ignoring the PCs unless they make themselves overly obnoxious.

Terrain: PCs might try to Climb the nearby rocks to gain a height advantage on Mishka; the DC to Climb the icy rocks is 19 (or 22 for Levels 7–8). Steplike inclines to the east provide a way onto some of the higher rocks without Climbing as well. High mountain winds mean that any flying character must succeed at a DC 19 (or 22 for Levels 7–8) Acrobatics check to Maneuver in Flight each round or be blown 60 feet to the north, taking 3d6 bludgeoning damage as they roll to the ground if this causes them to strike any rock outcropping. Lastly, the trees provide cover, though there is enough space between them for all creatures, even Mishka, to move through.

LEVELS 5–6

MISHKA THE BEAR

CREATURE 7

Page 20, art on page 27

LEVELS 7–8

MISHKA THE BEAR

CREATURE 9

Page 23, art on page 27

Development: If the PCs kill Mishka, the mirror shatters. Otherwise, if the PCs freed the bear from his enchantment, he shakes off the harness before departing. One mirror shard retains a small magical charge; a PC can crush the shard as an Interact action to gain cold resistance 5 for 1 hour, which they can identify with a successful DC 18 Arcana check (DC 20 in Levels 7–8). In addition, the silver chains are worth 80 gp (175 gp for Levels 7–8).

A character who succeeds at a DC 20 Arcana check to Recall Knowledge (DC 23 for Levels 7–8) is aware

that enchanted mirrors are one of the calling cards of winter witches. If the PCs tell the Russian or Irriseni citizens about this encounter later, the citizens inform the PCs that Mishka is a known servant of the winter witch Chesjilawa.

If PCs avoided killing Mishka the Bear, they earn 2 Respect Points (see the sidebar on page 8).

B. THE VISITORS SEVERE

The following day, the PCs descend from the mountain pass, and by nightfall they enter the forests of Irrisen proper. Dark conifers loom ominously around them, and nightingales sing above their heads. The next morning, trouble arrives just as Ogthup is finishing making a meal of snared rabbit and gritty porridge. Read or paraphrase the following, adjusting as necessary.

One moment, the forest is silent under its shroud of white. The next moment, humanoid figures rise and brush snow off their clothes. Two ruddy-faced individuals in heavy coats and fur-lined boots stand, breath steaming. Each one carries a full quiver and a strung bow, but more curiously, also what looks like a piece of piping with a spearpoint socketed above it and a wooden handle at the other end. A man steps forward and addresses the travelers. He wears a strange cloth uniform with red lapels and a tall sheepskin hat.

“Good morning, comrades! I see you are enjoying a bit of an unauthorized picnic, yes?” The mustachioed man smiles, but the expression doesn’t quite reach his sharp eyes. “A lovely stroll in the woods, looking for mushrooms, perhaps?”

He makes a small gesture, and one of the other men levels his curious weapon at Ogthup. The speaker continues, his words oddly accented in a manner that doesn’t match any of the languages of the Inner Sea region.

“You most certainly are not another group of the witch’s enforcers,” the man says, his voice dripping with sarcasm. “So, no murder is planned, no killing of livestock, no arson, nothing of that sort. Just mushroom picking, right, comrades?”

The speaker is **Semyon Gavrilovich Gubkin** (N male Russian human captain), a Cossack and former officer in the Tsarist armies, and the semi-official leader of Zharchovsk, the town beyond the pass. Having run into snow goblins serving Chesjilawa before, his first suspicion is that the PCs and Ogthup serve her.

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RESPECT FOR IRRISEN

Unbeknownst to the PCs, they have attracted the passing attention of one of Irrisen's most notable patrons, who keeps her eye on the PCs to judge their respect for the Land of Eternal Winter. The PCs can earn Respect Points for interacting positively with the people and creatures around Zharchovsk. These points are always earned collectively by the PCs as a group. Tally the PCs' Respect Points as they proceed and adjust the story accordingly when the PCs reach area **C8** later in the adventure.

The PCs should realize that resorting to violence is a bad idea. PCs who succeed at a DC 18 Perception check (DC 21 for Levels 7–8) realize that there are more soldiers in the forest, and a PC can Recall Knowledge using a DC 21 Crafting check to recognize that the weapons the troops are holding are firearms, which look far more sophisticated than the muskets from Alkenstar in the far south, though they also look quite old and worn. Finally, PCs who succeed at a DC 16 Warfare Lore check to Recall Knowledge realize that the soldiers are highly trained.

Though the situation seems dire, Semyon is an intelligent man; the PCs don't strike him as typical servants of Chesjilawa, and he gives them the chance to prove it. Allow each PC to attempt a single check, most likely a DC 19 Diplomacy check (DC 22 for Levels 7–8) to argue their case. PCs can also attempt a Society check of the same DC to show their credentials as outlanders. Physical evidence such as *wayfinders* grants a +1 circumstance bonus. Calling Semyon "comrade" clearly annoys the captain, though it imposes no penalty beyond a rolled eye (as a Tsarist officer, Semyon uses the revolutionary term exclusively sarcastically).

During this conversation, the PCs likely have questions for Semyon as well. The Russian officer is willing to give some brief, sardonic answers.

Who are you? "I'm hurt you don't recognize me. I thought Chesjilawa and I were friends now. I am Yesaul—you might say Captain—Semyon Gavrilovich Gubkin of the Don Host, formerly of His Majesty Nicholas II's Imperial Russian Army, currently retired," The man performs a mocking bow. "At your service."

Don Host? Nicholas II? Russian? What? "It is, comrades, an exceptionally long story. Suffice to say this land is not the home of our birth, and we have come a long way."

Witch? Chesjilawa? "You're quite certain you don't know her?" He asks, arching a brow. "I shall humor you. The winter witch Chesjilawa Jadwiga Karina, formerly ruler of this region. We are having a political disagreement with her at the moment." He adjusts his weapon. Asking this gives the PCs a +1 circumstance bonus to their next check to convince Semyon of their innocence.

If at least 2 PCs succeed on their check (3 PCs for a party of 6), Semyon tells his troops to stand down and invites the PCs back to Zharchovsk for food and a night's shelter. Ogthup encourages PCs to accept the offer, as it provides a stellar opportunity to learn about Irrisen's internal situation.

If the PCs fail, Semyon orders his troops to take them prisoner, confiscating their weapons as well as any spellcasting implements or alchemical equipment. If the PCs protest, he assures them that they are guests, not prisoners (clearly a well-intentioned lie glossing over the truth of the situation, which everyone knows), and that the situation will be cleared up shortly (this is true, though Semyon doesn't yet know it).

Creatures: If PCs violently resist being disarmed, combat erupts as the soldiers defend themselves. So long as no Russians have been killed, Semyon calls on the PCs to surrender every round, but once someone dies, the Russians give no quarter. This battle is straightforward and brutal. Semyon and one of his soldiers begin out in the open, with the remainder of the Russians in greater cover behind



SEMYON GAVRILOVICH
GUBKIN

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the trees. When battle begins, the Russians out in the open move into the trees, and all fire their bows at the PCs. The Russians, well acquainted with the power of witches and magic, focus their fire on whoever looks like a spellcaster, Semyon selecting a target each round with his Davai! ability. They Take Cover after attacking. Use the map on page 7 for this encounter.

Terrain: The frozen surfaces of the nearby lake and stream are difficult terrain. The trees provide cover, though there is enough space between them for all creatures to move through.

LEVELS 5-6

RUSSIAN SOLDIERS (4)

CREATURE 4

Page 21

LEVELS 7-8

RUSSIAN SOLDIERS (4)

CREATURE 6

Page 24

Development: If the PCs fight the Russians and manage to defeat them without killing anyone, they can persuade Semyon to take them back to Zharchovsk, whereupon the adventure resumes its normal course. If the PCs killed any Russians and seem likely to win, then some of the soldiers slip away to warn the town. In this case, no one leads the PCs back to town, and when the PCs eventually find it a day or so later, the town is abandoned, everyone having fled into the woods. At this point, the adventure concludes in failure and the PCs gain 1 Point of Infamy.

ZHARCHOVSK TOWN

With the Russians setting the pace, it's only a few hours' march through the forest to reach Zharchovsk. Dark green conifers cluster thick around the path, tiny red berries glittering like drops of blood in the murk.

In the early afternoon, the party crests a small ridge and sees the town of Zharchovsk sprawled out beneath them. Sharply pitched roofs of planed wood top rows of rough timber houses. An iced-over pond sits in the middle of the town. The settlement bustles with activity. A gaggle of shawled women talk near the hall, children skate on the pond, and workers clear snow from the roofs.

THE PEOPLE OF ZHARCHOVSK

Zharchovsk is a bustling Irriseni town of about four hundred people. The residents are mostly Kellid, but a small group of Russians have integrated into the community. Below are some of the more notable residents, past and present, as well as where they can be found.

Semyon Gavrilovich Gubkin: The scion of a well-to-do Cossack family of the Don Host, Semyon served the Tsarist regime as a soldier and military policeman for nearly twenty years. By 1917, he began to have second thoughts, but not quickly enough to keep him out of the Akuvskaya prison camp. Semyon sees Golarion as a chance to start anew, free from old guilts and loyalties. Cynical, ruthless, and possessed of a dry sense of humor, Semyon nevertheless wants only the best for his new home.

Buryan (N male winter wolf village protector): Formerly one of Chesjilawa's lieutenants, Buryan switched sides after being confronted with the Russians' guns, and now earns his keep as a hunter. Normally grim and ferocious, the wolf secretly adores the attention he gets from the "pups" of the village, though he would never admit it.

Vera Alexandrovna (LG female Russian human soldier): A priest's daughter, Vera was a medical orderly during the Great War before signing up with the Women's Battalions of Death, organized by the Provisional Government. Though rather brusque and standoffish, Vera is passionate, aggressive, and self-sacrificing.

Osip Abramovich (CG male Russian human revolutionary): A St. Petersburg metalworker-turned-soldier, Osip is unusual among the Russians for being quite sympathetic to the revolution, though this wasn't enough to keep him out of Akuvskaya. Fussy and intellectual in manner, Osip is an idealist committed to improving peoples' lives however he can.

Ded Shurin (NG male Kellid human juggernaut): A native of Zharchovsk, in his life Shurin has worked as a hunter, lumberjack, soldier, fisher, and builder, and continues to be the town's all-purpose handyman well into his old age. Overall, he's a good-natured man who is perhaps a little too fond of old proverbs and rambling stories.

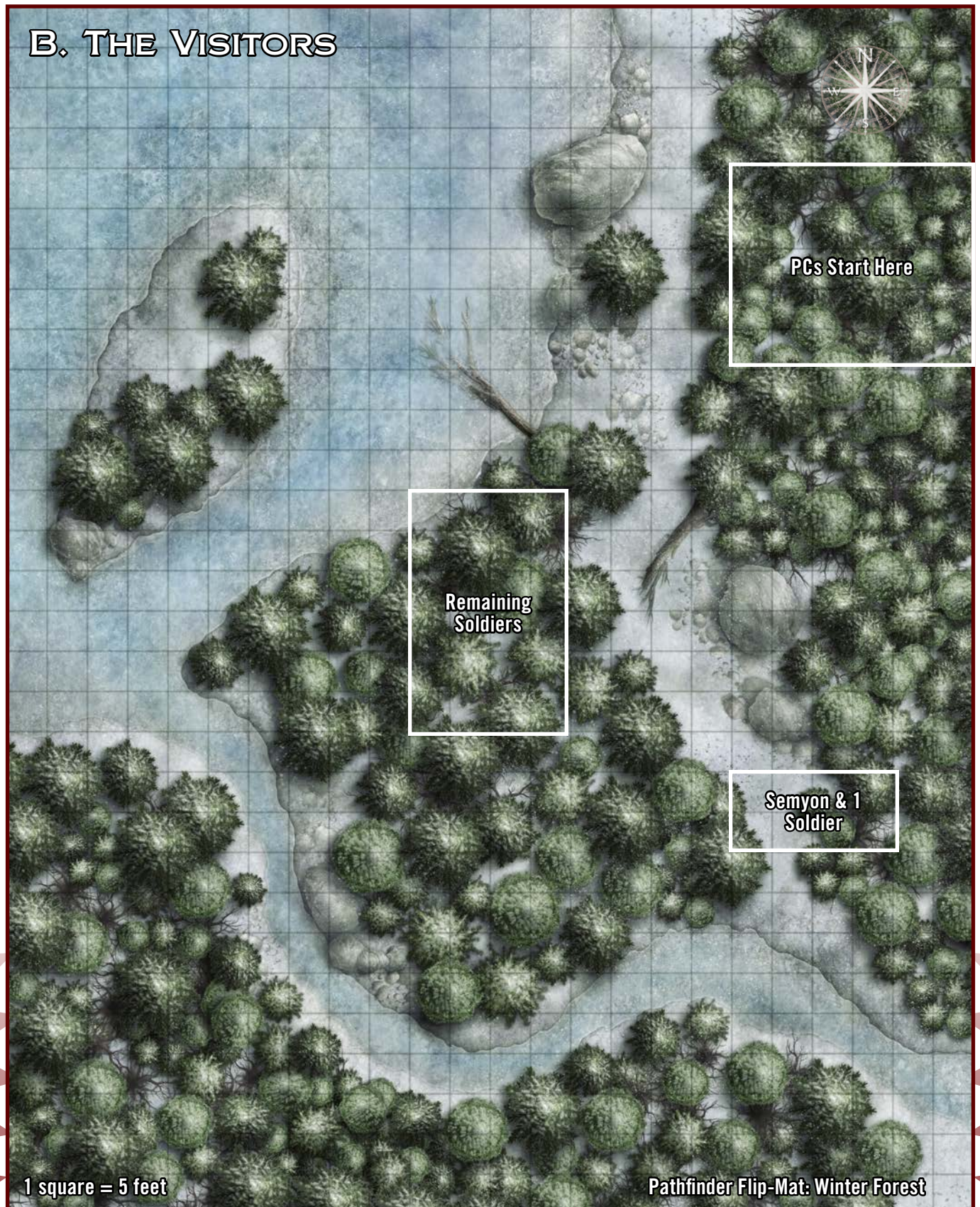
Chesjilawa Jadwiga Karina (LN female Jadwiga human winter witch): The former overlord of Zharchovsk, Chesjilawa was neither the best nor the worst of the witches, proud and harsh but never needlessly cruel. Losing Zharchovsk to the Russian soldiers was an enormous blow to Chesjilawa's standing among her kin, and now she schemes to get the town back. Secretly, Chesjilawa is utterly terrified of the changes sweeping Irrisen with Anastasia Romanov's ascent to the throne, and would be willing to give up quite a bit if she could be assured of her continued status in her country.

C1. TOWN LIMITS

If the PCs failed to prove their innocence to Semyon, the trip passes in tense silence, and on arrival in Zharchovsk, he summons Buryan the winter wolf to inspect the PCs.

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B. THE VISITORS



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The great white wolf gives the PCs a few sniffs, proclaims them innocent of everything except foolishness, and the Russians release the PCs and return their gear. If asked, Semyon brusquely explains the Russians were brought to Golarion from a faraway world. He invites the PCs to a feast later that night by way of apology, but the general awkwardness of the PCs' arrival imposes a –1 circumstance penalty to all Diplomacy or Sense Motive checks they make with the residents of Zharchovsk until the feast begins.

If the PCs succeeded at convincing Semyon of their innocence earlier, they earn 2 Respect Points. During the trip, he inquires about their backgrounds and purpose in Irrisen. In exchange, he relates an account of how he and his troops ended up in Golarion, but Semyon frames the story in terms that a Golarion local can understand, explaining that they come from a faraway and war-torn land where magic is all but nonexistent, and that they've decided to make a new home here in Golarion.

When the PCs arrive in Zharchovsk, read or paraphrase the following, adjusting as necessary to reflect Semyon's attitude toward the group.

"Behold," Semyon says, gesturing to the town below with a genuine smile. "Zharchovsk, free town of Irrisen, sworn to her Imperial Majesty, Anastasia Nikolaevna Romanova."

A moment passes, and Semyon coughs politely. "I do apologize about earlier. Prior to Anastasia's coronation and our arrival, Zharchovsk was the private preserve of one of Baba Yaga's daughters, the witch Chesjilawa Jadwiga Karina. We've declared independence from the witch, but she has taken this poorly.

"Well, our political problems are no concern of yours," Semyon says, turning back to his companions. "Would you do us the honor of staying for the night in Zharchovsk? We have very few strangers here, and fewer still that we are not obliged to shoot, so I expect you'll be a nine days' wonder. There will be a feast for sure, and warm beds as well." Ogthup nods her head vigorously in agreement.

Ideally, the PCs accept Semyon's invitation. If the PCs say no, then Ogthup sighs, kicks the relevant PC in the shin, and accepts on their behalf. If the players absolutely refuse to stay in Zharchovsk, then skip ahead to The Witch's Overture (page 16) and adjust appropriately.

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At this point, Semyon allows the PCs free reign of the town, reminding them to meet at the Boyar's Hall for the feast later. If necessary, Ogthup reminds the PCs that their job is to learn about Irrisen, and prods them into exploring and talking to locals. Before they depart, the PCs might have a few more questions for Semyon.

Can you tell us about the new queen? "She is the daughter of the tsar of our world, may he rest in peace, and the granddaughter of Baba Yaga, may she rest far away from all of us. It is strange to see our young queen on the throne in this land of fairy tales, but we've dealt with stranger, and so far she seems to have a good brain in her head."

What are these strange weapons your troops carry? "This, my new friends, is Mosin's rifle, or formally the 1891 pattern 3-line rifle. It's rather better than what the locals carry in this world, though keeping it operational has been a challenge."

C2. THE WOLF'S OAK

The PCs come across an enormous, gnarled oak tree, beneath which lies a giant, white-furred wolf, easily the size of a cart horse. As they approach, the PCs notice that there is a small child playing with the wolf's tail, so heavily swaddled in coats and furs that it's impossible to tell the child's age, gender, or for that matter species (6, female, and human, respectively). PCs who successfully Recall Knowledge with a DC 20 Arcana or Nature check recognize the creature as a winter wolf, a magical beast capable of speech that commonly allies with winter witches.

The winter wolf is named Buryan, and the child is Marta Osipovna, daughter of Osip and Vera in area C3. The girl giggles and tries to hide in the winter wolf's enormous, fluffy tail when the PCs approach.

Read or paraphrase the following, adjusting appropriately if the PCs encountered Buryan at the city outskirts before.

"Hrrrrmmmmmm," the wolf breathes out, more a growl than any kind of comforting noise. Two black nostrils flare, taking in the strangers' scent. "My heart smells foreign blood and foreign deaths walking in Irrisen's snow."

"Tell me, little ones, were the deaths in your own land so dreary that you came to Grandmother's Forest to find better ones?" the wolf asks, releasing a huff of breath that might have been a laugh. The child curled within his tail peeks up over the fur with guileless eyes.

Buryan plays the part of great and terrible monster, but in truth he's a retired monster, content to laze about and earn scratches behind the ear. Buryan prefers to toy with the PCs, more like a cat than a wolf, making ominous

remarks and cryptic references while steadfastly refusing to answer a straightforward question. PCs seeking serious aid must first secure his cooperation. PCs can match his intimidating manner by succeeding at a DC 19 Intimidation check (DC 22 for Levels 7–8) or treat him with the grave courtesy he feels he deserves by succeeding at a DC 19 Diplomacy check (DC 22 for Levels 7–8). Other approaches are possible and require an appropriate skill check of DC 22 (DC 24 for Levels 7–8). PCs who politely ask to pet Buryan or speak kindly to Marta gain a +2 circumstance bonus to their checks, while implying that Buryan's a dog or otherwise tame imposes a –2 circumstance penalty. PCs can each attempt three checks. The PCs need successes equal to half the number of PCs (rounded up) to earn Buryan's trust.

Once the PCs convince Buryan to open up, they can ask him questions about himself, Chesjilawa, or events in Zharchovsk. Read or paraphrase the following.

"Now there is a tale fit for a chronicle," The great wolf says, settling in to tell the tale properly.

"Once upon a time, there was a great-granddaughter of Baba Yaga Bony Leg, with ice in her heart and frost on her brow. She was not a good woman, but I think she was not as bad as she could be either. And who can say more for any of us? She ruled this particular land with trolls and goblins and wolves."

"Then came strangers from afar, servants of a younger daughter of Baba Yaga, her blood stronger and her heart not yet frozen. And there came men with weapons like magic and yet different, and Baba Yaga's great-granddaughter lost her town and lost her servant, who prefers the warmth of the oven to the chill of the frost."

"Now she wanders the dark and seeks to reclaim what's lost. Her fat tribute, certainly; furs and fish and casks of vodka, but more than that, her lost pride and lost certainty."

Buryan knows that Chesjilawa fears losing face among her sister witches, and the possibility that Anastasia's new order might not include the winter witches of old. If the PCs ask politely, Buryan explicitly shares this insight. Either way, the PCs earn 1 Respect Point and gain a +1 circumstance bonus to Deception, Diplomacy, Intimidation, and Sense Motive checks against Chesjilawa later in the adventure.

C3. CLINIC AND WORKSHOP

This sturdy stone building boasts two chimneys and is warmer inside than most other structures in the village. When the PCs step inside, they encounter a formidable woman in her early thirties with close-cropped brown hair and a long scar running along the side of her face, providing medical attention to an ancient Kellid grandmother. Read or paraphrase the following when the PCs arrive.

A FROSTY MUG

"Unless it is an emergency, wait your turn," the woman commands in a thickly accented voice. She turns back to her patient, packing a few herbs into a small pouch. "Steep this in boiling water and drink it mornings and evenings. It will help your joints."

After the old woman leaves, the short-haired woman regards her visitors with narrowed eyes.

"You're new," she states rather than asks. "I am Sergeant Vera Alexandrovna of the Second Petrograd Women's Battalion. Who are you?"

Vera is particularly interested in the Pathfinder Society as an organization and interrogates the PCs with ruthless efficiency. Their conversation is interrupted when a large, bearded Kellid man stumbles into the clinic, blood streaming down his face from a gash in his brow, the result of an accident in the nearby carpenter's shop.

Vera springs into action, directing the PCs to assist her. PCs can help Vera provide medical treatment by succeeding at a DC 21 Medicine check to Administer First Aid (DC 24 for Levels 7–8). PCs who succeed at a DC 19 Athletics check to Grapple (DC 22 for Levels 7–8) can hold the man down while Vera stitches him up. Providing at least 10 HP of magical or alchemical healing with an item or spell counts as one automatic success. PCs can each attempt one check. The PCs need successes equal to half the number of PCs (rounded up).

If the PCs succeed, they convince Vera of both their competence and their good nature. After the patient is dismissed, Vera beckons them to follow her out back. If the PCs fail, then Vera manages to stitch the patient up herself and coldly dismisses the PCs from her clinic.

In the workshop behind the clinic amid a bewildering variety of tools, chemicals, and half-disassembled rifles, the PCs find a bespectacled man loading fine black powder into crude metal cartridges. Vera introduces him as Osip Abramovich, her husband. The two share a quick conversation in Russian, then Osip asks the PCs to deliver a package to the Pathfinder Society.

If the PCs ask what's in the package or why they should accept this task, read or paraphrase the following.

"We hope to achieve the betterment of all the laboring peoples of this world," Osip says, moving to a small chest in the back of the workroom and withdrawing a large sheaf of birch bark papers. "You understand we come from another world? It is a different one, with horrors of its own, but in certain ways a far more advanced one. These papers are all of the scientific and technological notes that we can remember from our world, particularly chemistry and medicine."

"They don't even know what sterilization is here," Vera snarls the word, rubbing her forehead with one hand. "Take these notes to someone with authority. They do no one any good here in Irrisen."

By the standards of early 20th-century Earth, neither Osip (a self-taught, skilled mechanic) nor Vera (a medical orderly) would be considered particular specialists in their fields, but even their half-remembered notes would be of enormous interest to the Pathfinder Society. If the PCs agree, Vera and Osip thank them with strong tea and bland cookies before they leave. PCs earn 1 Respect Point for obtaining the notes; the notes also earn the PCs a reward upon returning to Iceferry Lodge later (see the Conclusion on page 18).



BURYAN

A FROSTY MUG

C4. HOUSE WITH FALLEN TREE

A large pine tree recently collapsed against the roof of this stout building, making a great dent and shattering scores of wooden planks. Atop the roof, an old, potbellied man with just a few wisps of white hair on his head chops the branches with an axe.

This man is Ded (roughly akin to “Gramps”) Shurin. If the PCs hail him, read or paraphrase the following.

“Hello down there!” The old man says, briefly lowering his axe and resting his arms on it as if it were a rather martial cane. “You must be the guests at our feast! Welcome to Zharchovsk.”

“Ded Shurin, at your service! Help an old man out? As the saying goes, save your feast for tomorrow, but do your work for today! I had some helpers, but they ran off. Exhaustion, they say! Pah, youth these days, no stamina!”

Helping Ded Shurin is harder than it looks. First, the PCs must get up onto the roof by climbing an icy ladder, which requires a successful DC 16 Athletics check to Balance (DC 19 for Levels 7–8). Then they must Balance on the equally icy roof by succeeding at a DC 19 Acrobatics check (DC 22 for Levels 7–8) while swinging the heavy axe (or a bladed instrument of their own) with a successful DC 21 Athletics check (DC 24 for Levels 7–8). PCs might be able to automatically overcome these obstacles through more creative means or by expending spells or other abilities—use these DCs as a baseline. As long as the PCs successfully remove the log, the party earns Ded Shurin’s respect and 2 Respect Points, otherwise they earn a shake of the head and a sigh of “No stamina!”

Meanwhile, Ded Shurin, despite being on the far side of seventy, chops branches away with steady strokes of his axe. He chats merrily with the PCs as he works, freely offering his opinions on a range of topics.

On the Russians: “Oh, they’re fine young lads. Keen as mustard, full of ideas and strange stories—Osip was telling me about some foreign monk named Mendel and something about peas, if you can believe it.”

On Anastasia: “Our new queen! Seems a sweet young thing, full of promise, but we’ll see. As the old saying goes, rapidly a tale is spun, with much less speed a deed is done.”

On Chesjilawa: “She used to rule this place. She’s not cruel, I’ll give her that, but not kind either, and she’d freeze your blood if she thought you weren’t playing her fair. We live better now.”

Once the PCs are finished, Ded Shurin waves them goodbye and promises to see them at the feast. “As the old saying goes, the church is near but the road is icy; The tavern is far but I’ll be careful.”

C5. THE FEAST

Once the PCs have completed their rounds in town, it’ll be just about time for the feast. The festivities take place in the Boyar’s Hall, a large, rough-hewn building so named for its size, despite the lack of any boyars. When the PCs arrive, they find the place a bustle of activity, with people pouring in to take seats at the long trestle tables within. The PCs are promptly chivvied to their seats at the high table, where they find Semyon already present.

The food is plentiful and delicious. The meal begins with a selection of soups, a cold vegetable soup called okroshka and a fish stew called ukha, followed by a chopped salad of beets, potatoes, and fifteen other things in sunflower oil called vinegret. Later, skewers of meat are brought out, first a kind of shishkebab called a shashlik, then various fried fish. All of this is accompanied by copious amounts of mead and kvass (a bread-based drink with extremely low alcohol content). Conversation during the meal is light. Semyon gently discourages talk of serious matters and instead draws the PCs out to talk about themselves and the outside world.

C6. CARD GAMES AND BALL GAMES

Once the bulk of the food has been eaten, it is time for games and entertainments, to get the blood circulating and help with digestion. Several of the Russians break out a much-used deck of playing cards from Earth, while others take to the pond for a quick game of hockey. The PCs are invited to participate in either or both games.

Cards: Ded Shurin, Osip, and a group of Irriseni and Russians gather to play a game called Preferans, a popular Russian card game best described as a sophisticated version of whist. During each round of play, each participant can attempt a single check, either Society to grasp the game’s rules thoroughly, Deception to bluff one’s way through, or Games Lore with a +2 circumstance bonus to rely on one’s mastery of card games. Vera’s modifier for all checks is +9 (+12 for Levels 7–8) and Osip has a +11 modifier (+14 for Levels 7–8). The player with the highest result wins a round. If PCs win at least two of the three rounds, they receive a round of applause from the other card players and collect their winnings: 99 sp worth of assorted coins and hastily wagered pocket contents, plus a *lesser potion of disguise* (naiad) for Levels 5–6 or a *moderate potion of disguise* (frost giant) for Levels 7–8. If the PCs win, they also earn 1 Respect Point.

Hockey: On the frozen pond, Vera, Semyon, and a large group of people are gearing up to play what the Russians call “hockey with a ball,” a variation of modern

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ice hockey with a small ball and no skates. Once the rules are explained, all interested PCs are placed on the same team and given bent sticks with which to play. As the Russian team is assembling as well, Buryan steps out onto the ice, which is clearly more than strong enough to support the great wolf. After a degree of confusion and consultation regarding rules, the Russians give Buryan a stick to hold in his mouth.

To score a goal, each participating PC must succeed at a DC 19 Acrobatics or Athletics check (DC 22 for Levels 7–8), and if the PCs achieve a number of successes equal to half the number of participating PCs (rounded up), their team wins the round. A critical failure means that the PC in question either slipped or was accidentally trampled by Buryan, taking 1d8 nonlethal bludgeoning damage. If the PCs' team wins two out of three rounds, the PCs win the game. As a prize, Buryan gives the PCs a silver cup he found in the woods worth 25 gp, as well as a *fear gem* for Levels 5–6 or a *grim trophy talisman* for Levels 7–8. If the PCs win, they also earn 1 Respect Point.

C7. A FROSTY MUG AND A HEATED DANCE

After the games conclude, the evening's grand finale commences: a combination of a drinking contest and a dance contest. Everyone troops out to a snow-covered field next to the great hall, carrying the benches and tables with them, while Ded Shurin passes out small cups of a clear spirit that smells faintly of pine needles. To participate, everyone downs a few shots of strong vodka, and then attempts the athletic dance known as the Hopak, a Ukrainian Cossack dance involving numerous jumps, squats, and kicks. One soldier demonstrates the dance while everyone else drinks. Ded Shurin comments, "As the old saying goes, the grave calls if you drink; the grave calls if you don't." If PCs want to participate in the competition but not drink, they are given a heavy wooden log to strap to their back instead, in the interests of fairness. Each participant must succeed at a DC 14 Fortitude save (DC 17 for Levels 7–8) or take a –2 circumstance penalty to any check they make as part of the dance.

The dance contest takes place over three rounds. In the first round, a fiddler strikes up a tune and the Hopak begins. Performing the vigorous dance requires a successful Acrobatics, Athletics, or Performance check of DC 17 (DC 20 for Levels 7–8). All who succeed advance to the next round, which requires a second successful check. At the conclusion of the first round, Ogthup hiccups and slides quietly off her bench. Vera, who strikes out in the second round, finds a blanket for the slumbering goblin.

In the final round, any remaining PCs must attempt the same save and checks, this time competing against Semyon himself. Semyon begins with a high jump and a series of squatting kicks, requiring PCs to succeed at an Acrobatics, Athletics, or Performance check of DC 21 (DC 24 for Levels 7–8) to win. If the PCs beat Semyon, the audience applauds loudly and Semyon bequeaths his sheepskin papakha hat to the PC with the highest result. The heirloom of another world is worth 41 gp (81 gp for Levels 7–8). The PCs earn 2 Respect Points if they won at least one round of the competition.

C8. THE OLD WOMAN'S VERDICT

Eventually the celebration breaks up, and the PCs are escorted to one of the nearby homes to sleep in a family's loft. When they arrive, they find an old, hunchbacked woman of surpassing ugliness sitting in their room. A chicken pecks at some bugs at her feet. The old woman regards the PCs with a dubious gaze. Throughout the course of the adventure, the PCs have had a chance to demonstrate their respect and appreciation for Irrisen, Zharchovsk, and its residents. Tally the number of Respect Points the PCs earned throughout the adventure and give them the old woman's verdict based on how well they did.

10+: "You, I think, are worth watching. Don't disappoint me." Each PC gains +1 status bonus to all saves against Chesjilawa's spells and abilities in the Witch's Overture encounter. Additionally, the first time each PC fails or critically fails a save or check (against any creature) in the Witch's Overture encounter, they hear a distant cackle as the woman's words echo through their head, and they succeed instead; this is a fortune effect.

7 to 9: "Good enough, I suppose. Don't disappoint me." Each PC gains +1 status bonus to all saves against Chesjilawa's spells and abilities in the Witch's Overture encounter.

4 to 6: The old woman shakes her head and says nothing before taking her leave.

0 to 3: "Irrisen is not for you. Best be gone quickly, my chickadees." The first time a PC critically succeeds on a save or check (against any creature) in the Witch's Overture encounter, they feel a baleful chill as these words echo through their head, and they succeed instead; this is a misfortune effect. This applies only to the first PC to critically succeed, after which the effect recedes.

The old woman then hefts herself to her feet and brushes past them, grabbing her hen along the way, refusing to answer any questions or respond to anything that PCs might do. PCs who follow her find that she turns a corner and disappears, while PCs who attack or otherwise try to physically bar her exit find their senses clouded for a moment, coming to lucidity later to find themselves alone amid the falling snow.

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D. THE WITCH'S OVERTURE SEVERE

The following day, the PCs set out from Zharchovsk to complete their surveying before returning to Bjersig, beginning at the lake where they first met Semyon. It's a clear day in Irrisen, and the bright sunshine lights the ice and snow up like fields of diamonds. Ogthup entertains the party by singing horrible off-key goblin songs as

they travel. PCs who succeed at a DC 22 Perception check (DC 24 for Levels 7–8) realize that they are being followed by a squad of Russians as an escort. If mentioned to Ogthup, the goblin proves well aware of this and is perplexed that the PCs didn't notice earlier.

By late morning, the PCs arrive at the edge of the frozen water when the weather takes a sudden turn. Read or paraphrase the following.

In a matter of minutes, the sky grows dark and a chill mist rises from the forest. Suddenly the mist parts, revealing a tall woman in a luxurious red gown that announces her presence against the white of the snow. An elegant pin of ice holds her hair off her neck, and she shows no hint of discomfort against the biting air. The winter witch, for that is what she certainly must be, stands on the ice as if to bar the way forward. A host of fey horrors skulk and twist by her side.

"So rare to have guests in Zharchovsk, and rarer still when those guests choose not to pay their respects to this land's mistress," the tall woman speaks, her voice as high and clear as a bell. "An unkind soul might suspect you of discourtesy."

"My name is Chesjilawa Jadwiga Karina, and I bid thee welcome to my domain."

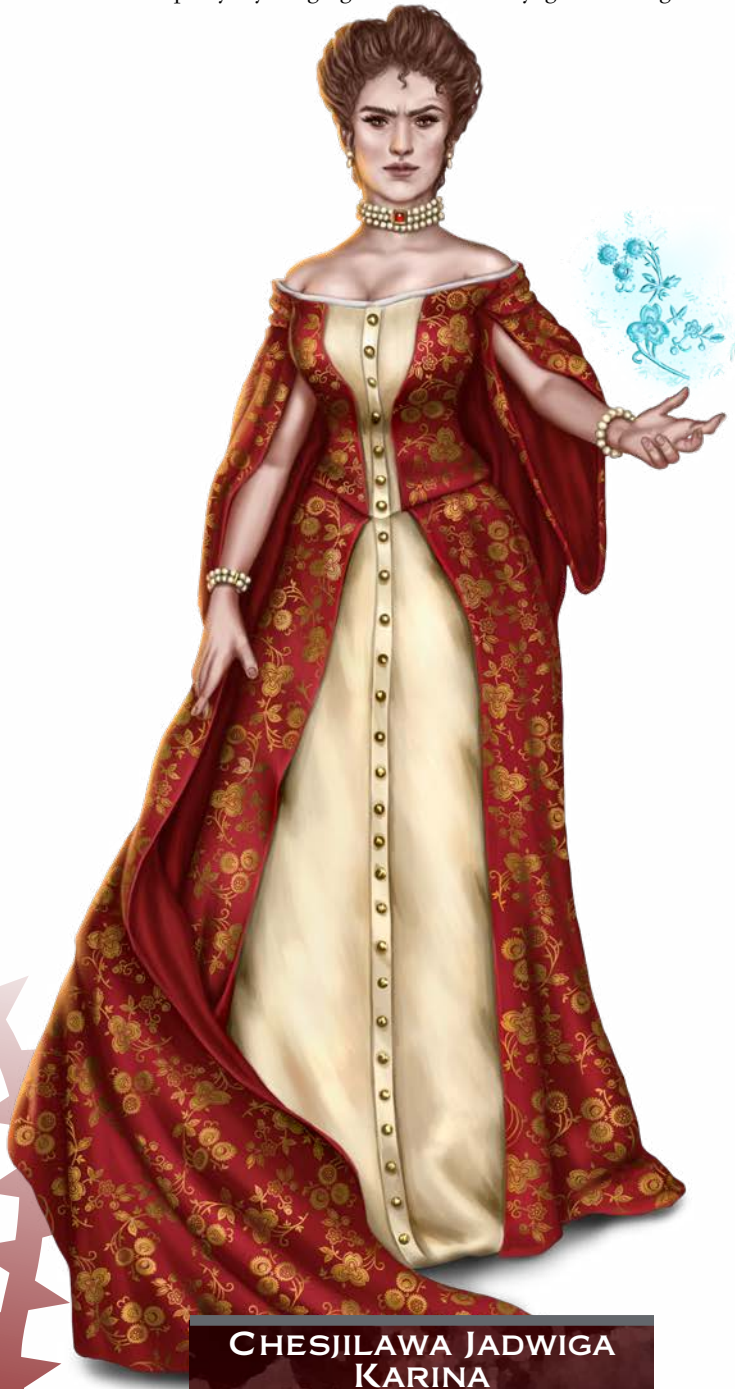
Chesjilawa shifts to introductions, and inquires as to the PCs' names, origins, and purpose in Irrisen. The winter witch is perfectly polite, but a subtle threat runs through her words if the PCs fail to cooperate, a threat made less subtle by the monsters at her heels. Once the introductions run their course, or if the PCs ask about Chesjilawa's current relationship with Zharchovsk, read or paraphrase the following.

"I am Zharchovsk's rightful ruler, by the blood in my veins, by the sorcery in my heart, and by the charter of Queen Yelizaveta in my pocket. Unfortunately, we live in tumbled times, and all three of these count for less than they used to. Uncouth strangers have taken over Zharchovsk and lack the sense to realize the folly of their actions.

"I wish to make you an offer, my dear guests," The winter witch lowers her voice. "You are people of cunning and skill, and I would have you as allies at my side. Aid me in retaking my birthright, and I shall see you rewarded well."

PCs who succeed at a DC 21 Perception check to Sense Motive (DC 24 for Levels 7–8) note that Chesjilawa is not quite as confident as she might like to appear, but that her offer is honest. At this stage, the PCs have three options. Use the map on page 17 for this encounter.

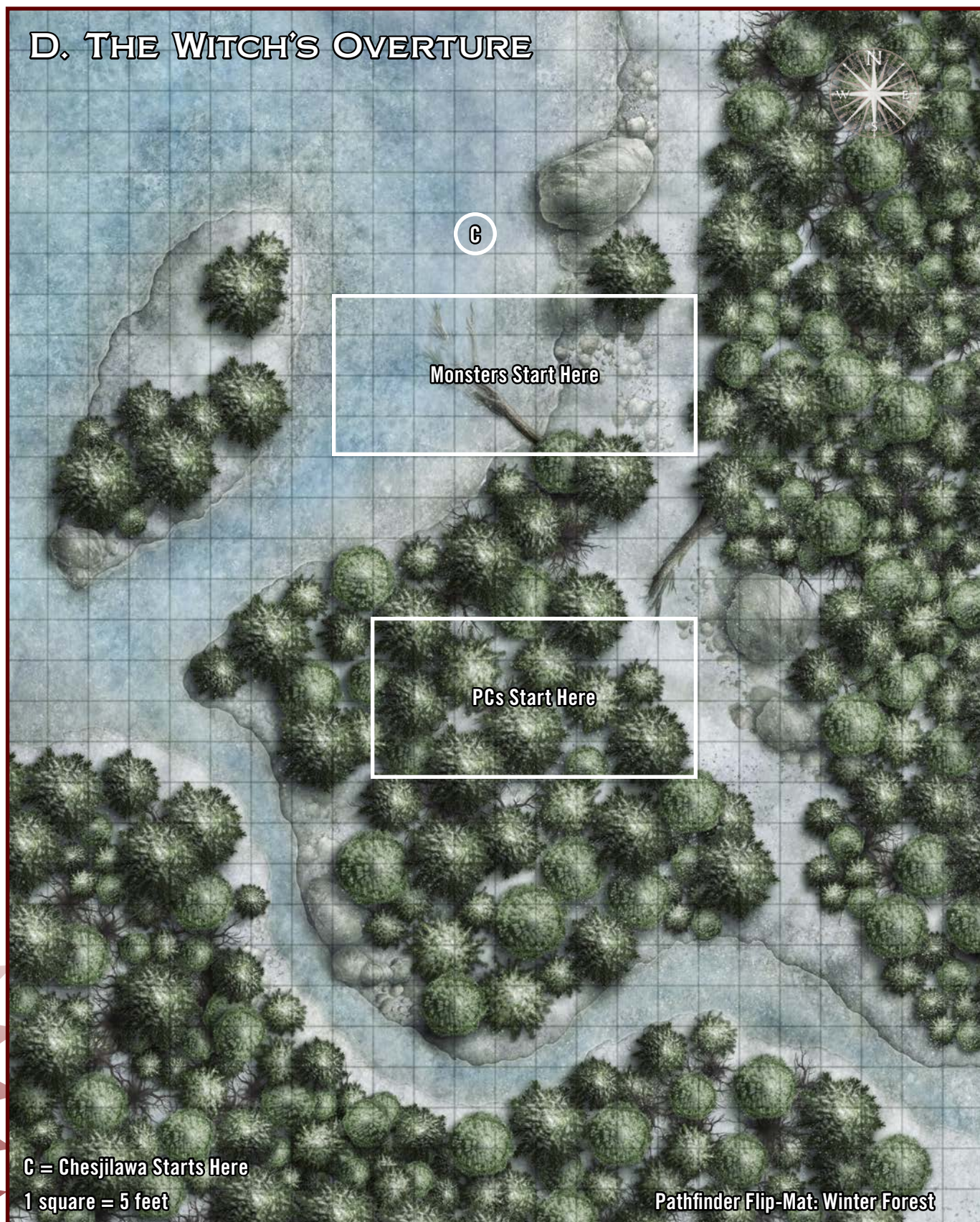
Side with Chesjilawa: If the PCs accept Chesjilawa's offer, the Russian escort attacks in fury, having been betrayed. Most of the soldiers engage the witch and her



CHESJILAWA JADWIGA
KARINA

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D. THE WITCH'S OVERTURE



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monsters while a squad led by Semyon attacks the PCs. This combat runs identically to the combat in area **B**, save that Semyon gives no quarter and expects none in return. If the PCs are victorious, they find that Chesjilawa finishes off her foes at about the same time.

Side with the Russians: If the PCs refuse, then Chesjilawa sighs and orders her minions to kill the PCs. As the cavalcade descends on the PCs, an arrow whistles through the air before it detonates in a monster's flank. Semyon and his soldiers move to engage Chesjilawa's forces, leaving the PCs to deal with the winter witch and her fey bodyguards. If the PCs are victorious, they find that Semyon finished mopping up Chesjilawa's minions at about the same time.

Broker a Peace: The most difficult solution is for the PCs to try and reconcile the two hostile factions. PCs who heard Buryan's story and managed to particularly impress the old woman find this a little simpler, though still far from easy.

To begin with, the PCs must convince both Chesjilawa and Semyon to negotiate (if the PCs didn't realize Semyon followed them here, Ogthup lets the PCs know once the subject of negotiation comes up). This requires PCs to succeed at a DC 22 Diplomacy check to Request (DC 25 for Levels 7–8) or an Intimidation check of the same DC to Coerce each of them. Alternatively, the PCs can use magic or trickery to impress Chesjilawa by succeeding at appropriate checks of DC 22 (DC 25 for Levels 7–8) or expending 3rd-level or higher spell slots or magic items.

Once both parties are willing, the PCs need to facilitate an agreement between them. Creative PCs can come up with a great many ideas here, but the most likely deal involves giving Zharchovsk a large measure of autonomy but letting Chesjilawa save face with her sisters by retaining her as the town's nominal overlord. Once they work out a deal, the PCs must succeed at a final DC 24 Diplomacy or Society (DC 27 for Levels 7–8) check to make it stick.

The first time a PC fails a check during negotiations, Semyon or Chesjilawa express significant doubts about the process, and the PC who failed takes a –2 circumstance penalty to subsequent checks. The second time, negotiations break down entirely into shouting and acrimony, and matters devolve into combat—PCs are forced to choose which side to back, and combat proceeds as one of the two options above.

Creatures: If negotiations fail, Chesjilawa leaves most of the direct violence to her minions, who charge the PCs. The witch, meanwhile, casts her icy *fireball* then focuses on hampering the PCs with spells like *glitterdust* and *slow*, relying on her aura and her *wand of mirror image* to protect her in melee and relocating with her *Snowy Step* if she needs to create distance, ideally to the island in the

middle of the frozen lake, as her winter wise ability allows her to walk freely atop the ice. She uses *Mirrorshard* Spells against PCs that have protected themselves from cold damage, but be sure to emphasize the effort this requires so players know she must spend an extra action trying to circumvent their defenses. Chesjilawa flees if reduced below 15 Hit Points, losing her wand and jewelry as she transforms into mist.

Terrain: The frozen surfaces of the nearby lake and stream are difficult terrain. The trees provide cover, though there is enough space between them for creatures to move through.

LEVELS 5–6

CHESJILAWA JADWIGA KARINA	CREATURE 5
Page 22, art on page 28	

TWIGJACKS (4)	CREATURE 3
Page 22	

LEVELS 7–8

CHESJILAWA JADWIGA KARINA	CREATURE 7
Page 25, art on page 28	

REDCAPS (4)	CREATURE 5
Page 26	

Treasure: If the PCs are successful, regardless of which approach they took, they receive Chesjilawa's *wand of mirror image*, plus a single pearl from her wrist worth 10 gp (or a whole string worth 100 gp for Levels 7–8) that retains an icy chill no matter how much it is warmed up.

CONCLUSION

If the PCs brokered a peace between the Russians and Chesjilawa, while neither party is exactly thrilled, Zharchovsk prospers. The village is freer and wealthier than before but still benefits from the protection of the Irriseni system. Venture-Captain Bjersig Torrsen starts immediately planning additional expeditions to Zharchovsk.

If the PCs sided with Semyon and killed or drove away Chesjilawa, then Zharchovsk continues as a free town under Semyon's semi-official authority, although the village has to deal with constant attacks from rogue fey, ambitious witches, and hungry trolls. Bjersig still hopes to someday revisit Irrisen, but this becomes a project for the future.

If the PCs side with Chesjilawa and kill Semyon, then Zharchovsk returns to the way it was years ago: safe

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but unfree under the harsh rule of the winter witches. Chesjilawa keeps her promises and allows Pathfinders free range to work in Zharchovsk, but as word of the PCs' betrayal spreads, they gain 1 Point of Infamy.

Regardless, the PCs can uneventfully complete the survey maps they originally set out to create, relying on their new ally's familiarity with the land. Upon returning to Bjersig, if the PCs turn over Osip's notes, he ecstatically exchanges them for a set of three Pathfinder Chronicles: one regarding the district of Whitethrone known as the Howlings; one regarding mirror men, a type of construct employed by witches who rule Irrisen; and one regarding various winter-themed patrons of witches.

REPORTING NOTES

If the PCs managed to negotiate a peace, check box A on the reporting sheet. If they sided with Chesjilawa or they killed Semyon, check box B. If the PCs broke the spell on Mishka rather than kill him, check box C.

PRIMARY OBJECTIVES

If the PCs forge a working relationship with whoever is in charge of Zharchovsk at adventure's end, they each earn 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

If the PCs earn at least 8 Respect Points, they each earn 2 Reputation with their chosen faction.

FACTION NOTES

Horizon Hunters: If the PCs secure some maps or surveys of the mountain pass and the Zharchovsk area, they earn 2 Reputation for the Horizon Hunters faction.

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APPENDIX 1: LEVEL 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

A. THE PASS (LEVELS 5-6)

MISHKA THE BEAR

CREATURE 7

UNIQUE N HUGE ANIMAL

Perception +18; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +15, Athletics +17, Survival +15

Str +7, **Dex** +1, **Con** +5, **Int** -4, **Wis** +2, **Cha** -1

AC 24; **Fort** +18, **Ref** +12, **Will** +15

HP 118

Speed 35 feet

Melee ✎ jaws +18, **Damage** 2d10+7 piercing

Melee ✎ claw +18 (agile), **Damage** 2d8+7 slashing

Ranged ✎ mirror beam +16 (fire, magical, range 120 feet),
Damage 2d12+12 fire

Mirror Beam Mishka can make ranged Strikes by reflecting sunlight off the mirror on his back. Mishka can target only creatures that are above him in elevation with this ability, including those on his back.

Rush ✎✎ Mishka Strides and makes a Strike at the end of that movement. During the Stride, he gains a +10-foot circumstance bonus to his Speed.

Rolling Thunder Trample ✎✎✎ Medium or smaller, claw, DC 25. When Mishka tramples an enemy, he simply rolls over them. Creatures that fail their save are knocked prone, though if they succeed at an Athletics check to Grapple, as a reaction, at the same DC as Rolling Thunder Trample, they grab hold of Mishka’s fur and end Mishka’s turn on his back (see Climbing the Bear! in the adventure text).

SCALING THE PASS

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Increase Mishka’s Hit Points by 20. Increase the mirror’s Hit Points by 10 and the DC of the check to Disable the mirror by 1.

12-13 Challenge Points: Increase Mishka’s Hit Points by 40. Increase the mirror’s Hit Points by 15 and the DC of the check to Disable the mirror by 2.

14-15 Challenge Points: Apply the elite adjustment to Mishka. Increase the mirror’s Hit Points by 20 and the DC of the check to Disable the mirror by 2.

16-18 Challenge Points (5+ players): Apply the elite adjustment to Mishka, and then increase his Hit Points by an additional 20. Increase the mirror’s Hit Points by 25 and the DC of the check to Disable the mirror by 3.

A FROSTY MUG

B. THE VISITORS (LEVELS 5-6)

RUSSIAN SOLDIERS (4)

CREATURE 4

RARE N MEDIUM HUMAN HUMANOID

Perception +12

Languages Common, Russian

Skills Athletics +10, Stealth +12, Survival +10

Str +3, **Dex** +3, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

Items Russian Imperial Army uniform, junk Mosin-Nagant rifle with attached bayonet (can't fire), composite longbow with 20 explosive arrows

AC 20; **Fort** +12, **Ref** +9, **Will** +9

HP 74 (99 for Semyon)

Speed 30 feet

Melee ♦ bayonet +16, **Damage** 1d6+5 piercing plus 1d6 fire

Ranged ♦ composite longbow +15 (deadly d10, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8+1 piercing plus 2d4 fire

Davai! ♦ (Semyon only) Semyon orders his troops to fire, selecting a single target he can see. All allies that can hear or see him gain a +1 status bonus to attack and damage rolls against that creature until the beginning of Semyon's next turn.

Gunpowder Mastery With their rifles' firing ability ruined beyond repair, the soldiers put their gunpowder reserves to use, making explosive arrows and rigging their guns to let off sparks on each successful bayonet Strike. On a critical hit with the bayonet, the target catches fire, taking 1d8 persistent fire damage (DC 21 Reflex negates).

Trench Fighter The Russian soldiers have trained extensively to make good use of cover. They receive a +5 circumstance bonus to AC from greater cover and a +3 circumstance bonus from standard cover, rather than +4 and +2, respectively.

SCALING THE VISITORS

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Increase each Russian soldier's Hit Points by 10.

12-13 Challenge Points: Add an additional Russian soldier to the encounter.

14-15 Challenge Points: Add an additional Russian soldier to the encounter and increase each Russian soldier's Hit Points by 10.

16-18 Challenge Points (5+ players): Add two additional Russian soldiers to the encounter.

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D. THE WITCH'S OVERTURE (LEVELS 5-6)

CHESJILAWA JADWIGA KARINA

CREATURE 5

UNIQUE LN MEDIUM HUMAN HUMANOID

Perception +13; winter wise

Languages Common, Hallit, Jotun, Skald, Sylvan

Skills Arcana +13, Deception +12, Diplomacy +9, Intimidation +13, Nature +12, Society +13, Winter Witch Lore +12

Str +1, **Dex** +4, **Con** +2, **Int** +5, **Wis** +2, **Cha** +4

Winter Wise Chesjilawa can see normally through mist, fog, and all forms of precipitation. She ignores the concealed condition caused by such effects. She ignores difficult terrain and greater difficult terrain from snow and ice and doesn't risk falling when crossing such terrain.

Items stone knife (functions as dagger), wand of mirror image

AC 21; **Fort** +9, **Ref** +12, **Will** +15

Frigid Aura (aura, cold, evocation, primal) 5 feet, 2d6 cold damage (DC 19 basic Fortitude)

HP 60; **Resistances** cold 8

Speed 35 feet

Melee ♦ stone knife (agile, finesse, versatile S) +11, **Damage** 1d4+6 piercing

Arcane Prepared Spells DC 22, attack +14; **3rd** *fear*, *fireball* (deals cold damage), *snowball* (*World Guide* 112), *slow*; **2nd** *chilling spray* (×2; *Advanced Player's Guide* 217), *glitterdust*, *mirror image* (from wand), *resist energy*; **1st** *grease*, *heal*, *snowball* (×2; *World Guide* 112); **Cantrips (3rd)** *chill touch*, *know direction*, *ray of frost*, *sigil*

Witch Hexes 1 Focus Point, DC 22; **3rd** *personal blizzard* (*Advanced Player's Guide* 239); **Cantrips (3rd)** *clinging ice* (*Advanced Player's Guide* 237)

Mirrorshard Spell ♦ (cold, concentrate, evocation, metamagic)
A mirror of ice forms around Chesjilawa's hand or wand as she focuses her magic into a more physical form, the better to damage creatures who can resist the cold. If her next action is to Cast a Spell that deals cold damage, the mirror shatters into a blitz of ice shards, changing half of the spell's damage from cold to slashing.

Snow Step ♦♦ (conjuration, teleportation, cold) Icy flowers bloom around Chesjilawa as she instantly transports herself in a flurry of snow to a space within 120 feet that she can see. The destination must contain ice or snow. She then can't Snow Step for 1d4 rounds.

SCALING THE WITCH'S OVERTURE

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

10+ Challenge Points: For every 2 Challenge Points beyond 8, add an additional twigjack to the encounter.

TWIGJACKS (4)

CREATURE 3

CE TINY FEY PLANT

Perception +9; darkvision

Languages Common, Sylvan

Skills Acrobatics +11, Athletics +9, Nature +7, Stealth +11

Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1

AC 19; **Fort** +9, **Ref** +11, **Will** +7

HP 50; **Weaknesses** fire 5

Ferocity ⤵

Speed 25 feet

Melee ♦ claw +11 (agile, finesse), **Damage** 1d10+4 slashing

Ranged ♦ splinter +11 (deadly d6, range increment 30 feet), **Damage** 1d6+4 piercing

Splinter Spray ♦♦ The twigjack sprays a barrage of splinters and brambles from its body in a 15-foot cone, dealing 4d6 piercing damage (DC 20 basic Reflex save). It can't use Splinter Spray again for 1d4 rounds.

A FROSTY MUG

APPENDIX 2: LEVEL 7-8 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 7th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

A. THE PASS (LEVELS 7-8)

MISHKA THE BEAR

CREATURE 9

UNIQUE N HUGE ANIMAL

Perception +21; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +18, Athletics +20, Survival +18

Str +7, **Dex** +1, **Con** +6, **Int** -4, **Wis** +2, **Cha** -1

AC 27; **Fort** +21, **Ref** +15, **Will** +18

HP 157

Speed 35 feet

Melee ♦ jaws +21, **Damage** 2d12+10 piercing

Melee ♦ claw +21, **Damage** 2d8+10 slashing

Ranged ♦ mirror beam +19 (fire, magical, range 120 feet),
Damage 2d12+17 fire

Mirror Beam Mishka can make ranged Strikes by reflecting sunlight off the mirror on his back. Mishka can target only creatures that are above him in elevation with this ability, including those on his back.

Rush ♦♦ Mishka Strides and makes a Strike at the end of that movement. During the Stride, he gains a +10-foot circumstance bonus to his Speed.

Rolling Thunder Trample ♦♦♦ Medium or smaller, claw, DC 28. When Mishka tramples an enemy, he simply rolls over them. Creatures that fail their save are knocked prone, though if they succeed at an Athletics check to Grapple, as a reaction, at the same DC as Rolling Thunder Trample, they grab hold of Mishka’s fur and end Mishka’s turn on his back (see Climbing the Bear! in the adventure text).

SCALING THE PASS

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Increase Mishka’s Hit Points by 20. Increase the mirror’s Hit Points by 10 and the DC of the check to Disable the mirror by 1.

23–27 Challenge Points: Increase Mishka’s Hit Points by 40. Increase the mirror’s Hit Points by 15 and the DC of the check to Disable the mirror by 2.

28–32 Challenge Points: Apply the elite adjustment to Mishka. Increase the mirror’s Hit Points by 20 and the DC of the check to Disable the mirror by 2.

33+ Challenge Points: Apply the elite adjustment to Mishka, and then increase his Hit Points by an additional 20. Increase the mirror’s Hit Points by 25 and the DC of the check to Disable the mirror by 3.

A FROSTY MUG

B. THE VISITORS (LEVELS 7-8)

RUSSIAN SOLDIERS (4)

CREATURE 6

RARE N MEDIUM HUMAN HUMANOID

Perception +14

Languages Common, Russian

Skills Athletics +14, Stealth +15, Survival +13

Str +4, **Dex** +3, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

Items Russian Imperial Army uniform, junk Mosin-Nagant rifle with attached bayonet (can't fire), composite longbow with 20 explosive arrows

AC 24; **Fort** +15, **Ref** +12, **Will** +12

HP 115 (135 for Semyon)

Speed 30 feet

Melee ♦ bayonet +16, **Damage** 1d6+6 piercing plus 2d6 fire

Ranged ♦ composite longbow +15 (deadly d10, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8+2 piercing plus 2d6 fire

Davai! ♦ (Semyon only) Semyon orders his troops to fire, selecting a single target he can see. All allies that can hear or see him gain a +1 status bonus to attack and damage rolls against that creature until the beginning of Semyon's next turn.

Gunpowder Mastery With their rifles' firing ability ruined beyond repair, the soldiers put their gunpowder reserves to use, making explosive arrows and rigging their guns to let off sparks on each successful bayonet Strike. On a critical hit with the bayonet, the target catches fire, taking 2d4 persistent fire damage (DC 24 Reflex negates).

Trench Fighter The Russian soldiers have trained extensively to make good use of cover. They receive a +5 circumstance bonus to AC from greater cover and a +3 circumstance bonus from standard cover, rather than +4 and +2, respectively.

SCALING THE VISITORS

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Increase each Russian soldier's Hit Points by 10.

23-27 Challenge Points: Add an additional Russian soldier to the encounter.

28-32 Challenge Points: Add an additional Russian soldier to the encounter and increase each Russian soldier's Hit Points by 10.

33+ Challenge Points: Add two additional Russian soldiers to the encounter.

A FROSTY MUG

D. THE WITCH'S OVERTURE (LEVELS 7-8)

CHESJILAWA JADWIGA KARINA

CREATURE 7

UNIQUE LN MEDIUM HUMAN HUMANOID

Perception +12; winter wise

Languages Common, Hallit, Jotun, Skald, Sylvan

Skills Arcana +17, Deception +15, Diplomacy +12, Intimidation +16, Nature +15, Society +17, Winter Witch Lore +15

Str +1, **Dex** +4, **Con** +2, **Int** +5, **Wis** +2, **Cha** +4

Winter Wise Chesjilawa can see normally through mist, fog, and all forms of precipitation. She ignores the concealed condition caused by such effects. She ignores difficult terrain and greater difficult terrain from snow and ice and doesn't risk falling when crossing such terrain.

Items +1 striking stone knife (functions as dagger), wand of mirror image

AC 24; **Fort** +12, **Ref** +15, **Will** +18

Frigid Aura (arcane, aura, cold, evocation) 5 feet, 3d6 cold damage (DC 22 basic Fortitude)

HP 90; **Resistance** cold 10

Speed 35 feet

Melee ♦ stone knife (agile, finesse, versatile S) +13, **Damage** 2d4+4 piercing

Arcane Prepared Spells DC 25, attack +17; **4th** *gaseous form*, *ice storm* (*Advanced Player's Guide* 220), *solid fog*; **3rd** *fireball* (deals cold damage), *fear*, *snowball* (*Lost Omens World Guide* 112), *slow*; **2nd** *chilling spray* (×2; *Advanced Player's Guide* 217), *glitterdust*, *mirror image* (from wand), *resist energy*; **1st** *grease*, *heal*, *snowball* (×2; *Lost Omens World Guide* 112); **Cantrips (3rd)** *chill touch*, *know direction*, *ray of frost*, *sigil*

Witch Hexes 1 Focus Point, DC 25; **4th** *personal blizzard* (*Advanced Player's Guide* 239); **Cantrips (4th)** *clinging ice* (*Advanced Player's Guide* 237)

Mirrorshard Spell ♦ (cold, concentrate, evocation, metamagic)

A mirror of ice forms around Chesjilawa's hand or wand as she focuses her magic into a more physical form, the better to damage creatures who can resist the cold. If her next action is to Cast a Spell that deals cold damage, the mirror shatters into a blitz of ice shards, changing half of the spell's damage from cold to slashing.

Snow Step ♦♦ (conjuration, teleportation, cold) Icy flowers bloom around Chesjilawa as she instantly transports herself in a flurry of snow to a space within 120 feet that she can see. The destination must contain ice or snow. She then can't Snow Step for 1d4 rounds.

SCALING THE WITCH'S OVERTURE

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Increase Chesjilawa's Hit Points by 20.

23-27 Challenge Points: Increase Chesjilawa's Hit Points by 10 and add an additional redcap to the encounter.

28-32 Challenge Points: Increase Chesjilawa's Hit Points by 20, add an additional redcap to the encounter, and increase each redcap's Hit Points by 10.

33+ Challenge Points: Increase Chesjilawa's Hit Points by 10 and add two additional redcaps to the encounter.

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REDCAPS (4)

CREATURE 5

CE SMALL FEY

Perception +12; low-light vision

Languages Common, Sylvan

Skills Acrobatics +13, Athletics +15, Deception +11, Intimidate +13, Nature +10, Stealth +13

Str +4, **Dex** +4, **Con** +2, **Int** +1, **Wis** +1, **Cha** +2

Red Cap (necromancy, primal) A redcap's woolen hat is dyed with the blood of its victims. If the redcap loses its cap, it no longer benefits from fast healing and takes a –4 status penalty to its damage rolls. It can create a new cap in 10 minutes, but that cap doesn't grant its powers until the redcap has turned it red with Blood Soak. A cap has no benefit for creatures other than the redcap who made it.

Items iron boots, red cap, scythe

AC 21; **Fort** +11, **Ref** +15, **Will** +10

HP 60 (fast healing 10); **Weaknesses** cold iron 5, divine revulsion

Divine Revulsion (emotion, fear, mental) If a redcap sees a creature brandish a religious symbol of a good deity (which requires an interact action by that creature) or use one to Cast a divine Spell, the redcap must attempt a DC 19 Will save. It then becomes temporarily immune to all brandished religious symbols for 10 minutes.

Critical Success The redcap is unaffected.

Success The redcap is frightened 2.

Failure The redcap gains the fleeing condition for 1 round and is frightened 4.

Deadly Cleave ➤ **Trigger** The redcap reduces a creature to 0 Hit Points with a scythe Strike; **Effect** The redcap makes another scythe Strike against a different creature, using the same multiple attack penalty as the scythe Strike that triggered this reaction. This counts toward its multiple attack penalty.

Speed 50 feet

Melee ♦ scythe +15 (deadly d10, trip), **Damage** 1d10+10 slashing

Melee ♦ boot +13 (agile, versatile B), **Damage** 1d6+8 piercing

Blood Soak ♦ (manipulate) The redcap dips its cap in the blood of a slain foe. The foe must have died in the last minute, and the redcap must have helped kill it. The redcap gains a +4 status bonus to damage rolls for 1 minute.

Stomp ♦ The redcap Strides up to half its Speed and makes a boot Strike at any point during that movement. If the boot Strike hits a prone creature, it deals an extra 2d6 persistent bleed damage.

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APPENDIX 3: GAME AIDS



BJERSIG TORRSSEN AND MAHKI
SEMYON GAVRILOVICH GUBKIN



MISHKA THE BEAR
BURYAN



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APPENDIX 3: GAME AIDS



CHESJILAWA JADWIGA KARINA

A FROSTY MUG

HANDOUT #1: OGTHUP (5-6)

In combat, Ogthup is a minion. Once per round, any PC can spend an action to command Ogthup (this has the auditory, concentrate, and linguistic traits), and have her take two actions. If reduced below 15 HP, Ogthup scampers away and dives into a snowdrift, to return once the coast is clear. If reduced to 0 HP, she falls unconscious rather than dying immediately.

OGTHUP

CREATURE 4

UNIQUE	CN	SMALL	GOBLIN	HUMANOID	MINION
--------	----	-------	--------	----------	--------

Perception +12; darkvision

Language Common, Goblin

Skills Acrobatics +10, Stealth +12, Survival +14

Str +3, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0

Items dogpiercer knife, leather armor

AC 21; **Fort** +11, **Ref** +13, **Will** +9

HP 52; **Resistance** cold 4

Speed 30 feet

Melee ♦ dogpiercer knife +13 (agile, finesse, versatile S);

Damage 1d6+5 piercing

Sidle-Stab!-Scamper ♦♦ Ogthup takes a Stride action, and at any point during her move can take a Strike action.

Sneak Attack Ogthup deals 1d6 extra precision damage to flat-footed creatures.

HANDOUT #2: OGTHUP (7-8)

In combat, Ogthup is a minion. Once per round, any PC can spend an action to command Ogthup (this has the auditory, concentrate, and linguistic traits), and have her take two actions. If reduced below 15 HP, Ogthup scampers away and dives into a snowdrift, to return once the coast is clear. If reduced to 0 HP, she falls unconscious rather than dying immediately.

OGTHUP

CREATURE 6

UNIQUE	CN	SMALL	GOBLIN	HUMANOID	MINION
--------	----	-------	--------	----------	--------

Perception +16; darkvision

Language Common, Goblin

Skills Acrobatics +13, Stealth +15, Survival +17

Str +3, **Dex** +5, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0

Items +1 striking dogpiercer knife, leather armor

AC 24; **Fort** +14, **Ref** +17, **Will** +12

HP 84; **Resistance** cold 6

Speed 30 feet

Melee ♦ dogpiercer knife +16 (agile, finesse, versatile S);

Damage 2d6+5 piercing

Sidle-Stab!-Scamper ♦♦ Ogthup takes a Stride action, and at any point during her move can take a Strike action.

Sneak Attack Ogthup deals 1d6 extra precision damage to flat-footed creatures.

A FROSTY MUG



A FROSTY MUG

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
5	10 gp
6	15 gp
7	22 gp
8	30 gp

TREASURE BUNDLES

- □ The Pass, page 5: 2 Treasure Bundles from the chains used to bind Mishka the Bear
- □ Card Games and Ball Games, page 14: 1 Treasure Bundle as a prize for Preferens; 1 Treasure Bundle as a prize for “hockey with a ball”
- A Frosty Mug and a Heated Dance, page 15: 1 Treasure Bundle for dancing the Hopak
- □ □ The Witch’s Overture, page 16: 3 Treasure Bundles from Chesilawa’s personal effects.
- □ Conclusion, page 19: 2 Treasure Bundles from submitting the knowledge of a distant world to Bjersig Torrsen

A FROSTY MUG



Event Reporting Form

Date: _____ Event Code: _____

Location: _____

GM Org Play #: _____ -2	GM Name: _____	GM Faction: _____
Adventure #: _____	Adventure Name: _____	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	

Character Name: _____		Faction: _____		<input type="checkbox"/> Slow Track
Org Play #: _____ -2		Level _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy

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Scenario #2-08: A Frosty Mug

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Character Name		Organized Play #	Character #																																										
Adventure Summary																																													
<p>You were sent to explore a newly discovered mountain pass into Irrisen, the Land of Eternal Winter. On the other side you found enchanted animals, biting cold, and immigrants from a faraway land who had recently freed themselves from the rule of a winter witch. After a day of getting to know the town's inhabitants, as well as a night of vigorous games and dancing, you encountered the witch herself, and (<input type="checkbox"/> sided with her to bring the town back under her dominion / <input type="checkbox"/> sided with the townspeople to vanquish her / <input type="checkbox"/> brokered a peace between the two sides).</p>																																													
Boons		Rewards																																											
<p>Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p> <p>This adventures qualifies you for a unique Achievement Point boon: Baba Yaga's Tutelage.</p>		XP Gained																																											
Reputation Gained		GP Gained																																											
Items		Purchases																																											
<p>fear gem (item 4, 20 gp) grim trophy (item 7, 55 gp) lesser potion of disguise (item 5, 30 gp; naiad disguise; limit 1) moderate potion of disguise (item 8, 100 gp; frost giant disguise; limit 1) wand of mirror image (item 5, 150 gp)</p>		<p>Items Sold / Conditions Gained</p> <table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table> <p>TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the GP Gained Box</p> <table border="1"><tr><td></td></tr></table> <p>Items Bought / Conditions Cleared</p> <table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table> <p>TOTAL COST OF ITEMS BOUGHT</p> <table border="1"><tr><td></td></tr></table>																																											
Notes		Downtime																																											
FOR GM ONLY																																													
EVENT		EVENT CODE	DATE																																										
			GM Organized Play #																																										