

PATHFINDER ADVENTURE PATH:

REIGN OF WINTER

PATHFINDER SOCIETY ORGANIZED PLAY

The Reign of Winter Adventure Path may be played as part of the Pathfinder Society Organized Play campaign for credit. These adventures are produced for a wider audience than just Pathfinder Society Organized Play, and are thus structured differently from scenarios. As such, the specific rules changes needed for receiving Pathfinder Society Organized Play credit when playing these adventures are presented here.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure Paths consist of six chapters, each roughly four times the length of a standard scenario, and can take months or even years to complete. They do not contain faction missions, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventure Paths do not assume the characters are Pathfinders. GMs and players are encouraged to create a reasonable plot hook for their characters' participation.

SANCTIONED CONTENT

Because of the length and scope of Pathfinder Adventure Paths, only specific portions of these adventures are sanctioned for Pathfinder Society credit. In general, a single dungeon complex or adventuring location is sanctioned from each Adventure Path volume, though some variation from this may arise from time to time. The following sections of the Reign of Winter Adventure Path are considered sanctioned content.

LEGAL PATHFINDER SOCIETY CHARACTERS

All players must use an existing Pathfinder Society character (without modification) within the legal character levels range for the specific Shattered Star adventure being played.

For the sanctioned content in "The Snows of Summer" and "The Shackled Hut," if you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character, available on paizo.com. You may apply the credit for the adventure to a Pathfinder

SANCTIONED CONTENT KEY

Adventure	Sanctioned Content	Legal Character Levels
"The Snows of Summer"	An Early Frost and The Depths of Winter (area A1-P5)	1-2
"The Shackled Hut"	The Dragon of Whitethrone, The Endless Forest, and The Dancing Hut of Baba Yaga (area L1-N5)	5-7
"Maiden, Mother, Crone"	The Maiden, The Mother, and The Crone (areas C1-E9)	8-10
"The Frozen Stars"	Arriving at Spurhorn to Treasury (the siege to area D21)	11-13
"Rasputin Must Die"	Akuvskaya Prison (areas C-H)	13-15
"The Witch Queen's Revenge"	Part 3 to Conclusion (Journey to the Island to area M7)	15-17

Society character as soon as she reaches the level of the pregenerated character played. Equipment listed on the pregenerated character sheet may only be sold to clear conditions, such as death, during the play of the adventure and any remaining wealth does not carry over at the end of the sanctioned content.

Alternatively, if you are participating in the Reign of Winter Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the Adventure Path are not bound to the rules of the Pathfinder Society Organized Play campaign (such as 20-point buy, unavailability of hero points, etc.) when running the campaign or the sanctioned portion of the adventure. Pathfinder Society characters and characters from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in Chapter 5 of the *Guide to Pathfinder Society Organized Play*, if you have already played a sanctioned Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the sanctioned Adventure Path in order to meet a minimum

PC requirement (see Chapter 7 of the *Guide to Pathfinder Society Organized Play*), but if you already have received a player Chronicle sheet for this sanctioned content for any of your PCs, you do not earn any additional rewards beyond having a good time.

APPLYING CREDIT

All players receive a Chronicle sheet unless, at the GM's discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Pathfinder Society character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a pregenerated character must hold the Chronicle sheet until his character reaches the level of the pregenerated character.

A GM who runs any of the sanctioned content from the Reign of Winter Adventure Path may likewise apply the Chronicle sheet to one of her Pathfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time the sanctioned Adventure Path content is completed and the Chronicle sheets are filled out.

Playing each distinct portion of Adventure Path sanctioned content from beginning to end earns a character 3 XP and 4 Prestige Points if that character is on the medium advancement track, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track. There are no Day Job checks when playing a sanctioned Adventure Path.

If a character dies and is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 gp, 1 XP and 1 PP on the normal advancement track or 0 gp, 1/2 XP, and 1/2 Prestige Point on the slow advancement track. If a character participates in more than 2/3 of the module, she should receive the full rewards. GMs and active players are encouraged to hasten the

return of any characters waiting to be raised from the dead.

Players who do not complete each game session earn 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. In both cases, players earn a minimum of 1/3 gold pieces, 1 XP, and 1 PP. If a character earns more XP than she needs to reach her next level, she may not choose to switch advancement tracks at the new level earned.

As always, each player may receive credit for each Adventure Path volume once as a player and once as a GM, in either order. Players must accept a Chronicle sheet for their characters the first time they play any sanctioned content. A player may replay sanctioned content at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure.

RUNNING MULTI-SESSION ADVENTURES

Since sanctioned Adventure Paths are multi-session events, Pathfinder Society characters may not be used in other Pathfinder Society events until they receive a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module or Adventure Path in order for those players to receive their Chronicle sheets.

ABOUT PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. The



campaign's home base is sprawling Absalom, the so-called City at the Center of the World that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Alternatively, some players prefer to keep their Pathfinder Society experience limited to a familiar group of friends, using the Pathfinder Society character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Either approach is a valid way to experience the campaign, and many players enjoy a combination of public and private adventuring.

At the conclusion of a sanctioned Pathfinder Society event, each PC receives a Chronicle sheet, which serves as a record of the character's successes. Players use these to track XP, wealth, and their character's influence in the world around them. The Chronicle sheets for the first two parts of the Reign of Winter Adventure Path are contained in this document. Future Chronicle sheets will be appended to this document upon release of subsequent volumes of the Reign of Winter Adventure Path.

For more information on the Pathfinder Society Organized Play campaign, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at paizo.com/pathfinderSociety



Pathfinder Adventure Path #67: The Snows of Summer

Scenario Chronicle #

☐ Slow ☐ Normal

LEVEL	699	1,398
1-2		

MAX GOLD

This Chronicle Certifies That

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

Has Received This Chronicle.

Items Found During This Scenario

Mantle of the Black Rider (Assuming the Mantle): You have accepted the Mantle of the Black Rider, which grants you considerable power in your quest to find Baba Yaga so long as you continue your quest. Choose one ability score. Once per day as a swift action you may gain a +1 bonus to that ability score for 1 minute. For every additional Mantle of the Black Rider boon that you have for this character, the bonus increases by +1. You may not benefit from more than one Mantle of the Black Rider boon at a time.

Ability Score: _____ GM Initials: _____

SPEAR OF MANHUNTING**Aura** faint enchantment; CL 3rd**Slot** none; **Price** 3,925 gp; **Weight** 8 lbs.**DESCRIPTION**

This +1 *boar spear* (*Pathfinder RPG Ultimate Equipment* 24) is designed to catch and hold humanoid prey, and it automatically resizes to fit the size of its wielder when grasped. Once per day on a successful critical hit, the wielder of a spear of manhunting can cast *hold person* (Will DC 13 negates). The hold person effect immediately ends if the spear is dropped or withdrawn, such as by making additional attacks with the weapon.

CONSTRUCTION**Requirements** Craft Magical Arms and Armor, *hold person*, *shrink item*+1 *animal-bane arrow* (166 gp, limit 2)*Elixir of hiding* (300 gp)

Greenblood oil (100 gp, limit 1)

Oil of taggit (90 gp, limit 1)

Potion of cure moderate wounds (300 gp)*Potion of invisibility* (300 gp)*Potion of spider climb* (300 gp)*Scroll of animate dead* (CL 10th; 1,000 gp)*Scroll of lesser animate dead* (200 gp)*Scroll of remove curse* (375 gp)*Scroll of resist energy* (150 gp)**EXPERIENCE**

Starting XP

+	GM's Initial
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XP Gained (GM ONLY)

--

Final XP Total

FAME

Initial Fame	Initial Prestige
--------------	------------------

+	GM's Initial
---	--------------

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame	Current Prestige
------------	------------------

GOLD

Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
---	--------------

Day Job (GM ONLY)

--

Items Sold

--

Subtotal

--

Items Bought

--

Total

Items Sold / Conditions Gained

Items Bought / Conditions Cleared

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #68: The Shackled Hut

Scenario Chronicle #

☐ Slow ☐ Normal

LEVEL	4,356	8,712
5-7		

MAX GOLD

This Chronicle Certifies That

Player Name A.K.A.

Character Name

Pathfinder Society #

Faction

Has Received This Chronicle.

Items Found During This Scenario

Mantle of the Black Rider (Unleashing the Hut): When you freed Baba Yaga's hut, the Mantle of the Black Rider grew in power. Once per day before rolling initiative you may gain a +1 insight bonus on that initiative check. For every additional Mantle of the Black Rider boon that you have for this character, the bonus increases by +1.

EMBERCHILL

Aura moderate evocation; CL 10th

Slot none; **Price** 12,806 gp; **Weight** 2 lbs.

DESCRIPTION

Emberchill is a +1 frost sickle whose blade is crafted entirely of magical ice. The weapon itself is immune to fire damage. A spellcaster can store a single spell of any level with the cold descriptor and a casting time of one standard action in *Emberchill*. The wielder can use the stored spell to counterspell any spell with the fire descriptor, provided that the stored cold spell is one or more levels higher than the target fire spell. The wielder must still ready an action and succeed at a Spellcraft check to identify the spell to counterspell it. Once stored in the weapon, the cold spell cannot be used for any other purpose, but the wielder can harmlessly discharge the stored spell as a swift action to make room for another spell. Abilities that grant the cold descriptor to spells, such as the frozen caress hex of the winter witch archetype, make those spells suitable for storing within *Emberchill*.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, Improved Counterspell, *dispel magic*, *ice storm*, creator must be a caster of at least 10th level.

air elemental gem (2,250 gp)

amulet of natural armor +1 (2,000 gp)

bead of newt prevention (1,000 gp; *Pathfinder RPG Ultimate Equipment* 282)

cauldron of brewing (3,000 gp; *Ultimate Equipment* 287)

efficient quiver (1,800 gp)

elixir of love (150 gp)

hand of the mage (900 gp)

hexing doll (2,500 gp; *Ultimate Equipment* 302)

hyperboreal robe (7,000 gp; *Pathfinder Adventure Path* #68 60)

migrus locker (10,000 gp; *Ultimate Equipment* 310)

pearl of power (1st level) (1,000 gp)

potion of barkskin (300 gp)

potion of cure moderate wounds (300 gp)

potion of lesser restoration (300 gp)

restorative ointment (4,000 gp)

scroll of blink (375 gp)

scroll of scorching ray (150 gp)

scroll of see invisibility (150 gp)

seer's tea (550 gp; *Ultimate Equipment* 319)

serpentine owl figurine of wondrous power (9,100 gp)

unguent of timelessness (150 gp)

universal solvent (50 gp)

wand of ice spears (10 charges; 2,250 gp, limit 1;

Pathfinder Campaign Setting: Inner Sea Magic 57)

wand of silent image (12 charges; 180 gp, limit 1)

wand of true strike (5 charges; 75 gp, limit 1)

EXPERIENCE

Starting XP

+	GM's Initial
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XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige
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+	GM's Initial
---	--------------

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame	Current Prestige
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GOLD

Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
---	--------------

Day Job (GM ONLY)

Items Sold

Subtotal

Items Bought

Total

Items Sold / Conditions Gained

Items Bought / Conditions Cleared

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #69: Maiden, Mother, Crone

Scenario Chronicle #

☐ Slow ☐ Normal

LEVEL	8,883	17,766
8-10		

MAX GOLD

This Chronicle Certifies That

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

Has Received This Chronicle.

Items Found During This Scenario

Mantle of the Black Rider (Wisdom of Eons): As you recovered the next set of keys and faced the trials of the Mother, the Maiden, and the Crone, the Mantle of the Black Rider grew in power. Once per day as a swift action you may gain a +1 bonus on skill checks and ability checks for 1 minute. For every additional Mantle of the Black Rider boon that this character possesses, the bonus increases by 1 to a maximum of a +6 bonus. You may not benefit from more than one Mantle of the Black Rider boon at a time.

+1 ghost touch longsword (8,315 gp)
+1 giant bane longspear (8,305 gp)
amulet of mighty fists +1 (4,000 gp)
amulet of natural armor +2 (8,000 gp)
belt of mighty constitution +2 (4,000 gp)
bone razor (5,000 gp, *Pathfinder RPG Ultimate Equipment* 283)
cloak of resistance +3 (9,000 gp)
gem of brightness (25 charges; 6,500 gp)

grim lantern (5,800 gp; *Pathfinder RPG Ultimate Equipment* 301)
periapt of health (7,500 gp)
phylactery of negative channeling (11,000 gp)
pipes of haunting (6,000 gp)
potion of remove curse (CL 20; 3,000 gp)
potion of remove disease (CL 20; 3,000 gp)
shadow essence poison (250 gp, limit 3)
wand of air walk (7 charges; 2,940 gp)
wand of levitate (19 charges; 1,710 gp)

FROST-THUNDER HAMMER

Aura moderate evocation; CL 9th**Slot** none; **Price** 24,524 gp; **Weight** 10 lbs.

DESCRIPTION

This oversized +2 warhammer is forged from blue steel and engraved with Abyssal runes. It is a two-handed weapon for Medium-sized creatures, who take a –2 penalty on attack rolls for wielding an oversized weapon. Once per day as a ranged touch attack, the wielder of a *frost-thunder hammer* can slam the weapon against the ground to release a crackling bolt of ice that shoots across the ground toward a single target up to 100 feet away. On a successful hit, the ice immediately freezes around the target, trapping it within a 9-inch-thick solid block of pale blue ice. The ice blocks line of effect to the entrapped victim, who is helpless (but can still breathe) and takes 9 points of cold damage per round until freed. The ice has hardness 0 and 27 hit points; if the ice is broken, the creature is freed. A creature can break the ice as a full-round action with a successful DC 24 Strength check.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, *icy prison*^{UM}; **Cost** 12,424 gp

EXPERIENCE

Starting XP

+	GM'S Initial
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XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige
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+	GM'S Initial
---	--------------

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame	Current Prestige
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GOLD

Start GP

+	GM'S Initial
---	--------------

GP Gained (GM ONLY)

+	GM'S Initial
---	--------------

Day Job (GM ONLY)

Items Sold

Subtotal

Items Bought

Total

Items Sold / Conditions Gained

Items Bought / Conditions Cleared

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #70: The Frozen Stars

Scenario Chronicle #

☐ Slow ☐ Normal

LEVEL	16,399	32,799
11-13		

MAX GOLD

This Chronicle Certifies That

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

Has Received This Chronicle.

Items Found During This Scenario

Mantle of the Black Rider (Trials on the Wanderer): As you overcome the challenges of Triaxus, the Mantle of the Black Rider grows in power. Once per day as an immediate action before rolling a saving throw you may gain a +1 insight bonus on that saving throw. For every additional Mantle of the Black Rider boon that you have for this character, the bonus increases by +1. You may not benefit from more than one Mantle of the Black Rider boon at a time.

Wolliped Wrangler: You may take a wolliped (*Pathfinder #70: The Frozen Stars* 90) as a loyal mount or companion. If you possess a class feature that permits you to take an animal companion or mount that progresses as an animal companion, you may add the wolliped to your list of legal and available companions.

Starting Statistics: Size Medium; Speed 50 ft.; AC +1 natural armor; Attack gore (1d6); Ability Scores Str 14, Dex 16, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent
7th-Level Adv.: Size Large, AC +3 natural armor; Attack gore (1d8); Ability Scores Str +4, Dex -2, Con +4; **Special Abilities** spit, trample (1d6)

RIMEBLADE

Aura moderate evocation [cold]; CL 8th

Slot none; Price 16,955 gp; Weight 4 lbs.

DESCRIPTION

This +1 frost scimitar has been forged from a single piece of razor-sharp, super-hardened ice. A *rimeblade* automatically resizes itself to match the size of its wielder, and if a *rimeblade* is damaged but not destroyed, the wielder can cause the blade to melt away and reform with full hit points as a full-round action.

Once per day on command, the wielder can transform a *rimeblade* into a beam of ice-cold flame called rimefire. The weapon is still wielded as scimitar, and attacks with the blade-like beam are melee touch attacks that deal 1d8+3 points of cold damage (regardless of the wielder's size). The wielder's Strength modifier doesn't apply to damage. In addition, a creature that takes cold damage from the rimefire beam is covered in clinging frost and is entangled for 1 round. The rimefire beam lasts for 1 minute, after which the weapon returns to its normal form.

In addition, once per day as a swift action before an attack, a *rimeblade*'s wielder can cause the blade to glow with a pale blue radiance. On a successful attack, the *rimeblade* deals an additional 4d6 points of cold damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead. This effect ends after a single attack, regardless of whether the attack is successful or not.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, Elemental Spell^{APG}, Rime Spell^{APG}, chill metal, flame blade, frigid touch

+2 copper dragonhide banded mail (4,800 gp)

belt of fallen heroes (21,000 gp; Ultimate Equipment 208)

drinking horn of bottomless valor (24,000 gp; Ultimate Equipment 292)

lesser strand of prayer beads (9,600 gp)

restorative ointment (2 applications; 1,600 gp, limit 1)

ring of x-ray vision (25,000 gp)

suzerain scepter (20,000 gp; Ultimate Equipment 186)

wand of cure moderate wounds (45 charges; 4,050 gp, limit 1)

EXPERIENCE

Starting XP

+	GM's Initial
---	--------------

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige
--------------	------------------

+	GM's Initial
---	--------------

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame	Current Prestige
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GOLD

Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
---	--------------

Day Job (GM ONLY)

Items Sold

Subtotal

Items Bought

Total

Items Sold / Conditions Gained

Items Bought / Conditions Cleared

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #71: Rasputin Must Die!

Scenario Chronicle #

☐ Slow ☐ Normal

LEVEL	27,500	55,000
13-15		

MAX GOLD

This Chronicle Certifies That

A.K.A.

Player Name

Character Name

Pathfinder Society #

Faction

Has Received This Chronicle.

Items Found During This Scenario

Energized by the World Engine: Whether you used Miloslav's blueprints or your own strength, you have stored a fraction of the World Engine's power. As a swift action you may either touch a weapon to grant it the *shocking burst* weapon quality for 1 minute or apply the Elemental Spell (electricity) metamagic feat to a spell as you cast it without increasing the spell's level or casting time. Any electricity damage dealt by the spell or weapon property deals full damage to incorporeal creatures. When you use this boon, cross it off your Chronicle sheet.

Mantle of the Black Rider (Hunt for the Mad Monk): The unorthodox tactics of Rasputin's soldiers failed to stop you, and in turn the Mantle of the Black Rider grows in power. Once per day as a swift action you may gain a +1 bonus on attack rolls for 1 round. This bonus decreases by 1 for every attack you make. For every additional Mantle of the Black Rider boon that this character possesses, the bonus increases by 1 to a maximum of a +6 bonus. You may not benefit from more than one Mantle of the Black Rider boon at a time.

FRONTOVIK'S GAS MASK

Aura moderate abjuration; CL 7th

Slot head; Price 17,000 gp; Weight 2 lbs.

DESCRIPTION

A frontovik's gas mask has the appearance of a typical Zelinsky-Kummant gas mask used by the Russian army. The mask allows its wearer to breathe freely, even underwater or in a vacuum, as well as making its wearer immune to harmful gases and vapors, including inhaled diseases, poisons, and magic spells such as *cloudkill* and *stinking cloud*. In addition, the wearer can see through magical and normal clouds, fogs, mists, and similar effects that grant concealment, but only so long as the wearer is within the area of such concealment. A frontovik's gas mask does not grant any other kind of vision (such as darkvision or low-light vision). Wearing a gas mask imposes a -2 penalty on hearing- and sight-based Perception checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *darkvision*, *fog cloud*, *life bubble*^{APG}; **Cost** 8,500 gp

+2 hide armor with +2 armor spikes (12,515 gp)

amulet of natural armor +4 (32,000 gp)

amulet of proof against detection and location (35,000 gp)

belt of incredible dexterity +4 (16,000 gp)

belt of physical perfection +2 (16,000 gp)

blessed book (12,500 gp)

extend metamagic rod (11,000 gp)

headband of mental prowess +4 (Wis, Cha) (40,000 gp)

ring gates (40,000 gp)

sniper's goggles (20,000 gp)

well of many worlds (82,000 gp)

EXPERIENCE

Starting XP

+	GM's Initial
---	--------------

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige
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+	GM's Initial
---	--------------

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame	Current Prestige
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GOLD

Start GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
---	--------------

Day Job (GM ONLY)

Items Sold

Subtotal

Items Bought

Total

Items Sold / Conditions Gained

Items Bought / Conditions Cleared

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #72: The Witch Queen's Revenge

Scenario Chronicle #

☐ Slow ☐ Normal

LEVEL	47,500	95,000
15-17		

MAX GOLD

This Chronicle Certifies That

A.K.A. _____
Player Name

Character Name

Pathfinder Society #

Faction

Has Received This Chronicle.

Items Found During This Scenario**Boon of Baba Yaga:** Choose one of the following boons and cross the others off your Chronicle sheet.**Dancing Hut:** You requested a dancing hut, which takes the form of a permanent version of the witch's hut grand hex (*Pathfinder RPG Ultimate Magic* 83). A PC may use *create demiplane* (*Ultimate Magic* 213-214) to expand the hut's interior.**Rider:** You asked to become one of Baba Yaga's Three Riders, and you must leave Golarion for a time to serve your new mistress before returning. You cannot play this character or apply credit to him until two years after the date on this Chronicle sheet. When the character returns, he is one of Baba Yaga's Riders and can cast *phantom steed* at will (CL 13th). Furthermore, treat this boon as if it were two Mantle of the Black Rider boons for the purpose of calculating other Mantle of the Black Rider boons' bonuses, even allowing those boons to exceed the +6 maximum bonus.**Rulership:** You requested political power, and Baba Yaga established you as one of the elite of Irrisen. You gain a +5 competence bonus on Intimidate checks, cold resistance 5, and an estate in Whitethrone that grants the benefits of the Coastal Island vanity (*Pathfinder Campaign Setting: Pathfinder Society Field Guide* 62). Maintaining your position in the cutthroat capitol is difficult, and you must spend 1 Prestige Point for every experience point that you earn or lose all benefits of this boon as your rivals overthrow you.**Selfless:** You requested a boon that benefits others instead of endeavoring to benefit yourself. You gain 1 Prestige Point and Fame (maximum 5) for every other Chronicle sheet you have that grants a Mantle of the Black Rider boon.**WINTER'S REACH**

Aura strong evocation and transmutation; CL 19th

Slot none; Price 228,000 gp; Weight 5 lbs.

DESCRIPTION

This staff is made of a single icicle and functions as a +3 *icy burst quarterstaff*, even if all of its charges are drained. It allows the use of the following spells and abilities: *frostbite*^{UM} (1 charge), *ice storm* (1 charge), *freezing sphere* (2 charges), *icy prison*^{UM} (2 charges), *wall of ice* (2 charges), *cone of cold* (3 charges), *icy body*^{UM} (3 charges).

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

CONSTRUCTION**Requirements** Craft Staff, *cone of cold*, *freezing sphere*, *frostbite*^{UM}, *ice body*^{UM}, *icy prison*^{UM}, *wall of ice*; **Cost** 114,000 gp+3 cold iron heartseeker dagger (34,304 gp, *Pathfinder RPG Ultimate Equipment* 143)

amulet of natural armor +5 (50,000 gp)

bracers of armor +8 (64,000 gp)

cauldron of seeing with telepathy (70,000 gp)

helm of brilliance (125,000 gp)

labrys of the stone idol (98,320 gp, *Adventure Path* 72 63)

orange prism ioun stone (30,000 gp)

potion of protection from electricity (CL 10th; 1,500 gp)

ring of freedom of movement (40,000 gp)

ring of protection +5 (50,000 gp)

ring of shooting stars (50,000 gp)

rod of thunder and lightning (33,000 gp)

wand of cure serious wounds (39 charges; 8,775 gp, limit 1)

wand of inflict serious wounds (17 charges; 3,825 gp, limit 1)

wings of flying (54,000 gp)

EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM's Initial

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

Items Sold

Subtotal

Items Bought

Total

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #