



BLOODFROST OF THE FEY

THE FEY & THE FURIOUS
4TH, 8TH, 12TH LEVEL



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INTRODUCTION

Bloodfrost of the Fey is a 5th edition hunt for four characters with an average party level (APL) of 4, 8, or 12. Characters who complete this hunt should earn enough experience to progress one-quarter, one-third, or half of the way to 5th, 9th, or 13th level, respectively. This is the second instalment in the trilogy, *Blood of Sun & Shadow*. The party must defeat a powerful winter fey whose melancholy has frozen the courtiers of the Sunsworn Court.

The queen and princess of the Sunsworn Court have been frozen by a terrible winter fey. Moreover, the fey's oppressive melancholy has suffused the queendom, engendering an unending winter. Warm clothing, the ability to deal fire damage, and tracking skills will prove boons in succeeding in this hunt.

BACKGROUND

Those returning from the faerie realm often remark on the impotence of time in this plane; the passing of hours, days, or months changes nothing, not the sun in the sky nor the seasons of the plants. Instead, emotions reign supreme; a passerby's fury might incite a bush to frighteningly vigorous summer growth, while acts of gratitude and healing might cause a tree's boughs to hang heavy with an autumn harvest. When the courts of noble fey are not preoccupied with politicking and peacocking, they play a role in stabilising these changes, lest the realm descend into an endless midsummer war or a perpetual melancholic winter.

Queen Soliana founded the Sunsworn Court centuries ago in her youth. Celebrated for her cunning and compassion, she strove to maintain balance across the thousands of faeries that populated the sparkling rivers and thick forests over which she ruled. When an infant fey was left swaddled before her palace doors, she took pity on the creature, naming him Jorfraust and raising him as her own. But, as young Jorfraust grew up, the strength of his emotions became evident; his mere presence froze the land around him, and his fits of desolation threatened the entire realm. Try as she might, Soliana could not help Jorfraust and finally imprisoned him in an enchanted snow globe that held his own personal demiplane of solitude and winter.

When Queen Soliana's daughter, Princess Shael, was ensnared by an enchanted dress on the day of her formal introduction to the court (see *Garden of Dark Delights*, the first instalment in this hunt trilogy), the queen made a snap decision. Desperate to save her daughter, the queen released Jorfraust from his snow globe prison, hoping the winter fey could stop the ensorcelled Shael from entering a portal to the Plane of

Shadow. However, Jorfraust went further than she intended, freezing the princess and the queen into statues and forcing the entire Sunsworn Court to flee.

Iris Clearwind, castellan of the Sunsworn Court and lover to Princess Shael, was among those refugees who fled to the Material Plane. She sought to secure the aid of mortal adventurers willing to brave the frost and save the forest from the grip of eternal winter. When she returned, she discovered how much had changed in her time away—Jorfraust had transformed the Sunsworn Court into a frozen wasteland. Now the winter fey lounges in his frigid court after declaring himself king of the Frostfall Kingdom, and his frosty reign threatens the delicate seasonal balance on the Plane of Fey.

SUMMARY

Here's a quick summary of the vital information about this hunt:

- ♦ **Which Monster?** Jorfraust, a powerful winter fey.
- ♦ **Monster's Motivation.** Jorfraust wants to retain his freedom at all costs, even if it means freezing the entire realm.
- ♦ **Monster's Previous Actions.** Jorfraust froze the queen, the princess, and many nobles of the Sunsworn Court, before turning the region into a frigid taiga.
- ♦ **Where's the Monster?** The courtyard of the Sunsworn Palace.

ADVENTURE HOOKS

Every character has personal motivations and goals that inspire them to participate in an adventure. Below are a few examples of inspiration to get your characters to agree with Iris Clearwind's request for help and get hooked onto this hunt:

- ♦ **Curiosity: Seasonal Dissonance.** That seasons may change in response to strong emotion is surely a sight to behold. Moreover, a powerful fey capable of turning an entire queendom into a frozen wasteland that never thaws is surely worthy of study. L'Arsène (or another capable craftsperson) speculates on the myriad magical items that could be crafted from such a magical creature, and Humpdink believes an icy familiar birthed from the being's blood could help keep his cocktails cold.
- ♦ **Morality: A Land Torn.** Refugees of the Sunsworn Court have fled to the Material Plane, where their presence has thrown Springwood's ecology off balance. Those fey unable to escape to the Material Plane are trapped in the Frostfall Kingdom,

IRIS CLEARWIND

Fey, knight, she/her

Personality. Fiery, impulsive, and fiercely loyal. She admits when she is wrong and is quick to make amends.

Appearance. Slender build, long red hair, and ruby-red eyes. Her clothes are typically crimson and gold.

Desire. To raise younglings in the safe spring of the Sunsworn Court.

Fear. That she will find herself masterless and without purpose.

"I would risk everything to protect those I love, no matter the cost."

where they slowly waste away in unending gloom. The land and its people are slowly dying, and outside help is required.

- **Compensation: Heroes for Hire.** Iris Clearwind promises a substantial reward to any who can return her home to normal and rescue the queen and princess. Iris knows little about the winter fey that has frozen her homeland, but her love for Princess Shael and the members of the Sunsworn Court drives her to offer any price for the characters' help.

IRIS CLEARWIND

Iris Clearwind is a summer fey with a muscular yet elegant frame. Long hours spent training with a blade are evident in the balance of her stance and the way her fierce, ruby eyes quickly assess newcomers for threats. She has been secretly courting Princess Shael, and even saving the realm comes second to her desire to rescue her beloved. As the main point of contact for this hunt, Iris shares everything she knows about the situation in the Sunsworn Court. She knows the following useful information:

- Princess Shael and the faerie court were celebrating the princess's formal introduction to the court when her dress started to writhe with shadowy magic.
- A rift split the air near the princess, and she began to walk towards the dark, shadowy place on the other side.
- Queen Soliana took something from a pouch on her waist and smashed it into the ground, where it exploded in a blinding blast of ice and snow. The ice expanded rapidly over everything in sight, including the princess, queen, and any noble not fast enough to escape.
- Iris managed to save the few refugees currently hiding on the Material Plane.
- Jorfraust's magic has perverted the joyful nature of the Sunsworn Court, and Iris already feels the thick blanket of melancholy smothering the realm.

HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Gold	XP*
4th	535 gp	325
8th	1,800 gp	875
12th	4,250 gp	1,625

*Includes all encounters, monsters, and puzzles, averaged for 4 player characters.

THE FROSTFALL KINGDOM

The Sunsworn Court, once a thriving home filled with dazzling beauty, now lies under a blanket of melancholy and dark clouds that cast a grey pall over the dying realm. The once-vibrant forest stands encased in layers of ice, and the flower-filled fields are hidden beneath deep snowbanks. The few survivors who managed to escape Jorfraust's power huddle together for warmth and hoard what little food they can scavenge. The realm is a shadow of its former joyful self—suffering and despair now reign in the Frostfall Kingdom.

REGIONAL EFFECTS

Jorfraust's wintery power has extended over the area surrounding the Sunsworn Court for miles, creating one or more of the following effects in the Frostfall Kingdom:

Eternal Winter. The temperature has dropped far below freezing within 10 miles of the Sunsworn Court. Creatures travelling through the area must succeed on a **VDC Constitution saving throw** at the end of each hour spent in the cold or suffer 1 level of **exhaustion**. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear and creatures adapted to cold climates. In addition, the entire region's outdoor areas outside of the Sunsworn Palace is difficult terrain due to the deep snow and treacherous ice.

Sinkholes. Heavy snowfall has accumulated into unstable drifts within 5 miles of the Sunsworn Court. Any creature moving through a drift must succeed on a **VDC Dexterity saving throw** or fall into a sinkhole, becoming **restrained** in the snow. A creature can use an action to make a **VDC Strength (Athletics)** check, freeing itself or another restrained creature within its reach on a success.

Flash-freeze. The area within 1 mile of the Sunsworn Court is so cold that liquids freeze solid almost instantly when exposed to the air.

If Jorfraust is defeated, these effects fade over the next **24 hours**.

TRACKING

Jorfraust's power has ripped through the realm and transformed the region into a deadly taiga. As the party progresses through the frozen region, they need two Tracking checks and one success to stay on course to the Sunsworn Court. Each check takes **1 hour** and results in a clue encounter (see Know Thy Enemy, page 4). On a failed check, the party also has a hostile encounter (see arctic or forest encounters in *Heliana's Guide to Monster Hunting*).

Safe Haven. Just before the party reaches the Sunsworn Palace, Iris leads the characters to a small cottage tucked under the branches of an ice-laden tree. This secluded place was where Iris would meet with Princess Shael to get away from the prying eyes of the court. The hidden location gives the party a place to rest and prepare for the coming battle.

UNIQUE FLORA & FAUNA

Rare species of plants and animals have flourished in the icy forest realm of the Frostfall Kingdom. Here are a few examples of the more remarkable creatures and vegetation the characters may encounter during their journey through the region:

Icefern. This magical, frosty bush has thin, spiky branches and delicate crystalline leaves. The leaves of the icefern resemble delicate fern fronds with a translucent, icy sheen. Icefern is prized not only for its beauty but for its medicinal properties as a topical anaesthetic. The magical plant produces small white flowers resembling snowflakes with a faint, minty aroma that can be crushed and mixed into a salve.

Frostamander. This tiny creature resembles a quadrupedal salamander with leathery purple-and-blue skin. Its eyes glow like red embers, icicle spines cover its back, and a tiny purple-and-blue flame flickers at the tip of its tail. The flame sheds dim light in a **1-foot radius** and doesn't generate heat. These icy lizards live between 1 to 2 years and grow 6 to 8 inches long from snout to tip.

Frostfire Phoenix. A frostfire phoenix is a majestic bird of prey with a 3-foot wingspan of shimmering feathers made of frozen flames. These exquisite creatures have piercing sapphire eyes and a fierce, regal bearing. Frostfire phoenixes are known for their ability to burst into flames when they die, melting their current forms and being reborn from the resulting puddle. A frostfire phoenix uses the statistics of a **hawk**, has **immunity** to cold damage, and has the following additional trait: **Icy Rebirth**. If the frostfire phoenix dies, it returns to life in **1d4** days and regains all its hit points. Only a *wish* spell can stop this trait from functioning.

KNOW THY ENEMY

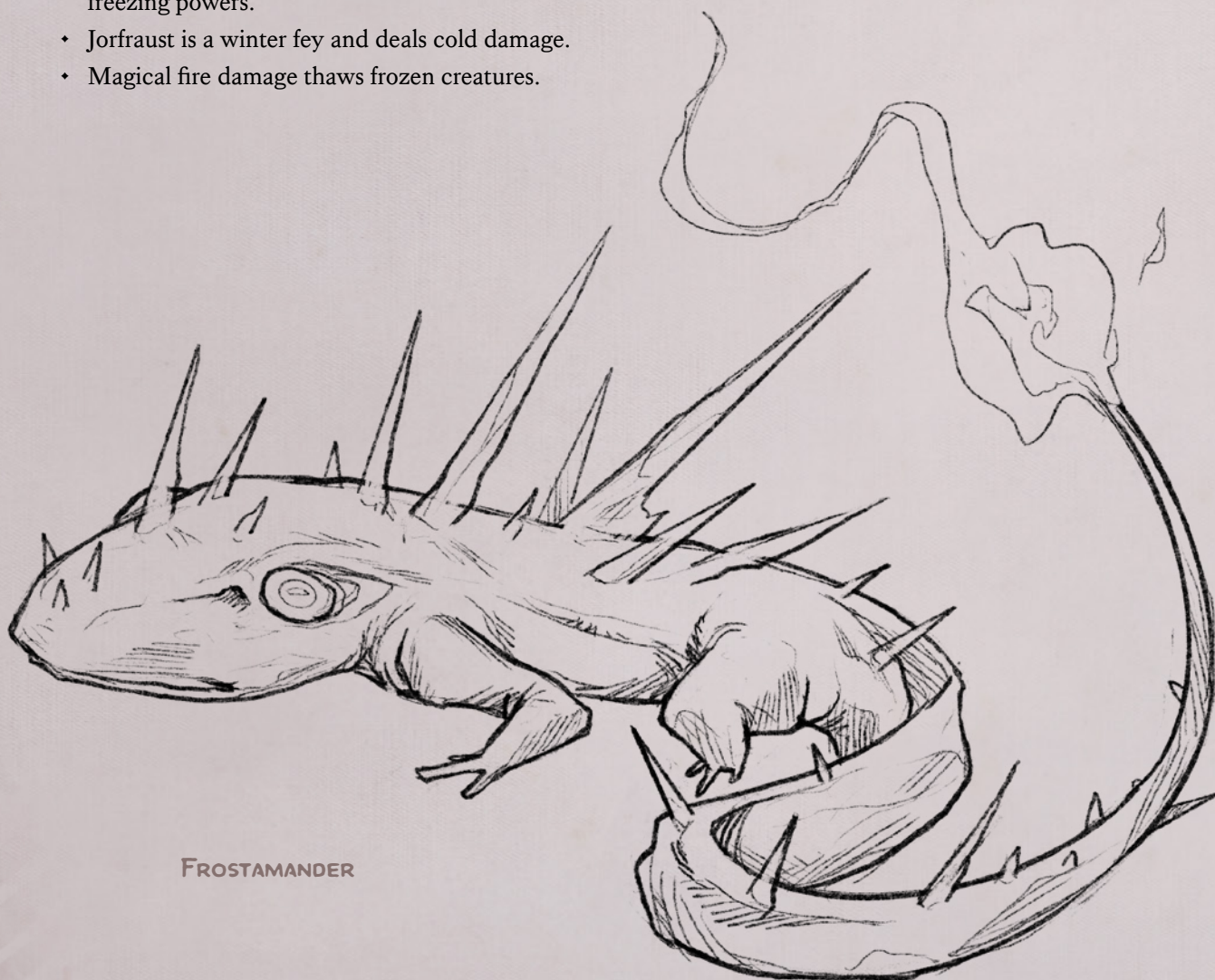
While travelling through the Frostfall Kingdom, the characters find various clues that expand their knowledge about the ongoing situation. These clues can prove useful in the upcoming battle with Jorfraust:

- Jorfraust can be captured using an enchanted crystal sphere that also gives resistance to his freezing powers.
- Jorfraust is a winter fey and deals cold damage.
- Magical fire damage thaws frozen creatures.

These clues are revealed by the environment (it is *very* wintery) and with three separate encounters: a hag, a murder of crows, and a frozen satyr. Hagging Over Tea should be the first encounter, a result of the first Tracking check. The other two encounters can occur during the hunt for frostamander tails or during the second Tracking check to reach the Sunsworn Courtyard.

CLUE 1: HAGGLING OVER TEA

Mildred (NG fey **green hag**) knows of Jorfraust's history (see Background, page 1) and crafted the original prison that held him until his release by the desperate queen, Soliana. Before the creation of the Frostfall Kingdom, the autumn hag was courtier and advisor to Queen Soliana and was one of the mages involved in severing the princess's soul in half (see *Garden of Dark Delights*).



FROSTAMANDER

As you travel through the snowy woods, you see a thatched hut nestled amongst the frozen trees. Smoke curls lazily from the chimney, a comforting sight in the cold winter air. As you approach, the front door bursts open and an elderly woman steps out. She leans heavily on a wooden cane to support her hunched back, and a giant mass of unruly hair hangs over her shoulders and frames a twisted and mottled face. Despite her wild appearance, her smile is kind as she chuckles softly, “Well, and here I thought I was the only one to escape. Good to see you, Ms. Hotwind!”

Iris’ jaw drops in shock. “Mildred?! How did you escape?” she asks, disbelief in her voice. “Oh, you know me,” Mildred replies with a wink. “I’m as slippery as a spring eel.” She runs an appraising eye over you before motioning to enter the hut, “Best you get inside for some tea and explain what you’re doing running around with mortals, dearie.”

The autumn hag doesn’t think any fey can stand up to the powers of the winter king—Jorfraust’s melancholy would rob them of any motivation before they could draw their blade. Recounting tales of the party’s previous heroic deeds convinces Mildred to pull out a crystal sphere, which she explains is incomplete.

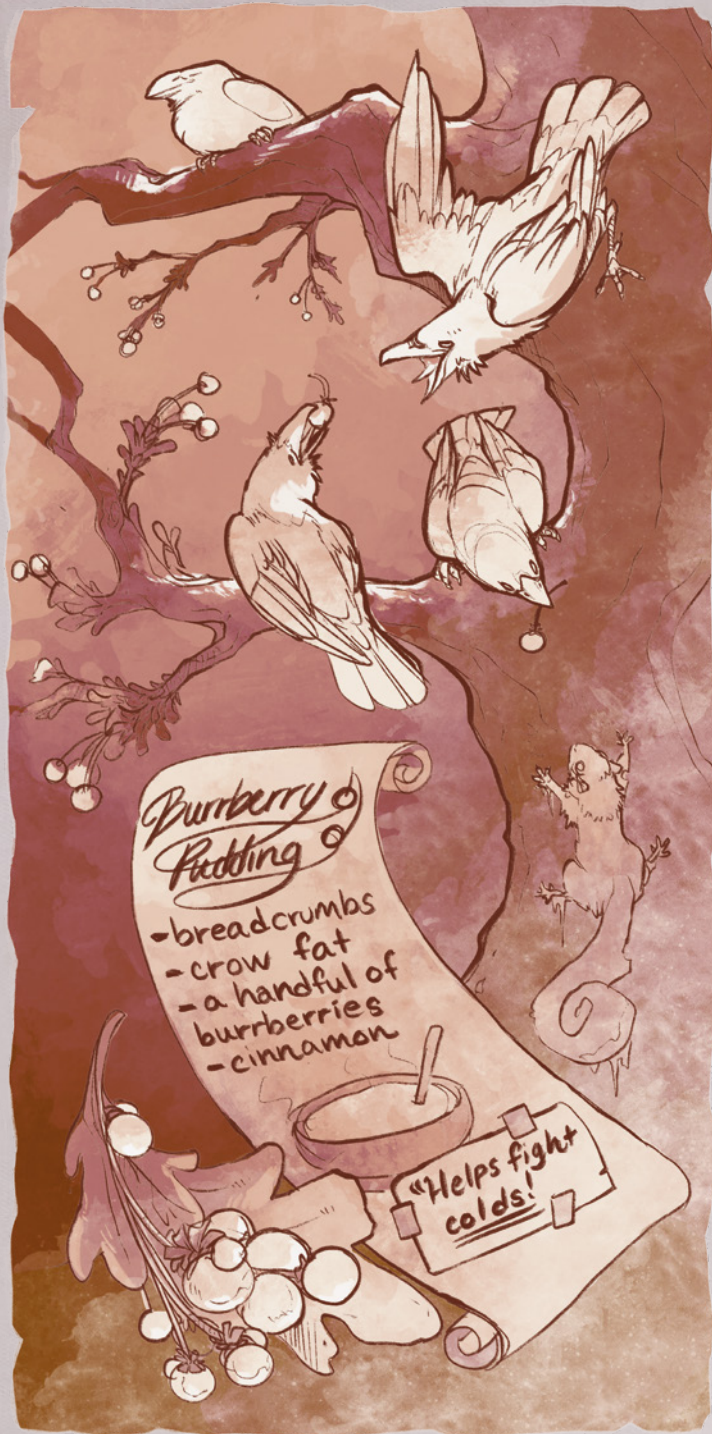
USING THE CLUE: SNOW GLOBETROTTING

The crystal is a flawless, entirely transparent sphere. Mildred instructs the party that it needs a final component of the recipe—a frostamander tail—to enchant the sphere to be Jorfraust’s new prison. The characters can find the frostamanders by searching the forest and succeeding on two successful **VDC Tracking** checks (use **Wisdom (Survival)** checks if you are not using the tracking system in *Heliana’s Guide*). The party must bring the tails back to Mildred, who completes the crystal sphere prison over the course of an hour.

Using the Sphere. Mildred instructs the party that, to capture Jorfraust’s soul and prevent him forming a new body, they must place the sphere within Jorfraust’s mouth once his physical form is defeated. The sphere will populate with a scene depicting Jorfraust’s private demiplane.



HANDOUT 1. CRYSTAL SPHERE



HANDOUT 2. BURRBERRY PUDDING

CLUE 2: BURRBERRIES

Many creatures throughout the forest have died from the cold. The description below and the general wintery environment should reinforce the understanding that Jorfraust is a being of winter and deals cold damage.

Trudging through the frigid forest, the wind whistles softly over deep snowdrifts. The quiet is broken by the cawing of crows that drift from a massive purple-and-blue-leaved tree. A thick layer of frost coats its branches, and frozen squirrels cling to its trunk, their small bodies encased in solid ice. In contrast, a murder of white-feathered crows caws away merrily, flitting from branch to branch without care.

The crows' ability to ignore the cold contrasts with the squirrels frozen on the tree. A character who succeeds on a **DC 15 Wisdom (Perception)** check observes the difference as well as that the adult crows are feeding berries to their chicks.

USING THE CLUE: BURRBERRY PUDDING

The crows have been eating from a nearby burrberry bush. A character proficient in the Nature skill or who succeeds on a **DC 15 Wisdom (Nature)** check recognises the burrberries as having insulating properties that grant resistance to cold damage. For a Small or larger creature, using an action to eat one or more burrberries grants **resistance** to cold damage until the end of the creature's next turn, and the berries themselves lose their potency **1 hour** after being picked. However, Iris knows a recipe for *burrberry pudding* that the characters can cook (see *Cooking in Heliana's Guide*) using harvested *beast (crow) fat* (see *Harvesting rules in Heliana's Guide*) and a handful of burrberries. Eating a serving of *burrberry pudding* grants **resistance** to cold damage for **8 hours**.

CLUE 3: SHINE A LITTLE LIGHT

The courtyard where the party will eventually face Jorfraust is filled with courtiers frozen into a cryogenic stasis. These creatures can be thawed, conferring minor boons to the party's efforts. A meeting with the frozen Zithi Mellowmuse (CN female **satyr**) can help inform the party of this mechanic.

A satyr stands encased in ice, an expression of terror on her face. One outstretched hand remains strangely unfrozen, tightly gripping a flickering lantern. With a sudden jerk, the hand moves, its light bouncing back and forth, casting fearsome shadows across the treetops.

Zithi escaped Jorfraust's initial onslaught at the courtyard but was frozen hours later as the winter fey tracked down fleeing survivors waylaid by the deep snow drifts. His assault froze her instantly in a block of

ice, though her lantern—enchanted with an everburning flame—continued to shed heat. Flames can undo the freezing magic, but the lantern was too weak to do more than thaw her hand. Zithi can see indistinct shapes through the ice and uses her free hand to gesture to the party; a character who succeeds on a **VDC Wisdom (Insight)** check can discern that she wants them to use the lantern's flame to free her.

USING THE CLUE: LIGHT MY FIRE

Characters can use any spell or feature that deals fire damage to safely thaw Zithi. The icy prison has AC 10, **Vdam** hit points, and **immunity** to all damage except fire damage. After the satyr is freed, she gratefully explains that Jorfraust hunted down and froze fleeing courtiers like herself. Many of the court were frozen by Jorfraust's initial assault and may be able to confer boons to the party if they, too, are thawed with fire magic.

HANDOUT 3. SHINE A LITTLE LIGHT



THE BATTLE AHEAD

Upon reaching the Sunsworn Courtyard, the party finds the once verdant gardens covered in ice and snow by Jorfraust's wintry powers. The sun's rays trickle through snow-laden clouds, shimmering off the frozen statues of the courtiers who once spent their days here. Snow lies thick upon the treetops, and the wind moans a melancholy song as it writhes through their twisted, icy branches.

Waves. The battle with Jorfraust and his defenders is divided into three consecutive phases called waves. Each wave's section details the enemies and tactics faced in the wave and provides conditions for when each starts and ends.

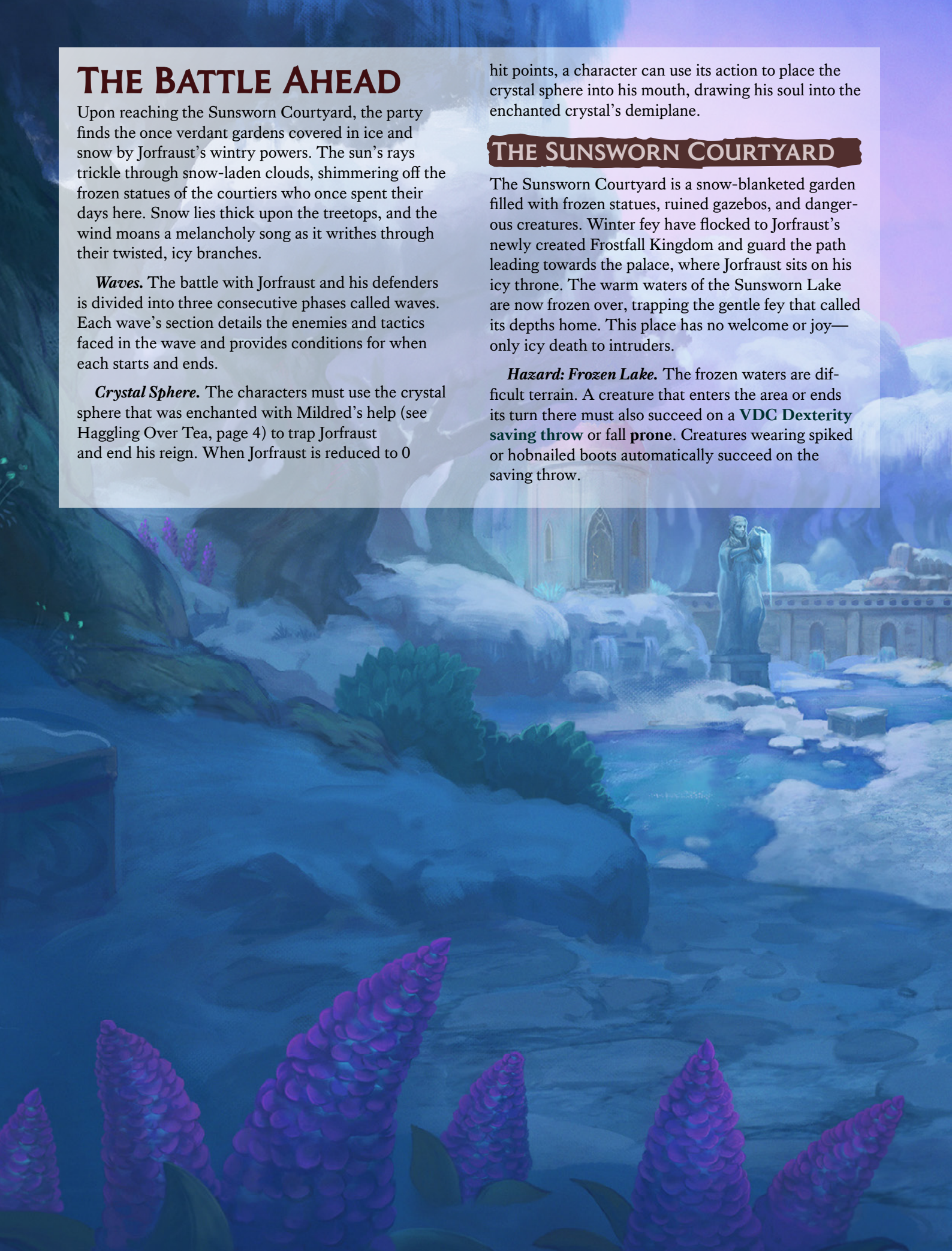
Crystal Sphere. The characters must use the crystal sphere that was enchanted with Mildred's help (see *Haggling Over Tea*, page 4) to trap Jorfraust and end his reign. When Jorfraust is reduced to 0

hit points, a character can use its action to place the crystal sphere into his mouth, drawing his soul into the enchanted crystal's demiplane.

THE SUNSWORN COURTYARD

The Sunsworn Courtyard is a snow-blanketed garden filled with frozen statues, ruined gazebos, and dangerous creatures. Winter fey have flocked to Jorfraust's newly created Frostfall Kingdom and guard the path leading towards the palace, where Jorfraust sits on his icy throne. The warm waters of the Sunsworn Lake are now frozen over, trapping the gentle fey that called its depths home. This place has no welcome or joy—only icy death to intruders.

Hazard: Frozen Lake. The frozen waters are difficult terrain. A creature that enters the area or ends its turn there must also succeed on a **VDC Dexterity saving throw** or fall **prone**. Creatures wearing spiked or hobnailed boots automatically succeed on the saving throw.





Courtiers. The handful of courtiers unable to escape Jorfraust are frozen into statues scattered throughout the courtyard. These statues (AC 10, **Vdam** hit points, **immune** to all damage except fire damage) are marked on Map 1. Sunsworn Courtyard with a C (page 11). A statue reduced to 0 hit points immediately thaws, freeing the courtier. Thawed courtiers react gratefully and give the characters a boon on initiative count 0 of the current round before fleeing to safety.

When a statue is melted, roll on the table below (re-rolling duplicates) to determine who is freed.

FROZEN COURTIERS AND THEIR BOONS

d6	Courtier	Boon
1	Lady Elspeth of the Silver Stream (sprite)	Grants a character resistance to cold damage for 1 hour .
2	Lord Thorne of the Ironwood (satyr)	Grants a character a +1 bonus to AC for 1 hour .
3	Lord Gavan of the Storm (air elemental)	Grants a character's weapon attacks a bonus 1d4 lightning damage on a hit for 1 hour .
4	Lady Rowan of the Red Leaves (dryad)	Grants a character temporary hit points equal to twice the character's level.
5	Lord Finlay of the Sapphire Sea (merfolk)	Grants a character resistance to nonmagical piercing and slashing damage for 1 hour .
6	Lady Mabalyne of the Starlight (unicorn)	Grants a character advantage on saving throws made against being frightened for 1 hour .

Helping Hand. Despite being lethargic from the courtyard's overbearing melancholy, Iris is reluctant to stay out of the fight. Once during the fight, if the party is struggling, she can rush in to take the Help action or administer a *potion of healing* (normal, greater, or superior at 4th, 8th, and 12th hunt level, respectively).

FROSTFALL DEFENDERS

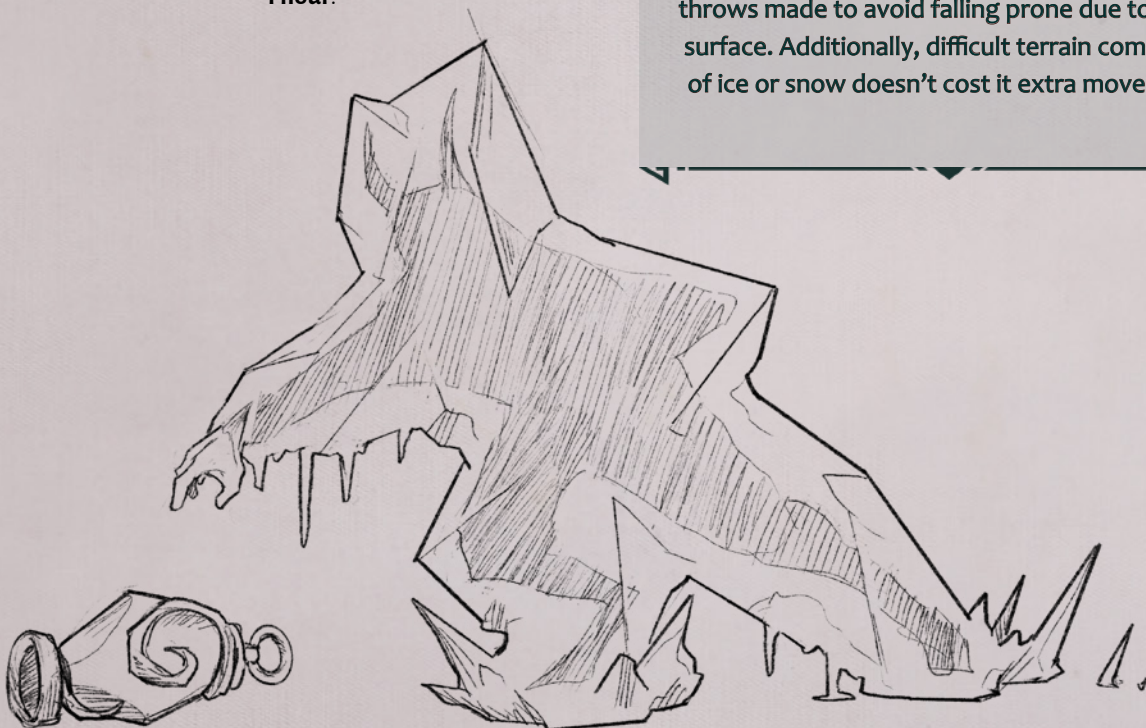
Various creatures adapted to the cold have flocked to Jorfraust's banner and now call the Frostfall Kingdom home. While many roam the taiga and hunt down the former residents, others have gathered in the Sunsworn Courtyard to defend their king. These creatures would not typically be found living side by side, and only the promise of this new kingdom keeps them allied under a single purpose—they fight to the death to defend their new home.

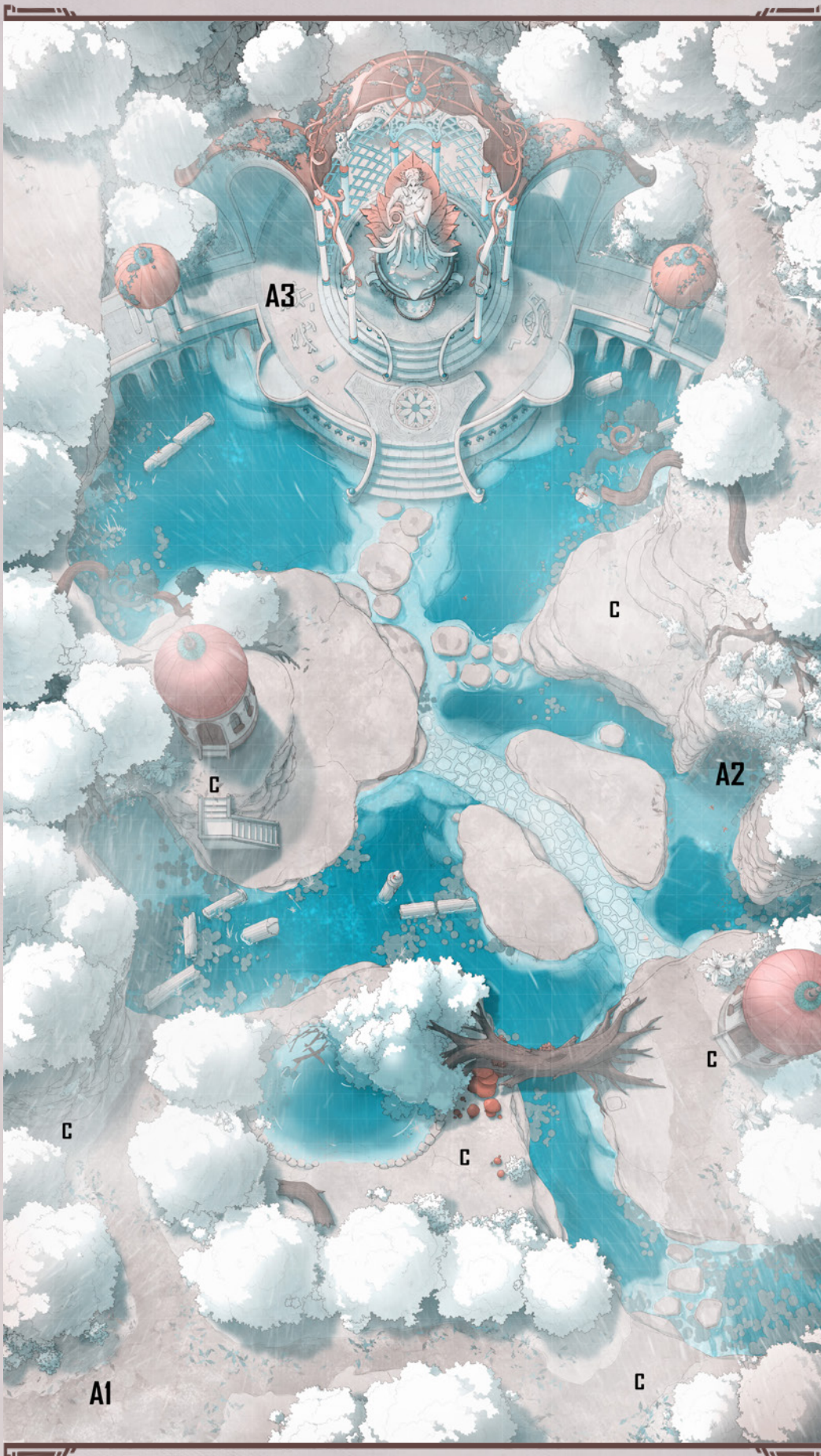
A frostfall defender uses the statistics referenced in each wave with the following modifications:

- Its type is fey (winter).
- It has **immunity** to cold damage.
- It is **immune** to the charmed condition.
- It has the following additional traits:

Fey Heritage. Magic can't put the creature to sleep.

Ice Walk. The creature can move across and climb icy surfaces without needing to make an ability check and automatically succeeds on saving throws made to avoid falling prone due to an icy surface. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.





1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 1. SUNSWORN
COURTYARD

WAVE 1: THE PACK

The party enters the courtyard in the area marked as A1 on Map 1. Sunsworn Courtyard (page 11). During this wave, the party faces the defenders of the Frostfall Kingdom, who have gathered in the sprawling courtyard.

Winter's hand lays heavy upon this courtyard, and a frigid wind whistles across the desolate scene. Ice covers the tranquil water, its smooth surface unbroken save for the occasional grasping hand of a frozen fey courtier. Colourful gazebos lay in ruins, threatening to add more of their remains to the growing piles of crumbled pillars.

Pandora the White, self-proclaimed leader of the pack of defenders, is in the cave marked A2 on Map 1. Sunsworn Courtyard (see page 11). She calls out when a character enters her sight and commands the defenders to form up before ordering the party to leave. Pandora takes a physical form based on the hunt level (see Enemies below), and she speaks Common and Sylvan.

A successful **VDC Charisma (Intimidation or Persuasion)** check convinces Pandora to answer a single question before she demands the party leave one last time. If the party refuses or delays for more than 6 seconds, she attacks with quick and brutal efficiency.

ENEMIES

All enemies in this wave are frostfall defenders (see sidebar on page 10), including their leader, Pandora the White.

Level 4. At 4th level, the wave 1 combatants are:

- 2 frostfall wolves (**dire wolf**, CR 1)
- 1 Pandora the White (frostfall **winter wolf**, CR 3)

Level 8. At 8th level, the wave 1 combatants are:

- 2 frostfall boars (**wereboar**, CR 4, hybrid form only)
- 1 Pandora the White (frostfall **werebear**, CR 5)

Level 12. At 12th level, the wave 1 combatants are:

- 2 frostfall **chimeras** (CR 6, replace all fire references with cold)
- 1 Pandora the White (frostfall **frost giant** with lupine characteristics, CR 8)

TACTICS

The pack of defenders attempt to blitz the characters and hit them hard and fast. Pandora engages with the

character who she thinks presents the highest threat while commanding her comrades to focus their attacks on a single other target. They use their movement to lead or push the characters into unfavourable terrain.

END OF WAVE

The end of this wave is triggered when all enemies are defeated. The party has **1 minute** to catch their breath before Jorfraust arrives from the palace and initiates wave 2.

WAVE 2: CHILD OF FROST

During this wave, Jorfraust and his companion erupt out of the palace at A3 on Map 1. Sunsworn Courtyard (see page 11) and into the courtyard to confront the characters. Jorfraust's companion—a creature made entirely of ice and under his control—rushes the party while the winter fey peppers them with witty commentary and blasts of magic.

Once the second wave begins, read aloud the following:

The King of Frostfall steps into the courtyard with a feral roar. His elongated limbs and animalistic figure make him a sight of ethereal and deadly grace. His snow-white fur shimmers like ice, and his eyes gleam with intelligence and rage. Those eyes are locked onto you as he crosses his thick, muscled arms and growls through razor-sharp fangs, "You have trespassed on my land and disturbed my peace, mortals. You will pay for your insolence with blood."

ENEMIES

The second wave consists of Jorfraust and his companion, a single frostfall defender.

Level 4. At 4th level, the wave 2 combatants are:

- 1 frostfall bear (**brown bear**, CR 1)
- 1 **Prince Jorfraust** (CR 4)

Level 8. At 8th level, the wave 2 combatants are:

- 1 frostfall wyrmling (**red dragon wyrmling**, CR 4, replace all fire references with cold)
- 1 **King Jorfraust** (CR 9)

Level 12. At 12th level, the wave 2 combatants are:

- 1 young frostfall dragon (**young bronze dragon**, CR 8, replace all lightning references with cold)
- 1 **Emperor Jorfraust** (CR 15)

TACTICS

Jorfraust. Jorfraust stays at range and uses his icy magic to freeze the party members, making them vulnerable to attacks from himself and his companion. Throughout the fight, he repeatedly comments that he will “never go back into that globe!” Additionally, he can use his sceptre to summon a blizzard or ice wall and separate party members from one another.

Companion. The frostfall companion interposes itself between the party and the king. The creature attacks the closest target to it, changing targets only when a creature approaches Jorfraust. It never disengages, preferring to take the Attack or Dash actions.

END OF WAVE

The end of this wave is triggered when Jorfraust is reduced to 0 hit points and his mythic trait activates. Once activated, proceed immediately to Wave 3.

WAVE 3: WINTER'S HEART

During this wave, Jorfraust enters his mythic state and uses every ounce of his power to crush the party. He calls upon a winter storm, threatening to destroy the entire palace if it isn't stopped soon. The winter fey is terrified of being alone once more.

Once the third wave begins, read aloud the following:

The winter king's fur is matted by streaks of blood as he falls to his hands and knees, dripping crimson across the pure white snow. He lets out a guttural cry of frustration as his body crumples. “No!” he roars, “I won't go back! I won't be alone again!”

His pain-filled cry echoes through the courtyard, and the blood on the snow around him forms tendrils that latch onto nearby objects. A vortex builds around him as he rises. Streams of frozen blood wrap around his body, and a haphazard armour of branches, broken fangs, and debris forms.

The temperature drops, a howling wind rises, and lightning crisscrosses the dark sky above, illuminating the red and white snow. As the rising wind pushes the snow away, an icy creature rises from the frozen lake.

Hazard: Blizzard. A powerful blizzard rages through the area, reducing visibility throughout the courtyard. The biting, gale-force wind halves a moving creature's speed as it fights against the shifting streams. A creature that begins flying or starts its turn flying must succeed on a **VDC Strength saving throw** or have its flying speed reduced to **0 feet** until the start of its next turn. The blizzard lasts for **1 hour** or until Jorfraust is defeated.

ENEMIES

The third wave of enemies consists of Jorfraust in his mythic state and a frostfall defender formed from the ice storm he summons. The creature's appearance reflects the stat block referenced below, except the creature is made entirely of ice.

Level 4. At 4th level, the wave 3 combatants are:

- ♦ 1 frostfall horse (**draft horse**, CR 1/4)
- ♦ 1 **Prince Jorfraust** (CR 4; mythic state)

Level 8. At 8th level, the wave 3 combatants are:

- ♦ 1 giant frostfall bear (**polar bear**, CR 2)
- ♦ 1 **King Jorfraust** (CR 9; mythic state)

Level 12. At 12th level, the wave 3 combatants are:

- ♦ 1 frostfall giant (**hill giant**, CR 5)
- ♦ 1 **Emperor Jorfraust** (CR 15; mythic state)

TACTICS

Jorfraust. On his first turn, Jorfraust uses Endoleech to increase his speed. If he has no mirror images, his first legendary action is to use Ice Mirage. Otherwise, he makes a Lunging Strike as his first legendary action to position himself so that, for his subsequent two legendary actions, he can take advantage of Winter's Charge to hit as many targets as possible. He uses ranged attacks opportunistically to down low-hit-point creatures that are out of reach of his melee attacks.

Frostfall Defender. The frostfall defender focuses its attention on creatures (typically spellcasters) that are trying to stay out of range of Jorfraust's melee attacks, grappling them and bringing them closer to him.

END OF WAVE

This wave ends when Jorfraust is reduced to 0 hit points, ready to be absorbed into Mildred's enchanted crystal sphere. If any frostfall defenders are still alive, they flee.

Read aloud the following once Jorfraust is defeated:

As Jorfraust's broken body falls to the ground, his bloody maw twists with bitter anger, and he looks up at you with a venomous gaze. "All I wanted was freedom. Friendship. Was that too much to ask? You're all... the same." He closes his eyes and exhales one last, misty breath.

Read aloud the following after the enchanted crystal sphere is placed into Jorfraust's mouth:

As the crystal sphere passes the king's lips, it flashes with a swirling golden light. Snowflakes begin to form inside the sphere until a miniature blizzard roars within its glass confines. As the light fades away, it reveals a tiny winter forest and a castle in its centre.

Just as the light in the sphere fades, the sun breaks through the clouds above. Iris dashes past and heads straight for the palace doors, crying, "The princess and queen!"

The interior of the Sunsworn Palace is covered in rapidly melting ice and snow. If the characters follow Iris into the palace, they arrive just in time to see

Queen Soliana and Princess Shael thaw from their frozen states. The princess, still under the enchantment of the evening gown gifted to her by the Queen of Brambles, ignores Iris' calls and hastily makes her way through the portal to the Plane of Shadow.

In the palace's great hall, two frozen statues stand beside a portal of undulating shadow. Within seconds, the ice begins to crack and melt away. One statue stumbles out of the melting ice; a short young lady with sturdy thighs, hair of thick, green vines, and antlers adorned with spring blossoms. The faerie is wearing a dazzling indigo evening gown adorned with midnight-blue feathers whose pulsing matches that of the dark rift beside her.

The second statue struggles to free herself, her gown and hair locked in a brilliant battle to shine with the richest golden hues. The golden figure's visage is a mask of horror, juxtaposing her regal appearance. "No, Shael! Don't!" Soliana cries. Unheeded, the indigo-gowned princess slips into the portal, which melts closed behind her. Trembling with a silent rage, the queen looks on, her piercing diamond eyes unfocused as they stare into the middle distance where her daughter once stood.

AFTERMATH

After the princess runs away, the queen's rage turns as cold as Jorfraust's magic. She's distraught over the loss of her daughter and berates Iris' ineptitude in allowing her daughter's escape. The party isn't spared from her sharp tongue before she strides off up a stairwell. Dumfounded, Iris falteringly asks the party to see to the courtiers, explaining she'll retrieve their payment shortly.

The Royal Secret. Later, the queen demands the characters rectify their mistake by retrieving the princess. She tells them that the Queen of Brambles, a dark fey that Queen Soliana banished to the Plane of Shadow, ensorcelled Princess Shael as revenge. The queen is reluctant to reveal the whole story (as outlined in *Garden of Dark Delights*) to the party without a successful **VDC Charisma (Persuasion)** check. The check can be made with **advantage** if the party convinced Mildred of their capabilities (see Haggling over Tea, page 4), as she recommends the queen trust the characters.

Here are some additional developments that can occur after this hunt:

- The snow and ice melt away, revealing lush vegetation and pastel spring buds. The sounds of rejoicing and celebration fill the court as each of the frozen creatures throughout the palace grounds thaw.
- The buds quickly open into vibrant summer blooms as the queen's anger at her daughter's 'kidnapping' is announced.
- Mildred takes her place at the queen's right hand once more and offers to teach the party what little she knows about the Plane of Shadow, where the princess was taken. Although her knowledge is limited, anything the characters learn (at the GM's discretion) may prove useful.
- Iris helps organise healers to tend to the injured while waiting for the characters to rest, heal, and prepare for the trip to the Plane of Shadow to save her beloved princess.

- Over the next few weeks, the fey refugees who escaped to the Material Plane return to the Sunsworn Court and their homes in the surrounding forest.
- The creatures and monsters attracted to make their homes near the palace by Jorfraust's magic—such as the frostamanders and frostfire phoenixes—flee the court and return to whence they came.

TREASURE

Queen Soliana rewards the party with the gold Iris promised them. Each coin is stamped with the profile of a long-forgotten mortal queen who had given them to the faerie queen millennia ago as a gift. If the party accepts the queen's request to rescue her daughter, she bequeaths them a *willbow*, a magical bow (any type the GM deems useful to the party) capable of marking a target for others to strike with unerring accuracy.

Hunt Level	Willbow rarity
4th	Uncommon
8th	Rare
12th	Very rare

CRAFTING

The following unique items can be crafted from the components harvested from Jorfraust.

JORFRAUST CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Gelid Hunter</i>	Weapon (any cross-bow)	Uncommon	—	<i>Pouch of fey (Jorfraust) claws</i>	<i>Frail</i>	460 gp
		Rare			<i>Robust</i>	1,430 gp
		Very rare			<i>Potent</i>	7,190 gp
<i>Huntsman's Goggles</i>	Wondrous item	Uncommon	Required	<i>Fey (Jorfraust) heart</i>	<i>Frail</i>	730 gp
		Rare			<i>Robust</i>	4,100 gp
		Very rare			<i>Potent</i>	11,200 gp
<i>Scarf of Winter</i>	Wondrous item	Common	—	<i>Fey (Jorfraust) mane</i>	—	40 gp

*This is the 'off the shelf' purchase cost and can vary significantly from the crafting cost.

CONTINUING THIS STORY

If the characters agree to assist Queen Soliana in rescuing her wayward daughter, the fey court provides them with a portal to the Plane of Shadow when they are ready. The story is continued in *Queen of Shadow and Thorn*, the third and final instalment of the *Blood of Sun & Shadow* trilogy.

HARVESTING

The following components can be harvested from the remains of Jorfraust for use in crafting the unique items, in addition to those normal for a fey.

JORFRAUST HARVEST TABLE

Component DC	Component
5	<i>Mane</i> (1)
10	<i>Pouch of claws</i> (4)
15	<i>Heart</i> (1)

APPENDIX A - MAGIC ITEMS

GELID HUNTER

Weapon (any crossbow), rare

Component: pouch of fey (Jorfraust) claws

Carefully constructed for maximum efficiency in extreme cold, this tactical crossbow includes an automatic reloading system requiring no ammunition and a bright flashlight for the darkness of winter. The deer head adorning it may not be a real one, but you'll have no trouble hunting one down when armed with this weapon.

Ice Shot. This weapon doesn't use normal ammunition. Instead of firing bolts, when you make an attack with it, an icicle forms already loaded into the crossbow and ready to fire. In addition, at the start of your turn, you can choose to ignore the loading property of the crossbow until your next turn, taking **1d6** fire damage as the weapon vents heat into you.

Deer Head Lights. As an action while holding the crossbow, you can cause the deer's eyes to emit bright light in a **30-foot cone**, or turn the light off. When you activate the light, you can choose to have it flair with momentary intensity, forcing each creature

in the cone to make a **DC 15 Constitution saving throw**. On a failed save, a creature is **blinded** until the end of its next turn, and its speed is reduced to **0 feet** while blinded in this way. Once the crossbow has been used to blind creatures, it can't be used to do so again until the next dawn.

Uncommon variant: Remove the Deer Head Lights property.

Very rare variant: Increase the **DC** to **16** and the duration of the blinded condition to **1 minute**. A creature blinded in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The weapon has the Icicle Barrage property.

Icicle Barrage. At the start of your turn while holding this crossbow, you can choose to take **2d6** fire damage as the weapon vents even more heat into you. If you do, you can make two extra attacks with the crossbow when you take the Attack action before the end of your next turn. Once this property of the crossbow has been used, it can't be used again until the next dawn.



HUNTSMAN'S GOGGLES

Wondrous item, rare (requires attunement)

Component: fey (Jorfraust) heart

The lenses of these goggles are made of pure ice, painstakingly polished to be as clear as possible and enchanted to never melt. Their frigid surface is incredibly sensitive to heat, capable of detecting even the slightest fluctuations in temperature—be careful not to touch them barehanded and leave a heat imprint behind!

This item has **7 charges** and regains **1d4 + 3** expended charges daily at dawn.

Thermal Vision. As a bonus action while wearing these goggles, you can expend **1 charge** to activate them. For **1 minute**, you can see creatures and objects within **60 feet** of you coloured in a spectrum from red for warm creatures to blue for cold ones. This grants you **advantage** on Perception checks that rely on sight made to detect creatures that emit heat (GM's discretion), and you can always see those creatures regardless of light conditions, obscurement, or invisibility, but not through total cover. Most constructs, elementals, plants, and undead don't emit heat.

Target Acquired. Alternatively, while wearing these goggles, you can expend **1 charge** to cast the *hunter's mark* spell. When you cast the spell in this way, the extra damage dealt by it is cold damage, and you can see the target with the goggles' Thermal Vision property even if it doesn't emit heat.

Uncommon variant: Reduce the charges to **4** and the recharge to **1d4**.

Very rare variant: The goggles have the Drain Heat property.

Drain Heat. When a creature under the effects of the *hunter's mark* spell cast with the goggles is reduced to 0 hit points, you can choose to end the spell and drain some of its body heat to revitalise yourself, regaining **2d4** hit points.

SCARF OF WINTER

Wondrous item, common (socketable)

Component: fey (Jorfraust) mane

In windy weather, the crystals dangling from this scarf chime softly, producing a sombre yet peaceful winter tune that evokes images of delicate snowflakes colliding against one another during a gentle snowfall. After the crystals have shattered, the absence of their song can be somewhat off-putting.



You can socket this scarf onto the chestpiece of a suit of armour. While wearing that armour, you ignore the effects of extreme cold.

Frost Overload. When you take cold damage, you can use your reaction to reduce it by **2d4**, as the small ice crystals serving as the scarf's tassels absorb some of the energy. The crystals are then overloaded and shatter, and this property of the scarf can't be used again until the next dawn, when the crystals form once more.

WILLBOW

Weapon (any bow), uncommon (requires attunement)

Component: undead (will-o'-wisp) ethereal ichor

Grown in fey soil, these wrought-iron bows are used by unseelie fey in conflicts against their seelie cousins. Turquoise fruit sprouts from the metallic branches—bulbs of liquid fire ripe to erupt and scour the ground for a new generation of growth.

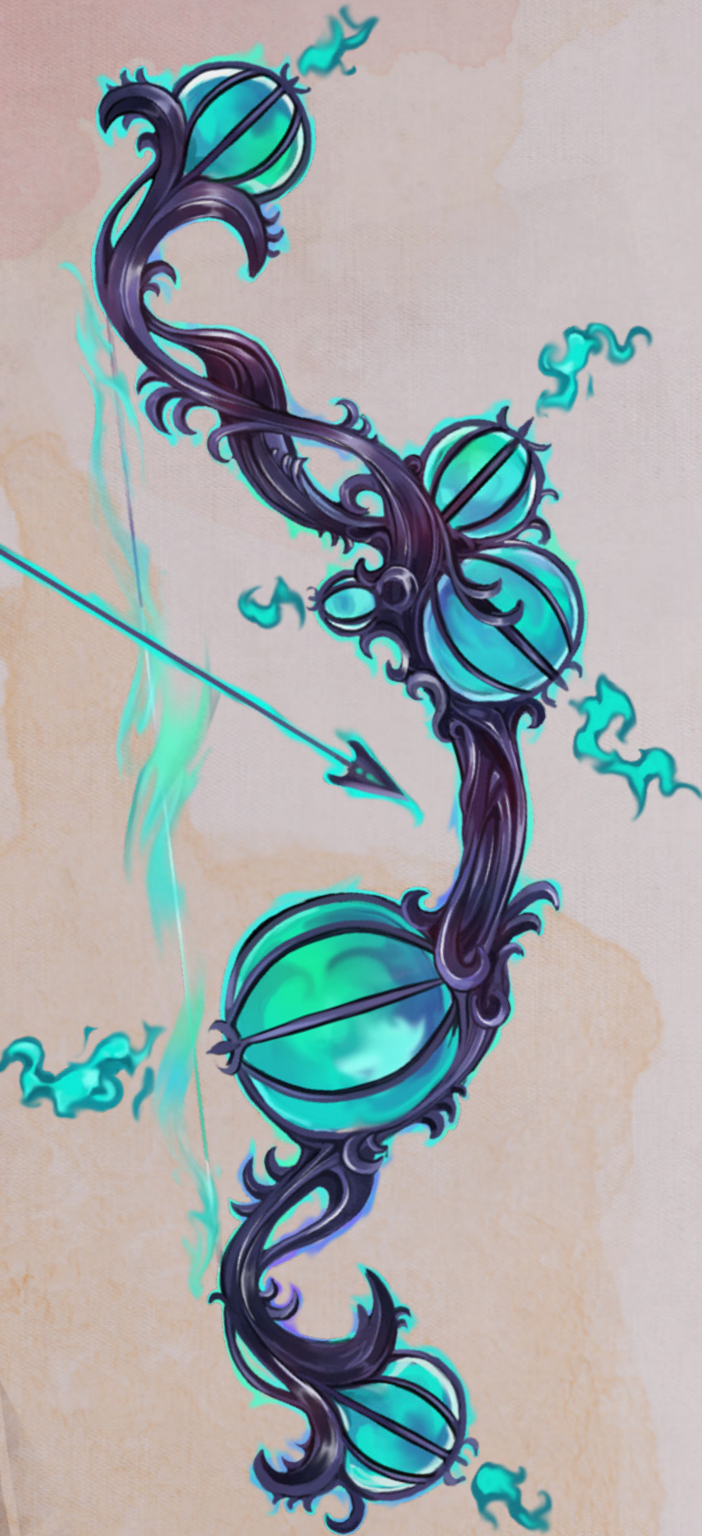
This bow has **3 charges** and regains **all** expended charges daily at dawn.

The first attack you make with this bow on each of your turns wreathes the arrow in blue flame and deals an extra **1d4** fire damage on a hit.

Unseelie Lights. As a bonus action while carrying this bow, you can expend **1 charge** to imbue your next attack with it with the ghostly light from the bow's bulbs. If you hit a creature with it, that creature must succeed on a **DC 13 Constitution saving throw** or come under the effects of the *faerie fire* spell for **1 minute**. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Rare variant: Increase the **DC** to **15** and the charges to **4**. All arrows fired from this bow deal an extra **1d4** fire damage, instead of only the first one each of your turns.

Very rare variant: Increase the **DC** to **16** and the charges to **4**. All arrows fired from this bow deal an extra **1d4** fire damage, instead of only the first one each of your turns. Attacks made with this bow automatically hit creatures under the effect of the Unseelie Lights property.



APPENDIX B - SPELLS

FREEZING BEAM

3rd-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a glacial pebble)

Duration: Instantaneous

Class: Sorcerer, Wizard

An invisible beam of subzero, draining cold rushes out from you in a **5-foot-wide, 100-foot-long line** in a direction you choose. Each creature in the line must make a **Dexterity saving throw**. On a failed save, a creature takes **6d6** cold damage and its speed is halved until the end of its next turn. On a successful saving throw, a creature takes half as much damage and its speed isn't reduced.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d6** for each slot level above 3rd.

TEETH OF ICE

7th-level evocation

Casting Time: 1 action

Range: 500 feet

Components: V, S

Duration: Instantaneous

Class: Druid, Sorcerer, Wizard

Glistening lances of ice plummet from above at 3 different points you can see within range. Each creature in a **10-foot radius** centred on each point must make a **Dexterity saving throw**. A creature takes **6d6** cold damage and **6d6** piercing damage on a failed save, or half as much damage on a successful one. In addition, until the end of your next turn, each area is covered in jagged ice spikes, causing it to be difficult terrain; when a creature moves into or within the area, it takes **3d6** piercing damage for every **5 feet** it travels.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by **1d6** for each slot level above 7th.

APPENDIX C - CREATURES

WINTER FEY

Though winter fey are melancholic creatures, they are not lethargic or lifeless. They see the sorrow of the world with enhanced acuity and seek others with whom to share their grief. Few are capable of being in the presence of such a creature for long, and the ensuing loneliness such fey experience only acts to worsen their sorrow.

Empathic Fey. The more powerful a fey creature, the more influence its emotion has on the world around it. For fey creatures that are not of the winter variety, a winter fey's desolation can be stifling, inducing a torpor-like inactivity. Fey not used to this oppressive sadness may find themselves unable to have the motivation to feed themselves, wasting away to nothing, and hence winter fey often find themselves marginalised from the wider community.

Base Iron. According to the laws of arcanomagnetism, like forces repel. Some winter fey are so magical that they innately repel attacks made with magical

weapons, much as positively-charged magnets repel one another. Unfortunately, this powerful resistance has a counterpart vulnerability; contact with base iron and mundane steel can cause a poison-like effect, severely debilitating these powerful creatures for a short time. This goes some way to explain why only minor fey tend to venture into the Material Plane; the more powerful amongst them can be easily crippled by the spoon with which they sup their soup.

JORFRAUST

As Jorfraust grew stronger, his fits of dejection caused blizzards to roam through the halls of the Sunsworn Court. Unable to discern his origin, Queen Soliana could not fathom the heights to which his power might grow. Rather than foist the child on an unsuspecting neighbour, the queen took the uneasy decision to have her closest advisor, Mildred, enchant a vessel to contain the young prince and his emotions. For decades, the prince has wiled away in his frozen castle, feeding himself on the frostamanders that magically spawn in its gloomy crevices.

LAIR ACTIONS

Jorfraust's presence has created a winter vortex of fey magic that constantly ebbs and flows. This ambient magic creates effects that can be used as lair actions within the courtyard. The saving throw DC and damage of the lair actions depend on the level of the hunt, as shown in the Variable Lair Action Statistics table.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam
4th	12	3 (1d6)
8th	14	7 (2d6)
12th	16	14 (4d6)

Lair Actions. On initiative count 20 (losing initiative ties), a lair action is taken; the same effect can't be used two rounds in a row:

Hoarfrost. The temperature drops rapidly and freezing wind blasts through the lair. Each creature in the lair must succeed on a **VDC Constitution saving throw**, taking **Vdam** cold damage on a failure, or half as much damage on a success. A creature that fails the saving throw by 5 or more gains 1 level of **exhaustion**. A creature with immunity to cold damage automatically succeeds on this saving throw.

Melancholic Breeze. A wave of melancholy energy fills the entire lair. Each non-winter-fey creature within the lair must succeed on a **VDC Wisdom saving throw** or suffer a **1d4** penalty to ability checks, saving throws, and attack rolls it makes until initiative count 20 on the next round. Fey creatures make this saving throw with **disadvantage**.



PRINCE JORFRAUST

Large fey, chaotic neutral

Armour Class 14 (natural armour)

Hit Points 97 (13d10 + 26)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Dex +4, Cha +4

Skills Perception +3, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from magical attacks

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 13

Languages Common, Elvish, Giant, Sylvan

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Ferrous Weakness. When Jorfraust takes 4 or more bludgeoning, piercing, or slashing damage in a single instance from a nonmagical weapon made with iron, he has **disadvantage** on the next ability check, saving throw, or attack roll he makes before the end of his next turn.

Ice Walk. Jorfraust can move across and climb icy surfaces without needing to make an ability check and automatically succeeds on saving throws made to avoid falling prone due to an icy surface. Additionally, difficult terrain composed of ice or snow doesn't cost him extra movement.

Legendary Resistance (2/Day). If Jorfraust fails a saving throw, he can choose to succeed instead.

Magic Weapons. Jorfraust's weapon attacks are magical and deal an extra 2 (1d4) cold damage (included in the attack).

Winter's Heart (Recharges after a Short or Long Rest). When Jorfraust would be reduced to 0 hit points, his current hit point total instead resets to 97 hit points, he recharges his Cold Snap, and he regains 1 expended use of Legendary Resistance. A violent blizzard begins to build in the sky within 1 mile of Jorfraust. The affected area is lightly obscured and the gale-force winds halve the speed of other creatures in the area. Additionally, Jorfraust can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 1,100 XP (2,200 XP total) for defeating Jorfraust after his Winter's Heart activates.

ACTIONS

Multiattack. Jorfraust makes two attacks with any combination of his Claw and Icicle.

Claw. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 2 (1d4) cold damage.

Icicle. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 2 (1d4) cold damage.

Endoleech. *Melee Spell Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 10 (3d6) cold damage and, until the end of target's next turn, its speed is reduced by 15 feet and Jorfraust's speed is increased by 15 feet.

Cold Snap (Recharge 5-6). Jorfraust snaps his fingers and a burst of freezing energy explodes from him in a 10-foot sphere. Creatures within the area must make a **DC 12 Constitution saving throw**. A creature that fails the save begins to turn to ice and is **restrained**. The restrained creature must repeat the saving throw at the end of its next turn, becoming **petrified** on a failure or ending the effect on a success. A creature petrified in this way gains 3 temporary hit points and is **immune** to all damage except fire damage. When these temporary hit points are lost, the creature is freed from its ice prison and is no longer petrified. A creature that succeeds on its saving throw is **immune** to Jorfraust's Cold Snap for 24 hours.

LEGENDARY ACTIONS

Jorfraust can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jorfraust regains spent legendary actions at the start of his turn.

Attack. Jorfraust makes one Claw or Icicle attack.

Ice Skate. Jorfraust sprays up snow and ice before darting away; he moves up to half his speed without provoking opportunity attacks.

Melancholy. Jorfraust unleashes a deluge of sorrow against a creature he can see within 60 feet of him. The creature must succeed on a **DC 12 Wisdom saving throw** or be **charmed** until the end of Jorfraust's next turn. Creatures with the fey type have **disadvantage** on this saving throw. A creature that is charmed in this way has its speed halved, suffers a **-2 penalty** to its AC, has **disadvantage** on Dexterity saving throws, can't use reactions, and can only use an action or bonus action on their turn, not both.

MYTHIC ACTIONS

If Jorfraust's Winter's Heart trait has activated in the last hour, he can use the options below as legendary actions.

Lunging Strike. Jorfraust moves up to half his speed without provoking opportunity attacks and makes one attack with his Claw.

Winter's Charge. Jorfraust channels shards of ice across his body and blasts forward in a sudden explosion of movement. Jorfraust moves in a straight line up to his movement speed. Each creature whose space he moves through during this movement must succeed on a **DC 13 Dexterity saving throw** or take 3 (1d6) slashing damage plus 3 (1d6) cold damage and be knocked **prone**.

Ice Mirage (Costs 2 Actions). Jorfraust casts *mirror image*. When a duplicate is reduced to 0 hit points, it shatters into jagged shards of ice in a 10-foot-radius. Creatures in the affected area must make a **DC 12 Dexterity saving throw**, taking 3 (1d6) cold damage on a failed save, or half as much damage on a successful one.

KING JORFRAUST

Large fey, chaotic neutral

Armour Class 16 (natural armour)

Hit Points 127 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	13 (+1)	15 (+2)	17 (+3)

Saving Throws Dex +6, Cha +7

Skills Perception +6, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from magical attacks

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 16

Languages Common, Elvish, Giant, Sylvan

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Ferrous Weakness. When Jorfraust takes 8 or more bludgeoning, piercing, or slashing damage in a single instance from a nonmagical weapon made with iron, he has **disadvantage** on the next ability check, saving throw, or attack roll he makes before the end of his next turn.

Ice Walk. Jorfraust can move across and climb icy surfaces without needing to make an ability check and automatically succeeds on saving throws made to avoid falling prone due to an icy surface. Additionally, difficult terrain composed of ice or snow doesn't cost him extra movement.

Legendary Resistance (3/Day). If Jorfraust fails a saving throw, he can choose to succeed instead.

Magic Weapons. Jorfraust's weapon attacks are magical and deal an extra 4 (1d8) cold damage (included in the attack).

Melancholic Presence. A creature that starts its turn within 20 feet of Jorfraust must succeed on a **DC 15 Wisdom saving throw** or have its speed reduced by 10 feet and have **disadvantage** on checks and attack rolls until the start of its next turn. A non-winter fey has **disadvantage** on this saving throw and, on a failure, has its speed reduced by 30 feet and is unable to take actions or bonus actions, instead.

Winter's Heart (Recharges after a Short or Long Rest). When Jorfraust would be reduced to 0 hit points, his current hit point total instead resets to 127 hit points, he recharges his Cold Snap, and he regains 1 expended use of Legendary Resistance. A violent blizzard begins to build in the sky within 1 mile of Jorfraust. The affected area is lightly obscured and the gale-force winds halve the speed of other creatures in the area. Additionally, Jorfraust can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 5,000 XP (10,000 XP total) for defeating Jorfraust after his Winter's Heart activates.

ACTIONS

Multiattack. Jorfraust makes two attacks with any combination of his Claw and Icicle.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 4 (1d8) cold damage.

Icicle. *Ranged Weapon Attack:* +8 to hit, range 120/360 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) cold damage.

Endoleech. *Melee Spell Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 17 (5d6) cold damage and, until the end of the target's next turn, its speed is reduced by 15 feet and Jorfraust's speed is increased by 15 feet.

Freezing Ray (Recharge 4-6). *Dexterity Saving Throw:* **DC 15**, self (100-foot-long, 5-foot-wide line). *Failure:* 14 (4d6) cold damage and the creature's speed is halved until the start of Jorfraust's next turn.

Cold Snap (Recharge 5-6). Jorfraust snaps his fingers and a burst of freezing energy explodes from him in a 20-foot sphere. Creatures within the area must make a **DC 15 Constitution saving throw**. A creature that fails the save begins to turn to ice and is **restrained**. The restrained creature must repeat the saving throw at the end of its next turn, becoming **petrified** on a failure or ending the effect on a success. A creature petrified in this way gains 7 temporary hit points and is **immune** to all damage except fire damage. When these temporary hit points are lost, the creature is freed from its ice prison and is no longer petrified. A creature that succeeds on its saving throw is **immune** to Jorfraust's Cold Snap for 24 hours.

LEGENDARY ACTIONS

Jorfraust can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jorfraust regains spent legendary actions at the start of his turn.

Attack. Jorfraust makes one Claw or Icicle attack.

Ice Skate. Jorfraust sprays up snow and ice before darting away; he moves up to half his speed without provoking opportunity attacks.

Melancholy. Jorfraust unleashes a deluge of sorrow against a creature he can see within 60 feet of him. The creature must succeed on a **DC 15 Wisdom saving throw** or be **charmed** until the end of Jorfraust's next turn. Fey creatures have **disadvantage** on this saving throw. A creature that is charmed in this way has its speed halved, suffers a -2 penalty to its AC, has **disadvantage** on Dexterity saving throws, can't use reactions, and can only use an action or bonus action on its turn, not both.

MYTHIC ACTIONS

If Jorfraust's Winter's Heart trait has activated in the last hour, he can use the options below as legendary actions.

Lunging Strike. Jorfraust moves up to half his speed without provoking opportunity attacks and makes one Claw attack.

Winter's Charge. Jorfraust channels shards of ice across his body and blasts forward in a sudden explosion of movement. Jorfraust moves in a straight line up to his speed and can pass through Huge or smaller creature's spaces. Each creature whose space he moves through during this movement must succeed on a **DC 16 Dexterity saving throw** or take 7 (2d6) slashing damage plus 3 (1d8) cold damage and be knocked **prone**.

Ice Mirage (Costs 2 Actions). Jorfraust casts *mirror image*. When a duplicate is reduced to 0 hit points, it shatters into jagged shards of ice in a 10-foot-radius. Each other creature in the area must make a **DC 15 Dexterity saving throw**, taking 7 (2d6) cold damage on a failed save, or half as much damage on a successful one.

EMPEROR JORFRAUST

Large fey, chaotic neutral

Armour Class 18 (natural armour)

Hit Points 171 (18d10 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Dex +8, Cha +9

Skills Perception +8, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from magical attacks

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 16

Languages Common, Elvish, Giant, Sylvan

Challenge 15 (13,000 XP)

Proficiency Bonus +5

Ferrous Weakness. When Jorfraust takes **12** or more bludgeoning, piercing, or slashing damage in a single instance from a nonmagical weapon made with iron, he has **disadvantage** on the next ability check, saving throw, or attack roll he makes before the end of his next turn.

Ice Walk. Jorfraust can move across and climb icy surfaces without needing to make an ability check and automatically succeeds on saving throws made to avoid falling prone due to an icy surface. Additionally, difficult terrain composed of ice or snow doesn't cost him extra movement.

Legendary Resistance (3/Day). If Jorfraust fails a saving throw, he can choose to succeed instead.

Magic Weapons. Jorfraust's weapon attacks are magical and deal an extra **7 (2d6)** cold damage (included in the attack).

Melancholic Presence. A creature that starts its turn within **30 feet** of Jorfraust must succeed on a **DC 17 Wisdom saving throw** or have its speed reduced by **10 feet** and have **disadvantage** on checks and attack rolls until the start of its next turn. A non-winter fey has **disadvantage** on this saving throw and, on a failure, has its speed reduced by **30 feet** and is unable to take actions or bonus actions, instead.

Winter's Heart (Recharges after a Short or Long Rest). When Jorfraust would be reduced to 0 hit points, his current hit point total instead resets to 171 hit points, he recharges his Cold Snap, and he regains **1** expended use of Legendary Resistance. A violent blizzard begins to build in the sky within **1 mile** of Jorfraust. The affected area is lightly obscured and the gale-force winds halve the speed of other creatures in the area. Additionally, Jorfraust can now use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 13,000 XP (26,000 XP total) for defeating Jorfraust after his Winter's Heart activates.

ACTIONS

Multiattack. Jorfraust makes two attacks with any combination of his Claw and Icicle.

Claw. *Melee Weapon Attack:* **+10** to hit, reach 10 ft., one target. *Hit:* **12 (2d6 + 5)** slashing damage plus **7 (2d6)** cold damage.

Icicle. *Ranged Weapon Attack:* **+10** to hit, range 120/360 ft., one target. *Hit:* **12 (2d6 + 5)** piercing damage plus **7 (2d6)** cold damage.

Endoleech. *Melee Spell Attack:* **+9** to hit, reach 10 ft., one creature. *Hit:* **24 (7d6)** cold damage and, until the end of the target's next turn, its speed is reduced by **15 feet** and Jorfraust's speed is increased by **15 feet**.

Freezing Ray (Recharge 4-6). *Dexterity Saving Throw:* **DC 17**, self (**100-foot-long, 5-foot-wide line**). *Failure:* **21 (6d6)** cold damage and the creature's speed is halved until the start of Jorfraust's next turn.

Cold Snap (Recharge 5-6). Jorfraust snaps his fingers and a burst of freezing energy explodes from him in a **30-foot sphere**. Creatures within the area must make a **DC 17 Constitution saving throw**. A creature that fails the save begins to turn to ice and is **restrained**. The restrained creature must repeat the saving throw at the end of its next turn, becoming **petrified** on a failure or ending the effect on a success. A creature petrified in this way gains **14** temporary hit points and is **immune** to all damage except fire damage. When these temporary hit points are lost, the creature is freed from its ice prison and is no longer petrified. A creature that succeeds on its saving throw is **immune** to Jorfraust's Cold Snap for **24 hours**.

LEGENDARY ACTIONS

Jorfraust can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jorfraust regains spent legendary actions at the start of his turn.

Attack. Jorfraust makes one Claw or Icicle attack.

Ice Skate. Jorfraust sprays up snow and ice before darting away; he moves up to half his speed without provoking opportunity attacks.

Melancholy. Jorfraust unleashes a deluge of sorrow against a creature he can see within **60 feet** of him. The creature must succeed on a **DC 17 Wisdom saving throw** or be **charmed** until the end of Jorfraust's next turn. Fey creatures have **disadvantage** on this saving throw. A creature that is charmed in this way has its speed halved, suffers a **-2 penalty** to its AC, has **disadvantage** on Dexterity saving throws, can't use reactions, and can only use an action or bonus action on its turn, not both.

MYTHIC ACTIONS

If Jorfraust's Winter's Heart trait has activated in the last hour, he can use the options below as legendary actions.

Lunging Strike. Jorfraust moves up to half his speed without provoking opportunity attacks and makes one Claw attack.

Winter's Charge. Jorfraust channels shards of ice across his body and blasts forward in a sudden explosion of movement. Jorfraust moves in a straight line up to his speed and can pass through Huge or smaller creature's spaces. Each creature whose space he moves through during this movement must succeed on a **DC 18 Dexterity saving throw** or take **10 (3d6)** slashing damage plus **7 (2d6)** cold damage and be knocked **prone**.

Ice Mirage (Costs 2 Actions). Jorfraust casts *mirror image*. When a duplicate is reduced to 0 hit points, it shatters into jagged shards of ice in a **10-foot-radius**. Each other creature in the area must make a **DC 17 Dexterity saving throw**, taking **14 (4d6)** cold damage on a failed save, or half as much damage on a successful one.



1

GROWTH I
 PREREQUISITE: BECOME COMPANION
 "Do you want to build a snowmaaan?..."

3

SNOWBALLS
 PREREQUISITE: —
 "There is no mercy in a snowball fight..."

WINTER DRINKS
 PREREQUISITE: —
 "They warm you up inside..."

LIQUEFACTION
 PREREQUISITE: —
 "Tactical melting!"

GROWTH II
 PREREQUISITE: GROWTH I
 "...It has to be a bigger snowmaaan."

MULTIATTACK
 PREREQUISITE: —
 "You're in for a long winter."

5

ICEBALLS
 PREREQUISITE: SNOWBALLS
 "...No. Mercy."

HOLIDAY SPIRITS
 PREREQUISITE: WINTER DRINKS
 "...but can they be mixed?..."

9

COLD BLOODED
 PREREQUISITE: —
 "The cold never bothered it anyway."

MIXOLOGY
 PREREQUISITE: HOLIDAY SPIRITS
 "...Perfect! This cocktail is the bomb!"

BREWBOMB
 PREREQUISITE: HOLIDAY SPIRITS
 "...Perfect! This cocktail is... a bomb?!"

13

SNOW FORT
 PREREQUISITE: —
 "Complete with icy battlements!"

17

FAMILIAR: FROSTY

"If you really vant to brink ein frosty into ze tavern, have ze decency to be discreet. Lutecia is still sore zat L'Arsène prefers ein snowman's buttered rum to her own, und I kan't handle another snowball fight over zis. I am still recoverink from ze last..."

— Humperdink, Mildly Concussed

Type: Elemental
Creature Component: Any winter fey
Bonus Tamer Improvement: Growth I and +2 Hit Dice

When the spirit of a winter fey is magically infused into a pile of snow, the result is a frosty: a happy little elemental full of unique idiosyncrasies. In stark contrast to the harsh cold of winter, frosties embody the more pleasant aspects of their season, seeking to spread warmth through their jovial attitudes, community spirit, and of course, steamy beverages. Common quirks of frosties include a passion for accessorising—in particular, donning different hats, scarves, and pipes—and a strange distrust of dogs.

If any of the frosty's traits or actions require a saving throw, it is always against the frosty's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the frosty's Charisma modifier

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the redwing the following improvements using your Monster Trainer feature:

GROWTH I

Prerequisite: Become a tamer's companion

Type: Passive (companion)

The frosty's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by 1 for each of its Hit Dice), and the damage die of its Horns attack increases to a **d6**.

SNOWBALLS

Prerequisite: 3rd-level tamer

Type: Active (action)

The frosty gains a ranged weapon attack: Snowball. The damage die of the Snowball attack increases with the die size specified in the frosty's Growth II improvement.

Snowball. Ranged Weapon Attack: **Str modifier + PB** to hit, range 20/60 ft., one target. *Hit:* **1d6 + Str modifier** cold damage.

WINTER DRINKS

Prerequisite: 3rd-level tamer

Type: Active (action)

The frosty carries a small keg filled with all sorts of wonderful drinks. As an action, it can pour one of the options below (tamer's choice) into a mug and immediately feed it to a willing creature within **5 feet** of it, which gains its effects for **1 minute**.

- **Soothing Chai.** The creature is **immune** to being frightened.
- **Hot Cocoa.** The creature has **resistance** to cold damage.
- **Warm Cider.** The creature is **immune** to being poisoned.

Once the frosty takes this action, it can't take it again until its tamer finishes a short or long rest.

GROWTH II

Prerequisite: 5th-level tamer, Growth I

Type: Passive (companion)

The frosty's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by 1 for each of its Hit Dice), and the damage die of its attacks increases to a **d8**.

LIQUEFACTION

Prerequisite: 5th-level tamer

Type: Active (reaction)

When the frosty is hit by an attack that doesn't deal fire damage, it can use its reaction to selectively melt a portion of its body and soften the blow, halving the attack's damage against it and suffering the effects of its Fire Susceptibility trait as if it took fire damage.

Once the frosty uses this reaction, it can't use it again until its tamer finishes a short or long rest. When the frosty's tamer reaches 13th level in the tamer class, the frosty can use this reaction twice, regaining all expended uses when its tamer finishes a short or long rest.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the frosty can make two attacks.

FROSTY

Tiny elemental, chaotic good

Armour Class 12 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	14 (+2)

Damage Resistances cold

Senses passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Fire Susceptibility. When the frosty takes fire damage, it partially melts until the end of its next turn, making its movements sluggish. While melted, the frosty's speed is **halved**.

Jolly Disposition. The frosty has **advantage** on saving throws against being frightened.

ACTIONS

Horns. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) piercing damage.

REACTIONS

Infectious Joy (1/Day). When a creature within **30 feet** of the frosty that can see or hear it makes a saving throw against being frightened, the frosty gives it **advantage** on the saving throw.

HOLIDAY SPIRITS

Prerequisite: 9th-level tamer, Winter Drinks

Type: Active (action)

The frosty adds a few alcoholic beverages to its selection. When it feeds a creature a drink with its Warm Drinks improvement, its tamer can also choose between the following additional options:

- ♦ **Buttered Rum.** The creature's speed is increased by **10 feet**.
- ♦ **Creamy Eggnog.** The creature gains 7 (**2d6**) temporary hit points at the start of each of its turns.
- ♦ **Mulled Wine.** The creature's attacks deal an extra 3 (**1d6**) fire damage on a hit.

In addition, the frosty can use its Warm Drinks feature twice, regaining all uses when its tamer finishes a short or long rest.

ICEBALLS

Prerequisite: 9th-level tamer, Snowballs

Type: Active (bonus action)

As a bonus action, the frosty can compact a few snowballs especially tightly and freeze them into hard ice. Until the end of its turn, its Snowball attacks deal an extra 7 (**2d6**) bludgeoning damage on a hit.

Once the frosty has used this bonus action, it can't do so again until its tamer finishes a short or long rest. When the frosty's tamer reaches 13th level in the tamer class, the extra damage increases to 9 (**2d8**).

BREWBOMB

Prerequisite: 13th-level tamer, Holiday Spirits

Type: Active (action)

As an action, the frosty can spend two uses of its Warm Drinks feature to create a volatile concoction and lob it at a point within **30 feet** of it, where it detonates in a **20-foot radius sphere** of scalding hot liquid. Each creature in the area must make a **Dexterity saving throw**. On a failed save, a creature takes 27 (**6d8**) fire damage and is knocked **prone**. On a successful save, a creature takes half as much damage and isn't knocked prone.

COLD BLOODED

Prerequisite: 13th-level tamer

Type: Passive (companion)

The frosty gains **immunity** to cold damage. When it is subjected to cold damage, it gains temporary hit points equal to the cold damage dealt, which last for **1 minute**.

MIXOLOGY

Prerequisite: 13th-level tamer, Holiday Spirits

Type: Active (action)

When the frosty uses its Warm Drinks feature, it can spend two uses of it to mix two beverages together. Choose one drink from the Warm Drinks options and one from the Holiday Spirits options. The creature that drinks this cocktail gains the effects of both choices, which last for **1 hour** instead of 1 minute.

SNOW FORT

Prerequisite: 17th-level tamer

Type: Active (action)

The frosty can use an action to cast the *wall of ice* spell. Once the frosty has used this action, it can't do so again until its tamer finishes a long rest.



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