

PATHFINDER[®] ROLEPLAYING GAME[™]

REIGN OF WINTER

Exactly 1,400 years ago, a powerful witch from another world named Baba Yaga arrived on Golarion with her Dancing Hut, a formidable artifact that can travel between worlds and even between the planes. In a quick, brutal conflict known as the Winter War, the self-proclaimed Queen of Witches conquered the eastern Linnorm Kingdoms of Raemerrund and the Djurstor Confederacy and founded a new nation locked in eternal winter—the land of Irrisen. After installing her daughter Jadwiga on the throne as Irrisen’s first queen, Baba Yaga departed in her Dancing Hut, but she returned to Irrisen exactly 100 years later to replace Jadwiga with a new daughter, Morgannan, taking the former queen and the first generation of her descendants with her when she left again. Baba Yaga has continued this tradition every 100 years for the last 14 centuries, resulting in a succession of 14 queens of Irrisen. Most people assume Baba Yaga takes her daughters to explore strange new worlds, times and dimensions, sharing with them the secrets of the multiverse. But the truth, hidden even from Baba Yaga’s daughters, is far darker.

You arrive in the world of Golarion. Already events have been set into motion by the current queen of Irrisen, Elvanna, and her brother Grigori Rasputin (yes, the one from Earth), who desire to usurp Baba Yaga and bring about an age of eternal winter across Golarion. You shall start this jump on the day when the Taldane noblewoman, Lady Argentea, runs afoul of some bandits hiding in an unseasonable winter forest outside of Heldren. This incident will soon lead to a series of events that will unveil a conspiracy spanning worlds. Take these **1000 Choice Points** to spend here in this jump document, and with them you may hopefully survive the oncoming Reign of Winter.

BACKGROUND

Every adventurer has a story, and there are many different groups, peoples, and individuals involved in the events of this adventure who all have some skin in this race. Select a single Background, this will determine your history in this world and how you fit in, with memories and backstory included.

Next, select your background's racial option. **Common Races** are **Free** for your respective background, and represent the typical and mundane members of your appropriate race.

Uncommon Races cost **100 CP** to select, and represent rarer or more potent members of your chosen background. **Rare Races** cost **200 CP** to select for your background, these represent some of the elite or most powerful members one can reasonably expect to see in that background.

You may also select any race from any of the other listed backgrounds, but doing so costs its category's CP cost **plus an additional 50 CP surcharge** (so an Iobarian that wants to be a Gnome would spend 50 CP to be as such).

Any race or species you choose to play as will become available to you as an alt-form after this jump. By default you start as a young adult for your particular race (whatever age that would be).

Irriseni

You are one of the people who live in the eternally frozen land of Irrisen. Perhaps you're one of the native Ulfen or Kellids who's people lived here before the Witch Queen came, a Jadwiga descendant of one of the queens past, or maybe you're one of the dwarves or gnomes commonly kept as slaves. Or perhaps you're one of the monsters who dwell here, for even ice trolls, winter wolves, and fey can be found serving the Winter Witches and taking part in their harsh form of civilization.

- Common Races (free): Humans (Ulfen, Jadwiga, Kellid), Gnomes, Dwarves, and Snow Goblins
- Uncommon Races (100): Wargs, Winter Wolves, Ice Trolls, Ogres, Merrow, Gremlins, Ice Mephits, and Winter/Winter-touched Fey under CR 5
- Rare Races (200): Mirror Man, Frost Giant, Fey under CR 10, White or Black Dragons (Adult or Younger)





Iobarian

The northern half of the continent of Casmaron is known as Iobaria, a broken and shattered land, built upon the ruins of the ancient Cyclopien empires of old. The cyclopses are gone, yet the lands seemingly remain cursed, constantly plagued by harsh weather, rough terrain, and regular bouts of plagues. Not many still live in these lands, save for the centaurs, monsters, and scattered Human and Mitzenki tribes. Once this was the home of the warlord Kostchtchie, before his ruinous deal with Baba Yaga, and here still stands the great monument of Artrosa to act as her eyes and ears in this realm.

- Common Races (free): Humans (Iobarian, Casmar), Changeling, Catfolk (Mitzenki), Centaur
- Uncommon Races (100): Fey CR 5 or under
- Rare Races (200): Frost Giant, Hag, Witchfire, Pukwudgie, Svathurim, Fey CR 10 or under

Triaxian

Triaxus, The Wanderer. Not a country, but a planet within the same solar system as Golarion. This planet's long elliptical orbit, resulting in seasons that last for centuries in Golarion/Earthly reckoning, has resulted in a unique biosphere adapted to these wide swings...and dragons. Numerous dragons, drawn to and quartered on this planet. These beasts are not the original natives of this world, but are great multi-generational garrisons, awaiting the day when the final battle between Apsu and Dahak shall commence.

- Common Races (free): Triaxian (Winterborn), Dragonkin, Gnomes, Elves
- Uncommon Races (100): Adlet, Drake, Dragon type monsters CR 5 or under
- Rare Races (200): Dragon (Adult or younger), Hydra, Triaxian (Summerborn), Dragon type monsters CR 10 or under





Earthling

Ah, and here is a world you may have some passing familiarity with. In a distant solar system, here lies the planet Earth, birthplace of the infamous Baba Yaga. A world seemingly bereft of most overt forms of magic and mysticism, and seemingly lacking any sapient race outside of its assorted human ethnicities, by its current calendar the month of October in the year of 1918. The year the Russian Czar and his family were executed by their former subjects. It is a tumultuous time, the end of an era as the Great War comes to a close. Yet even now, dark forces roil beneath the surface, and occult happenings will soon threaten the already fragile peace the world is trying to claw for.

- Common Races (free): Humans (any Earth ethnicity)
- Uncommon Races (100): Gremlin, Fey or Undead CR 5 or under
- Rare Races (200): Fey or Undead CR 10 or under

Adventurer (Drop-In)

Witch people? Barbarians? Aliens? RUSSIANS!? Who cares about all this weird gobbledygook going on, you're here for other things.

Taking this background signifies you're not part of any of these different groups with their own interests, you're here for your own. You could be a local from Heldren trying to stop Winter from invading your home, a Pathfinder investigating rumors of snow in summer, or Grog Smeeth the Half-orc Alchemist from Varisia who just happened to be in the right place at the right time. Regardless, an adventurer is what you are, and this will be your adventure. Alternatively, you can instead forgo having ANY background history in the world of Golarion, instead choosing to "drop-in" to this world with no prior memories or history. Either way, good luck and enjoy your adventure.

- Common Races (free): Any player race
- Uncommon Races (100): Any monster CR 5 or under
- Rare Races (200): Any monster CR 10 or under



LOCATION

Every adventure has its starting point. Where will you be when your adventure here starts? The following are some starting locations. You may either **roll 1d6** to randomly choose a starting location, pay **50 CP** to choose one of your choice, or choose the **free one associated with your background**.

1. Heldren, Taldor

The small and sleepy town of Heldren located in southern Taldor has recently experienced an invasion. Not from the belligerent Kelesh like usual, but from winter itself from the nearby forest. You start on the outskirts of Heldren on the road leading into town. **Adventurer's** may start here for free.



2. Whitethrone, Irrisen

The frozen heart of the Winter Witches, Whitethrone is the capital of Irrisen, where the disparate peoples of this frozen land come to trade and show obeisance to the winter queen. You start at the gate to the Howlings district of Whitethrone, I suggest having your papers ready to appease the guard. Those with the **Irriseni** background may instead choose to start here for free, and may start in the city proper in Market Square.

3. Hoofwood, Dvezda Marches

The Dvezda marches describes the sparsely populated wilderness and steppes located in Northwest Iobaria. Not many live here outside of centaurs and giants. You start somewhere in the middle of the Hoofwood, named as such due to the nomadic centaur herds that live here. Should you wander around you may hopefully run into a centaur scouting party, or perhaps you'll run into the Myrfrus River and follow it north to Artrosa. **Iobarians** may start here for free.



4. Parapet Mountains, Triaxus

The Parapet mountains are located on a hotly contested isthmus, where the borders of the Drakelands and Skyfire mandate collide. Many forts are located across these jagged peaks, and many a battle between dragons and their allies have been fought with sword and claw across every length of this mountain chain. You start in the middle of these mountains, with the fortress of Spurhorn within a day's journey of hiking. **Triaxians** may start here for free, though depending on their allegiance they may either start in Spurhorn itself (if they are a part of the Skyfire Mandate) or inside the invading army group (if they are allied to the Drakelands).



5. Akuskaya, Russia

Russia is a nation currently ripping itself apart. In the face of the grim realities of the Great War, the Czar has been overthrown by a Communist revolution, and now the whole nation has devolved into chaos. This anarchy has allowed all manner of wickedness to seep into the world surreptitiously, as unscrupulous figures like the infamous Grigori Rasputin take advantage of the bloodshed to further their own goals. You start on the outskirts of the ruined village of Akuskaya, which has been ravaged by soldiers under the command of Rasputin. **Earthlings** may start here for free.



6. Free Choice

Congrats, by rolling a six you now have free reign to pick your choice of location. You may choose any of the locations already listed or described in this section, or you may choose any other location shown or mentioned in this Adventure Path, provided it is outside and not inside a building or within the Dancing Hut itself.

Perks

We can't just throw you into this adventure with no preparation. Here is a selection of Perks to choose from to customize your character. Perks listed under a specific Background are discounted 50% for that background, with the 100 CP perk being free for that background instead.

Undiscounted

Class Up (Free)

You need some sort of skill set to help with the adventuring. Select a single Class (archetypes allowed) from Pathfinder 1E (no homebrew or 3pp content). You now have the basic skills and abilities that a 1st level character with that class should have, as well as a slight bump to your natural skills and abilities to actually make use of it and further grow (so yes, you will become charismatic enough to be a Sorcerer). It will be up to you to further grow and develop these skills and abilities as you train and grow across these next 10 years, but this will help you not immediately die if you run into a giant rat or something.

Level Up (50 CP each)

But who wants to start at level 1? Wouldn't it be strange to be a newbie Witch if your backstory has you as a Jadwiga of long standing? For every purchase of this option, you may gain more skills, experience, and power as if you had "gained a level" to use the mechanical parlance (though this isn't a LitRPG system, remember that mechanics are an abstraction). This could be in the same class as you chose for Class Up, or an additional class's skill set. You may not purchase this option more than 19 times though.

Manual Monster (50 CP per CR*)

Don't like your current assortment of racial options? Upset that you can't play as an Outsider or Plant Monster? By purchasing this option, you may override your choice of race with any non-unique creature or race from the Pathfinder Bestiary. This option costs 50 CP (minimum) per level of CR that monster has. So, a Giant Centipede (CR 1/2) will cost 50 CP to be, while a Calikang (CR 12) will cost 600 CP to be instead.



The Cold Never Bothered Me Anyway (100* CP, Special)

Lets be real, you're going to be in a lot of cold places with frigid weather colder than a witch's tit. With this perk, you may increase your natural tolerance for cold. It won't be enough to negate a Ray of Frost or juggle Liquid Nitrogen, but you'll be able to tolerate weather at 32°F with just a simple long sleeve shirt and pants. If you wish, you may forsake the discount to your background's 100cp perk to instead gain this perk for free.

Gestalt (200 CP)

Oh, so its going to be that sort of campaign? Well, Jumpchain is all about power fantasies after all. Select a second class, like as described in Class Up. You gain the starting abilities and skills of this class just like in Class Up, and as you progress your skills in your original class skills, this one will also grow alongside it. Effectively, this turns you into a "gestalt" character to use gameplay parlance.

Divine Favor (200 CP)

Did you recently find religion? Or perhaps some witch's patron decided to give you some power? Would suck if you lost that power once you leave the jump, eh? With this perk, you may take your patron's favor with you into future worlds, allowing you to not only continue to benefit from their magic forbearance, but potentially be able to spread their word (and blessings) to future worlds you go to. Just please try and not go over crazy with the proselytizing, okay?



Irriseni

Wicked Obeisance (100 CP)

When you live in a nation ruled by witches and have to constantly rub shoulders with all manner of aggressive monster, being able to suck up is a useful skill. You got a good sense for sucking up to your superiors, you know just the way to grovel to those more dangerous and powerful than you that makes you come across as thoroughly cowed and pitifully loyal without being too grating or annoying. Hopefully, you will now be able to properly beg the next time you accidentally bump into a Winter Wolf on the street.

Monstrous Rapport (200 CP)

There are many monsters in Irrisen that are given the privilege of being part of this wicked society, from trolls to wolves, from goblins to dragons. When it comes to dealing with such monstrous beings, you have a bit of a sort of charisma to you. Other sapient monsters will recognize the shared monstrosity and power within you, and as such it will become much easier to develop rapport and camaraderie with such beings. While this won't make you instant friends, this will help give you a foot in the door to dealing with and forming cordial relations with such vicious creatures.





Winter Witch (400 CP)

Whether you were born into it, or were later adopted into the tradition, with this perk you are now counted amongst one of the Winter Witches. The power of ice and snow flows through you, allowing you to infuse and alter any magical spells you know with the power of winter cold and chill (like turning a fireball into an iceball, or shaping snow and ice with magic meant to shape earth, for example). Further, the more powerful your skill in magic becomes, the more resistant to cold temperatures and energies you become, allowing you to eventually become immune to cold itself at the height of your power.

Soul Scrivener (600 CP)

The most coveted of the mystical arts of Winter Witches, you know the rituals needed to bind the souls of others into objects. You know how to capture and store the souls of the recently deceased into lanterns or gems, and bind them into constructs like Soulbound Dolls or Mirror Men. Further, such constructs tend to work better when made using pieces of the soul's original body, like porcelain made from their bone-meal or wigs made from their hair.

This however is only the tip of the iceberg. With enough practice, experimentation, and growth you can eventually learn how to purposefully remove and bind parts, pieces, and aspects of a person's soul into an object, like imbuing memories or skills into a carbuncle-ruby glove, to eventually figuring out how to hide your death inside an athame like Baba Yaga herself.

Iobarian

Hardlander (100 CP)

With the lack of major civilization in Iobaria, one's survival skills instead become the most important ones anyone can develop. You have the basic survival skills for surviving on the cold steppes, from how to navigate with the stars to knowledge of hunting and which plants and animals are edible, and how to construct shelter nomadic shelter and tents to escape the weather. Furthermore, unlike some other people, you find you're less likely to develop the shakes from engaging in cannibalism.

Warlord's Charisma (200 CP)

Stop me if you've heard this one: Some powerful and charismatic warlord comes to power in his tribe, starts conquering other tribes by the sword, before his hubris leads him to slighting Baba Yaga or some other witch, which causes his ruin. This trend is surprisingly common across Iobaria's history, from the infamous Kostchtchie's rise, to even lesser warriors like Ratibor. Barbarians just never seem to learn, eh? Like those would-be conquerors, you have a certain warlord's charm to you. Those who are weaker than you will now be easily cowed by you and your presence. The meek and lowly will innately feel your strength and bow before you, while fellow warriors will instantly feel a sort of kindred respect for your prowess, even should they be your foes. But remember, this only works against those who are weaker than you, those of comparable or greater power will not be so easily pacified, and any attempts to punch up to them may not be received as well as you'd hope.





Plaguelander (400 CP)

One of the many epithets that Iobaria has is “The Plague Lands” on account of the high frequency plagues tend to ravage the lands whenever the population becomes more than just a little sparse. All these diseases constantly appearing has had the side affect of culling out those with weaker constitutions. When exposed to disease vectors, you will avoid infection to any plague present...for a time. For a month, this will effectively make you immune to disease exposure, but after that month further continued exposure will have a 1% chance of infecting you, with that chance increasing by another 1% for each subsequent month afterwards. Hopefully, you’ll have the wherewithal to not chance it too much and to leave the diseased area within a reasonable time frame.

Jumper The Deathless (600 CP)

While Iobaria has had plenty of warlords and barbarians march through its lands, few have been as mighty or infamous as Kostchtchie himself. A vicious man who’s strength was matched only by his vindictiveness, twisted to new lows after his fateful deal with Baba Yaga. Just like The Deathless, you have been twisted and deformed (like pic related), but granted immortal agelessness as well as increased strength to match your new bloated musculature. Further, just as Kostchtchie fought his way through the Abyss absorbing the power and essence of the demons there, you too are able to absorb the essence of spiritual/mystical beings you slay, increasing your power with each kill. With this, you could feasibly spend decades in the Abyss killing demons nonstop until you become strong enough to slay and usurp an actual Demon Lord, just as Kostchtchie did to the Demon Lord Sithhud.

After this jump, your deformed form will become an alt-form. You may take this perk without the deformation, but doing robs you of your improved muscular strength and doesn’t grant the alt-form.

Triaxian

Seasonal Austerity (100 CP)

Due to the long seasons of Triaxus, all Triaxians are taught a very important virtue and skill set: to save and conserve their resources. Like other Triaxians, you know how to preserve food, medicine, and other goods needed for survival, and have a knack for figuring out how to ration your goods to make the most out of what meager resources you have.

The Long Siege (200 CP each)

Long have the wars and conflicts between the Skyfire Mandate and Drakelands raged, with the isthmus between them being littered with all manner of fortress and outpost. Like the many Triaxians embroiled in this conflict, you have some skill in the field of siege warfare. You know how to best defend a fortress, how to stockpile its resources and weapons to withstand an assault, and how to turn back invaders. If defense isn't your forte, then how about offense? You may instead choose to specialize of waging sieges, how to wield your forces to break down the doors, how to use subterfuge to slip past defenses, and how to best choke out your foes until they are too weak and battered not to surrender. You may take this perk twice to get the benefits of both options.



Half-Dragon (400 CP)

With the sheer abundance of dragons on Triaxus, it only makes sense that the rate of draconic hybridization would be higher here than on Golarion. You are now one such draconic hybrid. Whether you are a naturally born hybrid, or the result of magical experimentation like Iantor, the blood of a True Dragon flows through you. Just like with the Half-Dragon Template, you are now significantly stronger, hardier, and smarter than the typical member of your race, are capable of winged flight if you weren't already, have much sharper senses, and possess strong claws and fangs. Furthermore, choose a Chromatic or Metallic True Dragon of your choice, you now have some of that dragon's scales growing on your body, possess that species' breath weapon, as well as resistances to energies like that type of dragon. After this jump, you may suppress and hide these draconic traits, or apply them to any other form you choose to take.

Ritual of Blood (600 CP)

Yrax, Lord of The Howling Storm, desired a unique and mighty creature as his heir, but could not get over his disgust over the idea of mating with a "lesser being". Thus, he turned to the aid of alchemists and arcanists to devise a ritual to imbue his own blood into another creature's offspring, resulting in the creation of Iantor, an otherwise impossible hybrid of Dragon and Destrachen. You now know how to perform this same ritual that Yrax performed. By sacrificing a vial your own blood in this ritual, you can alter the blood of a developing fetus/egg, altering them into your own child, being a hybrid of yourself and whatever species/being their mother was. This process is a magical ritual, and as such ignores the usual confines of what is normally possible through breeding and genetics, allowing you to create otherwise impossible hybrid children. Furthermore, if you do not want any weird bastards yourself, you can potentially substitute someone else's blood for this ritual instead, allowing you to use a vial of their blood to create a child that is a hybrid of them instead.



Earthling

Trench Soldier (100 CP)

The Great War may soon be over, but for many its horrors are still fresh in their minds, and skills still sharp and ready to spill more blood. You know how to operate the various weapons used in the Great War, from machine guns to shovels, and you know the basics of trench warfare such as trench construction, fighting in enclosed spaces, and firing from cover.

Frontovik's Will (200 CP)

You're not like the conscripts around you, breaking down and losing your mind in the face of horrors. No, you are *frontovik*, a proper veteran, and your will is unbreakable. Just like the veteran Dimitri, your willpower is ironclad. As long as you have some greater goal and loyalty to cling to, you shall never fall to despair or madness. Even whilst chained down and drained by vampires, you will cling obstinately to your life and mind, ready and lucid for the moment when you can finally be free.

Soul-Stitched (400 CP)

Rasputin's tenacity and liveliness is legendary, but have you ever wondered how he survived so many different attempts at his life? Through his occult research and rituals, Rasputin was able to find a way to "stitch" his soul to his body, allowing him to postpone his demise at least a few times. Just like the Mad Monk, you too have undergone this Soul-Stitching Surgery. Should you be slain for the first time, you will resurrect at full health a few minutes later. Should you be slain again afterwards, then you will rise from the dead again, though with your health and magical potency reduced by half. Sadly, this stitching will not allow you to survive being slain a third time.

This soul-stitching renews itself at the beginning of each new jump, effectively giving you three lives to survive with each Jump. Stitching/lives will not stockpile after subsequent jumps.



World Engineer (600 CP)

Magic and science are much more greatly linked than one would think. Such musings were first considered and written about by Nikola Tesla, though after his death his notes found their way into the hands of the Russian scientist Viktor Miloslav who put those theories to active use. Just like Viktor, you too have read about and understood the planar sciences and soul meddling he would soon become infamous for. You know how to construct structures and machines like World Engines, World Anchors, and living tanks. You know how to construct and develop extensive ritual machinery to borders on the divine, capable of blurring and melding planar barriers, or absorbing and draining the power and authority of mighty beings, like what Rasputin tried to use to usurp Baba Yaga's mythic power and authority over the First World.



Adventurer



Help Wanted (100 CP)

As every good adventurer knows, one man's woes are another's quest. When talking to others, people tend to feel comfortable telling you about their problems, whether that be concerns about noises at night, ill feelings about certain rumors, or just complaining about personal slights and dilemmas. If its something someone (like you) could remotely do something about, they'll feel more inclined to share if you're willing to lend an ear.

False Stilyagi (200 CP)

Need to walk through the streets of a hostile nation? Or perhaps attend a ball you have no business being in? Sometimes, all you need to make it is to fake it, and for that you need confidence. This perk will grant you both the confidence and swagger needed to make people think you belong wherever it is you are currently in, within reason. You could swagger down the streets of Whitethrone and people will think you either a Stilyagi or at least part of one's entourage. Keep in mind, this won't stop guards from asking you for identification papers at checkpoints, but to the casual observer, as long as you aren't acting too

suspicious most people will assume you are where you are meant to be.

Pardon My Taldane (400 CP)

Linguistics are one of those skill sets that are often overlooked but sorely needed when traveling abroad. Your capacity for language is exceptional. You pick up new languages with great speed, can decipher what someone is saying with just a few words, and are excellent at both interpreting and expressing yourself with nonverbal cues. Learning a new tongue, even one totally dissimilar to any you know, should take no more than a day to be conversational, and perhaps a few days for full proficiency, and even idioms are something that will be easy for you to pick up on. Even creatures that lack an actual language or tongue will be intelligible to you with enough study, as you pick up on their various other tells and expression cues. This should be useful for any adventurer looking to travel across Golarion (and possibly even beyond).

From Taverns to Armies (600 CP)

You'd think that meeting up with a bunch of strangers and fighting for your life alongside them against impossible odds would result in some growing pains, right? Not so for you. When fighting alongside other people, whether they be friends or strangers, you now have a preternatural sense for how to fight alongside them. Whether they be a barbarian swinging in wide arcs, or a wizard flinging massive orbs of flame, you will know exactly the best way to weave in and out of combat, both taking advantage of the openings they cause, as well as how to leverage combat to best help them be more effective. This proficiency extends not just to adventuring parties, but also armies you fight in or lead, as you will know the best way to leverage every soldier and unit's strengths to weave battle into a symphony of destruction, ensuring each soldier not only operates at their best, but can do so in a way that best supports their comrades in arms.



Items

You need more for adventuring than just the shirt on your back. In this section is a list of items and other physical goods you can spend your points on to prep you for your time here. Items follow the same discount rules as perks do. If you already possess a similar item you purchased in a previous jump, you may import it into a like object you purchase here. Items lost or destroyed are returned to you/your warehouse at the end of each jump.

Undiscounted

Starting Gear (Free)

Here, have 100 gold pieces (gp). Nice huh? Don't get too comfortable though, now's the time to spend. With this option (just like with normal character creation) you may spend this 100gp right now on various starting gear and equipment you desire, using standard prices for these things that can be found in the Pathfinder rule-books. It might not be much, but at least you'll have enough to get by. I suggest perhaps trying one of the pre-made class kits.

TABLE 12-4: CHARACTER WEALTH BY LEVEL

PC Level*	Wealth
2	1,000 gp
3	3,000 gp
4	6,000 gp
5	10,500 gp
6	16,000 gp
7	23,500 gp
8	33,000 gp
9	46,000 gp
10	62,000 gp
11	82,000 gp
12	108,000 gp
13	140,000 gp
14	185,000 gp
15	240,000 gp
16	315,000 gp
17	410,000 gp
18	530,000 gp
19	685,000 gp
20	880,000 gp

* For 1st-level PCs, see table 6-1 in Chapter 6.

Wealth By Level (50 CP each)

100 gp not enough? Need some more cash to roleplay as a rich Jadwiga noble? Or perhaps there's a magic item you DESPERATELY want to have? The first time you purchase this option, you may replace your starting 100gp with instead the PC Level 2 "Wealth by Level" value of gp as listed in the Pathfinder 1E Core Rulebook (See table to the left). For every additional 50CP spent on this, increase the level by 1 more (ex: buying this three times will give you 6,000 gp). Just like with the Starting Gear option, you may spend this gold right now on whichever goods and items you can afford, using the same pricing rules.

Irriseni

Hex Nails (100 CP)

When your superiors and neighbors are purveyors of wicked and witchly magics, sometimes it pays to have some insurance...even if it is technically illegal. This small cloth sack contains ten 6-inch nails of cold iron inside of it. While they may not look like much, they are quite useful at helping fight back against the magic of fey and witchcraft. So long as you have these nails on your person, whenever you are targeted by any harmful supernatural or magical effect originating from the fey, hags, or witches, one of these nails will discharge their magic, granting you a small boost to your resistance against such magics (and turning into a mundane nail afterwards). While this may not be able to totally turn away the curses of an Eldest or grand Witch on its own, every little bit helps. The bag refills with new magical nails once a month, though I suggest you keep these hidden since Hex Nails are considered contraband in Irrisen.



Rimepelt (200 CP)

Occasionally, when a winter wolf dies, the winter magic that suffuses their body lingers in their pelt, granting a special boon to those who know how to prepare it appropriately. This pelt is one such thing, though a bit special compared to the usual of its fair. While wearing this pelt, you may choose to shapeshift into the form of a winter wolf. This form is one unique to the individual wearer, and will persist for 2 hours. Unlike a normal Rimepelt, this one has two special features. Firstly, this one will not run out of magic after a single use, and instead can be used for 2 hours each day instead. Secondly, this pelt has some of the magic of The Howlings imbued in it, as any winter wolf or similar lupine beast who wears this item can instead use it to acquire a human form for 2 hours a day.

Bone Mill (400 CP)

The logistics of running a nation in a land plunged in eternal winter is...challenging to say the least. Doubly so when you have to maintain a certain level of civilization alongside large monstrous beings like trolls and giants who have certain caloric needs. To help alleviate this one of Whitethrone's most vital institutions is the Bone Mill. Here the bones of the dead are ground into meal, which is in turn used for many purposes, from feed to ceramics, and is even used to pave the roads of Whitethrone. You yourself are now the owner of a small mill with a windmill, located either somewhere appropriate to your background, or somewhere within your warehouse or other properties you own. Aside from using it mill things like salt or grain, this mill excels at grinding up bones to a fine meal of your preferred texture. Further, even without providing fresh bones, this mill will produce a steady supply of bone meal on its own. Not much, but over a month it will produce enough bone meal to be used to make ceramic for a small doll, as is the tradition in Irrisen.

Dancing Hut (600 CP)

The very symbol of Baba Yaga's authority and reach, the Dancing Hut, a small cottage standing astride large chicken legs and capable of a great number of unique feats. You yourself are now the owner of a similar witch's hut. This hut you own functions as the *Witch's Hut* Grand Hex, complete with being any type of structure listed in said hex, but it is permanently enchanted and can even function as a familiar should you have the means to bind a magical familiar. In addition, the Hut is capable of transporting those inside across great distances and even planes. Inside the hut there is a cauldron that can be keyed with coordinates of any location you or the hut have been to, whether they be on a different planet or even a different plane.

For any such coordinates, you must also select any two small objects to function as the "keys" for the location, which must be placed in the cauldron to activate the hut's ability to teleport to said coordinates.

The Dancing Hut is also known for its varying interior layouts, and often appears larger on the inside than the outside.

While you can permanently expand and customize the Hut using spells like *Create Demiplane* and similar magics, after this jump you'll find the magic of your chain has already given you some of that benefit. After this jump, the hut will gain an additional number of configurations and rooms for every single Jump you've gone to. These configurations can be customized as if they were created with the spell *Create Demiplane* and can be expanded or changed further with further castings of either that spell or similar magics. You may also key certain configurations to certain coordinates, so that the configuration changes to a different one when teleporting the hut to a specific location.



Iobarian

Muse's Lock (100 CP)

A great charm and boon many a bard has desired to hold, this is a lock of hair cut from and willingly given from a nymph. While holding this lock of hair on your person, you will find your creativity given a slight boost, and it will become much easier to concentrate on creative pursuits like poetry, writing, or music composition. Not enough to make you more creative than you could normally become, but enough to help you best utilize what you already have.

Crone's Cauldron (200 CP)

Crones and Cauldrons have always been an iconic duo, and this is as true in the halls of Artrosa as anywhere else. This large iron cauldron is similar to the one in Artrosa, it requires no fire but is filled with a delicious hearty stew kept perpetually at the perfect temperature. The stew never runs out, and if the cauldron is tipped over and emptied it will refill itself with more stew. Furthermore, whenever any sort of alchemical herb or ingredient is placed in the cauldron, it will instantly render the entire stew into a type of potion best suited for that ingredient. However, this instant potion will only keep its magical potency for one minute after creation, and any ingredients added afterwards will override the previous ones, so best to take a drink from it lickity-split. Just like the cauldron found in Artrosa, the potions created are potent, and treated as having a CL of 20 by default. I suggest doing some experimentation and keeping a list of what ingredients create what kind of potion.

Jumptrosa (400 CP)

Artrosa is the great monument of Baba Yaga, a place where her and those (allegedly) loyal to her in Iobaria rally their strength and resources and stay vigilant against the machinations of Kostchtchie. You yourself now know of and own your very own large temple grounds just like Artrosa, complete with a large stone statue of either yourself or a female of your race of an age of your choice. In addition to the various rooms you'd expect this temple to have, there is also your very own Eon pit inside the basement, and inside the statue there is a room with standing stones. These stones will allow you to project your conscious into the statue, allowing you to see through its eyes and animate it yourself. Finally, you have your very own magical ring attuned to this temple. This ring functions as the Artrosa ring (see pic), except keyed to this temple instead of Artrosa.

ARTROSA RING (MINOR ARTIFACT)

SLOT ring	CL 20th	WEIGHT —
AURA strong abjuration, conjuration, and transmutation		



Three faces representing the threefold aspect of womanhood—maiden, mother, and crone—adorn this solid silver ring. Baba Yaga crafted the Artrosa Ring for her chosen warden of the sacred site of Artrosa, and it functions as a ring of protection +2 and a ring of regeneration.

Within 15 miles of Artrosa's towering figures, the Artrosa Ring also grants its wearer the following abilities.

Quicksilver: The wearer can teleport to any location inside Artrosa's dungeons or within a 15-mile radius of Artrosa. Any location in this area is considered "very familiar."

Seer: By concentrating for 10 minutes, the wearer can see and hear everything that transpires in a single chamber inside Artrosa, as if using *clairaudience/clairvoyance*.

Shroud: Three times per day, the wearer can alter the appearance of a single room within one of Artrosa's dungeons, as well as the appearance of any creatures inside the room, as with *mirage arcana* and *veil*. The wearer must be present in the room to use this ability, and the illusions fade as soon as the wearer leaves the room.

Threefold Aspect: Whenever the wearer enters one of Artrosa's dungeons, her age and appearance shift to match that of the corresponding dungeon (maiden, mother, or crone) as if affected by the *threefold aspect*^{APG} spell. If the wearer moves to a different dungeon, her age and appearance change accordingly. The wearer doesn't gain additional skill ranks, and a spellcaster doesn't gain any additional bonus spells for her increased ability scores, but the save DCs for her spells do increase. Outside these dungeons, the wearer returns to her natural age and appearance. The wearer has no control over this ability—it automatically takes effect whenever the wearer enters one of Artrosa's dungeons.

Vision: If the wearer is a witch of at least 10th level, she gains access to the vision major hex and can use it as if she had it as a normal class feature.

Outside of Artrosa, the Artrosa Ring loses all of the above abilities except its function as a ring of protection +2 and a ring of regeneration. In addition, the wearer can use the ring to cast *threefold aspect*^{APG} once per day.

Cyclopiian Ruins (600 CP)

The only things to come from Daruthrost are plagues and ghosts. Once, the empire of Old Iobaria stretched across Casmaron, a nation ruled by mighty cyclopes. Those days are long past, pox-riddled ruins remain, their cyclopiian masters long lost. Those who attempt to settle in those same ruins and cleave to some remnant of civilization rarely stay or last, usually killed off by either a plague or madness.

You now know the location of one such great ruin, its structures still relatively intact despite the years, ready for you to move into and conquer it. This ruined city has solid infrastructure, and despite being sized to house cyclopes it can be renovated and altered for human use rather easily. Further, the ruin is built around some sort of large structure that should be excellent for building upon, much like how Daruthrost is built upon a dilapidated bridge. Should you also possess the Jumptrosa property, you may have that temple be the center piece of the ruin, sized up and with a giant Cyclops statue instead if you wish it.

Should you plant your flag here in this city, it will attract all manner of former barbarians and outcasts to its walls, wishing to start their lives over again and try their hand at living more sedentary lives. Though, neither these settlers nor you are the first ones who settled this ruin. Within its walls you will find all manner of ghosts bound to the city's limits, the remains of previous settlers who died to a brutal plague and the paranoia that followed in its wake. Should you choose to keep them around, you will find their paranoid nature to your benefit, as these ghosts will spy on the city's inhabitants for you, and will report any outbreaks of plague and disease that occur amongst your people, both literal and metaphorical.



Triaxian

Truefrost Elixir (100 CP *Each)

A special elixir, capable of overriding the magic of those who drink it. Upon imbibing this elixir, any magic or supernatural abilities you cast are altered, changing all damage it either inflicts or defends against to that of ice and cold, and allows such cold energies to even damage those beings ostensibly immune to cold. The effects of this elixir last for a minute by default, and your vial of Truefrost Elixir refills itself once a week. If you do not wish to waste CP on icy magic, then you may instead choose to purchase a version that instead grants changes based on fire, electricity, or acid damage. You may purchase this option multiple times, each time giving you a vial keyed to an energy type you haven't yet already chosen. If you possess the Triaxian background, only your first purchase of this item is free, further purchases are instead discounted to 50 CP each.

Dragon Rider's Saddle (200 CP)

The telepathically bonded Dragonkin Riders are the most iconic form of military might found amongst the Triaxians of the Skyfire Mandate, and with this special saddle you can experience some of their splendour. This saddle with stirrups has been enchanted in a myriad of different ways. It can be resized to fit any mount, and it will keep its rider in the saddle even when performing insane feats of aerial acrobatics. Further, while using it the rider and mount are able to engage in telepathic communication as if they had a mental bond like that between a Dragonkin and their bondmate, while those partners who already have such a bond will have the speed and efficiency of their telepathy improved and strengthened.

Amulet of Dragon's Breath (400 CP)

This amulet, made from a dragon's scale, is different from others of its kind, as it possesses a rainbow-like iridescent sheen that betrays its spectacular nature. Whilst wearing this amulet, you are granted the breath weapon of a young chromatic or metallic dragon of your choice, allowing you to breath out energetic death from your maw. At the beginning of each day, you may change which dragon's breath weapon you can emulate. Should you yourself already possess a breath weapon, the breath attack from the amulet will scale to matching the strength and power of your own breath.



Border Keep (600 CP)

The Parapet Mountains and the Isthmus between the Drakelands and Skyfire Mandate is dotted with many different keeps, fortresses, strongholds and points of strength in the ongoing war between the two warring polities. Just like either Spurhorn or Ivoryglass, you are now the owner of your own large military fortress. The halls and facilities are sized and designed to be of use to both humanoids and dragons, the entire structure is warded and protected against teleportation and divination (with an oubliette that contains a teleport trap in a secluded part of it, which can be turned on or off), and contains enough resources and rations stocked in its deep larders and cellars to last a full complement of staff and soldiers through the century long Triaxian winter.



Earthling



A Gun (100/150 CP Each)

Swords and spears? How stone age! What you need is a weapon for the modern civilized age. For each purchase of this option, you may select a single handheld firearm that could be reasonably owned and obtained in 1908, whether that be the classic Mosin Nagant rifle or anything else you can find on and off the battlefields of this era. The firearm comes in pristine condition, and comes with a small munitions box of ammo as would commonly be seen in this era...What's that? You want something with more firepower? Well, for an extra 50cp (undiscounted), you can instead purchase a piece of heavier ordinance, the type that normally needs a tripod or stand to fire like the infamous Maxim Machine Gun, or your very own man-portable mortar like the Aasen. This comes with a slightly larger ammo crate of ammunition. Whichever option you purchase, your store of ammunition will renew itself once a week. Just never forget your four rules of gun safety, and enjoy your moist nugget.

You may purchase this item multiple times, each time getting you another firearm. If you are an earthling, every purchase of the 100 CP item after your first will instead be discounted to 50 CP

Gas Mask (200 CP)

The Great War was a time when great terrors were invented, horrible weapons inflicted onto soldiers and a world unprepared for such massive levels of industrialized brutality and slaughter. Among these were the first mass-produced chemical weapons, like mustard gas. Of course, as these weapons were released, means to defend against them were also developed. This here is a gas mask, enchanted with a little extra magic for your benefit. While wearing this gas mask,

you can breath under any sort of hostile conditions, preventing any sort of dangerous atmosphere, chemicals, and other threats from entering your body. Sarin gas? Check. A Cloudkill spell? Check. Living Trench Gas? Check. It can even allow you to breath underwater or inside a vacuum. How? Its magic, duh. Just be sure to keep the mask from getting damaged, and you should be fine.

Koza's Lantern (400 CP)

Beware of goats bearing lanterns, for Dusha Koza is always hungry for souls. Lantern of metal and glass has a dark secret, for those who are mortally wounded within 60ft of this lantern will have their souls snatched away and stored in this lantern. As long as their soul is trapped in the lantern, the person in question cannot be revived except with truly powerful magic. The only way to release such a soul is for either the lantern to be destroyed, or for you to release the soul yourself...or you could use such souls for your own dark purposes. Should you desire some additional protect for the lantern though, you may place the lantern around the neck of a dead goat to animate it into an undead servant. The goat remains animate as long as it wears the lantern, and will obey your commands and defend the lantern to its last undying breath, but keeping it animate will gradually consume the souls in the lantern to sustain it, digesting a single soul once every hour.



Animated Tank (600/800 CP)

Aside from machines that rip the fabric of space asunder, one of the other inventions of Viktor Miloslav were his infamous Animated Tanks, which you now yourself own. This animated tank is vaguely intelligent, completely loyal to you, possesses an endlessly self-replenishing store of ammunition, and is innately telekinetic allowing it to rain fast and consistent death on its foes without the need for a tank crew. This tank may come in either the standard model based off the

British Mark IV, or any of the variants like the “Female” or “Moving Fortress” models.

Think these models are too wimpy? Well, for 800 CP instead you may make your Animated Tank a colossal Tsar Tank. Aside from its various benefits, the innate telekinetics of this tank are suffused through the whole vehicle, allowing it to roll and drive easily across any sort of solid/semi-solid terrain, preventing it from getting stuck in mud and allowing it to slide across snow, slush, mud, and even thin ice with ease.



Adventurer



Fireworks (100 CP)

Whether you bought these from a Tian merchant, made them yourself, or acquired them elsewhere you now have a large satchel containing various types of firecrackers. From hopping frogs, witch candles, dragonfly rockets, sparklers, fountains, fireballs, and even some lovely pinwheels. Most of these are fairly ordinary and mundane fireworks, only dangerous if mishandled...with one exception. At the bottom of the satchel is a “Venomous Toad”, a type of explosive pioneered by Powdermaster Davin, that at first looks like a hopping frog, but is much more sinister. When the fuse finishes burning down into the large paper toad, it will hop forward a few steps, before erupting in a massive cloud of poisonous smoke, followed by firing off incendiary projectiles shaped like fireflies in all directions. This large satchel refills its contents once a month, war crime included.

Unicorn Glove (200 CP)

This glove is made from unicorn leather, with a carbuncle’s ruby embedded in the back of it. A useful tool for any alchemist, this glove will either neutralize or absorb (for later study) any poisons it comes into contact with. Furthermore, the ruby contains the trace fragment’s of the soul of a particularly skilled alchemist, which will analyze and identify for you the contents and identity of any poisons the glove is exposed to. In terms of absorption, the glove can only hold about a liter of poison before it needs to be either expelled or neutralized.

A Thread of Fate (400 CP)

Norns are known for their ability to manipulate the fate of others, often taking the form of golden threads they spin and cut. This single strand of golden thread, no more than a foot long, is a solidified piece of your own fate. So long as you have this thread on your person, once per jump you may subvert a single immediate event. A sword thrust to your heart misses and veers off to the side. A curse meant to reap your soul is interrupted at the last minute. A Spear you throw finds its home in your foe’s heart. Whatever it is, this thread will alter fate and causality itself to nudge things ever so slightly into your favor. After being used in this way, the thread is severed, and loses all power it once had. The thread will automatically activate to save your life should an event unavoidably kill you otherwise. You may also choose to entrust this string to another, granting them the benefits and ability to use it themselves.

Dashing Div's Tent (600 CP)

Sometimes it pays to travel in comfort and style. This magical tent made of opulent silks and teak poles unfolds into a 200sqft structure, luxurious furnishing and amenities already in place when set up. Inside are two eternally burning braziers, a large luxurious bed, several camp stools and tables of fine craftsmanship, fancy wall hangings, and some really nice cabinets, including a tall one with a door large enough to fit a full-grown man. This tall cabinet has a special trait, for in the back of it is a false backside that may lead you directly to your warehouse (or some other property you own should you not possess a Warehouse). This tent also comes with servants, some Pairaka and Shira Divs that can shapeshift into forms pleasing to your tastes, and willing to serve your every whim and demand (Don't worry, the Pairaka can suppress their disease abilities). The tent can be risen and assembled in under ten minutes, and packed back up again in half as much time. Objects left in the tent remain untouched where you left them when you take the tent down, though living creatures that are not the Divs are harmlessly ejected.



Companions

Who ever heard of going adventuring on your own? In this section will be a list of options and rulings for acquiring companions, followers, and pets to aid you on your journey. Worried about the cost? Don't worry, for this section you will be granted a stipend of **200 CP** to spend on just this section alone, so you can ensure you have yourself a party of allies to travel with! Certain companion options are discounted 50% off for specific backgrounds, and will say which one if any in their price.

Companions, Familiars, Phantoms, and Eidolons (Rules/Special)

There are many classes and skills sets that involve some sort of buddy or pet as a part of your abilities, such as animal companions or eidolons. Should you already possess a similar follower/power/companion that would fit into such a class feature you have, you may import it into a similarly appropriate feature. Thus, pets could become animal companions or familiars, Manas (Mana Khemia) or Angels (Oh My Goddess) could fit as Eidolons for Summoners, and a Spiritualist's Phantom might be the perfect place to insert a Stand (JoJo) or Guardian Ghost (Shaman King). I'll not waste time saying what everything would necessarily be, I'll instead just trust your judgment to make fair and reasonable rulings for your chain on this. If you don't import a pet/follower and instead just get a new one provided by your class features/feats, then they become a follower/pet after this jump and follow you.

Import/Create (50 CP each)

You've already rolled up your character, why not roll up some others? For every purchase of this option, you may either create an original companion or import a pre-existing one into this jump, giving them a background and 400 CP to spend on perks and items. Not enough? Companions made or imported with this option may take any 100-300 CP drawbacks except for Challenge Mode, Roll New Character, or Solo Mode.





Favorite NPC (50 CP each)

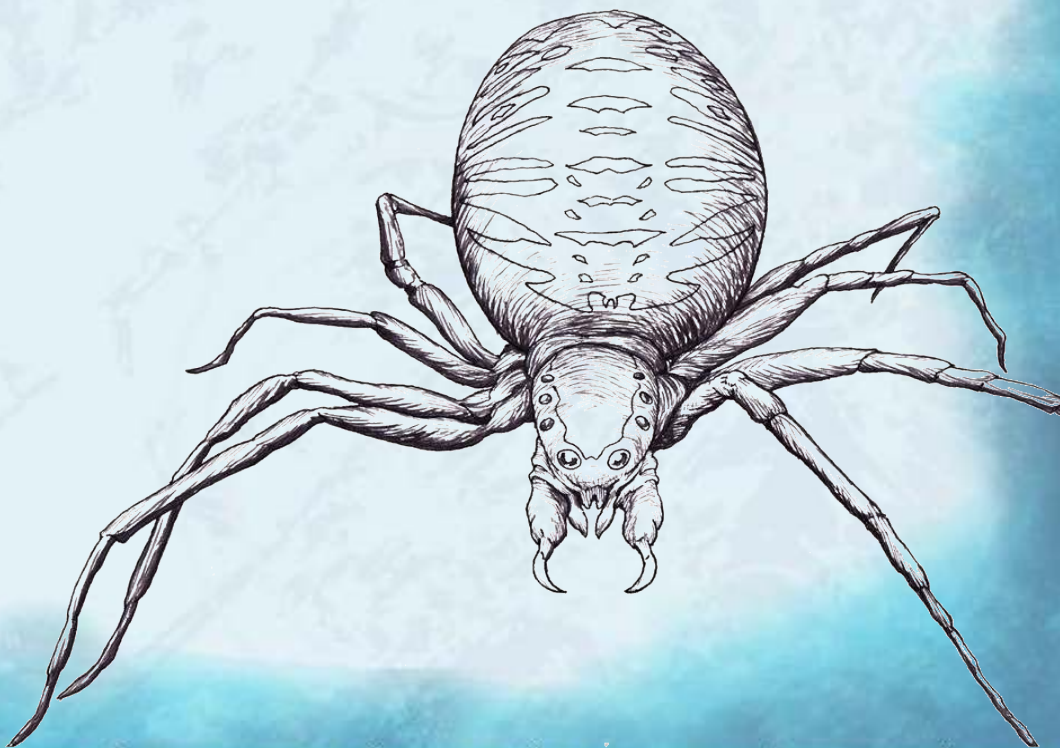
Someone you met on this adventure peak your fancy? For every purchase of this option you may invite one of the characters you've met on this adventure to join you on your chain as a companion or follower. The individual must consent willingly and knowingly without any duress, so no mind control for you Mesmerists out there! As a small side note, Baba Yaga is not very inclined to joining you as a companion, as she'd rather not be subservient to anyone (more on that later), and I suggest you avoid telling her about your chain and spark.

Iconic (50 CP each)

The Iconics. Characters designed by Paizo to be the mascot characters of their respective class, from Valeros the Fighter to Ezren the Wizard. For each purchase of this option, circumstance will bend and twist to get you to encounter one of these Iconics on your journey and, potentially, be able to invite them on your chain as a companion.

Pet Dream Spider (50 CP)

Are you an aspiring alchemist or drug peddler? Or do you just need a source for your fix. This spider, roughly the size of a Halfling, is a Dream Spider and is now your loyal pet. Dream Spiders are special, their venom is a potent hallucinogen, while their webs can lightly hypnotize people. Taking these two ingredients and mixing them with alcohol and a few other reagents and you'll be able to make Shiver, an incredibly potent and devastatingly addictive narcotic that is illegal in most of civilization. You may make this spider your Familiar or Animal Companion should you have the means to have such a buddy.





Mirror Man (200 CP, Discount Irriseni)

This isn't a man in the mirror, instead the mirror is a man! Mirror men are a recent creation of the Jadwiga, created to assuage Elvanna's growing paranoia, though you yourself now have one bonded and loyal to you. A Mirror man is a type of construct made through some dread necromantic practice, wherein the soul of an adult (usually a criminal) is imbued into a mirror and affixed to a constructed body (usually made from the victim's former corpse, as is tradition). The Mirror Man is meant to be both an enforcer and spy, able to record memories and footage with its mirror, and able to use its mirror to communicate and send message to its master, and act as a scrying focus for spells such as *Irriseni Mirror Sight*. The soul of the construct is within its mirror-head, meaning so long as the mirror is intact any damages to the body can be repaired or even wholly replaced by placing the mirror on a new body. This

Mirror Man is special though, for it also comes with a hand-mirror for your own use, allowing you to use it to scry through your Mirror Man as if using the spell *Irriseni Mirror Sight*.

The Ravens Three (200 CP, Discount Iobarian)

Where dark magics are used often, certain creatures are known to congregate, from awakened monsters to unique magical beasts. These three birds are Witchcrows, a rare breed of magical avian that are intelligent and possessing a minor spark of magic. These three individuals have sworn themselves to you, in exchange for feeding their desire to horde magical items and trinkets. In addition to the abilities normally afforded to the typical Witch Crow, each one can be entrusted with a single small trinket to guard, which they will store within a small dimensional pocket in their shadow. Furthermore, when the three birds come together, they can perform a ritual to create a circle of apportion much like a Greater Witchcrow can. These crows will refuse to become your familiar, as they are far too haughty and self-entitled to do so.



Bondmate (200 CP, Discount Triaxian)

In Triaxus, few things are as sacred as the bond between rider and mount. Upon choosing this option, decide whether you wish to be the rider or the mount. You will geting your opposite, either a Triaxian Dragonkin Rider or a Dragonkin Warrior. This individual is henceforth bonded to you, in the same way as a Dragonkin's Rider Bond...except stronger. This bond is greater than a normal bond, able to telepathically link the two of you across any distance, and allowing you to fight and move together in such perfect tandem as if you were the same organism. Should you possess the Triaxian Background, you may choose your bondmate to be any currently unbonded character described in the "Reign of Winter: The Frozen Stars" campaign module.

The Troopers (200/300 CP Each, Discount Earthling)

Witches? Men of glass? Talking birds!? Forget all that nonsense, you need good soldiers with trusty firearms and solid boots on the ground. Each purchase of this option gives you a squad of 12 human soldiers (from your nation of choice), armed with WW1 era weapons and equipment as a mass follower. Further, for each purchase choose which type of troop this will be: Rifle Troop, Machine-gun Troop, Chemical Weapons Troop, Cavalry Troop (if Russian they will naturally be Cossacks), Flamethrower Troop, and Mortar Troop. You may purchase this option multiple times, choosing another troop of your choice. These good men not dangerous enough for you? Want something more grim? Well then, for 300 CP per purchase instead you may make your troop consist of undead soldiers, the type of undead based on their troop type. Rifle troopers will be replaced by Pale Snipers, Machine-gunnners will be made into Baykoks, your Chemical troopers will instead become a hoard of Trench Zombies animated and directed by a Trench Mist, your Cavalry will become Dullahans astride fiendish mounts, Flamethrower troopers will be melded together into a Fiery Corpse Orgy (still armed with Flamethrowers), and the Mortar troop will become a squad of Fexts who revel in being in the blast zone of their own mortar fire.



Mercane Merchant (200 CP Each, Discount Adventurer)

With all this loot you're going to end up running into, you're not always going to have a convenient place to sell this, likewise it might be forever until you find a large enough city to buy your Animated Ropes and Immovable Rods. This obsidian statue of a raven can be used to contact and summon a Mercane, a blue humanoid from the Great Beyond, who happens to be quite the prolific trader of magical and wondrous wares. You can use his services to buy and sell various magical items and may use the obsidian raven to send him a "shopping list" of orders to prepare for his next visit. While greedy and opportunistic, this Mercane is an honest merchant and will never shortchange you or scam you, as he likes having loyal repeat customers. After this

jump, his inventory will gradually begin to update, as he uses his connection to you and your worlds to expand his mercantile operations, allowing him to increase his inventory to include magical and exotic goods from across the worlds and settings you have visited. Should you have managed to rescue and gain the respect of Zilvazaraat during your adventure, you may have him be the Mercane merchant summoned by this item purchase.



Toggles & Drawbacks

Need some more points to get the things you want? Or perhaps you want a challenge? Or maybe you would just like to shake things up a little. Below are some options to alter your time in this world, for better or worse. The options with the pricing “ ± 0 CP” are toggles that will alter the world in a way neither advantageous or disadvantageous, (though one may cost extra). The tougher options are drawbacks, disadvantages you may take upon yourself in exchange for a boon of CP. Drawbacks may not be removed or circumvented in any meaningful way, merely coped with as best you can.

The Story Continues (± 0 CP)

Oh, have you been here before? If this isn't your first time jumping to the world of Golarion and Pathfinder, you may choose to keep continuity with your previous visits here. How this will affect the events of this AP, I cannot say, that is up for you to describe.

The Bonedust Dolls ($\pm 0/-100$ CP)

Within the modules for Reign of Winter, included was a five-part short story called The Bonedust Dolls, where a plucky alchemist from Galt stumbles his way into discovering the means by which the Irriseni make their infamous soulbound dolls and reporting it back to the Pathfinder Society. You may choose whether or not the events of this story did occur in your time here or not. Furthermore, should you allow it to occur, you may **spend** an additional 100 CP to alter your entry point into this jump, allowing you to arrive early around the time when this story takes place. When is that? During the holiday of Merrymeade (Callistril 2, comparable to February 2), which should be a few months earlier as Part 1 of Reign of winter supposed to take place “during the peak of summer” (so presumably during the month of Erastus/July). As such, let us assume this story takes place a few months earlier in the same year. Should give you enough time to maybe change things if you're quick and cunning enough, hence why it costs CP.



Spiteful Cookie (+100 CP)

Giving peace a chance? Why would you do that? With this drawback, both you and the people you interact with are now much more innately spiteful. It is now harder for you to give others the benefit of the doubt, and others will be just as suspicious of you, and both of you are now less likely to forgive or set aside slights and grudges, allowing them to fester into resentment.

Roleplayer (+100 CP)

There's getting into character, then there's letting it get too far. It seems that your choice of race, class, and background has colored your personality greatly. You're now more prone to acting "in-character" based on those aforementioned choices, constantly engaging in words and behaviors stereotypical for those like you. A Jadwiga witch will act cruel and haughty, an Iobarian warrior will be crude and barbaric, a gnomish alchemist is going to be act as a scattered-brain mad scientist, and heaven help you if you choose to be an Earthly ethnicity! Should you decide to be a drop-in Adventurer, then instead you'll find your attention span and empathy slipping as you start acting like an annoying murderhobo rpg player.

Bonechewer (+100 CP)

Any compunctions you had against cannibalism and eating other sapients? Gone. To you, eating the flesh of man is no different from any other sustenance, and bone meal is just as good for bread as any other additive. While such feelings are fine and acceptable amongst hags and trolls, expect other peoples and races to view you with suspicion at best and abject horror at worse.

I WAS FROZEN TODAY!

(+100 CP)

What does Irrisen, Iobaria, Triaxus, and Russia have in common? They're FREAKING COLD! Almost all the places mentioned in this AP are absolutely frigid. Sadly, your tolerance for the cold is garbage. Any immunity you have to the cold is no longer as effective as you'll still be left shivering and shaking uncomfortably, and if you aren't somehow resistant to the cold you will now have a significant vulnerability to cryogenic damage. From now on, I suggest bundling up in multiple layers, because everything under 45°F is going to be uncomfortably chilly to you at minimum.





Dolled Up (+200 CP)

Sorry to tell you this, but you seemed to have died...or at least your body has. Luckily, your soul (or at least the part housing your conscious and spark) was captured just in time to bind it into a Soulbound Doll. What does that mean? It means you can forget your race/species purchase, for instead for the duration of your stay in this Jump you will instead be a small ceramic doll made in the rough shape of your previous body. Inside this doll is a small gem, which houses the remains of your soul. Should this gem ever be damaged or destroyed, it will mean your final death, so I suggest being careful since your porcelain form is somewhat brittle and not likely to stand against a sword without additional protections. On the plus side, after this jump your doll form will become a new available alt-form for you.

Maiden/Crone (+200 CP)

Adventuring is something normally meant for physically fit adults, not children and the elderly, yet unfortunately that's what you are now. Upon taking this drawback, choose whether you are now made into a callow youth (equivalent to a 12 year old for a human), or a venerable elder (equivalent to a 70 year old for a human). This change isn't merely cosmetic, you will now find your body significantly weaker than it would be as a young adult, being either too under developed, or decrepit from age. Even should you choose to be a race or type of monster that normally doesn't age like humanoids do, such as constructs or dragons, you will still find your body is now significantly weaker, lower in stamina, and more easily damaged than it reasonably should. Traditionally, dolls in Irrisen are made to look like children or the elderly already, so if you also have the Dolled Up Drawback, in addition to changing your aesthetic design it will instead give you a limited amount of time you can animate and move your body, requiring you to place sustenance into your doll-mouth just like poor Vasilisa's Doll.

I Knew You Would Come (+200 CP)

Give up on trying to be sneaky and subtle, it's not going to work for you. Your enemies and adversaries tend to always know who you are and when you're due to arrive and darken their door, whether it be through the use of spies, or your unsubtle actions announcing you ahead of time. No matter how subtle you try to be, those opposed to you will always learn about your approach and will have at least just enough time to make basic preparations against your arrival. I hope you're ready for a rough time.

Challenge Mode (+200 CP)

Seems a bit unfair for you to be offered the chance to be a Gestalt character, but not anyone else, eh? Taking this drawback will make your enemies and foes significantly stronger. Enemy forces will have more minions and troops, major foes will have additional magic items or more potent forms, and your great foes might even themselves be either Gestalt or perhaps even Mythic! Good luck, you'll need it. And watch out for Rasputin should you fight him, I hear he's been hitting the gym and taking levels in Rage Prophet.

Roll New Character (+300 CP)

This is a Pathfinder, what are you doing with all those third-party and homebrew powers, you Mary Sue? With this drawback, you will be stripped of all your powers, perks, items, and other advantages you've gained from outside this jump, instead its just going to be you, your base bodymod, and whatever you've bought and acquired here in this jump. Don't think you can cheat with Companions either, because this drawback will also apply to them as well. Good luck working back up from the bottom again.

Solo Campaign (+300 CP)

Your companion stipend? Forget it. Your companions? Forget them to. Your journey will be solo, you cannot create or import companions, and most people are going to refuse to join your chain as companions. Furthermore, you're going to find it hard to make friends or form meaningful close connections with other people. Sorry to say, but its going to be a long and lonesome road for you.

Shivering (+300 CP)

Shiver is a very rough and dangerous narcotic. It's highly addictive, potently hallucinogenic, and infamously considered illegal across much of Garund and Avistan. Sadly, you now have a crippling addiction to the substance. There is little you wouldn't do to get a hit of Shiver, and any moment you aren't enthralled to its visions and hallucinations feels agonizing to you. With hard work and lots of support you could try and reduce how much you use and deal with the withdrawal, but you're going to only be able to keep clean for a month before the need becomes unbearable. Hopefully some ill meaning individual doesn't learn of your dependency and uses it to take advantage of you.

Nested Death (+300 CP)

You're missing something. A piece of your soul has been removed from you, and placed into some foreign object. This object could be a needle, a piece of thread, a nesting doll, a small gem, or even a mundane athame. Keep this object safe, because should it be damaged or destroyed, the damage will sympathetically spread back to you, killing you in an instant. If this drawback is taken with the Dolled Up drawback, then the gem animating your body is no longer attached to your doll form. Instead it is now a separate gem, and worse anyone who holds it will have power over you, able to order and command you about as if you were but a mere construct. So please be careful whom you entrust this precious treasure to.



Giant's Wrath (+400 CP)

Uh oh, seems you've somehow managed to enrage Kostchtchie. It could've been something you said or some slight against his followers, or maybe he wants to consume your Spark to cure himself. Or if you're female he might just be offended by your existence. Regardless, the Demon Lord Kostchtchie now has a vested and personal hatred towards you. Expect to be constantly harassed and hounded by his priesthood and followers, Demons will be periodically be summoned to attack you, and at least once during your jump here Kostchtchie himself will manifest onto the Material Plane to try and destroy you. Good luck.

Reign of Winter (+400 CP)

Sorry, but things have escalated ahead of schedule. Rasputin and Elvanna's plans were already executed a while ago. Baba Yaga is dead, her mythic power and authority absorbed by Rasputin who now seeks to rule Russia as the new Thrice-Tenth King. Elvanna's winter portals are now being opened unimpeded, ready to plunge all of Avistan, and eventually all Golarion, into eternal winter. Artrosa is all rubble and ruin, with the only survivor being a Hagified Jadrenka. Malsinder's forces have taken Spurhorn and slaughtered the defenders. And the Maftets of Buyan have now been enslaved by monsters from the sea. In short, the world you are entering is one where all the bad ends of the adventure have already occurred. Do what you can to persist in this doomed timeline.

Rider's Mantle (+400 CP, Incompatible with The Frozen Throne)

Normally, the heroes of this adventure would first encounter The Black Rider before being geassed into the mission to save Yaga, and it would only extend until that moment. You don't have that luxury. You are now magically bound to the will of Baba Yaga. What does this mean? It means that you are now required to do what you can to help free her from Elvanna, lest you suffer the same penalties of pain and gradual death those under the Rider's enchantment would suffer from ignoring the call. But this doesn't end there, for even after she is freed, you must still continue to serve her and answer to her beck and call. She'll probably make you one of her new Riders to replace the ones she lost. On the plus side, if you continue to show her that you're a loyal and useful servant, she might actually consider accepting any proposals to make her a companion...provided you agree to take further bewitchments and oaths of loyalty to her past this one into the future. Should you have taken this drawback alongside the Reign of Winter, drawback, instead your oaths of loyalty will be placed under either Elvanna or Rasputin. Your choice.



The Frozen Throne (+400 CP, Incompatible with Rider's Mantle)

Baba Yaga, Elvanna, Rasputin, and many others have learned about the nature of your Spark, and they now covet that power for themselves. Should any of them subdue and capture you, they will attempt to consume and devour your life and soul, empowering themselves and taking your spark and chain for themselves (Yaga and Elvanna using the frozen thrones once used to drain the previous Queens, while Rasputin will use his World Engine). Even should you stop and slay these rascallions, other monstrous beings will soon follow in their stead, from Archmages to Demon Lords, Archdevils, and even the odd Qlippoth Lord or two. May you live in interesting times, forever with with a target on your back.





Scenario

The Reign of Spring

Irrisen is a land of eternal winter, but it was not always so. It was once like any part of northern Avistan, having its own smattering of the four seasons. When Baba Yaga took over the small nation, she laid a foul working of mythic spellcraft over the whole kingdom, plunging it into the eternal winter all know now.

While Yaga is unwilling to end the eternal winter, even for those who would free her, there is another way to solve the issue. The winter is powered by the Winter Collectors, ten massive monoliths of arcane artifice, scattered across the multiverse. These collectors collect and gather the ambient magic of winter in their surroundings, and channel it to the Winter Receiver at the heart of the Royal in Whitethrone, which in turn transmits the chill of winter across all of Irrisen (and beyond, if Elvanna were to have her way). While the Collectors are active, the Receiver is protected by a powerful defensive aura of mythical power. Thus, the only way to weaken the receiver enough to be susceptible to destruction is to first destroy enough of the Collectors. Each Collector is a unique artifact of mythic power, require unique steps and methods to destroy each one. But, once you manage to destroy six of them, this should weaken the Receiver's defenses enough that it can be destroyed.

Currently, there are only five receivers we know the locations of: Earth's Antarctica at the Southern Pole, Deep underground near the core of the frozen moon of Beurdreda, within a spire in the City of Ketkalkitrex in the Plane of Air, at the summit of the highest mountain in The Thrice-Tenth Kingdom of the First World, and within a series of caves beneath the north pole of Triaxus. Each of these generators is guarded by unique threats and trials, from bound daemons to orders of marids and dragons sworn to their cause.

The rewards, however, are not paltry. For every Collector you destroy, you will receive a rank of Mythic Power in a Mythic Path of your choice. And should you manage to destroy the Receiver, you will gain a unique Mythic Power, one that allows you to destroy similar unnatural weather systems or weave your own into existence with but a flex of your mythic might.

Keep in mind, however, that should the Receiver be destroyed, Baba Yaga (or one of her traitorous spawn should you have taken the Reign of Winter drawback) herself will undoubtedly notice and come to investigate herself and fix this "problem". I suggest amassing as much power as you can before doing so, for the upcoming battle will not be easy.

Ending

Its been ten years since you started your adventure here. Your time in this jump has come to an end. All your drawbacks have been rescinded, and it is now time for you to decide how this story ends. Choose one of the following three endings

Hero's Homecoming

The tale comes to a close, the journey has reached its end. Now it is time for the hero to return home triumphant. You end your chain, having chosen to return back to your world of origin from before you started the Chain. All the perks, items, properties, companions, and everything else you've gathered on your multiverse journey stays with you, though what you shall do with them once you arrive home shall surely be another grand story all together.

The Eternal Season

Return home? This is your home! This strange fantastical world, with its various races, planes, and magics, has grown on you, and you have elected to stay here and end your Chain. All the perks, items, properties, companions, and everything else you've gathered on your multiverse journey stays with you as well, though I'm sure the removal of your drawbacks shall give you a new lease on life here. Enjoy your stay.

The Adventure's Path

This isn't the end of your journey, just the start of the next chapter! You have chosen to continue on your chain. Keep all the perks, items, properties, companions, and everything else you have gathered here and move on to the next jump in your chain. Good luck on the next step of your grand pilgrimage across the universe, and godspeed to you.



Notes and Questions

I would like to give a special thanks to my friends on both the 4channel /tg/ /jc/ thread, as well as 8chan's /jumpchain/ bunker. You all have given me invaluable advice, proofings, critique and support. Hugs and kisses!

Below are some various important notes, as well as a basic FAQ for those who may need it.

Where can I look up the available races/classes/monsters/items/etc for Pathfinder?

Everything first-party for Pathfinder can be found on the online SRD, The Archive of Nethys. Link below <https://www.aonprd.com/>

"How animate is the Jumptrosa statue"

Based on the rules for Artrosa.

"These stones have a strong transmutation aura, and allow a creature standing in the center of the stone circle to transfer her consciousness into the giant image of the maiden outside, seeing through its eyes and even animating the carving to a limited degree, as the enter image APG spell (CL 20th)."

According to the Enter Image spell's description

"When you fill an image with your consciousness it gains a limited form of animation. Statues and similar three-dimensional representations can move their heads, make gestures, and talk, but cannot attack or leave their square without assistance."

How many rounds in the ammo box for the Gun item

200 for the normal guns, 500 for the heavier guns

What is The Bonedust Dolls?

A short story written in small chapters inside the Reign of Winter module books. It features an alchemist from Galt, his ward (a spiritualist) and their wizardly benefactor take a trip to Irrisen during a holiday to try and research about how the Winter Witches make their animated dolls. This ends up involving stopping a dream spider smuggling plan and the Alchemist finding out his predecessor (who's glove he wears) had previous contacts and arrangements with the winter witches to save the soul of his daughter. A simple but fun story, and again it can be read in the AP books themselves, which shines a lot of light on Jadwiga culture and how Winter Witches make their Soulbound Dolls.

Will the Bonedust Dolls timeline option allow me to avoid the Reign of Winter drawback's consequences?

No, it just accelerates the timetable further and has all the events happen at the same time the characters of that story are having their little adventure.

How does Divine/Patron magic work, and how does Divine Favor play in?

By default you can still use the divine magic you gained from your class and levels even when you leave this setting. That's not a problem. Divine Favor just allows you to maintain contact and communication with your patron. Aside from spreading their worship, influence, and magical clergy this will allow them to still continue to send you support, boons, and even allies if necessary in future jumps as their influence

spread. Even if you aren't a divine caster, you will still receive their support, and will occasionally still receive visions and be able to pray to them for support.

Can Monster Manual give me templates?

Yes, as long as you follow the standard rules for templates and meet their prerequisites!

Then isn't the Half-Dragon perk worse than just taking Monster Manual?

The perk isn't a template itself, allowing you to violate template template stacking rules. This can allow you to make unnatural hybrids, as well as potentially being an incredibly hybridized dragon. Further, any templates you take with Monster Manual will stick to that monstrous form as an alt-form, whereas the Half-Dragon perk isn't restricted to just a single alt-form, being a perk and all and is applied to you in general regardless of form.

Will Jumper The Deathless turn me into a Demon Lord?

Kostchtchie became as he is for multiple reasons, aside from killing demons. He himself was already a CE individual, and when he slew the previous Demon Lord Sithud he chose to usurp his power and authority as a Demon Lord. Just avoid doing those things and you should be fine.