

# PATHFINDER<sup>®</sup>

## Quest



### SERIES 2

QUEST: #16

LEVELS: 1–4

## THE WINTER QUEEN'S DOLLHOUSE

BY BRITE CHENEY



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## THE WINTER QUEEN'S DOLLHOUSE

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### GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](https://pathfindersociety.club)

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Advanced Player's Guide*, *Pathfinder Bestiary*, *Pathfinder Bestiary 3*, and *Pathfinder Lost Omens Pathfinder Society Guide*

**Maps:** *Pathfinder Flip-Mat Classics: Museum*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](https://paizo.com/prd)

### SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society*.



**ALL AGES, REPEATABLE**

### SUMMARY

The PCs find themselves shrunk to the size of dolls and trapped within a dollhouse prison once used by the former queen of Irrisen to deal with rivals. They must recruit the help of the now-awakened poppets managing the dollhouse to escape and return to their former size.

### HOW TO PLAY



**PLAY TIME: 1–2 HOURS**



**LEVELS: 1–4**



**PLAYERS: 3–6**



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# THE WINTER QUEEN'S DOLLHOUSE

BY BRIE CHENEY

## ADVENTURE BACKGROUND

Over 100 years ago, when then-Queen **Elvanna's** (NE female jadwiga former queen) rule over the northern nation of Irrisen was in its infancy, the cruel monarch created several magical prisons to hold those who could challenge her rule, but whom she could not simply do away with. These prisons took the form of enchanted dollhouses, each set to curse and trap those unfortunate enough to draw the queen's ire. The dollhouses would shrink the victims down to the size of dolls and trap them within, forcing them to become part of a macabre display in the palace. The prisoners were even tended to by small animate dolls and watched over by a doll warden. While this imprisonment amused Elvanna—and while she even honed the magic further, using a similar spell to trap her mother, Baba Yaga—the novelty soon faded, and the dollhouses were abandoned, their prisoners removed. None currently alive know what ultimately happened to those unfortunate enough to have drawn the queen's ire to such an extent, and knowledge of the dollhouses was similarly lost to history. They were relegated to the cellar of the castle in Whitethrone and have largely been forgotten, the animate dolls left to wait forever for the next prisoner who will again give them purpose. Over time, these disused marvels had various elements, key to their magics, removed for use in other schemes and projects, weakening the binding that would have kept any trapped within—though they hadn't been used in nearly a century. Even weakened, however, the magic of the former queen is not to be underestimated.

With Elvanna now removed and **Queen Anastasia** (LN female human queen of Irrisen) on the throne, the new queen wishes to discover what secrets her aunt left behind. The dollhouses are among the mysteries that have been rediscovered. Queen Anastasia realizes that her rule is quite tenuous, and there are few within Irrisen whom she can trust, especially as many jadwiga see her as a false queen. Hearing stories of the Pathfinder Society, she decided to reach out and seek their aid. She has sent one of the dollhouses as a gift, explaining where it was found and that many others were with it, but that none know what they do. Elvanna left no records, and those present for their creation nearly a century ago have long since passed. Further, the curse is inactive, so while the dollhouses are clearly magical, the means of activating this magic, as well as its nature, are unknown to the new queen and her servants. Anastasia hopes that her gift might win support from the Pathfinders. The beleaguered queen needs powerful allies and, in her

## WHERE ON GOLARION?

*Winter Queen's Dollhouse* takes place in the Vaults of the Grand Lodge, the Pathfinder Society's headquarters in Absalom, the City at the Center of the World. For more information about Absalom and the Grand Lodge, see *Lost Omens Pathfinder Society Guide* pages 64-69 and *Absalom, City of Lost Omens*.



mind, for better or worse, Pathfinders are akin to the heroes from the bedtime stories her mother would tell. She also hopes to learn the nature of both the strange dollhouses and the dolls that currently inhabit them.

The Society received the gift, but the machinations of the night hag **Aslynn** (NE female night hag dream taker) kept them distracted until recently. Furthermore, just over a year ago, Aslynn released a considerable amount of magic in the vaults near where the dollhouse was kept. This had two critical effects, though neither has been noticed. First, the curse is again active, waiting to shrink victims down and trap them within the dollhouse. The second, though, is totally unexpected—the dolls within awakened as poppets, though they remain trapped within the dollhouse prison.

With the situation concerning Aslynn now resolved, the matter of the dollhouse is next, and **Eando Kline** (CG male human explorer) has decided to send a group of agents to study and catalogue it. As far as the Vigilant Seal is concerned, the magic within the dollhouse is dormant, so there should be no risk to neophyte agents. The agents sent to study the dollhouse will soon see just how mistaken that belief is.

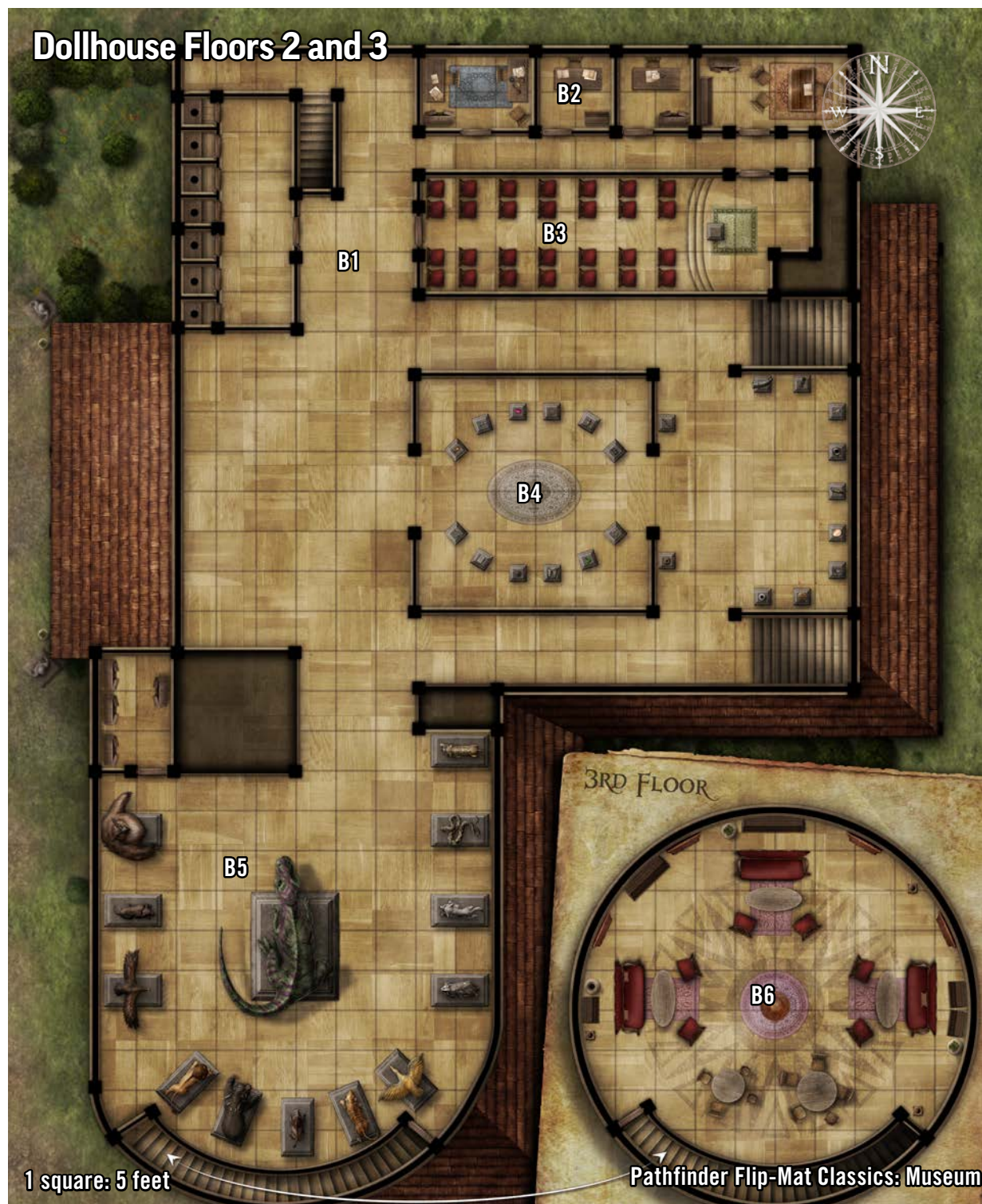
# THE WINTER QUEEN'S DOLLHOUSE



## PATHFINDER QUEST #16



# THE WINTER QUEEN'S DOLLHOUSE



## PATHFINDER QUEST #16

# THE WINTER QUEEN'S DOLLHOUSE

## GETTING STARTED

The adventure begins in front of the dollhouse, with the PCs having already been briefed by Eando Kline. They've been informed that the apparent toy was given to the Pathfinder Society by Queen Anastasia of Irrisen, and that all anyone knows is that it was a relic from former Queen Elvanna, a less than scrupulous ruler. The dollhouse is magical in nature, but it is unclear what its purpose is. The PCs were also told that the dollhouse has been in the Pathfinder Society Vaults for some time, but that the Society was unable to look into it until recently due to other pressing matters. After an incident with the night hag Aslynn, a steward noticed that the house was affected, and Eando decided it was time to investigate it. He apologized for not having any further information for them, as the PCs are the first group to look the dollhouse over properly since it was stored in the vaults. After telling the PCs to make whatever preparations they needed to examine and catalogue the dollhouse, Eando sent them down to where it was stored. He doesn't expect trouble, as the dollhouse's magic has been completely dormant, though he warns that any good Pathfinder should still be prepared for trouble, just in case.

### Society or Irrisen Lore (Recall Knowledge)

A PC who succeeds at a DC 13 Irrisen Lore check or a DC 15 Society check to Recall Knowledge about the nation or its leadership may be aware of their recent history.

**Critical Success** As success. Additionally, the PC is aware that the former queen had a penchant for creating unique magic to suit her cruel whims, even imprisoning the great Baba Yaga at one point.

**Success** Several years ago, Irrisen welcomed a new ruler, Queen Anastasia. The former ruler, Queen Elvanna, was rumored to have been taken away by her mother, Baba Yaga.

**Critical Failure** The magic of Irrisen deals only with winter, and without ice, it can't function.

Allow the PCs to make purchases and other preparations before proceeding. Once everyone is ready, read or paraphrase the following.

## A. DOLLHOUSE FLOOR 1

A massive dollhouse, nearly eight feet tall, stands on top of a short but ornately carved table. The legs and base of the table have crows, dogs, cats, and other similar symbols carved into every available surface. The dollhouse itself appears to be an extravagant representation of a house in the land of endless winter. Fake snow covers its roof, and sculpted icicles hang down, glistening.

Despite its formerly rich appearance, it is clear the dollhouse has seen better days. The fake snow and ice have yellowed with age. The paint, once bright blue and white, is dull and peeling.

## SCALE INSIDE THE DOLLHOUSE

The PCs are shrunk to one third their normal size, which is about 2 feet tall for Medium creatures, with Small, Tiny, and Large PCs being reduced to maintain their same relative sizes. The map has already been properly scaled for this adventure. No adjustments need to be made for size as everything is relative to the player characters. While they are Tiny in relation to the outside world, they are still considered the same size category they would normally be while inside the dollhouse.

The wooden base has darkened with time, except in a few places where it has chipped and revealed fresh wood.

The most obvious feature, though, is the missing wall. Typical of a dollhouse, it would allow access to the interior of the house for play or observation. While the rooms and several dolls can be seen inside, it looks hazy and somehow off, as if something is interfering with the transition from inside to out.

The dollhouse is quite sizable and extravagant but has become worn down over time with faded paint and loose pieces. Several small dolls can be seen in various positions inside. The party has time to look at the house through the open wall, but little can be learned from doing so. As soon as any PC interacts with the dollhouse physically, even if they don't touch it themselves, the curse is activated, and the entire party is shrunk down and teleported inside. It happens with little fanfare; one moment, the PCs are standing outside, and the next they are in the dollhouse. While the curse has no other effect on them, the experience may be a bit jarring and leave them disoriented for a moment.

## A1. DOLLHOUSE FOYER

A tumbleweed trundles along the vast hall. A second look reveals this is not a tumbleweed but an oversized dust ball.

This grand foyer is not as majestic as it once was. Large flakes of bright paint peel off the walls. Dust covers wooden carvings and ornaments that are all just slightly too large for the cabinets they sit on. A dry staleness fills the air. The most notable feature is the lack of an eastern wall. Beyond it, the Pathfinder Society Vaults are visible, albeit appearing much larger than they were a few seconds ago.

The PCs can see the vaults outside where they were just standing, but cannot pass through the missing wall



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by any means. Nothing passes through the wall including sound or magic, meaning the players are on their own.

The characters are quickly approached by **Sweeper** (CG female poppet janitor), a stuffed poppet in the shape of a sloth. She is excited to finally have someone other than her fellow prisoners inside the dollhouse and is friendly and honest with the player characters.

A stuffed sloth holding a broom smiles warmly as she approaches. "Hello, visitors. Guests. Friends. It's been so long since we've seen anyone else. My fellow workers have become hopeless over our lack of purpose, but not me. I knew someone would come eventually. You can help renew our reasons for being here."

A frown flashes across her face for the briefest second before she softens, her voice bubbling with enthusiasm. "Or maybe you could even help us finally leave this place! The Warden wouldn't listen to me, but maybe she'll listen to you. Or better yet, you can help gather everyone, and show them there's a world outside. We'll need to enlist as many as possible to our cause to even have a chance of gaining an audience with The Warden, but I think it might work. That is, if you're willing to help." Her button eyes stare longingly at the open wall. "Forgive me. I am Sweeper, a janitor of sorts around here, not of much importance, but I know everyone and everything. Pleased to meet you."

Sweeper will quickly explain that there are other awakened Poppets in the dollhouse who were originally created to take care of a number of former prisoners. Some time ago, they all woke up to find the prisoners

missing. With nothing else to do, they continued to do their jobs, but Sweeper has long dreamed of leaving the dollhouse. She is more than happy to answer any questions the PCs have, some examples of which can be found below.

**How long have you been here?** "It's hard for me to answer that question. One on hand, I am quite sure we have all been here for more weeks than there are bristles on my broom. I would guess a hundred years, give or take. On the other hand, things were much more routine for a long time, and I barely remember that period. Something changed maybe a year ago. I feel more—er—free, I guess. I mean, I'm still trapped in a prison meant for someone else, but I *feel* freer. More alive, I guess."

**Is there any way to get through the invisible wall?** "If we destroy every other wall, maybe we can just walk around it. Ha ha." She waits to see if anyone else appreciates her joke. "I'm just kidding, that's a terrible idea and wouldn't work anyway. The same magic that keeps you from leaving through that opening applies to any windows, too. Oh, and to some holes that need repairs! I'm sorry everything's in such a messy state. I try my best to keep it clean, but there's only so much I can do. Anyway, what were we talking about? Right! Leaving! The only way I can think of is to get The Warden to allow us to pass."

**Who is The Warden?** "This house used to be a prison. The prisoners all disappeared one day, but The Warden has stayed in charge ever since. She's not the nicest person, but I think she's just sad because she has no purpose anymore. She makes sure we keep working, but she mostly stays locked away in her office. She controls all the magic in here. If anyone could open the wall, that's who it would be, but it would be pretty hard to convince her to do it. As long as we are all doing our jobs, it gives her some reason for maintaining her control of the prison."

**How do the other poppets feel about this place? Do they want to leave?** "You're asking all the difficult questions today. But it's a good one, for sure. I mean, I *think* I would like to leave. Cleaning up in here has gotten boring, and I can see there is a world on the other side of these walls. There must be things to do out there, but this house is the only place I've ever known. No, I'm sure *I* want to leave. The others, well, it's not so straightforward. I can tell you that none of them are happy here. Most of them liked their old jobs, but with no prisoners to take care of, we've all become a bit lost; forlorn, even. Still, everyone is afraid of The Warden. They keep pretending to do their work, just to keep her from lashing out at us.

"If we convinced everyone that we were all going to stand up to her together, they might listen. The strength of the whole team standing together could be just the



**SWEeper**

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push they all need, and it might even be enough to get her to listen. Ya know what? I think this will work. Now all we have to do is convince everyone to join us.”

Sweeper will accompany the adventurers around the dollhouse, giving them helpful tips about the NPCs and how to interact with them, usually doing so just before they encounter them. Most of the other poppets are indifferent to her. If combat breaks out, she hides, as she is not built for fighting.

## A2. SITTING ROOM

The wooden chairs and sofas that line this room are all slightly bigger than they should be. A heavy layer of dust coats everything except for a well-worn circle around the perimeter. A figure appearing to be a stylized wooden Ulfen warrior with a large wind-up key in his back paces through this circle.

Sweeper will discreetly inform the party that this is **Tartan** (LG male poppet guard), a former guard who mostly paces this room out of boredom since the prisoners left.

Tartan is friendly and warm, if a bit lethargic. He mostly wants something exciting to happen but worries that Sweeper’s plan to convince The Warden is too ambitious. If asked about his time here, he eagerly mentions that a random burst of magic seemed to wake all of them up, but also adds that he was even more bored after that.

A successful DC 13 Performance check to Perform, DC 15 Acrobatics check to Tumble Through, or DC 15 Athletics check to Leap can entertain him, taking his mind off his worries and earning a Cooperation Point. A successful DC 17 Diplomacy check to Make an Impression helps reassure him that life outside the dollhouse will be much more exciting than life inside it. Other checks can be used if the GM deems them appropriate, with most other checks having a DC of 17. However, especially creative or appropriate solutions should have a DC of 15. Checks using an applicable Lore skill reduce the alternate solution DCs by 2. For levels 3–4, he is especially worried about the safety of the outside world, increasing all DCs by 3.

The PCs’ attempts to influence Tartan all have the following results.

**Critical Success** The PCs gain 2 Cooperation Points.

**Success** The PCs gain 1 Cooperation Point.

**Critical Failure** The PCs lose 1 Cooperation Point.

## A3. RECREATION ROOM **LOW**

This room was formerly used to give prisoners limited time out of cells but is now home to some mice, which in the PCs’ current state appear several times larger than they should be. The mice entered the dollhouse shortly after the

## COOPERATION POINTS

In order to convince the poppets of the dollhouse to work together, the players will need to convince each poppet to go along with their plan. To do so, they need to collect as many Cooperation Points as possible by interacting with individual poppets and eventually rolling skill checks to convince them.

Each PC can attempt a check once per NPC. The applicable skill checks and their DCs are listed in the entry for each NPC. A success grants 1 Cooperation Point, a Critical Success grants 2, and a Critical Failure deducts 1 Cooperation Point from their efforts. The party can gain a maximum of two Cooperation Points from any one NPC, but gaining these two means the NPC has fully sided with the Pathfinders; if there are at least 6 PCs, the number of Cooperation Points they can earn from each NPC increases to 3.

Once the PCs gain the maximum Cooperation Points from a given NPC, that NPC makes it clear that they are completely behind the PCs and need no more convincing. Be sure to roleplay these encounters out and encourage creative solutions. The listed skills will always work, but don’t limit the players by simply providing a list. Keep track of the total of these points to compare the effect they have on later parts of this quest.

PCs and were not affected by the shrinking spell, but they are just as trapped. They are effectively Medium creatures from the PCs’ point of view, about the size of wolves. Because the mice just arrived, Sweeper is unaware of their presence. They are trapped and confused, and thus attack on sight, but they do not pursue anyone beyond this room.

## Levels 1-2

### GIANT MICE (2)

### CREATURE 0

Page 13

## Levels 3-4

### GIANT-ER MICE (2)

### CREATURE 2

Page 15

## A4. STAIRS AND STORAGE

The storage area hasn’t been used in a century. A single set of footprints mars the dust that covers the stairs, which matches Sweeper’s feet exactly. She’ll mention that she is pretty much the only one who goes up and down the stairs.



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If the PCs try to go up before talking to everyone on this floor (Basil and Tartan), Sweeper will point out that there are more people to find down here. Otherwise, the stairs lead to area **B1**.

## A5. KITCHEN

The clatter of pots and pans echoes around the room as the bustle of a one-person kitchen rings out. The sting of fresh onions assaults the nose. A wooden toy poppet in a white chef's hat and apron busies herself with preparing a large meal. The refuse bin in the corner overflows with the remains of past meals that were never served.

The poppet doing the cooking is **Chef Basil** (LN female poppet chef). Sweeper describes her as generally nice, albeit a bit curt. She is single-mindedly focused on her craft and will give terse answers to questions. If her routine is interrupted, she becomes grumpy and may ask the people she sees as interlopers to leave. She claims she must cook no matter what, as it is her only purpose in life, even if there are no prisoners left to eat. If asked about the large amount of food being thrown away, she is dismissive, claiming it is unimportant where the food goes. Nonetheless, she offers food to the PCs. If probed about where all of her ingredients are coming from, she mentions that the cabinet has magic woven into it.

Eating fresh food from the pantry rejuvenates the PCs as though they'd eaten a lavish meal and acts as Minor Elixir of Life. They can receive this benefit once per day. If asked about the benefit, Chef Basil says that far as she can recall it didn't used to do that, but things have been changing lately.

A PC who succeeds at a DC 11 Cooking Lore check to Recall Knowledge or a DC 13 Crafting check to Recall Knowledge impresses Basil with their understanding of her cooking. A successful DC 15 Society or Nature check to Recall Knowledge can convince Basil that many more fantastic ingredients are available outside the dollhouse. A successful DC 17 Deception check to Lie can convince her that the ingredients magically provided by the house simply are too bland for her skill. Other checks can be used if the GM deems them appropriate, with most other checks having a DC of 17. However, especially creative or appropriate solutions should have a DC of 15. Checks using an applicable Lore skill reduce the alternate solution DCs by 2. For levels 3–4, she is especially focused on her cooking, increasing all DCs by 3.

The PCs' attempts to influence Basil all have the following results.

**Critical Success** The PCs gain 2 Cooperation Points.

**Success** The PCs gain 1 Cooperation Point.

**Critical Failure** The PCs lose 1 Cooperation Point.

## B. DOLLHOUSE FLOOR 2

### B1. STAIRS

These stairs go to area **A4**.

### B2. PRISONER CELLS

A set of cells line the northern wall, iron bars enclosing them from the long hallway. None of them appear locked as the bars hang open. The wooden beds lack straw or any type of sleeping mat and would be terrible places to sleep. A complete suit of full plate tin armor with a wind-up key in their back stands guard in the hall.

Sweeper informs the party that the armored figure is **Full-Plate** (LN nonbinary poppet guard), a former guard. Of all the poppets, they feel the most hopeless, and they have decided that without a purpose, they have no value. Consequently, Full-Plate is thoroughly forlorn and barely bothers to talk to others in the dollhouse. In fact, the only thing currently keeping Full-Plate active at all is their desire not to upset The Warden.

Full-Plate can be difficult to talk to at first, as they initially don't react to anyone who approaches them and, when spoken to, their sadness extends to conversation with others. This also makes Full-Plate a little bit easier to persuade, especially if anyone mentions that several other residents have already agreed to speak with The Warden.

A successful DC 14 Intimidation check to Coerce or a DC 12 Martial Lore check to Recall Knowledge allows a PC to act in the manner of a drill sergeant and remind Full-Plate of their purpose. A successful DC 14 Lore check of any variety to Recall Knowledge can give Full-Plate examples of all the other purposes that might await them outside. A successful DC 16 Athletics check to Grapple, Shove, or Trip can display martial prowess and demonstrate to Full-Plate that the PCs can deal with The Warden. A successful DC 18 Diplomacy check to Make an Impression will cheer them up with friendly banter. Other checks can be used as well if the GM deems them appropriate, with most other checks having a DC of 18. However, especially creative or appropriate solutions should have a DC of 16. Checks using an applicable Lore skill reduce the alternate solution DCs by 2. For level 3–4, Full-Plate is having a particularly morose day, which increases all DCs by 3.

The PCs' attempts to influence Full-Plate all have the following results.

**Critical Success** The PCs gain 2 Cooperation Points.

**Success** The PCs gain 1 Cooperation Point.

**Critical Failure** The PCs lose 1 Cooperation Point.

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## B3. STORAGE

This room may have been a lecture hall at some point but is now obviously a storeroom. Stacks of materials that could be used to repair dolls and toys are littered about along with other miscellaneous items.

Sweeper says the prisoners would sometimes assemble here with Seamless.

**Rewards:** A successful DC 10 Perception check to Seek reveals two talismans sitting atop some felt: an *owlbear claw* and a *wolf fang*. For levels 3-4, there is additionally a *feather step stone*.

## B4. OFFICE

While the usual peeling paint and musty smell of the dollhouse is still present in this room, it is more meticulously cared for. Cabinets with stacks of neatly filed papers line the walls. In the center sits a spartan desk currently occupied by a cloth poppet dressed in simple, yet well groomed, merchants' clothes.

**Seamless** (LN male poppet administrator), the facility administrator, greets Sweeper formally. He then addresses the party, asking their business in a straightforward manner. He is the last poppet to have any regular interaction with The Warden, as she sends all her increasingly infrequent commands through him. He desires nothing more than to keep the dollhouse running in an orderly fashion. While he remained quite loyal to The Warden for some time, he has recently begun to feel snubbed by her lack of attention.

A successful DC 14 Legal Lore check to Recall Knowledge can convince Seamless that he has a duty to fix the neglect the dollhouse has suffered, which must be done from outside. A successful DC 16 Arcana or Occultism check can convince him that the magics of the dollhouse are breaking down. A successful DC 18 Medicine check to Recall Knowledge or Survival check to Subsist can successfully persuade him that the deteriorating dollhouse is unsafe for long-term habitation. Other checks can be used if the GM deems them appropriate, with most other checks having a DC of 18. However, especially creative or appropriate solutions should have a DC of 16. Checks using an applicable Lore skill reduce the alternate solution DCs by 2. For levels 3-4, Seamless has been recently reprimanded by The Warden and is more stoic because of it, increasing all DCs by 3.

The PCs' attempts to influence Seamless have the following results.

**Critical Success** The PCs gain 2 Cooperation Points.

**Success** The PCs gain 1 Cooperation Point.

**Critical Failure** The PCs lose 1 Cooperation Point.

## B5. DISPLAY ROOM

Miniaturized statues of dinosaurs, winter wolves, dire bears, and other large predators from the land of Irrisen are displayed here. They are each in menacing poses, fierce snarls of teeth and claws protruding at any visitors. What might have once been an impressive display is now rundown and pitiful. A century of dust and cobwebs has matted fur and clogged open maws. Painted eyes have dulled and peeled to make them look comical and lifeless. This once grand display room is now indicative of the failing of this former prison.

Elvanna created this display as a way to frighten her prisoners. The statues are all dilapidated and in disrepair now. Sweeper says she thinks they used to be scary, so she refused to clean them, but now they just feel sad.

The stairs in the south of this room lead to the door to The Warden's office. The door to the office is magically locked. A successful DC 18 Thievery check to Pick a Lock or Arcana check to Identify Magic opens the lock (DC 21 for levels 3-4). Each failure causes magical backlash, dealing 1d6 force damage to everyone within 10 feet. Alternatively, a successful DC 20 Athletics check to Force Open throws open the door (DC 22 for levels 3-4), but the damage is dealt regardless of success or failure. If the PCs fail to open the door at least once, and they have gained at least 6 Cooperation Points (or 9 for parties of at least 6 PCs), Sweeper will rally the other Poppets to help, granting the PCs a +2 Circumstance Bonus on further attempts.

## B6. THE WARDEN'S OFFICE MODERATE

In contrast to the rest of the dollhouse, this room is well taken care of. The paint is fresh and bright, plush velvet cushions line the sofas and chairs, and the opulent carpets are clean and free of dust. Sitting in the nicest overstuffed chair is a doll wearing a fine silk dress and a coronet of ice. She scowls as soon as the door to her room is breached.

"What chaos have you brought to my beautiful house? Why do you intrude here, turning my staff against me on your half-baked mission? And you, Sweeper, is this some scheme of yours? You never did know your place. Explain yourselves and do it quickly before I have you replace our missing prisoners."

**The Warden** (LN female poppet witch) has sealed herself away since the prisoners left, occasionally sending messages through Seamless to make sure everyone is still working and receives punishment if they are not. She is set on not allowing anyone to leave and sees the PCs as a chance to give the other poppets a new purpose. She will imprison them if given the chance.



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Nonetheless, because she wants them alive, she will give them a chance to talk before engaging in combat. The Warden is the only one who knows that the prison was originally meant for Queen Elvanna's political prisoners, as she has been awakened the entire time. She doesn't know why anything else has happened since then.

The Warden is incredibly stubborn, but a successful DC 23 Deception check to Lie, Diplomacy check to Request, or Intimidation check to Coerce can change her mind. For levels 3–4, she's even more confident, increasing the DC by 3. For every two Cooperation Points the PCs have earned, reduce the DC by 1. If there are 6 PCs, the DC is reduced for every 3 Cooperation Points instead. The PCs get only one attempt at this, but as the Warden is hearing them all out, the DC to Aid is only 15 (18 for levels 3–4). If they are successful, The Warden collapses in a heap of tears, overcome with how futile her time has become. She agrees to lower the wall and allow everyone to leave, though she chooses to stay. She says no more, waving off any further questions between sobs.

If they are unsuccessful in this attempt, The Warden tells them they are now her prisoners. If they resist, she attacks, while the wards placed upon her office animate some of the mundane objects to aid her. For every poppet other than Sweeper that the PCs completely won over, increase The Warden's Frightened value by 1 to a maximum of 3, though this value is reduced normally as combat progresses.

## Levels 1–2

**ANIMATED BROOM** **CREATURE -1**  
Page 14, art on Page 17

**THE WARDEN** **CREATURE 2**  
Page 14, art on Page 17

## Levels 3–4

**ANIMATED SILVERWARE SWARM** **CREATURE 1**  
Page 16, art on Page 17

**THE WARDEN** **CREATURE 4**  
Page 16, art on Page 17



THE WARDEN

## PATHFINDER QUEST #16

# THE WINTER QUEEN'S DOLLHOUSE

## CONCLUSION

If The Warden is defeated in combat or convinced to let everyone leave, the invisible wall briefly becomes a visible, translucent barrier before shattering and vanishing completely. The Warden's willpower was the only thing holding the remaining wards together. When the party and the poppet residents of the dollhouse step out, the curse is broken, and the PCs are returned to normal size. For many of the poppets, this may be a bit unsettling as it is their first time ever out of the dollhouse. It takes a few minutes for them to collect themselves, but they are hopeful and follow the PCs to meet Eando Kline.

Eando is incredibly surprised to see the PCs accompanied by their new allies, and over the coming days, he speaks to each of the poppets. Now free and truly awake, the poppets eventually seek new purpose, perhaps with a little prompting from the PCs; they remember the conversations of places to go and jobs to be had in the wide world of Golarion. One by one, they leave to find their way, or they join the Society and find roles there if the PCs really won them over.

The last one to leave is Sweeper. She doesn't wish to continue being a janitor. What's more, she's found that, between her strange awakening within the vaults and her presence at the shattering of the old wards, she has an understanding of how to spread this to other dollhouse prisons. She wants to help in a more meaningful manner after Eando Kline informs her of the other dollhouses that Queen Anastasia has in her possession. Sweeper perks up and offers to go help free any other poppets who are still imprisoned, or otherwise help to take care of the dollhouses. She accepts a field commission as a Pathfinder agent and liaison to Irrisen. There are sure to be more poppets joining the Society's ranks if Sweeper has anything to say on the matter.



# THE WINTER QUEEN'S DOLLHOUSE

## APPENDIX 1: LEVEL 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 18.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 18. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### ENCOUNTER A3

#### GIANT MICE (2)

#### CREATURE 0

**N** **MEDIUM** **ANIMAL**

**Perception** +6

**Skills** Acrobatics +5, Athletics +3, Stealth +6

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

**AC** 15; **Fort** +3, **Ref** +9, **Will** +3

**HP** 14

**Skittish** **Trigger** The giant mouse is hit with a melee attack;

**Effect** The giant mouse takes a step after the effects of the triggering attack are resolved.

**Speed** 25 feet

**Melee** **◆** bite +6 (finesse), **Damage** 1d4+2 piercing

## SCALING ENCOUNTER A3

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

**10- 11 Challenge Points:** Add one weak giant mouse to the encounter.

**12-13 Challenge Points:** Add one giant mouse to the encounter.

**14-15 Challenge Points:** Add one giant mouse and one weak giant mouse to the encounter.

**16-18 Challenge Points:** Add two giant mice to the encounter.

#### WEAK GIANT MOUSE (0)

#### CREATURE -1

**N** **MEDIUM** **ANIMAL**

**Perception** +6

**Skills** Acrobatics +3, Athletics +1, Stealth +4

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

**AC** 13; **Fort** +1, **Ref** +7, **Will** +1

**HP** 4

**Skittish** **Trigger** The giant mouse is hit with a melee attack;

**Effect** The giant mouse takes a step after the effects of the triggering attack are resolved.

**Speed** 25 feet

**Melee** **◆** bite +4 (finesse), **Damage** 1d4 piercing

# THE WINTER QUEEN'S DOLLHOUSE

## ENCOUNTER B6

### ANIMATED BROOM

CREATURE -1

**N** **SMALL** **CONSTRUCT** **MINDLESS**

**Perception** +3

**Skills** Athletics +5

**Str +0, Dex +1, Con +0, Int -5, Wis +0, Cha -5**

**AC** 16 (14 when broken); **construct armor**; **Fort +3, Ref +6, Will +3**

**HP** 6; **Hardness** 2; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Construct Armor** Like normal objects, an animated broom has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated broom is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 14.

**Speed** 15 feet

**Melee** ♦ bristles +6 (agile, magical, finesse), **Damage** 1d4 bludgeoning plus dust

**Dust** A creature hit by an animated broom's bristles must succeed at a DC 15 Fortitude save or spend its next action coughing. Even if hit by multiple dust attacks, the creature has to spend only 1 action coughing to clear the dust out. A creature that doesn't breathe is immune to this effect.

### THE WARDEN

CREATURE 2

**LN** **LARGE** **CONSTRUCT** **HUMANOID**

**Perception** +8

**Skills** Diplomacy +8, Intimidation +7, Occultism +8

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

**AC** 18; **Fort +5, Ref +8, Will +11**

**HP** 32

**Speed** 25 feet

**Melee** ♦ staff +7 (two-hand 1d8), **Damage** 1d4+2 bludgeoning

**Occult Prepared Spells** DC 18, attack +10; **1st command, fear, grim tendrils; Cantrips (1st) chill touch, daze, shield, telekinetic projectile**

**Witch Hexes** 1 Focus Point, DC 18; **1st needle of vengeance** (APG 238); **Cantrips (1st) evil eye** (APG 238)

## SCALING ENCOUNTER B6

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

**10-11 Challenge Points:** Add one animated broom to the encounter.

**12-13 Challenge Points:** Add two animated brooms to the encounter.

**14-15 Challenge Points:** Add two animated brooms to the encounter and replace the Warden with the Upset Warden.

**16-18 Challenge Points:** Add three animated brooms to the encounter and replace the Warden with the Upset Warden.

### THE UPSET WARDEN (0)

CREATURE 3

**LN** **LARGE** **CONSTRUCT** **HUMANOID**

**Perception** +10

**Skills** Diplomacy +10, Intimidation +9, Occultism +10

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

**AC** 20; **Fort +7, Ref +10, Will +13**

**HP** 47

**Speed** 25 feet

**Melee** ♦ staff +9 (two-hand 1d8), **Damage** 1d4+5 bludgeoning  
**Occult Prepared Spells** DC 20, attack +12; **1st command, fear, grim tendrils; Cantrips (1st) chill touch, daze, shield, telekinetic projectile**

**Witch Hexes** 1 Focus Point, DC 20; **1st needle of vengeance** (APG 238); **Cantrips (1st) evil eye** (APG 238)



# THE WINTER QUEEN'S DOLLHOUSE

## APPENDIX 2: LEVEL 3-4

### ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 18.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 18. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### ENCOUNTER A3

#### GIANT-ER MICE (2)

#### CREATURE 2

**N** **MEDIUM** **ANIMAL**

**Perception** +8

**Skills** Acrobatics +7, Athletics +5, Stealth +8

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

**AC** 17; **Fort** +5, **Ref** +11, **Will** +5

**HP** 28

**Skittish** **Trigger** The giant-er mouse is hit with a melee attack; **Effect** The giant-er mouse takes a step after the effects of the triggering attack are resolved.

**Speed** 25 feet

**Melee** **◆** bite +9 (finesse), **Damage** 1d8+4 piercing plus Grab

### SCALING ENCOUNTER A3

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

**19-22 Challenge Points:** Add one weak giant-er mouse to the encounter.

**23-27 Challenge Points:** Add one giant-er mouse to the encounter.

**28-32 Challenge Points:** Add one giant-er mouse and one weak giant-er mouse to the encounter.

**33+ Challenge Points:** Add two giant-er mice to the encounter.

#### WEAK GIANT-ER MOUSE (0)

#### CREATURE 1

**N** **MEDIUM** **ANIMAL**

**Perception** +8

**Skills** Acrobatics +5, Athletics +3, Stealth +6

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

**AC** 15; **Fort** +3, **Ref** +9, **Will** +3

**HP** 18

**Skittish** **Trigger** The giant-er mouse is hit with a melee attack; **Effect** The giant-er mouse takes a step after the effects of the triggering attack are resolved.

**Speed** 25 feet

**Melee** **◆** bite +7 (finesse), **Damage** 1d8+2 piercing plus Grab

# THE WINTER QUEEN'S DOLLHOUSE

## ENCOUNTER B6

### ANIMATED SILVERWARE SWARM

### CREATURE 1

**N** **LARGE** **CONSTRUCT** **MINDLESS** **SWARM**

**Perception** +5; darkvision

**Skills** Acrobatics +8

**Str** +1, **Dex** +3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

**AC** 16 (12 when broken); construct armor; **Fort** +9, **Ref** +8, **Will** +3

**HP** 6; **Hardness** 3; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, precision, sickened, unconscious; **Weaknesses** area damage 3, splash damage 3

**Construct Armor** Like normal objects, an animated silverware swarm has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated silverware swarm is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 12.

**Speed** 20 feet

**Slice and Dice** **◆** (magical) Each enemy in the animated silverware swarm's space takes 1d6 piercing or slashing damage (DC 17 basic Reflex save)

**Stick a Fork in It** **◆** The animated silverware swarm attempts to pin a single creature. The target must attempt a DC 17 Reflex save.

**Critical Success** The target is unaffected.

**Success** Silverware pins portions of the target's clothing and gear. The target takes a -10-foot circumstance penalty to its Speeds as long as it remains in the swarm's space.

**Failure** As success, and the target also can't Step until it leaves the swarm's space.

**Critical Failure** The target is thoroughly pinned by the silverware, becoming immobilized until it Escapes (DC 17) or uses 2 Interact actions to remove all of the silverware pinning them down.

### THE WARDEN

### CREATURE 4

**LN** **LARGE** **CONSTRUCT** **HUMANOID**

**Perception** +11

**Skills** Diplomacy +12, Intimidation +10, Occultism +12

**Str** +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +3, **Cha** +1

**AC** 21; **Fort** +8, **Ref** +11, **Will** +14

**HP** 63

**Speed** 25 feet

**Melee** **◆** +1 *staff of striking* +9 (magical, two-hand 1d8),  
**Damage** 2d4+2 bludgeoning

## SCALING ENCOUNTER B6

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

**19-22 Challenge Points:** Add one animated silverware swarm to the encounter.

**23-27 Challenge Points:** Add two animated silverware swarms to the encounter.

**28-32 Challenge Points:** Add two animated silverware swarms to the encounter and replace the Warden with the Upset Warden.

**33+ Challenge Points:** Add three animated silverware swarms to the encounter and replace the Warden with the Upset Warden.

**Occult Prepared Spells** DC 21, attack +13; **2nd** *grim tendrils*, *mirror image*, *telekinetic maneuver*; **1st** *command*, *fear*, *grim tendrils*; **Cantrips (2nd)** *chill touch*, *daze*, *prestidigitation*, *shield*, *telekinetic projectile*

**Witch Hexes** 2 Focus Points, DC 21; **2nd** *cackle* (APG 237), *needle of vengeance* (APG 238); **Cantrips (2nd)** *evil eye* (APG 238)

### THE UPSET WARDEN

### CREATURE 5

**LN** **LARGE** **CONSTRUCT** **HUMANOID**

**Perception** +13

**Skills** Diplomacy +14, Intimidation +12, Occultism +14

**Str** +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +3, **Cha** +1

**AC** 23; **Fort** +10, **Ref** +13, **Will** +16

**HP** 78

**Speed** 25 feet

**Melee** **◆** +1 *staff of striking* +11 (magical, two-hand 1d8),  
**Damage** 2d4+4 bludgeoning

**Occult Prepared Spells** DC 23, attack +15; **2nd** *grim tendrils*, *mirror image*, *telekinetic maneuver*; **1st** *command*, *fear*, *grim tendrils*; **Cantrips (2nd)** *chill touch*, *daze*, *prestidigitation*, *shield*, *telekinetic projectile*

**Witch Hexes** 2 Focus Points, DC 23; **2nd** *cackle* (APG 237), *needle of vengeance* (APG 238); **Cantrips (2nd)** *evil eye* (APG 238)



# THE WINTER QUEEN'S DOLLHOUSE

## APPENDIX 3: GAME AIDS



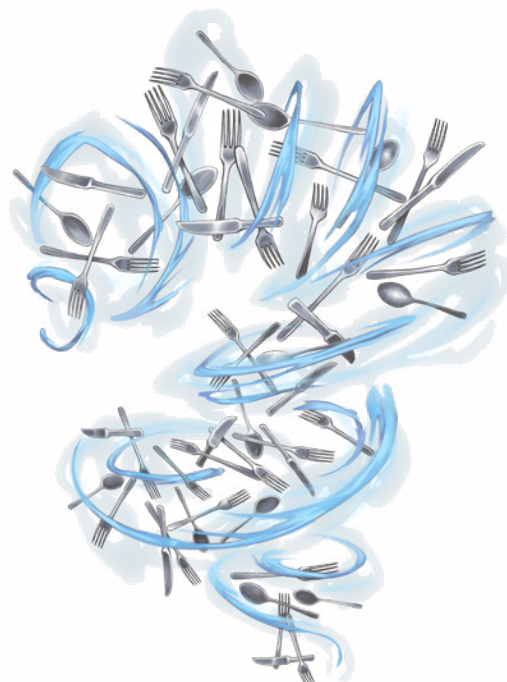
**SWEEPER**

**ANIMATED BROOM**



**THE WARDEN**

**ANIMATED SILVERWARE**



## PATHFINDER QUEST #16

# THE WINTER QUEEN'S DOLLHOUSE

## ORGANIZED PLAY

### TREASURE TABLE

Level	Treasure Bundle
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

### Treasure Bundles

□ Area **B3** (page 10): one Treasure Bundle for finding the talismans.

□□□□: one Treasure Bundle for every poppet recruited (beyond Sweeper).

### Challenge Points

CP Total	Level Range
8-15	1-2
16-18 (5+ players)	1-2
16-18 (4 players)	1-2
19+	3-4

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

1st-level PCs = 2 points each

2nd-level PCs = 3 points each

3rd-level PCs = 4 points each

4th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 1-2 encounters appear in Appendix 1, and level 3-4 encounters appear in Appendix 2.

### Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

### Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30



# THE WINTER QUEEN'S DOLLHOUSE



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			
Reporting Codes: (check when instructed, line through all if no conditions to report)			Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D			
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			

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

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

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

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

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

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

## PATHFINDER QUEST #16

# THE WINTER QUEEN'S DOLLHOUSE

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# Quest #16

## The Winter Queen's Dollhouse

Character Chronicle #

2

Character Name

Organized Play #

Character #

### Adventure Summary

You and your companions found yourselves shrunk to the size of dolls and trapped within a dollhouse prison once used by the former queen of Irrisen to deal with rivals. You recruited the help of the now-awakened poppets managing the dollhouse to escape and return to your former size.

### Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (Second Edition) Achievement Points, a currency that be redeemed on our website at [paizo.com](http://paizo.com) for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to [paizo.com/organizedPlay/myAccount](http://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](http://paizo.com) account and registered a character before you can begin making Achievement Point transactions.

### Rewards

Starting XP

XP Gained

Total XP

Experience

### Items

### Notes

Starting GP

GP Gained

GP Spent

Total GP

Gold

### Reputation/Infamy

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: OHSR

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)