

Frost's Vengeance

Frost's Vengeance is a quarterstaff made from petrified darkwood. It is topped by a gnarled head, inside of which a blue sapphire has been fastened. Nonlegacy Game Statistics: Master work/+1 quarterstaff; Cost 2,640 gp.

Visual effects: The staff is cold to the touch, and when squeezed, vapor rises from its entire length as if it were dry ice.

HISTORY

Elius loved to stray from home and roam across the snow-covered, alpine meadows for days. She carried with her the staff that came to be known as **Frost's Vengeance**. The wild elf maiden lived in an ancient city carved out of a mountain peak. Her ancestors created the beautiful aerie so Elius and her fellow wild elves could live in self-sustaining isolation. But seclusion was something Elius no longer craved. She always described her explorations as uneventful to any who asked, but on one such venture, she discovered a handsome human man lost in the trackless mountains, freezing in the bitter cold. Elius saved him from certain death. Her people forbade interaction with humans for any reason, but Elius and the human, who was called Faedrion, continued meeting each other in secret.

Elius and Faedrion sustained their love affair for years. She shared stories of her home, but she refused to show him where to find the mountain city, since he would be killed on sight if he were to go there. During this time Elius grew increasingly clever at avoiding suspicion about her frequent outings and even managed to evade the trackers her parents sometimes hired. Faedrion, however, was not so subtle. Although he never spoke of Elius to anybody, members of his clan followed him to one of his arctic rendezvous. When Elius returned home after the meeting, a human ranger shadowed her through the secret paths and caverns that led to the valley and city of the wild elves.

Faedrion's tribe was running low on food, and their hunts were lean. When the thriving wild elven city was discovered, above a valley filled with harts and hinds, the humans immediately assumed their game had been hoarded by the elves. A berserker force was sent to attack and plunder the elven city in retaliation. Faedrion tried to warn Elius, but others in his tribe prevented him from doing so, trapping and binding him. The berserkers successfully infiltrated the valley and climbed up the steps leading to the mountain city, and many elves were lost. Elius, with her staff, joined a group of archers who flanked the barbarians and ambushed them, exterminating them. Nobody blamed Elius for leading the humans to the city. No proof existed to allow such a claim. She felt responsible for the damage done and every life lost nevertheless, and she silently blamed Faedrion for it all.

The loss of so many innocent lives was the worst tragedy to befall the wild elf community in centuries. Elius could tell the berserkers came from Faedrion's clan by examining their garb. Fury and the sting of treachery washed over the wild elf sorceress as she flew down from the mountain like a scorned force of nature. Elius could guess where Faedrion lived, but the exact location didn't matter. She razed every human encampment in her path with the cold embrace of **Frost's Vengeance**, raging on until she came to the most prominent village in the human lands. There, Elius unleashed a blizzard unlike any seen in the harshest winters, freezing flesh on bone until it crystallized and flaked away in the wind. Finally satisfied with the blood price she had exacted, Elius landed on the ground to survey firsthand the damage she had wrought. It was then she saw her lover's corpse, still tied to a post, seemingly by his own people. Innocent of duplicity and betrayed himself, Faedrion had been slain by Elius's own hand. The elf dropped **Frost's Vengeance** where she stood, and she was never heard from again.

TABLE 3–22: FROST’S VENGEANCE

Wielder Level					Abilities
5th	—	—	—	—	Freezing Ball (SL 3) 1/week
6th	—	—	—	—	Storm vision, winter embrace
7th	—	—	—	—	Ice spike 3/day
8th	—	—	—	—	+3 frost quarterstaff
9th	—	—	—	—	Freezing bolt (SL 3) 1/day
10th	—	—	—	—	—
11th	—	—	—	—	Freezing bolt (SL 3) 2 /day
12th	—	—	—	—	—
13th	—	—	—	—	—
14th	—	—	—	—	+ 4 frost quarterstaff
15th	—	—	—	—	—
16th	—	—	—	—	Plague of hail 2/day
17th	—	—	—	—	Freezing bolt (SL 3) 5/day
18th	—	—	—	—	Globe of ice 1/day
19th	—	—	—	—	Unforgiving cold 1/week
20th	—	—	—	—	Torrential frost 2/day

LEGACY RITUALS

A Covens Secrets: To unlock the powers of Frost's Vengeance you must seek out a Coven of Hags, destroy that coven and recover their book of foul Rituals which then must be turned over to a church of Law and Good. CR 8 or better. **Least Legacy Granted:** Freezing Ball, Storm Vision and Ice Spike.

Envy Most Foul: You have to seek out a group of marauders that prey upon others to sustain themselves, and you must permanently end their predatory existence. The group you destroy must have CR 12 or more collectively. **Lesser Legacy Granted:** Freezing Bolt, .

Blind Justice: You are required to locate the spot where Faedrion died and maintain a bonfire in his memory for three days. *Cost:* 39,000 gp. *Feat Granted:* Greater Legacy (*Frost's Vengeance*).

WIELDER REQUIREMENTS

The wielders of *Frost's Vengeance* are invariably sorcerers or wizards.

Frost's Vengeance Wielder Requirements

Ability to cast arcane spells

Arcana 2 ranks

Speak Language (Elven)

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Frost's Vengeance*. Unless otherwise noted, each spell casted from *Frost's Vengeance* is an Action. (*Not a Free Action, not a Bonus Action ect ect*)

Freezing Ball: At 5th level and higher, once per week on command, you can use *fireball* as the spell, substituting cold damage for fire damage. Objects do not ignite in the area. The save DC is Dexterity 12 + your Charisma or Intelligence modifier.

Storm Vision: Starting at 6th level, you can see clearly in rain, snow, and sleet, taking no penalties on Insight and Survival checks. In conditions of heavy snow, you take Insight and Survival penalties as if you were in normal snow (see Rain, Sleet, Snow, and Hail, page 109-110 of the *5E Dungeon Master's Guide*).

Winter Embrace: At 6th level and higher, you can withstand temperatures down to -50°F without having to make Constitution saves.

Ice Spike: Beginning at 7th level, three times per day on command, you can launch a spike of ice at any target within 100 feet. If you hit with a ranged attack, the spike deals 4d6 points of cold damage.

Freezing Bolt: At 9th level and higher, once per day on command, you can use *lightning bolt* as the spell, substituting cold damage for electricity damage. The save DC is Dexterity 14 + your Charisma or Intelligence modifier. Caster level 5th. When you attain 11th level, the caster level for this feature increases to 10th. Beginning at 17th level, you can use this ability five times per day.

Plague of Hail: At 16th level and higher, two times per day on command, you can use *ice storm* *PHB pg 252* as the spell.

Globe of Ice: Beginning at 18th level, once per day on command, you can use *Otiluke's freezing sphere* (*PHB pg 263*) as the spell, except you cannot refrain from firing the globe when the command word is spoken. The save DC Dexterity 16 + your Charisma or Intelligence modifier.

Unforgiving Cold: At 19th level and higher, once per week on command, you can use *control weather* (*PHB pg 228*) as the spell, except that you can change the weather only in cold regions and create only conditions allowed in winter.

Torrential Frost: Starting at 20th level, two times per day on command, you can use *cone of cold* as the spell. The save DC is Dexterity 15 + your Charisma or Intelligence modifier.