

Cold Love

A SUPPLEMENTAL ADVENTURE FOR 4-5 PCs OF 5TH-9TH LEVEL.



The winter has been far too long this year, though even that cannot explain the edge of frost that surrounds you. Even indoors snow falls upon you in your slumber, chill winds herald your arrival, and you could almost swear you hear faint whispers in the winter gales. What

brought on this frigid curse? What voice speaks sweet nothings in your ear on frozen breath?

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BACKGROUND

Gelissa is a **Spirit of Winter** that has lingered past her season and gained attention from a local druidic circle. The Antlers of the Sun have been hit hard by the extended winter and have resorted to a ritual of human sacrifice to banish the source of their plight and harken the return of spring. The beleaguered druids have kidnapped Tia Owlson from a local town, and have been hard at work for days preparing the ritual and arranging the funerary pyre. The Antlers of the Sun are correct--their ritual will destroy Gelissa and allow the return of spring--but their choice of sacrifice is sure to bring them at odds with the PCs.

SUPPLEMENTAL ADVENTURE

This adventure is best played throughout a campaign as a long running side plot starting with the Sun Pyre encounter at 5th level, followed by numerous events taken from the Clinging Frost section between 6th and 8th level, and finally culminating in the Melting Ice encounter at 9th level. To use this as a contained adventure instead, begin with the Sun Pyre encounter at 9th level (with its difficulty increased) then progress quickly through some of the Clinging Frost events (over only a day or two) before moving directly into Melting Ice.

SUN PYRE

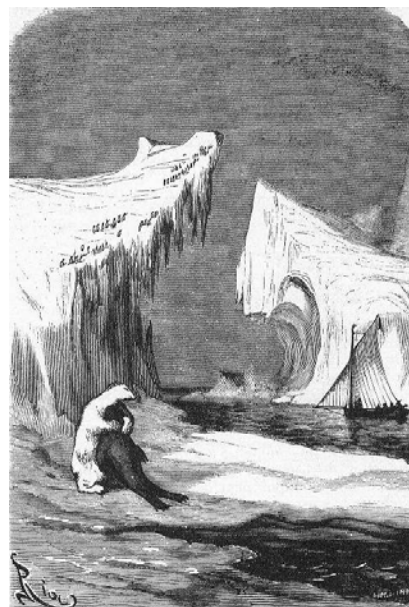
The adventure can begin in any town or populated area that is near an area of woods or similar wilderness. Tia Owlson's sister, Evette Owlson, approaches the PCs and begs for their help. She explains that savages attacked them and dragged

her sister away into the forest, but no one has been willing to set out and find her due to the inclement weather. She offers the party a platinum brooch (a family heirloom worth 450 gp) to return her sister alive and gives them directions leading towards the wildmen.

The Antlers of the Sun have prepared their ritual 10 miles from civilization out in the wilderness. Assuming the PCs set off to rescue Tia, it takes 4 hours of arduous trudging through the snow to reach their destination. The area is below 0 degrees fahrenheit and the adventurers need to succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion.

Once the party brave their way through the frozen wilderness, read or paraphrase the following as they approach:

Ahead you hear a chant, indiscernible but loud enough to overcome the surrounding gale. Pushing through the frozen bracken you spot her--Tia, the one they'd taken, dressed in long white robes and struggling against the binds that tie her atop what looks to be a funeral pyre. The wildmen are all around her, and the chant seems to be building. Then suddenly amidst the wind and snow above you see a specter. An elven woman dressed in white is descending towards Tia and the pyre, screaming and thrashing in the sky.



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The spectre is Gelissa and the ritual is working to bind her to Tia's body--whereupon the druids intend to light the pyre and kill both of them. The Antlers of the Sun are successful if the PCs do not act within a minute.

The Antlers of the Sun here consist of 5 **Druids** led by a **Werebear** they call 'Skinwalker'. They surround the ritual pyre and are absolutely desperate to see the ritual completed, fighting until killed.

GM Note: If played as a contained adventure at 9th level: Add 2 additional werebears and 3 additional druids to the Antlers of the Sun.

Tia is bound to the funeral pyre with extensive ropes that require either a DC 18 Dexterity (Sleight of Hand) check to untie or at least 15 points of slashing damage to cut (AC 13). When Tia is freed, read or paraphrase the following:

The young woman clings to you desperately sobbing, panicked but thankful to be alive. You see the spectre above smile for a moment before disappearing into the icy gale that already seems to be calming.

Once the PCs return, Evette gladly hands over her heirloom as promised and from the party's perspective this should seem like the conclusion of the adventure. However the GM should make particular

ROLEPLAYING GELISSA

Gelissa is at best creative and carefree, and at worst a selfish and jealous lunatic. She has Feywild sensibilities in that she has no ill-will towards others—because she simply doesn't register the wellbeing of others as a factor. In her mind the only reason a person would save her is if they loved her, and she's dedicated to repaying that debt with love in kind. Gelissa has genuine affection towards the object of her obsession but when her misguided acts of love go unreciprocated she grows more and more upset, blaming anyone and everyone other than herself or her beloved.

note of which adventurer removed Tia from the pyre and inadvertently saved Gelissa, as this is the PC that will be the object of Gelissa's affections and obsession proceeding into Clinging Frost.

Clinging Frost

Gelissa becomes hopelessly infatuated with her 'savior' who becomes her obsession, but her only real interaction with people of the Material Plane nearly resulted in her death so she's understandably cautious. The spirit begins invisibly following her obsession everywhere they go, bringing winter with her.

Gelissa is intelligent and pays attention if the PCs start getting suspicious of the persistent cold, temporarily leaving if talk starts about 'seeing invisibility' or any other similar effect that might give away her location. The spirit's invisible presence presents a mystery that should span multiple sessions and persist through several level advancements. Gelissa's obsession starts at stage 1 and progresses to the next stage whenever the PCs advance in level (adding additional repercussions each time).

Stage 1 Obsession (Levels 5-6)

- The obsessed is always at the center of Gelissa's Chill of Winter trait and the unseasonable weather stretches out to a 5-mile radius.
- Gelissa watches her beloved while they sleep, and the obsessed always wakes up with a dusting of fluffy snow (unless other creatures post watch to determine the snow's origin).
- Gelissa takes opportunities to rummage through her beloved's items if they're left unattended, leaving them slightly disheveled and smudged with ice.
- Gelissa will do anything to save her beloved, and if they are knocked unconscious she casts *spare the dying* to stabilize them. When the situation is dire enough Gelissa will even try to act directly to save her beloved from any fatal scenario, though she still does her best to remain unseen while doing so.

Spirits of Winter are primordial elemental creatures born of the Feywild that appear like elves wreathed in robes of flowing ice and shimmering mists. They along with the other seasonal spirits insure the regularly changing seasons of the Material Plane, unseen as they ebb and flow between planes, keeping the rhythm of reality in balance, personifying winter's aspects of beauty and serenity through fresh snowfall and patterns of frost. Occasionally though these capricious spirits can give into their curious nature and outstay their welcome, causing winter to linger across whole regions and bringing about disaster.

SPIRIT OF WINTER

ELEMENTAL FEY, CHAOTIC NEUTRAL

Armor Class 17 (natural armor)

Hit Points 126 (12d8 + 72)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	22 (+6)	15 (+1)	14 (+2)	22 (+6)

Saving Throws Dex +8, Wis +5

Skills Acrobatics +8, Perception +5, Stealth +8

Damage Vulnerabilities fire

Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities cold, poison

Senses darkvision 60 ft., passive Perception 15

Languages Common, Primordial, Sylvan

Challenge 9 (5,000 XP)

Aura of Frostbite. The spirit projects a cold aura in a 10-foot radius around itself. Any creature that the spirit considers an enemy must make a DC 17 Constitution saving throw when it enters this area for the first time on its turn or starts its turn there. On a failed save, a creature takes 2 (1d4) cold damage and its speed is reduced by 10 feet until the end of its next turn.

Boreal Muse. The spirit can offer up to one favored creature a boon that takes the form of some small token of affection. While a chosen creature holds or wears the boon, it gains immunity to cold damage and a +5 bonus to Wisdom saving throws, checks utilizing artisan's tools, and Charisma (Performance) checks. While a creature benefits from a boon in this way, the

spirit is always magically aware of its location and how far away it is, so long as both remain on the same plane. The spirit can use an action to destroy a given boon at any time from any distance. Any previously given boons are also destroyed if the spirit creates a new boon.

Chill of Winter. While the spirit is on the Material Plane, the weather shifts within a 5-mile radius of it. The surrounding precipitation, temperature, and wind all progress to one stage higher than they naturally would (as the *control weather* spell; cool temperatures shift to cold temperatures, moderate winds shift to strong winds, and so on.)

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The spirit's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *create or destroy water, detect magic, fog cloud, silent image, spare the dying*

3/day each: *misty step, sleet storm, sleep, water breathing, water walk*

1/day each: *cone of cold, control water, control weather, ice storm*

Spread the Season. The spirit can use a bonus action to cause minor cold weather events to occur within 60 feet. These effects can include freezing up to 1 gallon of water, creating light snowfall localized to a 10-foot radius area, or any other harmless effect that involves ice or snow.

ACTIONS

Multiattack. The spirit attacks twice.

Frigid Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage plus 15 (2d8+6) cold damage.

Icy Blast. *Ranged Weapon Attack:* +8 to hit, range 40/80 ft., one target. *Hit:* 24 (4d8+6) cold damage.

Flash Freeze. The spirit selects a point within 60 feet and instantly freezes all water within a 50-foot radius of that point, turning the area into difficult terrain. Creatures in the area must make a DC 17 Dexterity saving throw or take 7 (2d6) cold damage and be restrained within

ice. On a success, a creature is moved to the edge of the area. A creature restrained by the ice can use its action to make a DC 17 Strength check to free itself.

Superior Invisibility. The spirit magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the spirit wears or carries is invisible with it.

Stage 2 Obsession (Levels 6-7)

- Gelissa hovers just barely above her beloved at all times and is hostile against creatures that are hostile towards her beloved, subjecting them to her Aura of Frostbite.
- Gelissa begins risking the occasional whispered sweet nothings in her beloved's ear, the half-heard utterances more unnerving than anything else.

Stage 3 Obsession (Levels 7-8)

- Gelissa begins regarding creatures that are merely rude or mean to her beloved as hostile.
- Gelissa invisibly makes an Icy Blast attack against any creature that shows romantic interest towards her beloved.
- Gelissa occasionally leaves frost love notes on windowpanes and bodies of water nearby, creating intricate frozen heart designs and variations of the phrase 'I love you'.

Stage 4 Obsession (Level 9)

- Once the PCs reach 9th level, Gelissa grows too bold and snuggles with her beloved as they sleep, loses track of time, and is discovered in the morning.



MELTING ICE

Read or paraphrase the following:

You awaken to the chattering of your own teeth--your bed is frozen as if you spent the night in an icebox. Then you feel numbed movement, a second and surprise occupant of your bed jostling you. With a slight turn of your head you see an elven woman swathed in white robes of flowing ice. You move ever so slightly and she wakes with a start, then disappears in a cloud of frigid mist. You hear a voice from above asking, "You didn't see me did you?"

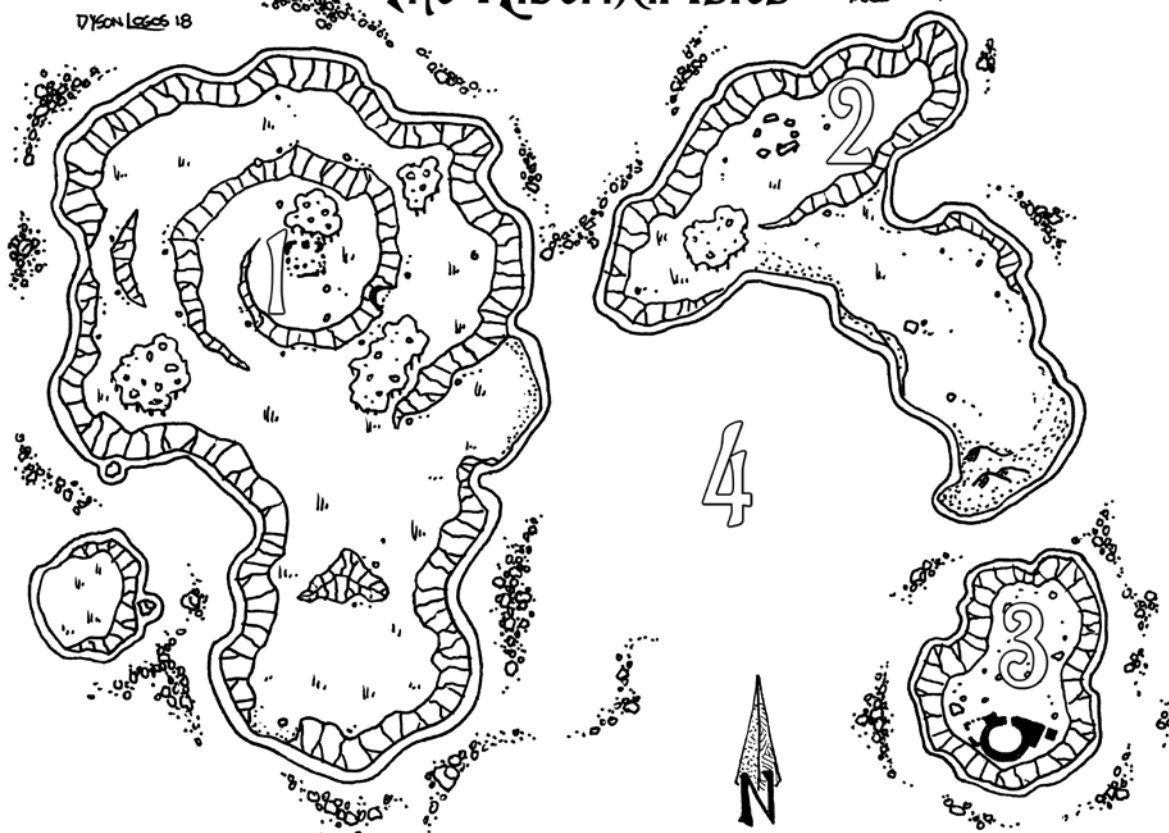
Now that the PCs have spotted Gelissa she'll finally have a dialog with them (the GM can also skip to this section if the party spot and identify her ahead of time.) The spirit explains her intense love for her beloved from the day they saved her and how they are to be wed--even though they don't know it yet. Gelissa gleefully asks or demands that the adventurers journey to The Hibernial Isles, a small island chain roughly 1 week's travel away, telling the PCs that she wants to take her beloved into the Feywild so that they can be wed and gives them directions. At this point the object of Gelissa's obsessions has two choices: to accept Gelissa's affections or to reject them, both of which inevitably lead to the same location.

Hibernial Isles

This isolated archipelago serves as a conduit between the Material Plane and the Feywild.

Accepting Gelissa's Affection. If her Beloved accepts the marriage proposal, Gelissa ecstatically showers them with wedding plans and otherwise converses with her beloved all the way to the islands. Once there Gelissa activates the portal and attempts to plunge into it with her beloved in tow. After 24 hours she and her betrothed return through the portal, though as time works strangely within the Feywild they've had 7 years of marital bliss since they were last seen. The spirit's passions have cooled and she wants to spend some time apart. The beloved PC is returned to the party, much older but otherwise no worse for wear and still bearing their

The Hibernial Isles



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wife's boon in the form of a mithral ring (worth 2,000 gp) bearing a magical snowflake that never melts (see the Spirit of Winter's Boreal Muse trait). Gelissa and her beloved are still married, and the GM can bring her back as a potentially helpful or antagonistic NPC whenever appropriate.

Rejecting Gelissa's Affection. Gelissa lashes out at the party and blames them for the rejection from her beloved. The spirit attacks the other PCs and kills them if possible, but she does not direct any attack towards her beloved. She fights until brought to 30 hit points or lower, or until her beloved makes a successful DC 20 Charisma (Persuasion) check. In either case Gelissa breaks away from combat before going off to mope for the next 24 hours.

When the PCs research Spirits of Winter and The Hibernial Isles, they come across a legend of an eternal winter that was only ended by setting

the island shrines alight. While traveling to the archipelago Gelissa hounds the adventurers along their trip, attempting to stop them. She uses tactics such as casting control weather to create storms or mooring their vessel in ice by using Flash Freeze to turn the waters around it solid.

Once the party arrive Gelissa openly attacks them while attempting to activate the shrines before the PCs can set the fanes alight.

If the spirit manages to activate the portal, she tries to put her beloved to sleep and carry them into the Feywild--neither is ever seen again and their fate is left a mystery.

If Gelissa is killed, her curse of cold is lifted and her essence returns to the Feywild, leaving behind a pair of mithral rings (worth 2,000 gp each) that she intended to use as wedding bands.

If the shrines are all set on fire, the portal opens violently and Gelissa is forced back into the Feywild. Still madly in love, she bestows her boon upon her beloved as she traverses the planes, leaving behind a mithral ring (worth 2,000 gp) set with a magical snowflake that never melts (her boon; see her Boreal Muse trait).

#1-3 Hyperborean Shrines

Each one of the Hibernial Isles houses a Hyperborean Shrine, ancient relics of the primordial ice elementals used to travel into other aspects of the plane to escape the warmer seasons. As an action, a creature can speak the correct command word before a shrine, and when each shrine is activated a portal (Area 4) opens to the Feywild.

Conversely, if each shrine is set on fire or dealt at least 5 fire damage, an ancient failsafe triggers

that banishes every spirit of winter back through the vortex to the safety of the Feywild until the next winter.

Creatures can attempt to activate the shrines without the proper passwords by making a total of 3 successful DC 25 Intelligence (Arcana) checks (one at each shrine) to activate them. A failed check restarts the process and deactivates any previously active shrines.

#4 Hyperborean Vortex

When all 3 shrines (Areas 1-3) are activated, a 20-foot radius portal appears at the water's surface here in the form of an icy whirlpool that remains open for 1 hour. Creatures that travel through it exit out of a similar vortex located within the winter court of the Feywild. 🌀



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