

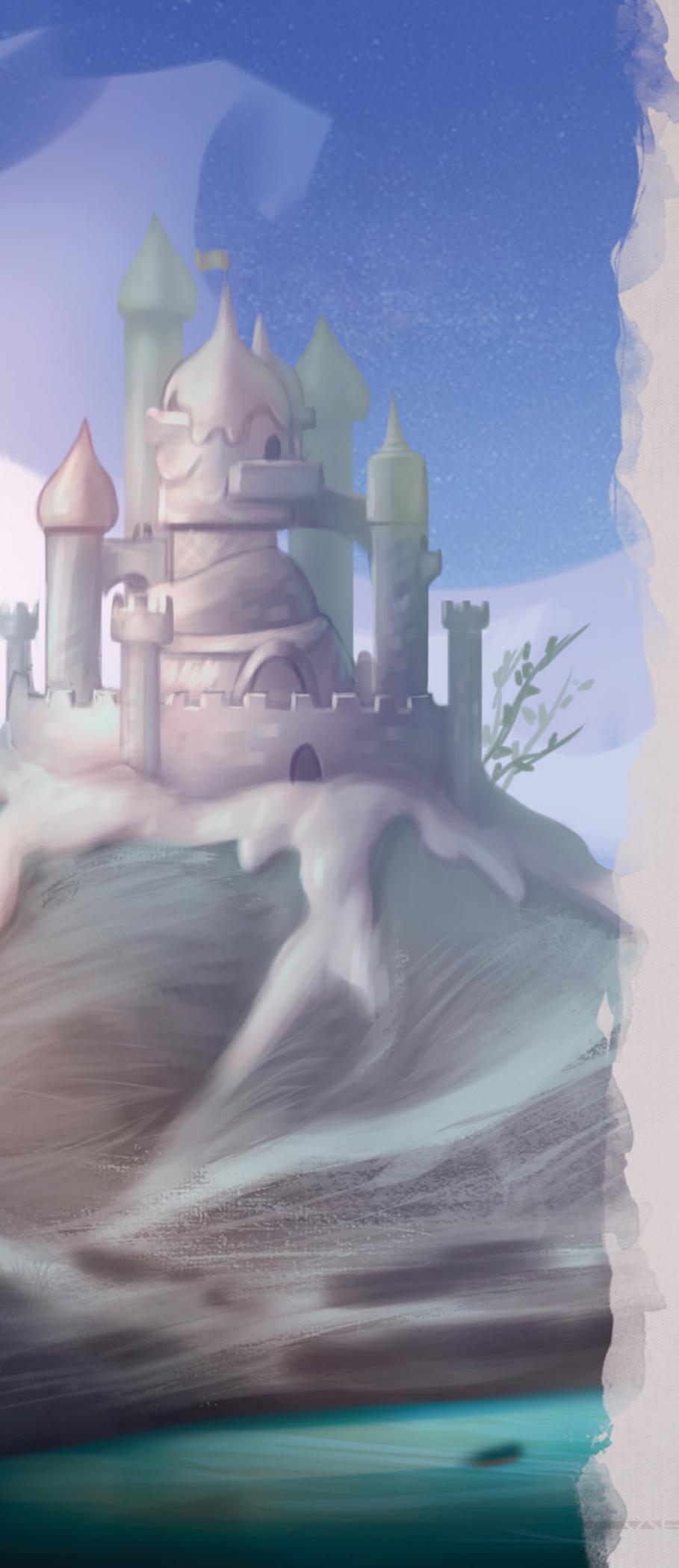


JUST DESSERTS

6TH, 10TH, 15TH LEVEL

"I SCREAM, YOU SCREAM, WE ALL SCREAM...
FOR HELP."

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INTRODUCTION

Just Desserts is a 5th-edition hunt intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of **6**, **10**, or **15**. Characters who complete this hunt should earn enough experience to progress one-quarter of the way to 7th level, one-quarter of the way to 11th level, or two-fifths of the way to 16th level. The adventurers must restore balance to an idyllic realm by defeating a would-be queen attempting to forcefully seize power.

After searching the town of Twincastle for hints about the ice queen's weaknesses, the party must assault her fortress and put an end to her tyrannical rule. Ways to resist cold damage and deal fire damage will serve a party well in this fight.

VARIABLE HUNT STATISTICS

| Hunt Level | VDC | Vmod | Vdam |
|------------|-----|------|----------|
| 6th | 13 | +5 | 5 (2d4) |
| 10th | 15 | +7 | 10 (3d6) |
| 15th | 17 | +9 | 21 (6d6) |

BACKGROUND

For decades, the twin castles of Sahl-Ad and Dez-Urt had coexisted in blissful harmony, each playing an essential role in the governance of the island of Kubbard. The detail-oriented veggiekin of Sahl-Ad regulate the land's economy, keeping trade stable and the coffers full, whereas the dessertfolk of Dez-Urt, charismatic and beloved by all, play the part of diplomats and organise great festivities to entertain the populace.

Each castle is well aware of the part the other plays and understands that a delicate equilibrium must be maintained to ensure the continued prosperity of Kubbard. Excessive work and austerity will cause the people to grow discontent, whereas careless spending and frivolity will lead to poverty. This balancing act worked wonders... until the arrival of Nia Politana, the ice queen.

Born on a faraway tropical beach, Nia, a member of the ice cream variety of dessertfolk, always had designs on carving out a frozen kingdom of her own. Upon her arrival in Kubbard, she was outraged at the sight of her kin being treated as mere equals among other foodfolk, and saw an opportunity for conquest and reform.

For months, Nia posed as a simple court mage in the service of the Count of Dez-Urt, earning his trust and, eventually, the rank of chief advisor. From this

position, enacting a plot to assassinate the count and seize control of the castle was mere child's play. Once in power, Nia revealed the depth of her intolerance as an ice queen. With the aid of a wintry relic, the Eye of Maraschino, she weaved an enchantment that transformed the temperate climate of Kubbard into a gelid nightmare.

The steep drop in temperature shaped the island into a haven for ice cream dessertfolk... and little else. The cowardly Count of Sahl-Ad fled his castle, many veggiekin have suffered serious freezer burn, and warmer dessertfolk struggle to withstand the extreme cold. This is fine by Nia Politana, who wishes for nothing more than the foods she deems inferior to leave Kubbard, but in the castle of Sahl-Ad, a coalition of veggiekin and dessertfolk has sent for valiant adventurers capable of standing up to the icy tyrant.

SUMMARY

Here's a summary of the relevant information for this hunt:

- ♦ **Which Monster?** Nia Politana, the ice queen sandwitch, a ruthless tyrant and wielder of unchecked frost magic.
- ♦ **Monster's Motivations.** To expel all who are not ice cream dessertfolk from the island of Kubbard and establish her own kingdom.
- ♦ **Monster's Previous Actions.** Nia Politana assassinated the Count of Dez-Urt and seized control of the castle, from which she wove sinister enchantments to turn the land into a desolate glacier.
- ♦ **Where's the Monster?** Nia Politana holds court in the castle of Dez-Urt.

ADVENTURE HOOKS

No one marches on a mighty fortress atop an icy hill in a frozen landscape without some serious incentive. Here are a few ways you can motivate your party to take this job:

- ♦ **Curiosity: The Eye of Maraschino.** The Eye of Maraschino is fabled for the far-reaching frost magic it commands, but Humperdink (or some other researcher interested in the arcane) has found a potential secondary application: using it to empower exotic arcane cocktails. The researcher asks that the party bring back the Eye for study—or at least a few of its shards.
- ♦ **Morality: Dessert Supremacy.** Believing ice cream dessertfolk to be the superior people, Nia Politana seeks to drive out the other inhabitants of Kubbard, making the island a haven exclusive to her

own kind. If her plan comes to fruition, many families will be forced to abandon ancestral homes and left without shelter or belongings. Ityor Greens, an innkeeper in Twincastle, has sent several missives to other Y’ummmite islands on behalf of the less fortunate, and now no one has heard from him in several days.

- **Compensation: The People’s Bounty.** It’s best to use some of your wealth to hire help than lose it all to the cold. For many people in Kubbard, leaving is simply not an option. This has led nobles and peasants alike to pool together what resources they can, promising them to the first brave souls who topple the tyrant queen.

BROTHER KOLI



HUNT REWARDS

HUNT REWARDS PER PLAYER CHARACTER

| Hunt Level | Gold | XP* |
|------------|----------|--------|
| 6th | 1,050 gp | 2,250 |
| 10th | 2,875 gp | 4,850 |
| 15th | 6,750 gp | 11,250 |

*Includes all monsters, traps, and puzzles, averaged for a party of four.

In the absence of the Count of Sahl-Ad, Brother Koli, captain of the guard, has taken it upon himself to hold the castle of Sahl-Ad. He’s opened the castle gates to all seeking refuge from the ice queen, be they veggiekin or desertfolk, but the freezing weather makes it nearly impossible for him to go on the offensive. For that reason, he’s resorted to hiring adventurers to aid Kubbard in its time of need.

BROTHER KOLI

Brother Koli—known as Bro to friends—is a male veggiekin, born to the noble house of Koli in the Big Apple. House Koli is renowned for having spawned a long line of prodigies over the years: the gastroarcantist Kayle Koli (inventor of the koli slaw), the botanist Brassica Koli (after whom the rare koli flower is named), and even the notorious villain and infamous plaguemancer, Esherisha Koli.

House Pariah. Lacking the intellectual acuity inherited by his family members, Bro decided to forge his own path and leave behind the unrealistic expectations of his kin. In his teens, he left the Big Apple on a journey of self-discovery, intent on finding a place where his physical aptitude and fighting skills would allow him to excel. A few miles outside of Twincastle, he sallied against the ranks of an expedition of gum-

ball bandits who had ambushed a patrol of Sahl-Adian knights, rescuing the beleaguered peacekeepers. Before long, his honesty, patience, and good nature earned him the knights’ loyalty and ensured his meteoric rise to become their captain.

Unceremonious. Although he conducts himself with poise in the presence of superiors, Bro treats everyone else with immediate warmth and familiarity. He insists on being called by his nickname, and in return affectionately addresses everyone else as “brother” or “sister”. This attitude is also reflected in his style of command, which is quite laissez-faire—perhaps too much so, as his detractors will point out. Bro means well, but he is still adjusting to the realities of leadership, often participating in hands-on fieldwork instead of delegating.

Information. Bro Koli can provide the party with a brief history of Kubbard and the twin castles, as detailed in the first two paragraphs of the Background section, as well as the existence of the Eye of Marschino and the effects of Nia Politana’s frost spell (see *The Ice Queen’s Spell*, page 3). His knowledge about the ice queen is limited, but he emphasises the importance of defeating her to restore balance to the island. When the party meets Bro, he informs them that a squad of Sahl-Adian knights was dispatched to investigate the situation, and he shares rumours that some Dez-Urtian courtiers fled their castle. He expresses regret that neither group has returned to Sahl-Ad, but they might have valuable information, and he encourages the party to search for them in the town of Twincastle (see *Tracking*, page 4).

“BRO” KOLI

Humanoid (veggiekin), knight, he/him

Personality. Boisterous, kind, and eager to help those in need. Not the brightest, however.

Appearance. Tall and bulky, often in plate armour. Uses large weights as his shield and weapon.

Desire. To prove to his family that his talents can elicit just as positive a change in the world as theirs.

Fear. To have someone suffer because he wasn't strong, fast, or smart enough to help.

“A true hero rushes just as quickly to help a farmer change a wheel as they do to slay a dragon.”

KUBBARD

Kubbard is often pointed to as an example of the Y'ummmite dream. Its temperate climate is suitable for all sorts of people, and while it may not be the most exotic or exciting of islands, it's prosperous, peaceful, and rich in culinary delights. In short, it's perfect for living out calm, unremarkable lives. No one expected disaster to strike so swiftly at the heart of Y'ummm... but that might help explain why they were so unprepared to contend with it.

TWINCASTLE

Twincastle is the largest town in Kubbard, stretching between the hills atop which stand the castles of Sahl-Ad and Dez-Urt. The surrounding land is bathed by the pristine waters of the gentle river Kubb, making the soil lush and fertile—ideal for the countless farms that dot the countryside. Agriculture is the primary economic occupation of the inhabitants of Twincastle, and Kubbish vegetables are known far and wide for their large size and strong flavour.

THE ICE QUEEN'S SPELL

The spell unleashed by Nia Politana through the Eye of Maraschino plunged the island into a frozen hellscape. Creatures in Kubbard suffer the effects of extreme cold, except while in the castle of Sahl-Ad, where magical wards erected by its court mages keep the temperature warm and comfortable... for the time being.

Beyond the walls of Sahl-Ad, the biting cold instantly snuffs out fires, preventing creatures from using them to stay warm. Fire produced by spells or other

magical effects manifests as normal, but if those effects have an instantaneous duration, such as the *fireball* or *fire bolt* spells, the fires they create disappear too quickly to provide lasting heat.

If the party has access to effects that produce magical fire for 1 minute or longer, such as the *produce flame* or *wall of fire* spells, they can use them to stave off some of the cold as they travel. Staying within **10 feet** of magical fire for **1 minute** grants a creature **advantage** on the next saving throw it makes to resist the effects of extreme cold before it finishes a long rest. To avoid this saving throw entirely, a party can return to the castle of Sahl-Ad before they spend a full hour in the cold and warm up there for at least **10 minutes**.

UNIQUE FAUNA AND FLORA

Many species of animals and plants thrive in the temperate climate of Kubbard. After the ice queen put her plan into motion, most have been left struggling to survive in the cold, but a group of adventurers travelling the land might still be able to encounter some of this fauna and flora, drawn to places of warmth where they can find a reprieve.

Asparagoose. Asparageese are the terror of Kubbard, universally reviled by its inhabitants. Travelling in large flocks comprising hundreds of individuals, these loud, unpleasant birds take over large portions of the island for several days at a time, devouring entire fields of grass, hissing territorially at passersby, and leaving the land covered in their foul, sulphurous excretions. Thick-bodied and rotund, asparageese need a long run up to take to the air; more than one unlucky individual has been trampled by a stampede of these alarmed waterfowl.

An asparagoose uses the statistics of a **raven** (CR 0), with the following trait instead of Mimicry:

- **Stench.** Any creature other than an asparagoose that starts its turn within **5 feet** of the asparagoose must succeed on a **DC 10 Constitution saving throw** or be **poisoned** until the start of the creature's next turn. On a successful saving throw, the creature is **immune** to the stench of all asparageese for **1 hour**.

Chickpeacock. Unlike their non-Y'ummmite counterparts, chickpeacocks possess a drab colouration oft-described as “aggressively dull”. Whereas a regular peacock's display of its tail feathers provokes feelings of awe and wonder, those who witness a chickpeacock's mating display risk falling asleep on the spot. In fact, these birds are so tasteless and uninspiring that they have no natural predators, allowing them to

flourish. They carry themselves with a regal posture despite their mundane appearance, and have been adopted as the insignia of the knights of Sahl-Ad.

A chickpeacock uses the statistics of a **raven** (CR 0), without the Mimicry trait and with the following additional action option:

- ♦ **Dozing Display (1/Day).** The chickpeacock displays its tail feathers, casting the *sleep* spell centred on itself. The spell can only affect creatures other than the chickpeacock that can see it.

Koli Flowers. Only a handful of Y'ummmite islands can boast the presence of these rare flowers, and Kubbard is where they are most prevalent. They are indistinguishable from common shrubs except when they bloom—an event that happens only once a year for a couple of days. During this time, koli flowers reveal their majestic inflorescences, each composed of hundreds of tiny flower heads with petals of the purest white. They are highly sensitive to changes in temperature; a prolonged cold snap in Kubbard runs the risk of eradicating koli flowers from the island entirely!

Those who see a blooming koli flower are blessed with good fortune; a creature who beholds such a rarity gains the effects of the *bless* spell for **24 hours**.

Tiratmisu. Tiratmisus abound in towns and cities with plenty of refuse, scavenging for discarded desserts to incorporate ingredients into their strange, layered bodies. Though tiratmisus' preferred foods are cocoa, coffee, and spongy cookies, being overly picky can result in starvation. Accordingly, street-tiratmisus display a wide variety of ingredients in their composition, ranging from the oddly innovative to the profoundly distasteful.

A tiratmisu uses the statistics of a **rat** (CR 0). Giant variants and swarms exist, using the statistics of **giant rats** (CR 1/8) and **swarms of rats** (CR 1/4), respectively.

TRACKING

Unlike previous adventures in the archipelago of Y'ummm, the party knows just where their foe can be found. Nia Politana resides in the castle of Dez-Urt, which is clearly visible atop its hill on the other side of the town of Twincastle. No Tracking checks are necessary to travel to the castle, and the party can do so at any time.

However, should the party wish to gather clues about the ice queen first, they will need to search for the Sahl-Adian knights or the Dez-Urtian courtiers in Twincastle. Doing so requires three Tracking checks. Each Tracking check can be a **VDC Wisdom (Sur-**

vival) check or one of the ability checks suggested by the optional Tracking rules in *Heliana's Guide to Monster Hunting*. After each check, the party should find one of the encounters detailed below, whether they succeed or fail. A failed check takes **2 hours** to perform, however, exposing the party to the effects of extreme cold, whereas a successful check takes just under **1 hour**, giving them enough time to return to Sahl-Ad to warm up for a while before returning.

Regardless of whether a Tracking check succeeds or fails, you can use the additional encounters in Appendix D (page 33) to break up the monotony of travel and present the party with some extra challenges and opportunities.

FIRESIDE CHAT

As the party walks by the derelict remains of an inn in the town of Twincastle, they hear muffled cries for help coming from beneath a hatch obstructed by heavy debris. The debris can be cleared in **20 minutes** with a successful **VDC Strength (Athletics)** check. The party can repeat this check if they fail, but doing so takes another 20 minutes.

Huddling by the remnants of an extinguished fire in the inn's cellar is Ityor Greens (NG male veggiekin **commoner**), accompanied by Rocky Rhodes (LG female dessertfolk **mage**), who sits in the far corner of the room. While the former seems immediately gleeful and relieved to see a party of rescuers, the latter barely reacts at all. Her eyes are fixated on the smoking embers with a far-off expression, mouth agape. She slumps against the wall, drops of ice cream running down her body and pooling between the stone tiles.

A Selfless Act. Rocky is unable to speak, but Ityor promptly explains to the party what got them in this situation:

- ♦ Rocky Rhodes left Nia's court almost as soon as the tyrant's duplicity was revealed, and she has spent her time since in Twincastle, using her fire magic to help folks survive the chilling weather. The two of them got trapped in the inn's cellar when a snowstorm caused the roof to collapse.
- ♦ Ityor would have certainly frozen to death if not for Rocky conjuring magical fire to warm him up. Unfortunately, the heat from the fire had an adverse effect on her. She began to melt, and became more lethargic and absentminded over time.
- ♦ Despite this, she kept the fire going at the cost of her own well-being, but the heat soon interfered with her ability to maintain her spells, causing her magic to fail. If not for the party's assistance, Ityor would have frozen to death before long.

Additional Information. Ityor thanks the party for rescuing them and promises he will deliver Rocky safely to the castle of Sahl-Ad, where he hopes she will regain her senses. If the party visits her at least **1 hour** after her rescue, she will have regained her ability to speak and can impart useful information. Rocky left Nia’s court too soon to really understand the queen’s powers, but she can provide a rudimentary map of the castle, and she can instruct the party on how to create a mystical cocktail called a “cherry vodka sour”. Pouring this cocktail on the Eye of Marschino, she explains, will enable it to be damaged by regular weaponry. The party can use the resources in Sahl-Ad to craft the cocktail with a successful **VDC Intelligence (alchemist’s tools)** or **Intelligence (cook’s supplies)** check. Supplies are limited, however, and they have only one shot at it.

RAT ATTACK

A chilling scream pierces the quiet, cold air of Twincastle. Running down the street towards the party are several well-dressed dessertfolk nobles, who plead for help against a horrible abomination that’s chasing them. One of the nobles raises a shaking arm to point out the nightmarish monstrosity: a single tiratmisu (see Unique Fauna and Flora, page 3), squeaking happily as it scurries after its new friends. The party can vanquish this new enemy with violence, calm it with a successful **DC 8 Wisdom (Animal Handling)** check, or scare it away with a **DC 8 Charisma (Intimidation)** check.

Dez-Urtian Deserters. The relieved nobles hail the party as heroes after their tormentor has been dealt with, and reveal their story: they abandoned the ice queen’s court some time after she revealed her plans for the island of Kubbard, unwilling to be accomplices in such an atrocity. Some of their fellow Dez-Urtians have decided to stay and follow Nia Politana, however, convinced of her assertions of ice cream superiority. The nobles impart the following pieces of information:

- Nia Politana is a cunning witch who easily surpassed the previous court mage with her command of frost magic.
- In addition, she can freely change between the three sacred flavours of dessertfolk—chocolate, strawberry, and vanilla. This ability has brought worshippers to her doorstep. Many hail her as a chosen of the gods—a prophesied saviour who will lead ice cream dessertfolk to glory.
- When she embodies chocolate, she is able to spit hot fudge that burns a creature and hardens when it cools, restraining her target.

- When she embodies strawberry, she gains an alluring scent capable of charming those near her.
- When she embodies vanilla, its soothing properties grant her extra resilience, shielding her against incoming blows.
- She has used this adoration to implement many tyrannical measures in Dez-Urt, such as banning the use of fire in the castle, except for the *continual flame* spell. The nobles don’t know why this is, but a successful **DC 12 Intelligence (Arcana)** check reveals that the fire created by this spell produces no heat.

The grateful nobles can also draw a map of the castle for the party, providing a clear path from the entrance to the throne room.

VEGGIE POPSICLES

In an alley off one of the main streets of Twincastle, the party can find the contingent of Sahl-Adian knights that was dispatched to investigate the ice queen. They are slumped against the walls or lying on the frozen ground, each encased in a sheet of ice.

Icy Prisons. A creature that examines the fallen knights and succeeds on a **VDC Wisdom (Medicine)** or **Wisdom (Perception)** check detects breathing or minor twitches of the fingers—the knights are unconscious, but still alive!

SIR LANSHALLOT



The ice sheets can be attacked and destroyed without harming the knights. Each sheet is an object that has **immunity** to cold damage, **vulnerability** to fire damage, and AC and hit points dependent on the hunt's level, as detailed in the table below. Alternatively, exposing a sheet to magical fire for **1 minute** or longer causes it to melt.

ICE SHEET STATISTICS

| Hunt Level | AC | Hit Points |
|------------|----|------------|
| 6th | 11 | 5 |
| 10th | 13 | 10 |
| 15th | 15 | 15 |

Sir Lanshallot. The leader of this squadron of knights, Sir Lanshallot (LG male veggiekin **knight**), regains consciousness shortly after he's been freed from the ice. If questioned, he divulges the following information:

- His squadron encountered the ice queen in the streets of Twincastle, accompanied by a small contingent of Dez-Urtian soldiers. She insisted on fighting the Sahl-Adian knights alone, and they were no match for her.
- The knights carried torches to use in case they ran into her forces, knowing that ice cream dessertfolk dislike fire. Unfortunately, they were instantly snuffed in the cold weather.
- Knights knocked out by the queen's spells or effects were encased in a sheet of ice.
- Healing spells from the squad's cleric proved ineffective in reinvigorating frozen allies.

HANDOUT 1. FROST MAGIC



Sir Lanshallot wishes he could assist the party further, but he must first extract his soldiers to Sahl-Ad for medical treatment. If not for them, he asserts, he would gladly march on Dez-Urt alongside the adventurers, no matter how grievous his wounds!

KNOW THY ENEMY

During their journey, the party have the chance to gather multiple clues regarding the ice queen:

- The ice queen wields frost magic with a talented hand. Those she downs with her spells are encased in ice.
- The ice queen detests fire and heat, which makes her sluggish and hinders her concentration.
- The ice queen can swap between three different flavours, each with a unique benefit.

These clues can be found in any order by exploring the area and interacting with the locals, or via the encounters in the Tracking section, which require a party to search Twincastle for survivors of the ice queen's wrath.

CLUE 1: FROST MAGIC

The ice queen is a skilled sorceress, capable of casting potent spells that deal cold damage. Creatures defeated by one of these spells are magically encased in ice, which keeps them alive and stable, but unable to regain hit points. The party can learn these details in the following ways.

EXPLORATION

Talking to townsfolk reveals that the changes to the island's climate are Nia Politana's doing. To wield such control over the temperature would certainly require powerful magic.



HANDOUT 2. MELTING POINT

ENCOUNTERS

See the named encounters for full details.

Rat Attack (page 5). Several residents of Twincastle and Dez-Urt bore witness to the queen's magic. They speak with horror of her ability to manipulate ice and snow as if they were extensions of her own body.

Veggie Popsicles (page 5). After rescuing the Sahl-Adian knights, they recount how they became encased in ice after being knocked out by the queen's spells. The cleric was unable to reinvigorate her allies.

CLUE 2: MELTING POINT

Ice cream is especially susceptible to heat. When ice cream dessertfolk are subjected to enough fire damage, both their bodies and minds melt. In this state, their movements become strained and sluggish, and their concentration slips more easily. The party can learn these details in the following ways.

EXPLORATION

In the castle of Sahl-Ad, veggiekin and most dessertfolk gather around magical fires, eager to warm up.

The few ice cream dessertfolk present, on the other hand, prefer to keep their distance, claiming that it's uncomfortable for them to be in close proximity to the flames.

ENCOUNTERS

See the named encounters for full details.

Veggie Popsicles (page 5). The Sahl-Adian knights carried torches to use against the ice queen's forces but were unable to keep them lit.

Fireside Chat (page 4). Finding Rocky Rhodes reveals that an ice cream dessertfolk's ability to maintain concentration on spells is hindered by exposure to high heat. The party can also observe how slow her movements are as Ityor Greens helps her walk out of the inn.

Rat Attack (page 5). The nobles explain to the party that the ice queen has forbidden the use of most magical fire in Dez-Urt. Only the *continual flame* spell can be used to illuminate the castle's interior.

CLUE 3: THE SACRED FLAVOURS

The ice queen has a rare gift: she can change into one of three flavours, granting her distinct powers. This causes her ice cream filling to change colour, indicating the tactic she is about to employ:

- ♦ **Chocolate: brown.** She intends to use a long range hot fudge attack that deals fire damage.
- ♦ **Strawberry: pink.** She will try to charm all creatures close to her.
- ♦ **Vanilla: cream.** She will generate temporary hit points unless she takes enough fire damage.

The party can learn these details in the following ways.

EXPLORATION

Observing some of the dessertfolk refugees in Sahl-Ad can reveal that different flavours grant different abilities. For example, the party can witness a strawberry dessertfolk surrounded by admirers, or a vanilla dessertfolk walk away unscathed after being struck by a falling icicle.

Those who have caught a glimpse of the ice queen in person tell different tales of her appearance. Some swear her filling was the deep pink of strawberry, only to be called liars by others who witnessed her chocolate complexion.

ENCOUNTERS

See the named encounters for full details.

- ♦ **Rat Attack (page 5):** Speaking with the nobles reveals that the ice queen can change flavours at will, as well as the specific powers of each flavour.

THE BATTLE AHEAD

The battle with the ice queen is divided into three distinct phases, referred to as waves. In the first wave, the party assaults the castle of Dez-Urt, breaking down or otherwise bypassing its defences. In the second wave, they fight a contingent of guards sent to prevent them from reaching the queen. In the third wave, they reach the throne room and battle against Nia Politana herself.

THE QUEEN
CAN
HARNESS
ALL
THREE
SACRED
FLAVORS.



ALLURING
STRAWBERRY

FUDGY
CHOCOLATE



SOOTHING
VANILLA



HANDOUT 3. THE
SACRED FLAVOURS

THE CASTLE OF DEZ-URT

Once a mirror image of its counterpart, Dez-Urt has undergone extensive remodelling at the behest of its new ruler. Sheets of ice cover many of the walls and floors, and its towering spires are now topped with swirls of ice cream, complete with cherries on top. At its centre lies the queen's gelid throne room, where she draws upon the magic of the Eye of Maraschino, weaving powerful spells to freeze the entirety of Kubbard.

Environmental Hazard: Below Freezing. The temperature inside the castle is dangerously low. This is unlikely to affect the party if they dip in and out of the castle quickly, but getting lost in its labyrinthine hallways can present a serious risk to those not acclimated to the cold. Creatures that don't have resistance or immunity to cold damage must make a **VDC Constitution saving throw** for every **10 minutes** spent in the castle, taking **Vdam** cold damage on a failed save.

Helping Hand. At any time during the battle, Bro Koli can provide help by catapulting a bundle of *potions of healing* (normal, greater, or superior at 6th, 10th, and 15th hunt level, respectively) all the way from the castle of Sahl-Ad. The bundle crashes through a wall next to the party. Most of the potions shatter on impact, but it's possible to salvage a few.

LAIR ACTIONS

While within the castle, the ice queen can draw power from the Eye of Maraschino to produce frigid, magical effects. The saving throw DCs and damage of the lair actions depend on the level of the hunt.

| Hunt Level | VDC | Vmod | Vdam |
|------------|-----|------|----------|
| 6th | 13 | +5 | 5 (2d4) |
| 10th | 15 | +7 | 10 (3d6) |
| 15th | 17 | +9 | 14 (6d6) |

Lair Actions. On initiative count 20 (losing initiative ties), the ice queen takes a lair action to cause one of the following effects. She can't use the same effect two rounds in a row. See the table above for the damage, roll modifiers, and save DCs. The ice queen only begins using lair actions in wave 3, when she battles the adventurers in person.

- **Black Ice.** A thin sheet of translucent ice forms over the floor in a **20-foot square**. Each creature that starts its turn in the area or enters it for the first time on a turn must succeed on a **VDC Dexterity saving throw** or be knocked **prone**. The ice melts on initiative count 20 of the next round.

- **Cold Snap.** The temperature in the castle drops dramatically. Each creature in the lair must succeed on a **VDC Constitution saving throw** or take **Vdam** cold damage. Until initiative count 20 of the next round, fire damage dealt within the lair is halved.
- **Fortress of Frost.** A wall of solid ice rises from the ground at a point of the ice queen's choice within her lair. The wall extends in a straight line up to **20 feet** long, and it is **10 feet** high and **2 feet** thick. Each 5-foot segment of the wall has AC equal to **VDC** and hit points equal to **2 × the hunt level**. If a creature is in the wall's space when the wall appears, it must make a **VDC Dexterity saving throw**. On a successful save, it can choose one of the closest unoccupied spaces to move to. On a failed save, it's pushed to the closest unoccupied space of the ice queen's choice.

APPROACHING THE CASTLE

At the base of the hill, the party is undetectable by the castle's guards, concealed by trees, the buildings of Twincastle, and other obstacles. Allow them to linger here for a while, if they wish, and observe the castle. You can read or paraphrase the following:

The castle stands proudly atop the hill, its ice-covered spires glinting in a rare beam of sunlight that, against all odds, penetrates the thick, grey clouds. In the vicinity of the castle of Dez-Urt, the air is even colder, enough to make one's throat close and nostril hairs freeze.

The formidable walls, rising thirty feet high around the castle's courtyard, cast long, threatening shadows over the incline. Once in a while, there's movement atop them—a lone guard on patrol, surveying the land below for any foolish enough to approach its queen's fortress. And in this bulwark of stone and ice, a single beacon of hope shines bright: the castle's drawbridge is lowered at the moment, presenting a convenient point of entry into its chilling bowels... for anyone fast enough.





WAVE 1: ASSAULT ON DEZ-URT

In the first wave, the party must break into the castle of Dez-Urt. The real obstacle is pushing through the gates into the courtyard—after this, they can simply enter the castle through the unlocked front doors and proceed to the throne room. Side doors, sewage pipes, underground tunnels, and other means of access have been completely blocked by Nia herself with enormous barriers of magical ice, leaving the front gates as the only option. The party can proceed most of the way up the hill unseen, obscured by the leafless trees and frozen effigies of the queen's enemies littered throughout.

A creature that doesn't conceal its presence is first detected **90 feet** away from the castle. If the party tries to be stealthy, have each member roll a **VDC Dexterity (Stealth)** check. Alternatively, you can have the party roll a group check (see the Rules Reminder: Group Checks sidebar). On a successful check, they can remain hidden until they are **60 feet** from the castle. At that point, a creature is automatically detected, as there is no more cover to hide behind.

RULES REMINDER: GROUP CHECKS

When a group of creatures makes a group check, have each member make its own ability check against the same DC. If at least half of the creatures succeed on their individual check, the entire group succeeds on the group check. This can be flavoured as the more successful members of the group giving help or advice that allows the others to perform the task more effectively.



Either way, when a creature is detected by the castle's guards, the entire party rolls initiative. You can read or paraphrase the following:

It's as if a great spotlight has been shined upon you. One second, there is perfect silence, and the next, alarm bells are going off inside the castle, their strident cry engendering a flurry of action. The indistinct cacophony of voices barking commands is swiftly followed by the clatter of hobnailed boots.

A brief whistle announces the descent of an enormous ice cream ball, which crashes nearby, shattering the thin layer of ice that covers the ground. This was a warning shot—the next won't be half as magnanimous.

Wave 1 begins when the first creature is detected by the castle guards. There are no enemies to fight in wave 1. Instead, the party must overcome three obstacles in order to break into the castle, described below.

FIRST OBSTACLE: THE CLIMB

First and foremost, the party needs to reach the drawbridge, which is easier said than done. Covered in a layer of ice, the hill is slippery and difficult to climb. A creature moving across the hill must succeed on a **VDC Dexterity saving throw** or fall **prone**. A creature moving at half speed doesn't need to make the saving throw. In addition, the Dez-Urtian defenders man the catapults, raining ice cream balls down upon the invaders.

Hazard: Dez-Urtian Catapults. On initiative counts 20 and 10, the castle guards use a catapult to launch one ice cream ball at a creature that has been detected and isn't yet at the drawbridge. The catapults rest safely behind the walls, in the castle courtyard, and can't be seen or targeted by any creatures standing outside. This attack has a **Vmod** bonus to hit and deals **Vdam** bludgeoning damage on a hit. In addition, a creature hit by a catapult must succeed on a **VDC Strength saving throw** or be knocked **prone** and pushed **30 feet** down the hill.

SECOND OBSTACLE: MOAT AND DRAWBRIDGE

Creatures that reach the drawbridge are too close to be targeted by the catapults. Dez-Urtian defenders stand ready to rain arrows upon their foes, harassing the party as they contend with the moat.

Moat. Once filled with pristine water from the river, the **20-foot-wide, 20-foot-deep** moat that encircles the castle has been mostly drained. What little water remains has been shaped into icy spikes. A creature that falls into the moat takes **Vdam** piercing damage from the spikes in addition to the bludgeoning damage from falling. The walls of the moat require a successful **VDC Strength (Athletics)** check to climb. This check is made with **disadvantage** if a creature doesn't use any sort of climbing equipment, such as a rope or pitons, due to the slippery ice coating the wall.

Drawbridge. The drawbridge has been left lowered by the Dez-Urtians, who hope to goad invaders into a trap. When a creature reaches the halfway point of the drawbridge, a catapult towards the back of the castle, which has been pre-aimed and loaded for this exact purpose, fires an ice cream ball that hits and destroys the bridge, causing creatures on it to plummet into the moat below.

Hazard: Archers. Dez-Urtian archers (**scouts**, CR 1/2) hide behind the walls, shooting invaders through murderholes. These creatures don't roll for initiative. Instead, on initiative counts 20 and 10, an archer makes one longbow attack against a creature near the drawbridge or moat. This attack has a **Vmod** bonus to hit instead of its normal attack bonus. These attacks prioritise any creatures climbing the wall. Archers have three-quarters cover when shooting through the murderholes, but move back behind the walls right after, where they benefit from full cover. If one is defeated, another promptly takes its place.

Hazard: Warding Winds. The magic of the Eye of Maraschino has created blustery gales that protect the Dez-Urtian castle from aerial attacks. When a creature starts its turn in flight or attempts to fly for the first time on its turn while within **10 feet** of the castle, it must succeed on a **VDC Strength saving throw** or be pushed **60 feet** away from the castle.

THIRD OBSTACLE: PORTCULLIS

Once the party is on the other side of the moat, one last obstacle stands in their way: a lowered portcullis of stale biscotti, even sturdier than iron, blocking their passage into the courtyard. The archers continue to shoot at the party through murderholes as they deal with this final hurdle.

Portcullis. The party can use brute force to destroy the portcullis. It's an object with AC equal to **VDC** and hit points equal to **10 × Vmod**.

Winch. There is a winch on the other side of the portcullis, which can be used to raise the portcullis when a creature uses its action to turn the crank with

a successful **VDC Strength (Athletics)** check. A creature can get to the other side with teleportation, by flying or climbing over the wall, by transforming into a Tiny creature that can slip between the bars, or by other methods the GM deems feasible.

Walls. The walls are **30 feet** high and slick with ice, requiring a **VDC Strength (Athletics)** check to climb them, made with **disadvantage** unless the creature is using climbing equipment. A creature that successfully climbs a wall can drop down on the other side of the portcullis.

Continuous Hazards. The effects of the Archers and Warding Winds hazards from the second obstacle remain active during this obstacle. Once the party gets through the portcullis, the archers on the walls are left behind. They don't abandon their posts in case more invaders appear.

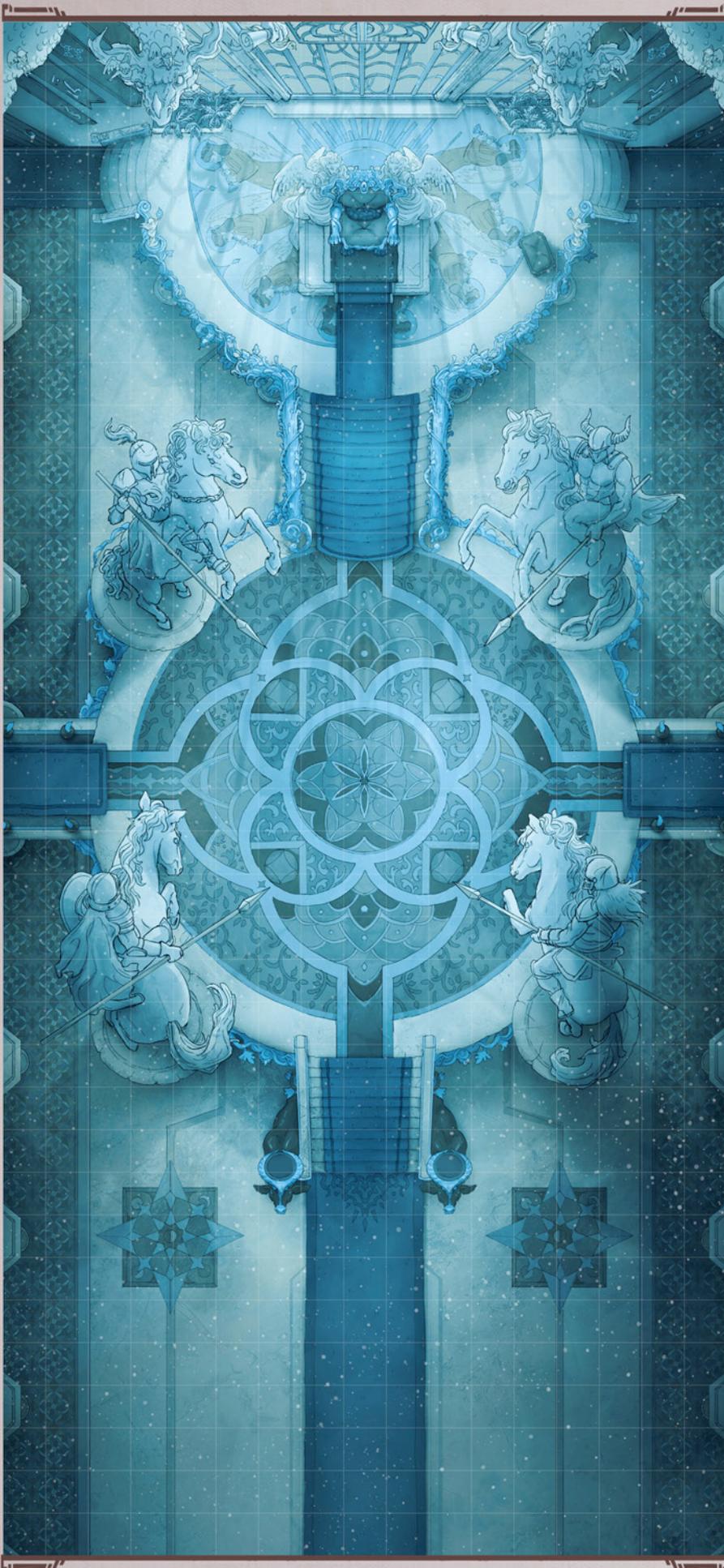
WAVE 2: THE QUEEN'S GUARD

Wave 2 begins after the party enters the castle and heads to the queen's throne room. They have **1 minute** to catch their breath, drink potions, and cast spells before they're intercepted by a small squad of soldiers sent to stop them. As the party rushes to the throne room, you can read or paraphrase the following:

"Halt, invaders!"

A weak, shaky voice echoes from a short dessert-folk man wearing the pink, white, and brown of Dez-Urt. He seems intent on blocking your way, palm raised in your direction. He's flanked by other soldiers and, most notably, a hulking construct effusing scents of mint and pistachio. It wears a permanent smile on its wafer visage, a menacing accompaniment to its cracking knuckles.

"Halt, I command thee! In the name of Queen Nia Politana the Cold, Mistress of Frost, Wielder of the Eye of Maraschino, Countess of Dez-Urt, Rightful Ruler of Twincastle, and Regent of Kubbard! Thou hast trespassed upon her most sacred domain! Lay down thy arms and bend the knee that thou might be blessed with the queen's merc-oof!" The little man is pushed aside by the golem as it charges down the hallway. With a battlecry, his colleagues follow suit, relief evident in their faces at the interruption of what would surely have been a long-winded speech.



1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 1. DEZ'URT THRONE
ROOM

ENEMIES

The enemies in wave 2 are a contingent of ice cream dessertfolk soldiers, accompanied by mint pistachio golems.

Level 6. At 6th level, the wave 2 combatants are:

- 4 Dez-Urtian guards (**thugs**, CR 1/2)
- 1 Dez-Urtian **knight** (CR 3)
- 1 **mint pistachio golem*** (CR 5)

Level 10. At 10th level, the wave 2 combatants are:

- 3 Dez-Urtian **knight**s (CR 3)
- 2 **mint pistachio golems*** (CR 5)

Level 15. At 15th level, the wave 2 combatants are:

- 5 **mint pistachio golems*** (CR 5)
- 2 Dez-Urtian **mages** (CR 6)

*See Appendix C

All Humanoid combatants have **resistance** to cold damage and the following additional trait:

- **Melting Point.** If the Dez-Urtian takes 15 or more fire damage on a single turn, it partially melts. Its speed is halved and it has **disadvantage** on saving throws to concentrate on spells. These effects last until the end of the Dez-Urtian's next turn.

TACTICS

The combatants fight according to the tactics below.

Dez-Urtian Soldiers. The Dez-Urtians let the golems engage the enemy first, hoping that they can soak some of the damage and become enraged as a result. As trained combatants, they try to focus on one foe at a time, if possible, but don't move away from a different enemy to do this. A Dez-Urtian flees when reduced to one third of its hit points or fewer.

Mint Pistachio Golems. The golems are single-minded Constructs without fear or hesitation. They throw themselves at the nearest enemy, only switching targets when the first one is unconscious or moves so far away that the golem would have to forgo attacking a closer target to pursue it. The golems have no self-preservation instinct and fight to the death.

WAVE 3: THE FROZEN THRONE

Defeating the enemies in wave 2 allows the party to proceed to the throne room, where Nia Politana awaits. If the party has a map of the castle drawn by Rocky Rhodes or the Dez-Urtian deserters (see Know Thy Enemy, page 6), they can go straight to the throne room without significant delays. Otherwise, a successful **VDC Wisdom (Survival)** check is necessary to find their way, made with advantage if they

MINT PISTACHIO GOLEMS



have memorised the layout of the counterpart castle of Sahl-Ad. The party can attempt this check as many times as necessary, but each check takes **10 minutes** to make, potentially exposing them to the effects of the Below Freezing environmental hazard.

Wave 3 begins when the party reaches the throne room. Read or paraphrase the following:

A slender ice cream dessertfolk woman with chiselled features of creamy vanilla sits upon a frozen throne at the heart of the castle. Noticing your presence, she finishes signing a document with a dexterous flourish of a quill and sets it aside, her every movement the perfect picture of elegance. A faint sigh escapes her as she rises to her feet, traces of annoyance marring her beautiful visage.

Behind her, floating above the throne, is a perfect sphere of ruby red crystal, a single stem protruding from the top. Even from this distance, you feel it slowly drain you of your body heat and cause the moisture in your eyes to freeze.

“Well?” Nia clears her throat to draw your attention, an ersatz smile upon her frozen lips. “Shall we deal with your unsolicited presence in my throne room? Do try to die quickly, if you’d be so kind. I have a queendom that needs ruling.”

The Eye of Maraschino. The Eye of Maraschino is a wintry magical artefact that Nia relies on to weave her magic upon the land, as well as to take lair actions. If the artefact is destroyed, she loses access to her lair actions. To illustrate this, describe Nia drawing power from the ancient orb every time she takes a lair action—perhaps the Eye glows conspicuously as the temperature drops even further, or wisps of magical light seep from its crystalline depths into the ice queen herself.

The Eye of Maraschino is an object with **immunity** to all damage. To strip it of its resilience, it must be splashed with a mystical concoction known as a “cherry vodka sour”, upon which it loses immunity to all damage types except cold, poison, and psychic damage for **1 minute**. The party can obtain this information, as well as the recipe for the cocktail, by rescuing Rocky Rhodes, a former Dez-Urtian court mage (see Fireside Chat, page 4). A creature

can use a bonus action to splash the cocktail on the Eye while within **10 feet** of it. The Eye’s AC and hit points depend on the level of the hunt, as detailed in the table below.

If Nia Politana is defeated, her connection to the Eye of Maraschino is severed. A single shard splits from the crystal orb and falls to the ground. The rest of the Eye disappears in a flurry of snowflakes.

EYE OF MARASCHINO STATISTICS

| Hunt Level | AC | Hit Points |
|------------|----|------------|
| 6th | 13 | 30 |
| 10th | 15 | 50 |
| 15th | 17 | 70 |

Coldblooded Betrayal. When Nia is reduced to one third of her hit points or fewer, she raises her hands and surrenders to the party, claiming that she’s willing to be taken prisoner and be tried for her crimes. This is a ruse, and if she succeeds on a **Charisma (Deception)** check against the passive Insight of all the party members, they can’t determine if she’s being truthful. If they give her the benefit of the doubt, she stalls, pretending to negotiate the exact terms of her surrender, until reinforcements arrive. These reinforcements take **5 minutes** to get to the throne room, and comprise another batch of the same forces that were with Nia at the beginning of the wave (see Enemies below). As soon as Nia sees her reinforcements, she turns on the party and combat begins once more. Nia has **advantage** on the initiative roll made as a result.

RULES REMINDER: PASSIVE SCORES

All skills, not just Perception, have a passive counterpart. A creature’s passive score in any skill equals **10 + all modifiers that normally apply to the check**. Normally, these are the corresponding ability modifier and the character’s proficiency bonus if they are proficient in the skill. If the character has **advantage** on these checks, add **5** to the total. For **disadvantage**, subtract **5**.

ENEMIES

The enemies in wave 3 are Nia Politana herself, an ice queen, accompanied by a few more of her forces.

Level 6. At 6th level, the wave 3 combatants are:

- 3 Dez-Urtian guards (**thugs**, CR 1/2)
- 1 **upstart ice queen*** (CR 7)

Level 10. At 10th level, the wave 3 combatants are:

- 1 Dez-Urtian **knight** (CR 3)
- 1 **imperious ice queen*** (CR 11)

Level 15. At 15th level, the wave 3 combatants are:

- 2 **mint pistachio golems*** (CR 5)
- 1 **tyrannical ice queen*** (CR 16)

*See Appendix C

All Humanoid combatants have **resistance** to cold damage and the following additional trait:

- **Melting Point.** If the creature takes 15 or more fire damage on a single turn, it partially melts. Its speed is halved and it has **disadvantage** on saving throws to concentrate on spells. These effects last until the end of the creature's next turn.

TACTICS

The combatants fight according to the tactics below.

Dez-Urtian Soldiers and Golems. The queen's servants are here to protect and enable her. They move into melee with the party as soon as possible, trying to keep them away from Nia. Their main priority is taking damage so that she doesn't have to, and they'll resort to grappling or shoving creatures instead of attacking if this helps Nia stay safe and cast her spells undisturbed. All Dez-Urtians and golems fight to the death, wanting to prove their loyalty to their queen.

Nia Politana. Knowing that the party is coming, Nia starts combat with mage armor already cast on herself. As a spellcaster, she wants to stay in the backline, relying on her guards to occupy the invaders while she does as much damage as possible. Ideally, each of her turns is spent casting the highest level damage dealing spell she has access to. She tries not to catch her own guards in her spells, but they're ultimately disposable, and if doing so increases the damage she can

NIA POLITANA



do to the party significantly, she doesn't hesitate. If the party proves resistant to cold damage, Nia casts dominate person on one of them—preferably a melee attacker that she can command to get away from her and attack a teammate instead.

She uses her reactions for *shield* and *counterspell*, but preserves her higher level spell slots to deal damage. She can use *misty step* to move out of danger, but prefers to do so with her Chillwind legendary action, leaving her bonus action open to deal damage (via her *brainfreeze* spell or the Hot Fudge bonus action).

Nia starts combat in her vanilla flavour and changes flavours depending on how the battle flows. If the party fails to apply pressure to her and she isn't using her bonus actions to deal damage with the *brainfreeze* spell, she switches to her chocolate flavour to increase her damage output. If she's being harassed by two or more melee characters, she switches to her strawberry flavour to charm them. If the party is resistant to charm effects or attacks her at a distance, she switches to her vanilla flavour for the temporary hit points.

As soon as possible, Nia uses her legendary actions to cast *brainfreeze* on one of the party's spellcasters in order to impair their ability to concentrate on spells. Doing so comes at a risk, however, as it limits how

many times she can use her Chillwind legendary action, the most powerful movement option she has, making it difficult to reposition if the party surrounds her. As such, she does so only if she's certain she can get away with it. Otherwise, she uses her legendary actions to cast *ray of frost* or use Chillwind to move out of danger.

For the most part, Nia alternates between her Cold Snap and Black Ice legendary actions, reserving Fortress of Frost for when she desperately needs cover, or for when creating a wall would trap a single enemy combatant in a separate section of the throne room.

Determined to hold on to her burgeoning demesne, Nia fights to the death, even if that may not appear to be the case (see Coldblooded Betrayal above).

END OF WAVE

This wave ends once the ice queen is reduced to 0 hit points. When this happens, any remaining guards or knights she has turn tail and flee, and any golems melt into inanimate puddles of cream. Read or paraphrase the following:



Despite the sheen of determination in her eyes—a sliver of indignation and defiance that refuses to thaw—Nia Politana falls to her knees. She raises her staff once more, an action she’s used to deliver devastating spells, before it falls right through her melting hand, clattering on the floor.

“... Oh.” She utters with genuine surprise. She looks like she wants to say more, but can’t—her lips are liquifying, running down her face and painting the tiles at her feet with drops of chocolate, strawberry, and vanilla. Her body, shifting uncontrollably between all three sacred flavours, follows suit, collapsing into a tri-coloured mess in a matter of seconds. Just like that... the queen is dead.

OPTIONAL ENDING: THE GREAT MELT

If you’re running a one-shot, there might not be much point in harvesting the ice queen’s corpse. Instead, you can use this optional ending to give an epic, climactic conclusion to the hunt. When the ice queen is defeated, her hold over the local temperature is broken and the ice starts to melt supernaturally fast. You can read the following:

A single drop of ice cold water plinks on top of your head before sliding down your neck with deeply uncomfortable lethargy. All around the throne room, ice and snow melt with unnatural speed, and yet more water seeps through cracks in the ceiling’s stones.

The Dez-Urtian castle is large and looms many storeys tall. If each one contains just as much ice...

A great rumble coming from above suddenly confirms the worst case scenario. It’s the sound of hundreds of thousands of gallons of rushing water, washing through the castle as an unstoppable force. And it’s growing louder.

As the party makes its way towards the exit, they’re caught in a deluge resulting from the melted ice in the castle’s upper floors. Each creature in the castle must make a **VDC Strength saving throw** to hold on to a fixed object or surface. On a failed save, a creature is swept away by the current, taking **Vdam** bludgeoning damage as it barrels down the hallways, colliding with other creatures and objects.

When a creature being carried by the current reaches the castle’s entrance, it can make another **VDC Strength saving throw**. On a successful save, it holds on to the portcullis until the flood subsides. On a failed save, it takes $2 \times$ **Vdam** bludgeoning damage as it’s sent tumbling down the hill.

AFTERMATH

Here are some possible outcomes of the hunt:

THE ICE QUEEN SUCCEEDS

- If the party falls against the ice queen, they are encased in ice and preserved in the castle of Dez-Urt. Months later, they and several other Kubbish citizens that the ice queen captured are loaded onto a ship and sent to a different island, banned from her domain in perpetuity.
- Reports of more non-ice cream dessertfolk being exiled from the island abound, and rumours begin to circulate that Nia Politana might declare independence from Y’ummm. A civil war brews...

THE ICE QUEEN IS DEFEATED

- The island of Kubbard is freed from the ice queen’s oppression. With no one to manipulate the magic of the Eye of Maraschino, the climate is quickly restored to normal.
- The Dez-Urtian supremacists that sided with the ice queen are exiled, and form a poverty-ridden xenophobic tribe on one of the smaller Y’ummm islands.
- The Count of Sahl-Ad is deposed for his cowardice, and the people of Kubbard are granted the privilege of naming his successor. Brother Koli is overwhelmingly favoured by the masses, but isn’t sure if he’s ready to assume such a responsibility. If the party encourages him, he humbly accepts the nomination with great hope for the future and works to improve his leadership skills.

- If Brother Koli becomes the new count, Sir Lan-shallot becomes captain of the Sahl-Adian knights in his stead. He takes his new position very seriously, and the halls of the castle are filled with his boisterous declarations that no treacherous enemy shall threaten his people ever again.
- The process of choosing a new count of Dez-Urt is significantly more contentious. Several nobles fight fiercely for the position and for some time, the Dez-Urtian castle becomes a den of political intrigue and toxic one-upmanship. Rocky Rhodes, the new chief advisor to the count, is chosen as regent and does her best to quell everyone's tempers.
- If the Eye of Maraschino wasn't destroyed, it magically reappears elsewhere in Y'ummm ten days after the queen's defeat, waiting to be found by another individual who seeks power. This could lead to the rise of another threat, perhaps one even greater than the ice queen...

CRAFTING

The following unique items can be crafted from the ice queen's components.

ICE QUEEN CRAFTABLE ITEMS

| Item | Item Type | Rarity | Attunement | Components | Essence | Value* |
|---------------------|---------------|-----------|------------|--|---------|-----------|
| Crown of Maraschino | Wondrous item | Uncommon | Required | Elemental (ice queen) core of water | Frail | 830 gp |
| | | Rare | | | Robust | 4,550 gp |
| | | Very rare | | | Potent | 14,940 gp |
| Regalia di Wafer | Wondrous item | Uncommon | Required | Elemental (ice queen) frozen heart | Frail | 710 gp |
| | | Rare | | | Robust | 3,990 gp |
| | | Very rare | | | Potent | 12,580 gp |
| Sorbeater | Weapon (mace) | Uncommon | Optional | Elemental (ice queen) volatile mote of water | Frail | 710 gp |
| | | Rare | | | Robust | 4,700 gp |
| | | Very rare | | | Potent | 12,460 gp |

TREASURE

Once the party has defeated the ice queen, they can attempt to harvest components and craft unique items using the remains. For further information, refer to the Harvesting and Crafting chapters in *Heliana's Guide to Monster Hunting*.

HARVESTING

The following components can be harvested from the remains of the ice queen and used to make unique items. The ice queen has a unique component that can be harvested in addition to those normal for an Elemental: her frozen heart.

ICE QUEEN HARVEST TABLE

| Component DC | Components |
|--------------|-------------------------------------|
| 15 | Volatile mote of water ^v |
| 20 | Frozen heart |
| 25 | Core of water ^v |



ARTIST NAME

CROWN OF MARASCHINO

REGALIA DI WAFER



APPENDIX A - ITEMS

CROWN OF MARASCHINO

Wondrous item, very rare (requires attunement)

Component: Elemental (ice queen) core of water

A frame sculpted in the Forge of the Waffle Iron. A core painstakingly churned at precisely -150 degrees Fahrenheit in the devilish Sore Bay. Cream filling flash frozen on the Plane of Ice Cream. Only such a masterpiece could contain a fraction of the power of the Eye of Maraschino.

Wafer Base. While you wear this crown, you have **resistance** to cold damage. Additionally, Elementals have **disadvantage** on attack rolls against you until they witness you harm them or their allies.

Slow-Churned Core. While you wear this crown, when a creature enters a space within **30 feet** of you for the first time on a turn or starts its turn there, you can use your reaction to reduce its walking speed by **10 feet** until the start of your next turn.

Creamy Filling. While you wear this crown, you can cast the *conjure elemental* spell from it (water or ice elementals only). You don't make saving throws to maintain your concentration on this spell as a result of taking damage, but the spell immediately ends if you're no longer wearing the crown. Once this property of the crown has been used, it can't be used again until the next dawn.

Cherry on Top. You can use a bonus action to grant one ally you can see within **30 feet** of you a magical cherry that lasts until the end of your next turn. When an ally with a cherry makes an ability check or an attack roll, it can eat the cherry and add a bonus to its roll. The bonus is **1d4**, or **2d4** if the ally is an Elemental. This property of the crown can be used three times, regaining all expended uses daily at dawn.

Uncommon variant: Remove the Slow-Churned Core and Creamy Filling properties. Once the Cherry on Top property has been used, it can't be used again until the next dawn.

Rare variant: Remove the Slow-Churned Core property. Reduce the duration of the *conjure elemental* spell to **10 minutes**. The Cherry on Top property can be used twice, regaining all expended uses daily at dawn.

REGALIA DI WAFER

Wondrous item, rare (requires attunement)

Component: Elemental (ice queen) frozen heart

Each kiln-fired wafer interlocks with the next, forming the ruffled layers of this delicious dress. With hundreds of unique imprints, a wafer's intricate design extends to its final moments, beautifully cracking apart to reveal the next wafer below. A monarch's regalia has upwards of fifty layers, each a different colour and pattern.

This item has **9 charges**, represented by an equal number of outer wafer layers, and regains **1d6 + 3** expended charges daily at dawn.

Layered Wafers. When you take bludgeoning damage while wearing this item, you can expend **1 charge** to reduce the damage by **2d8** (no action required).

Wafflemanancy. While wearing this item, you can expend 1 or more charges to cast one of the following spells from it (**save DC 15**): *barkskin* (**2 charges**; with wafer instead of bark), *cone of frosting** (**1 charge**), *ice storm* (**4 charges**), *snowball** (**3 charges**), *wall of stone* (**5 charges**; with wafers instead of stone).

Uncommon variant: Reduce the charges to **5**, the recharge to **1d4 + 1**, and the **DC** to **13**. Remove the *ice storm* and *wall of stone* spells from the Wafflemanancy property.

Very rare variant: Increase the **DC** to **16**. The item gains the Insulated Defense property.

Insulated Defense. While this item has 1 or more charges remaining, you have **resistance** to cold damage while you wear it.

*See Appendix B

SORBEATER

Weapon (mace), uncommon (optional attunement)

Component: Elemental (ice queen) volatile mote of water

"It's not the size of the scoops that matters. It's all about the flavour of the ice cream and the balance of the toppings. The, uh... way they flow in perfect harmony. The... texture of... erm... Alright, maybe it's a little about the size."

— Dez-Urtian knights comparing sorbeaters during watch duty

Frozen Scoops. One scoop of ice cream forms the head of this weapon. This weapon deals an extra **1d4** cold damage to the first target it hits on each of your turns. Each time you take fire damage, one scoop of ice cream melts, reducing the extra damage by one damage die. Melted scoops reform at the end of each of your turns.

Optional Attunement. If you choose to attune to this item, you can use the Toppings Included property while you remain attuned to it.

OA: Toppings Included. When you first attune to this weapon, choose one topping from the list below to imbue the weapon with. When you finish a short or long rest, you can replace one topping with another from this list.

- ♦ **Caramel Glaze.** Once per turn, when you hit a target with this weapon, you can reduce its speed by **10 feet** until the start of your next turn.
- ♦ **Espresso Fudge.** When you score a critical hit with this weapon, you can immediately make another weapon attack with it as part of the same action or reaction.
- ♦ **Pistachio Crunch.** Whenever you hit a creature with an attack using this weapon and roll a **6** on the weapon's damage die, the creature must succeed on a **DC 15 Strength saving throw** or be knocked **prone**.
- ♦ **Strawberry Topper.** When you score a critical hit with this weapon, you gain **2d6** temporary hit points, which last for **1 minute**.

Rare variant: Increase the scoops of ice cream to two, the extra cold damage to **2d4**, and the number of toppings you can choose when you attune to the weapon to two.

Very rare variant: Increase the scoops of ice cream to three, the extra cold damage to **3d4**, and the number of toppings you can choose when you attune to the weapon to three.



SORBEATER

GARY'S SPECIAL CATALOGUE

Gary, the interplanar ice cream vendor, sees himself as a pioneer and an innovator. He constantly creates brand new flavours with unique magical effects, determined not to let his art stagnate. However, there's nothing wrong with appreciating the classics. The selection below consists of Gary's most popular items of all time, a selection of tried and true masterpieces sure to delight even the most stoic gourmand.

GELATINOUS ICE CUBE

Wondrous item, uncommon

Component: Elemental volatile mote of water

Whenever Gary sets up shop outside of a dungeon or ruin, he always runs out of gelatinous ice cubes first. Adventurers are drawn to these peculiar treats for their resemblance to a common dungeon monster, as well as for the randomised "loot" within. Gary offers no refunds if the contents of a gelatinous ice cube are unsatisfactory.

Ooze's Trove. When you acquire this item, roll a **d6** twice, rerolling any duplicates, and consult the table below to determine the effects you gain when you consume the treat as a bonus action.

| d6 | Contents | Effect |
|----|-----------------------------|--|
| 1 | A small skull | You take 1d6 necrotic damage. |
| 2 | A candy shield | You gain a +1 bonus to AC for 1 minute . |
| 3 | A miniature sword | You gain a +2 bonus to the damage rolls of weapon attacks for 1 minute . A skeleton appears in an unoccupied space within 5 feet of you. It's friendly to you and your companions, and obeys your verbal commands (no action required by you). If you issue no commands, it does nothing. In combat, it shares your initiative count but takes its turn immediately after yours. The skeleton remains for 1 minute . |
| 4 | The bone of a Tiny creature | |
| 5 | A candied good-berry | You gain 10 temporary hit points that last for 1 minute . You gain a number of gold pieces equal to five times your level. They come out of Gary's pocket, and he seems very disgruntled about it. |
| 6 | A gummy crown | |

GELATINOUS ICE CUBE



MIMICONE

Wondrous item, uncommon

Component: Elemental volatile mote of water

This ice cream has a bite. No, really. If you bite it, it will try to bite back. This is why Gary makes all of his customers sign a liability waiver prior to purchasing a mimicone.

Multiscoop. When you purchase this treat, you can choose the number of ice cream scoops on it, which can range from one to eight. When you use a bonus action to eat the mimicone, make a **Constitution saving throw** with a **DC of 8 + the number of scoops**. On a failed save, you take cold damage equal to the number of scoops. On a successful one, you regain hit points equal to **1d8 + twice the number of scoops**.

MIMICONE



SWORDSICLE

Wondrous item, uncommon

Component: Elemental volatile mote of water

Despite the name, these multicoloured treats can be crafted in the shape of any weapon of the customer's choice. Gary obsessively keeps dozens of different ice cream moulds for this very purpose. It's unknown how he fits all of them in his cart.

Weapon Master. When you consume this treat as a bonus action, you gain proficiency with the weapon it's shaped as for **1 hour**. For the duration, you gain a **+1 bonus** to attack and damage rolls made with such weapons (to a maximum of +3).

SWORDSICLE



APPENDIX B - SPELLS

AVALANCHE

6th-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a melted snowflake)

Duration: Instantaneous

Class: Druid, Sorcerer, Wizard

You conjure a landslide of snow and ice that crashes down on an area within range. The area can be up to **60 feet long**, up to **20 feet wide**, and up to **20 feet tall**. Each creature in that area must make a **Dexterity saving throw**. On a failed save, a creature takes **6d10** bludgeoning damage and is knocked **prone**. On a successful save, a creature takes half as much damage and isn't knocked prone. A 10-foot-thick layer of snow then persists in the area, acting as difficult terrain for **1 minute**, after which it melts. Each 5-foot-cube can be melted by being dealt 5 fire damage.

A creature that failed the saving throw or that was prone in the area when the spell was cast is **restrained** beneath this snow layer. At the start of each of its turns, it must succeed on a **Constitution saving throw** or take **3d6** cold damage. A creature restrained in this way that uses its action to make a successful **Strength (Athletics)** check against your **spell save DC** can move up to **10 feet** through the snow on a success.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the initial and ongoing damage increases by **1d10** and **1d6**, respectively, for each slot level above 6th.

BRAINFREEZE

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (three ice cubes)

Duration: Concentration, up to 1 minute

Classes: Bard, Druid, Sorcerer, Wizard

You cause a sudden, freezing pain in the brain of a creature you can see within range, which must make a **Constitution saving throw**. On a failed save, the target takes **2d6** cold damage and **2d6** psychic damage and, until the spell ends, it has **disadvantage** on saving throws made to maintain concentration on spells and other effects. Additionally, you can use a bonus action on your subsequent turns for the spell's duration to deal **2d6** cold damage to it. On a successful save, a creature takes half as much damage and suffers

no additional effects; the spell then ends. A creature can repeat this saving throw at the end of each of its turns, ending the spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the cold damage increases by **1d6** for each slot level above 2nd.

CONE OF FROSTING

1st-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

Class: Sorcerer, Wizard

Swirling your hands in a clockwise fashion, a torrent of sticky, freezing sugar shoots forth from your outstretched fingertips. Each creature in a **15-foot cone** must make a **Dexterity saving throw**. On a failed save, a creature takes **3d4** cold damage and its speed is reduced by **10 feet** until the start of your next turn. On a successful save, a creature takes half as much damage and isn't slowed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by **1d4** for each slot level above 1st.

SNOWBALL

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet (20-foot-radius sphere)

Components: V, S, M (a melted snowflake)

Duration: Instantaneous

Class: Sorcerer, Wizard

An icy pellet streaks from your pointing finger to a point you choose within range and then erupts with an avalanche-like rumble into an explosion of snow. Each creature in a **20-foot-radius sphere** centred on that point must make a **Dexterity saving throw**. A target takes **4d8** cold damage on a failed save, or half as much damage on a successful one. The area is covered in snow and is difficult terrain for **1 minute**, after which it melts away.

The snow spreads around corners and douses non-magical flames in the area.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.

APPENDIX C - CREATURES

ICE QUEEN

The dessertfolk of Y'ummm are naturally attuned to elemental energy. When an overly ambitious ice cream dessertfolk leans into this innate aptitude, recklessly tapping into the raw power of the Elemental Planes with no self-restraint, one of two things can happen. Most commonly, the dessertfolk dies, their body unable to contain the overwhelming amount of otherworldly energy. Very rarely, however, they are changed by the power they drink in, transforming into an ice monarch—a formidable elemental sorcerer who weaves chilling spells and can shift their own flavours.

Risky Procedure. Only one in a hundred dessertfolk survive the process of transforming into an ice monarch. What causes these exceptional individuals to pull through isn't known, and in place of an adequate explanation, myth and superstition have grown like weeds. Many a dessertfolk have dug themselves into an early grave, absolutely convinced that they had figured out a way to safely transform, only to realise the folly of their arrogance in their final moments.

Icy Idols. Ice monarchs are idolised by their former kin, lauded for their intelligence, strength, resilience, and whatever else the masses perceive as being responsible for their survival. They are usually elevated to positions of leadership and influence regardless of how fit they are to serve, and the incessant worshipping of their devoted followers often leads them to become narcissistic megalomaniacs.

NIA POLITANA



UPSTART ICE QUEEN

Medium Elemental, Lawful Evil

Armour Class 12 (15 with mage armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 14 (+2) | 15 (+2) | 13 (+1) | 12 (+1) | 18 (+4) |

Saving Throws Con +5, Cha +7

Skills Deception +7, Persuasion +7

Damage Immunities cold

Senses passive Perception 11

Languages Aquan, Auran, Common

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Alluring Strawberry (Strawberry Flavour Only). Any creature that ends its turn within **5 feet** of the ice queen must succeed on a **DC 15 Wisdom saving throw** or be **charmed** by the ice queen until the end of its next turn. On a successful saving throw, the creature gains **advantage** on saving throws against this trait for the next **24 hours**.

Melting Point. If the ice queen takes **15** or more fire damage on a single turn, she partially melts. Her speed is halved and she has **disadvantage** on saving throws to concentrate on spells. These effects last until the end of the ice queen's next turn.

Legendary Resistance (2/Day). If the ice queen fails a saving throw, she can choose to succeed instead.

Living Popsicle. When a creature is reduced to 0 hit points by cold damage from the ice queen's spells or effects, it's encased in a sheet of ice. While encased in ice, a creature is stable and can't regain hit points. A sheet of ice can be attacked and destroyed without harming the creature inside. It's an object with **immunity** to cold damage, **vulnerability** to fire damage, **AC 11**, and **5** hit points.

Neapolitan. The ice queen can assume different flavours of ice cream, gaining different capabilities from each one. At the end of each of her turns, she can change her flavour to chocolate, strawberry, or vanilla.

Soothing Vanilla (Vanilla Flavour Only). At the start of her turn, the ice queen gains **7 (2d6)** temporary hit points unless she's under the effect of her Melting Point trait.

Spellcaster. The ice queen is a 7th-level spellcaster and can cast the following spells, using Charisma as her spellcasting ability (**spell save DC 15, +7** to hit with spell attacks):

At will: *mage hand*, *prestidigitation*, *ray of frost*

3/day each: *brainfreeze**, *cone of frosting**, *counterspell*, *mage armor*, *misty step*, *shield*, *snowball**

1/day: *ice storm*

*See Appendix B

ACTIONS

Ray of Frost (Cantrip). *Ranged Spell Attack: +7* to hit, range 60 ft., one creature. *Hit: 9 (2d8)* cold damage, and the target's speed is reduced by **10 feet** until the start of the ice queen's next turn.

Quarterstaff. *Melee Weapon Attack: +2* to hit, reach 5 ft., one target. *Hit: 2 (1d6 - 1)* bludgeoning damage, or **3 (1d8 - 1)** bludgeoning damage if used with both hands.

BONUS ACTIONS

Hot Fudge (Chocolate Flavour Only). The ice queen spits a torrent of scalding fudge at a creature she can see within **30 feet** of her. The creature must succeed on a **DC 15 Dexterity saving throw** or take **5 (2d4)** fire damage and be covered in molten chocolate. A creature covered in molten chocolate or another creature within reach can use an action to wipe the chocolate off. If a creature covered in molten chocolate takes **15** or more cold damage in a single instance, the chocolate solidifies and the creature is **restrained**. A creature restrained by solidified chocolate or another creature within reach can use an action to make a **DC 15 Strength** check, freeing the restrained creature on a success.

LEGENDARY ACTIONS

The ice queen 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. The ice queen regains spent legendary actions at the start of her turn.

Chillwind. The ice queen dissipates into a gust of cold wind, teleporting to an unoccupied space she can see within **30 feet** of her. She can force one creature within **5 feet** of the spot she initially occupied or the spot she arrives at to make a **DC 15 Constitution saving throw**, dealing **9 (2d8)** cold damage to it on a failed save.

Ray of Frost. The ice queen makes a Ray of Frost attack.

Brainfreeze (Costs 3 Actions). The ice queen casts *brainfreeze*.

IMPERIOUS ICE QUEEN

Medium Elemental, Lawful Evil

Armour Class 13 (16 with mage armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 16 (+3) | 17 (+3) | 13 (+1) | 12 (+1) | 20 (+5) |

Saving Throws Con +7, Cha +9

Skills Deception +9, Persuasion +9

Damage Immunities cold

Senses passive Perception 11

Languages Aquan, Auran, Common

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Alluring Strawberry (Strawberry Flavour Only). Any creature that ends its turn within **5 feet** of the ice queen must succeed on a **DC 17 Wisdom saving throw** or be **charmed** by the ice queen until the end of its next turn. On a successful saving throw, the creature gains **advantage** on saving throws against this trait for the next **24 hours**.

Melting Point. If the ice queen takes **20** or more fire damage on a single turn, she partially melts. Her speed is halved and she has **disadvantage** on saving throws to concentrate on spells. These effects last until the end of the ice queen's next turn.

Legendary Resistance (3/Day). If the ice queen fails a saving throw, she can choose to succeed instead.

Living Popsicle. When a creature is reduced to 0 hit points by cold damage from the ice queen's spells or effects, it's encased in a sheet of ice. While encased in ice, a creature is stable and can't regain hit points. A sheet of ice can be attacked and destroyed without harming the creature inside. It's an object with **immunity** to cold damage, **vulnerability** to fire damage, **AC 13**, and **10** hit points.

Neapolitan. The ice queen can assume different flavours of ice cream, gaining different capabilities from each one. At the end of each of her turns, she can change her flavour to chocolate, strawberry, or vanilla.

Soothing Vanilla (Vanilla Flavour Only). At the start of her turn, the ice queen gains **9 (2d8)** temporary hit points unless she's under the effect of her Melting Point trait.

Spellcaster. The ice queen is a 10th-level spellcaster and can cast the following spells, using Charisma as her spellcasting ability (**spell save DC 17, +9** to hit with spell attacks):

Cantrips (at will): *mage hand, prestidigitation, ray of frost*

3/day each: *brainfreeze**, *cone of frosting**, *counterspell*, *ice storm*, *mage armor*, *misty step*, *shield*, *snowball**

2/day each: *cone of cold*, *dominate person*

*See Appendix B

ACTIONS

Ray of Frost (Cantrip). Ranged Spell Attack: **+9** to hit, range 60 ft., one creature. Hit: **9 (2d8)** cold damage, and the target's speed is reduced by **10 feet** until the start of the ice queen's next turn.

Quarterstaff. Melee Weapon Attack: **+3** to hit, reach 5 ft., one target. Hit: **2 (1d6 - 1)** bludgeoning damage, or **3 (1d8 - 1)** bludgeoning damage if used with both hands.

BONUS ACTIONS

Hot Fudge (Chocolate Flavour Only). The ice queen spits a torrent of scalding fudge at a creature she can see within **30 feet** of her. The creature must succeed on a **DC 17 Dexterity saving throw** or take **7 (2d6)** fire damage and be covered in molten chocolate. If a creature covered in molten chocolate takes **15** or more cold damage in a single instance, the chocolate solidifies and the creature is **restrained**. A creature covered in molten chocolate or another creature within reach can use an action to wipe the chocolate off. A creature restrained by solidified chocolate or another creature within reach can use an action to make a **DC 17 Strength** check, freeing the restrained creature on a success.

LEGENDARY ACTIONS

The ice queen 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. The ice queen regains spent legendary actions at the start of her turn.

Chillwind. The ice queen dissipates into a gust of cold wind, teleporting to an unoccupied space she can see within **30 feet** of her. She can force one creature within **5 feet** of the spot she initially occupied or the spot she arrives at to make a **DC 17 Constitution saving throw**, dealing **9 (2d8)** cold damage to it on a failed save.

Ray of Frost. The ice queen makes a Ray of Frost attack.

Brainfreeze (Costs 2 Actions). The ice queen casts *brainfreeze*.

TYRANNICAL ICE QUEEN

Medium Elemental, Lawful Evil

Armour Class 14 (17 with mage armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 18 (+4) | 19 (+4) | 13 (+1) | 12 (+1) | 20 (+5) |

Saving Throws Con +9, Cha +10

Skills Deception +10, Persuasion +10

Damage Immunities cold

Senses passive Perception 11

Languages Aquan, Auran, Common

Challenge 16 (15,000 XP)

Proficiency Bonus +5

Alluring Strawberry (Strawberry Flavour Only). Any creature that ends its turn within **5 feet** of the ice queen must succeed on a **DC 18 Wisdom saving throw** or be **charmed** by the ice queen until the end of its next turn. On a successful saving throw, the creature gains **advantage** on saving throws against this trait for the next **24 hours**.

Magic Resistance. The ice queen has **advantage** on saving throws against spells and other magical effects.

Melting Point. If the ice queen takes **25** or more fire damage on a single turn, she partially melts. Her speed is halved and she has **disadvantage** on saving throws to concentrate on spells. These effects last until the end of the ice queen's next turn.

Legendary Resistance (3/Day). If the ice queen fails a saving throw, she can choose to succeed instead.

Living Popsicle. When a creature is reduced to 0 hit points by cold damage from the ice queen's spells or effects, it's encased in a sheet of ice. While encased in ice, a creature is stable and can't regain hit points. A sheet of ice can be attacked and destroyed without harming the creature inside. It's an object with **immunity** to cold damage, **vulnerability** to fire damage, **AC 15**, and **15** hit points.

Neapolitan. The ice queen can assume different flavours of ice cream, gaining different capabilities from each one. At the end of each of her turns, she can change her flavour to chocolate, strawberry, or vanilla.

Soothing Vanilla (Vanilla Flavour Only). At the start of her turn, the ice queen gains 11 (**2d10**) temporary hit points unless she's under the effect of her Melting Point trait.

Spellcaster. The ice queen is a 12th-level spellcaster and can cast the following spells, using Charisma as her spellcasting ability (**spell save DC 18, +10** to hit with spell attacks):

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

3/day each: *brainfreeze**, *cone of frosting**, *counterspell*, *ice storm*, *mage armor*, *misty step*, *shield*, *snowball**

2/day each: *cone of cold*, *dominate person*

1/day: *avalanche**

*See Appendix B

ACTIONS

Ray of Frost (Cantrip). Ranged Spell Attack: **+10** to hit, range 60 ft., one creature. Hit: 13 (**3d8**) cold damage, and the target's speed is reduced by **10 feet** until the start of the ice queen's next turn.

Quarterstaff. Melee Weapon Attack: **+4** to hit, reach 5 ft., one target. Hit: 2 (**1d6 - 1**) bludgeoning damage, or 3 (**1d8 - 1**) bludgeoning damage if used with both hands.

BONUS ACTIONS

Hot Fudge (Chocolate Flavour Only). The ice queen spits a torrent of scalding fudge at a creature she can see within **30 feet** of her. The creature must succeed on a **DC 18 Dexterity saving throw** or take 9 (**2d8**) fire damage and be covered in molten chocolate. If a creature covered in molten chocolate takes **15** or more cold damage in a single instance, the chocolate solidifies and the creature is **restrained**. A creature covered in molten chocolate or another creature within reach can use an action to wipe the chocolate off. A creature restrained by solidified chocolate or another creature within reach can use an action to make a **DC 18 Strength** check, freeing the restrained creature on a success.

LEGENDARY ACTIONS

The ice queen 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. The ice queen regains spent legendary actions at the start of her turn.

Chillwind. The ice queen dissipates into a gust of cold wind, teleporting to an unoccupied space she can see within **30 feet** of her. She can force one creature within **5 feet** of the spot she initially occupied or the spot she arrives at to make a **DC 18 Constitution saving throw**, dealing 13 (**3d8**) cold damage to it on a failed save.

Ray of Frost. The ice queen makes a Ray of Frost attack.

Brainfreeze (Costs 2 Actions). The ice queen casts *brainfreeze*.

MINT PISTACHIO GOLEMS

Towering Constructs of ice cream shielded by wafer and chocolate, mint pistachio golems were first built by Dez-Urtian court mages as an indefatigable line of defence for the castle. The secrets of their creation have been shared only with the highest echelon of dessertfolk nobility across Y'ummm, traded for favours or generous donations, and are otherwise jealously guarded. After all, what good is a war golem if your enemy has one just like it?

Friendly Countenance. Throughout the development of these living weapons, the Dez-Urtians made it a priority to make them appear friendly and approachable so as not to intimidate the citizenry. Opinions differ wildly on whether or not they achieved this, as each mint pistachio golem sports an emotionless smile on its wafer face, frozen in place even when it's pummeling a criminal into submission. The result has been called comical by some, and unnerving by many.

Terrible Temper. Those who put up a fight against a mint pistachio golem usually end up wishing they could have its creepy smile back. Significantly harming one of these Constructs triggers an enraged state that causes their expression to morph into an angry stare and bypasses its directives to minimise collateral damage, granting it access to more chaotic and destructive attacks.



MINT PISTACHIO GOLEM

Large Construct, Unaligned

Armour Class 14 (natural armour, 16 with its Chocolate Coating)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 16 (+3) | 9 (-1) | 17 (+3) | 3 (-4) | 8 (-1) | 1 (-5) |

Damage Immunities cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Chocolate Coating. The golem is covered by a sturdy coating of chocolate that grants it a **+2 bonus** to AC. When the golem takes **20** or more bludgeoning damage on a single turn, the coating cracks and it loses this bonus until it finishes a short or long rest.

Enrage. When the golem is reduced below half of its hit points, the top of its cone erupts with minty vapours, and it enters an enraged state until it's destroyed or regains all its hit points. While in this state, the golem has access to its Minty Fresh reaction and its Pistachio Pummel action.

Immutable Form. The golem is **immune** to any spell or effect that would alter its form.

Magic Resistance. The golem has **advantage** on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Pistachio Pummel (Enraged Only, Recharge 5-6). The golem slams its fists on the ground, releasing a flurry of pistachio shrapnel. Each other creature within **15 feet** of the golem must make a **DC 14 Dexterity saving throw**, taking 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one.

REACTIONS

Minty Fresh (Enraged Only). When a creature within **5 feet** of the golem hits it with an attack, the golem can release a blast of chilly mint in retaliation. The attacker must make a **DC 14 Constitution saving throw**, taking 11 (2d10) cold damage on a failed save, or half as much damage on a successful one.

APPENDIX D - ADDITIONAL ENCOUNTERS

If you wish to challenge your party further, or simply extend their time on the isle of Kubbard, you can make use of the additional encounters below. These can be presented to the party as they make Tracking checks to find clues about the ice queen or simply while they explore the town of Twincastle.

AP-HONK-ALYPSE

Narrative encounter

It starts with a solitary honk echoing through the streets of Twincastle... one that is joined by a myriad more in a matter of seconds, growing into a deafening cacophony that heralds only doom. A gaggle of asparageese, the scourge of Kubbard, barrels down the street, driven by the sudden cold snap to flee south to warmer islands. These foul creatures are on a collision course with the party and show no intention of swerving.

When the flock reaches the party, each member must make a **VDC Strength saving throw**. On a failure, a creature is trampled, taking **Vdam** bludgeoning damage and being covered in malodorous excretions, which give it **disadvantage** on Charisma checks and on Perception checks that rely on smell for **24 hours** or until it bathes.

GOLEMANCY FOR DUMMIES

Narrative encounter

An inert shape lies prone in the middle of the streets of Twincastle. A mint pistachio golem, a spark of life persisting in its ruined body, tries to explain its plight to the party through weak hand gestures. A successful **DC 13 Wisdom (Insight)** check allows a creature to understand what it's communicating. The golem was accidentally imbued with sentience, allowing it to break free of the ice queen's control and defect. It was attacked halfway to Sahl-Ad, however, and left for dead.

A party can attempt to repair the golem with three different successful **VDC** checks of their choice, as long as they make sense. For example, an **Intelligence (Arcana)** check could let a creature fix the flow of magic within the golem's body, or a **Dexterity (cook's utensils)** check could allow more ice cream to be improvised from the surrounding snow and carefully inserted into the golem's body. There's no limit to how many times a party can attempt these checks, but each time a creature approaches the golem to make a check (or to use the Help action with another creature), it must succeed on a **VDC Constitution saving throw** or take **Vdam** cold damage from the minty vapours leaking from the golem's body.

If the golem is repaired, it gestures its gratitude to the party and resumes its trek towards Sahl-Ad, but not before granting them a prize stolen from Nia's supplies: **1d6 + 4** goodcherries, which act as berries per the *goodberry* spell, but never lose their potency.



INTERPLANAR ICE CREAM

Narrative encounter

The metallic rattling of plate can be heard well before its source rounds the nearest corner: a giant hermit crab carrying an ice cream shop on its back. He introduces himself as Terry, the itinerant ice cream vendor, and pretends that he's never met the party before. In reality, the crab's name is Gary. His reasons for taking different aliases are unknown, but some say that he doesn't truly exist, and is just a figment of collective Y'ummmite imagination. In this iteration, he wears a knightly helm with a large green plume and carries a longsword strapped to his shell.

'Terry' bemoans the freezing weather, which is terrible for his joints (not to mention ice cream sales), and asks for the party's help. He suggests that they provide him two sets of warm weather gear that he can wrap around himself. 'Terry' is certain that a group of fierce, warm-blooded adventurers doesn't even need that gear to survive this weather, really. If the party has no cold weather gear, he accepts two castings of a spell of 1st level or higher that produces magical fire for longer than **1 minute**—one is far too little to warm up his cold bones. If the party accepts the trade, each member can select one treat from 'Terry's' special catalogue (see Gary's Special Catalogue, Appendix A).

THE DAIRY FAIRY

Narrative encounter

The arrival of the ice queen in Kubbard attracted the attention of Creamsicle (CN female **sprite**), a dairy fairy—a strange Fey creature said to have power over milk and milk-derived products. Creamsicle travelled to Twincastle to investigate the ice queen, but ended up being terribly disappointed. The frozen nightmare unleashed by Nia had driven out the interesting inhabitants of the town, leaving only tedious emptiness in their place.

Desperate for some entertainment, she challenges one party member to a contest where she and they drink mugs of fermented crackeryak milk in quick succession. Each time a creature drinks a mug, it must make a **DC 10 Constitution saving throw**. On a failed save, the creature vomits and is **poisoned** for **1 hour**. On a successful save, the DC of the next mug increases by **2**. The contest goes on until one of the creatures fails its saving throw, at which point the other one is considered the victor. If both fail the saving throw at the same time, the contest ends in a tie. Despite her diminutive size, Creamsicle can guzzle supernatural amounts of milk, and proves herself a formidable opponent. She has **advantage** on the saving throws made to hold her drink.

Should the party member win the contest, the party are labelled milk-drinkers, a great honour among dairy fairies, and Creamsicle grants each of them a boon. For the next **24 hours**, a creature with this boon can choose to gain **advantage** on a saving throw imposed by the ice queen, her guards, or her golems. There's no punishment for a loss, unless Creamsicle's opponent fails their very first saving throw. If this happens, the entire party is cursed with lactose intolerance, causing each of them to have **disadvantage** on the next saving throw imposed by the ice queen, her guards, or her golems.



"TERRY"

FAMILIAR - SCOOPLING



1

STICKY I

PREREQUISITE: BECOME COMPANION

"It may have some attachment issues..."

3

FROSTBITE I

PREREQUISITE: —

"Hit 'em with your sherBITE..."

CHOCOLATE COATING I

PREREQUISITE: —

"Rich, decadent Dez-Urtian chocolate..."

5

GROWTH

PREREQUISITE: —

"Now for the cherry on top."

STICKY II

PREREQUISITE: STICKY I

"... and it can be quite clingy..."

MULTIATTACK

PREREQUISITE: —

"I'll take two scoops, please."

9

CHOCOLATE COATING II

PREREQUISITE: CHOCOLATE COATING I

"...now with 100% more chocolate."

13

FROSTBITE II

PREREQUISITE: FROSTBITE I

"...and go for the ankles!"

STICKY III

PREREQUISITE: STICKY II

"...but it'll stick with you 'til the end."

17

ICE CREAM BUFFET

PREREQUISITE: —

"There IS such a thing as too much dessert."

"I see vere ze Dez-Urtians vent wrong. It would be child's play to improve zeir design, calminke ze scoopling's temperament und making it ze perfect guard... but it's kind of cute zis vay, isn't it?"

Hunperdink, Softy at Heart

Type: Construct

Creature Component: Any ice queen

Bonus Tamer Improvement: Sticky I and +2 Hit Dice

In their quest to devise the perfect guards, which would ultimately lead to Kubbard's renowned mint pistachio golems, Dez-Urtian

court wizards first took inspiration from man's best friend. Scooplings were made by magically imbuing ice cream cones with sparks of canine sentience, with the goal of creating loyal, tireless protectors. Unfortunately, these creatures were a bit overeager in their task, regularly chasing out innocent petitioners from the castle and gnawing at the ankles of soldiers and nobles alike. The scoopling project was thus abandoned and the first batch discharged into the wild, although some mages will still build scooplings for wealthy clients who desire an unusual pet. Many end up regretting these purchases, as the ferocious tenacity of these creatures makes them challenging to handle.

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

Save DC = 8 + the tamer's proficiency bonus + the scoopling's Strength modifier

MONSTER TRAINER

STICKY I

Prerequisite: Become a tamer's companion

Type: Active (action)

The scoopling gains a melee weapon attack: Caramel Tendril.

Caramel Tendril. Melee Weapon Attack: **Str modifier + PB** to hit, reach 5 ft., one target. **Hit:** If the target is the same size as the scoopling or smaller, it's **grappled** by the scoopling. If the target is larger than the scoopling, the scoopling attaches to it. While attached, the scoopling moves with the target. The scoopling can detach itself by spending **5 feet** of its movement. A creature within **5 feet** of the scoopling can use its action to detach it.

CHOCOLATE COATING I

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The scoopling grows a thick chocolate coating, granting it a **+2 bonus** to AC while not wearing armour.

FROSTBITE I

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The first time the scoopling hits a creature with a Bite attack on each of its turns, it deals an extra **1d4** cold damage, and the target's speed is reduced by **5 feet** until the start of the scoopling's next turn.

When the scoopling's tamer reaches 9th level in the tamer class, the cold damage increases to **1d6**.

GROWTH

Prerequisite: 5th-level tamer

Type: Passive (companion)

The scoopling'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 Bite attack increases to a **d6**.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the scoopling can make two attacks.

STICKY II

Prerequisite: 5th-level tamer, Sticky I

Type: Passive (companion)

The scoopling's weapon attacks score a critical hit on a roll of **19** or **20** against creatures affected by its Caramel Tendril attack. When a creature uses its action to detach the scoopling, it must make a **Strength (Athletics)** check, contested by the scoopling's **Strength (Athletics)** check. On a failed check, the scoopling remains attached.

In addition, the scoopling learns to use its tendril to stick to surfaces, gaining a climbing speed equal to its walking speed.

CHOCOLATE COATING II

Prerequisite: 9th-level tamer, Chocolate Coating I

Type: Active (reaction), Passive (companion)

The scoopling grows another chocolate coating, with a layer of sticky caramel in between the two, granting it a **+2 bonus** to AC. This improvement is in addition to the bonus from Chocolate Coating I.

Additionally, when a creature within reach of the scoopling hits it with a melee attack, the scoopling can use its reaction to make an attack against it with the Caramel Tendril gained from its Sticky I improvement.

SCOOPLING

Tiny Construct, Unaligned

Armour Class 13 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 15 (+2) | 9 (-1) | 14 (+2) | 6 (-2) | 13 (+1) | 8 (-1) |

Damage Resistances cold

Senses passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Melting Point. When the scoopling takes fire damage, its speed is reduced by **10 feet** until the end of its next turn.

ACTIONS

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

Cone Defense. The scoopling withdraws into its cone. Until it emerges, it gains a **+2 bonus** to AC, and it has **advantage** on Strength and Constitution saving throws. While in its cone, its speed is **0 feet** and can't increase, it has **disadvantage** on Dexterity saving throws, it can't take reactions, and the only action it can take is a bonus action to emerge from its cone.

FROSTBITE II

Prerequisite: 13th-level tamer, Frostbite I

Type: Passive (companion)

The scoopling deals extra cold damage and reduces a target's speed each time it hits with its Bite attack, instead of just the first time on each of its turns.

In addition, whenever the scoopling scores a critical hit with its Bite attack against a creature, the creature must succeed on a **Constitution saving throw** or suffer the effects of the *brainfreeze** spell until the end of the scoopling's next turn.

*See Appendix B

STICKY III

Prerequisite: 13th-level tamer, Sticky II

Type: Passive (companion)

The scoopling has **advantage** on attack rolls against creatures affected by its Caramel Tendril attack.

ICE CREAM BUFFET

Prerequisite: 17th-level tamer

Type: Active (action)

As an action, the scoopling can cast the *avalanche** spell. When cast in this way, the spell conjures ice cream instead of snow, the bludgeoning damage is reduced to **5d10**, and the cold damage is reduced to **2d6**.

Once the scoopling casts this spell, it can't do so again until its tamer finishes a long rest.

*See Appendix B





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