

THE WINTER QUEEN'S KISS

CAROLYN KUNZE

**A Planeshift Horror Adventure for
5th to 7th Level Characters**



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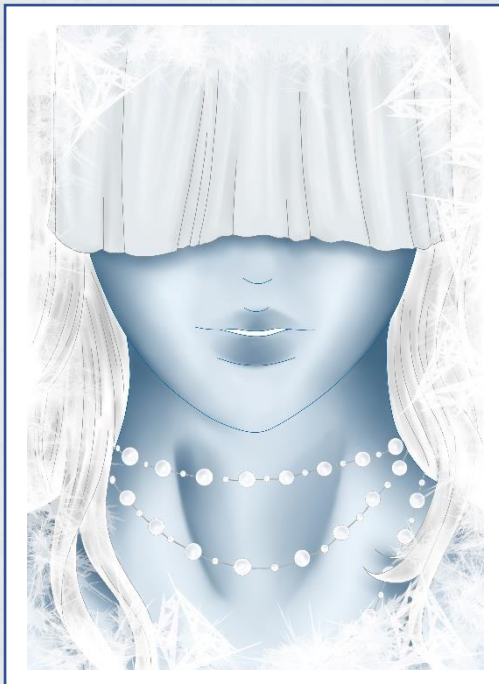
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ON THE COVER

The Cover portrays the appearance of the Winter Queen. Her blueish skin tone and the long greyish-white hair. Her face is only partly visible, the eyes covered by veil. No one knows what is behind it.

There is a multilayered pearl necklace around her neck. In each of them are the warm emotions of someone who was touched by her encapsulated inside.

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INTRODUCTION

Welcome to *The Winter Queen's Kiss*, a D&D 5th edition adventure. This adventure is set in the region of the *Silver Marches* in Faerun in the Forgotten Realms. But can also be in any other region that experience the winter season.

Elements of Horror are included in this adventure as well as specific ghost and fey type creatures. Parts of the party will be put under controlling spells and might not be free to act at some point. Check with your party before if that might be a problem.

This adventure is designed for **three to seven 5th-7th level characters** and is optimized for **five characters with an average party level (APL) of 5**. Characters outside of this level range would find the challenge either too easy or too hard.

ADJUSTING THIS ADVENTURE

Since adventuring parties can be very different and you find the encounters either too easy or too hard for your party, consider scaling the combats as you see fit for the party needs. As a help there is a suggestion provided below.

If necessary, remind your players that during combat they can interact with their environments whenever possible as well as trying to talk their way around a combat encounter, so that they can realize their heroic intentions.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

DETERMINING PARTY STRENGTH

Party Composition Party	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very Strong

AN ADVENTURE OF YOUR OWN

This adventure can be played as a Standalone One-shot or be included into a whole campaign.

Whatever you will use this adventure for make sure that your player characters are involved in the story. Make the problems of their surroundings their problems. Customize the content of this adventure, mix, and match it with the ideas of your players and your own to make it your groups personal adventure.

This adventure focuses on roleplaying. Be ready to adjust details on the fly. You should endeavor to have this adventure play out like a combination of a heroic adventure, where the protagonists try to make a significant change and a classic horror movie, where they encounter something bigger that they can't fight off.

You are encouraged to describe as many details on the surroundings as possible. Including all the senses of your players to give them the feeling of a horror adventure.

SCALING THE CHALLENGE

Sometimes groups are stronger than what their APL indicates. That might be because of their tactics, experience, how good they know each other, what adjustments you did before and some other factors. In that case consider using the following guidance to scale the challenge up if needed:

Traps. Increase either the damage dice by 1d6 or by a Save DC of +2.

Encounters. There are different ways to make an encounter more difficult for a party. Here are some examples that you can use to adjust combat encounters:

- Add up to two additional creatures of the lowest CR
- Increase creature hit points to the maximum
- Use improved tactics or call for help

Keep in mind, intelligent creatures might be acting more tactically and are more likely to call for help or retreat from a fight to come back more powerful at a later time.

ADVENTURE PRIMER

“First you might just think it was just an illusion that you saw in the shadows, but not long after you will feel that urge to go after it. Don’t follow it! It might be the last thing that you do!”

Gimnal Stava, Farmer

ADVENTURE BACKGROUND

For centuries, the region of Silver Marches is haunted by a mystic creature called the **Winter Queen**. Her origins are unknown as well as the place of which she resides at. Rumors abound that she is an evil Archfey that feeds on the souls of every living creature.

While in fact she is an Archfey her intentions are neither evil nor good. She magically lures humanoids to her realm in the Feywild, and once there she charms them to keep them by her side. There she puts a much stronger spell on them to keep them by her side. While the poor people remain entranced, their warmth is physically and emotionally drained from them until they are released, or frozen in solid statues to remain there forever.

Those who are released from her grasp return to their homes as uncaring, solitary, and foul tempered people.

EPISODES

The adventure is separated in three episodes. Each episode takes approximately two to three hours of play time. Here you find the overview of these episodes and what is included in them:

- **Episode One: The First Sight.**
- **Episode Two: Meeting the Queen.**
- **Episode Three: The Escape.**

EPISODE SEQUENCE

The time used for every episode takes 2-3 hours. This depends on the playstyle, constraints, and environment.

APPENDICES

There are three appendices:

Appendix A: Creature Statistics

Appendix B: Map

IMPORTANT LOCATIONS

The adventure takes place in three different areas. In the following you can find short descriptions of these.

Coalfell. A small village where mostly humans live. It lies not far away from a travel road and has a tavern where travelers can stay for the night.

Realm of the Winter Queen. Her realm resides in the Feywild and can be entered from the Prime Material Plane by an invitation from the queen. It is secluded from the rest of the Feywild and cannot be entered directly from there.

The Castle. An ice castle in which the queen resides. It has several floors and can be entered through the main gate.

ADVENTURE HOOKS

There are several different ways how you can start into the adventure. Here are some options that you can use to draw your group into it or devise your own.

Request. You are on your way to Silvermoon to meet up with a noble called Wolve Kriscan who has a sensitive job for the group.

Messengers. You are on your way to a village called Coalfell to deliver a package to a Tiefling called Serlo.

Travel Companions. You are accompanying a friend of yours on their travel to the next bigger town. They did not want to take this journey alone, because of several bandit attacks that came up in the last time.

EPISODE ONE: THE FIRST SIGHT

The adventure begins while the group is on the way to Silverymoon. It can also be any other town and city that is in the Silver Marches. If you have taken the Messenger Hook, they are on their way to Coalfell.

Read the following to your players at the beginning of the adventure:

It's a cold, crisp winter day. You are traveling down a road coated in snow that fell down in the last days. As you look up at the cloud covered sky, you think there is a high chance that it will snow again... maybe in the next few hours..

You have been on your way since the morning. It was mostly peaceful. There haven't been many other travellers on the road. Soon enough the sun will set and it's time to look out for a suitable place to set up camp for the night. In the distance you see smoke rising into the sky. Probably there must be a village where you can find shelter for the night.

COALFELL

The village they will find is called Coalfell. There are about 15 buildings, one of these you can make out as the tavern. There is smoke coming out of the chimneys from nearly every house. Not that far away there is a single farmhouse with a bigger barn next to it. There is a mill as well, which is not working at the moment.

The adventurers can spend the night at the tavern, as well as getting drinks and food. There is a stable behind the tavern if the group is traveling on horseback.

If you have taken the Messenger Hook the group will find out that the Tiedling Serlo is the Tavernkeeper who will thank the group for bringing that package.

When the group takes a seat at one of the tables, they will be approached by an older human man named Richard Brogger. He is one of the villagers and seems rather interested in the party. Richard will ask them where they are coming from and what they are doing in this area. He might even ask what the group did before.

When they are in the middle of the conversation, he will start to look around the room a bit before he leans in and starts to speak in a hushed voice.

„I'm sure you are an experienced group of adventurers, eh? But let me give you some advice for the time you are staying here.

There is an otherworldly being roaming around the area. A witch or a fey or whatever it might be, no one really knows for sure. But what is known is that as soon as you see her you are cursed. Sometimes it takes just a few hours, other times a few days, but never more than 4 days until you will never be seen again. There is the saying that she first lures you to her and then gives you a deadly kiss. We call her the Winter Queen because she only appears during the wintertime. Stay inside at night and close to someone else, friends, family, it doesn't matter as long as you are not alone. Don't look out of the windows, don't follow any voices."

After that he will wish them a good night and will retire to his room.

OTHER PATRONS

The adventurers might choose to retire to their rooms to end the day, but they also might talk to the other tavern patrons to gather additional information. The following people have something to share:

- **Serlo** is a middle-aged light blueish Tiedling with long curled hair. She will tell the group that Richard might always be a bit too curious when it comes to travelers, but that they should follow his advice. Since she is from Coalfell, she will tell them as well of Marian, a once very sweet and lovable Halfing woman who vanished after having seen the Winter Queen and returned a year later completely changed. Now rarely coming out of her house and never be seen with a smile again.

- **Yvonna Broberg** is a rather young-looking female Half-Elf with short blond hair and a tall build. A sword is strapped to her side, which indicates that she might be a mercenary. She is accompanying Audmus on the way to Neverwinter. If asked she will tell the group that they heard the story before. It seems like she does not care much about it and will clearly say that it might just be a fairy tale to scare children.

- **Audmus Warren** is a human male in his 40's with long black hair and a lean build. He is dressed in fine looking clothes. If the group will ask the man, he will tell them that he is not interested in that story and wishes to spend his evening in peace.

DURING THE NIGHT

There are two different options how this event can be played out, depending on if the party is traveling alone or with an NPC. However, the event will start in the same way for both options.

Shortly after the group went to bed everyone else in the tavern will go to bed as well and no one will stay up much longer. Make sure that the following event is described as atmospheric as possible.

During the night, a snowstorm will hit the area and if there is any natural light source like a candle or a lamp, it will suddenly die out.

OPTION 1: NPC COMPANION

The NPC will sleep in their own room. During the night they will wake due to the snowstorm's noise.

As they get out of the bed and take a look out of the window, they will notice a figure standing close to the tavern. **Roll 1d20** for the NPC. If you get **9 or lower** the NPC is compelled to go outside to this figure and follow it wherever it goes. They will not dress up and will straight go out of the tavern, leaving everything behind. They will not return.

If you roll **10 or higher** the NPC feels the wish to follow that figure but can restrain it for now. They will get to one of the party members room and will tell them what happens. The group might not want to investigate this immediately and the NPC will go to bed. However, before the sun goes up the wish gets much stronger and the NPC will not be able to restrain it anymore, is compelled to follow it and will leave everything behind.

OPTION 2: TRAVELING ALONE

The party might not set up guard duty during the night since they are in a seemingly safe place. There are two ways to determine who will see the Winter Queen that night and might be affected by her spell.

If they have decided that some of them take guard during the night, choose the group members who have taken the shifts in the middle. It should not be more than two.

If they have not set up guards let everyone make a **Constitution** check. The two characters with the lowest rolls will wake up due to the noises of the storm and might look around.

Everyone who is awake needs to make a **DC 10 Perception (Wisdom) check**. On a success they will hear a velvet like female voice in their head. The voice will ask them if they want to be at a much nicer place, a place where they get everything they want. They just need to follow her.

When the characters look around and look out of the window, they will see a female figure illuminated by a blueish light standing not that far away from the tavern.

They need to make a **DC 14 Wisdom saving throw**. On a failed save they are charmed by the

Queen and compelled to follow her. On a success they can withstand the effect, but the curse still takes hold on them.

CURSE TABLE

The following table shows the day and the Save DC that the cursed characters need to roll until they cannot withstand the curse anymore.

Day	Wisdom Save DC
2	18
3	22
4	25
5	-

When a character is affected by the curse and compelled to follow it you can decide if you want to give the rest of the group the chance to hold them back by either a **Passive Perception DC 12** or a **Perception (Intelligence) check DC 15**.

If the group can hold the character from leaving the character withstands the curse for that day and needs to roll on the next night again with the DC shown on the table.

THE NEXT MORNING

How this will play out highly depends on the outcomes from the last night. There are a few things that the group might want to investigate before taking the next big step. Since either the NPC companion vanished during the night or members of their party are affected by the curse, they might want to speak to some of the people they met the day before again. They will gather some more information.

- **Serlo** will be up in the morning again and provide breakfast for the group. If you used Option 1, she hasn't seen your friend since the last night, but will point out that the main door stood open when she came down, even though she is sure that she closed it last night.

- **Yvonna & Audmus** have not seen anything and are already preparing to leave the location.

- **Marian**, the Halfling they got to know about the night before, is at her home, but will not let the party in. She will even shout that they should leave as soon as possible. If the group still insist to speak about the Winter Queen, she will tell them that they could be lucky to be chosen by her and that she

would go back if it would be possible. A few curse words are heard afterwards. A successful **DC 10 Insight (Wisdom)** check reveals that she is telling the truth.

- **Richard** is up in the morning and cutting wood beside his house. He will greet the group if they approach him. When the party tells him what happened, he will stop working and go silent for a second until he invites them into his house.

HOW TO MEET THE WINTER QUEEN

Richards house is relatively old with a sparse interior. There is a table with three chairs and an old sofa where the group can take a seat.

The old man will tell them that they should have listened to him in the first place and that this might be not reversible. But he tells them that there might be a way to save their friend or the people in the group.

Read the following to the party:

"You already made a big mistake, but well, it couldn't get much worse from here. If you are lucky enough you might get them out of her grasp for now.

You can call out for her to take you to her place. After all she is out to get people to her place, so it might be worth a try, and you are already kind of affected by her. Go out when the sun sets and call for her. Be willing to follow her and she might take you. At least that's what the stories are telling. I don't know what will wait for you at her place, but maybe you can make a deal with her or something."

If you want to give the party additional information about the story that he refers to, you can let Richard tell them the following as well.

"A long time ago there was a brave young woman who lost her beloved to the Queen. But she couldn't accept that he might never come back, so she went out to meet her. She called for her and eventually was heard. After that she vanished. No one had seen her for weeks and as the winter was nearly over, she came back, with her beloved by her side. That's as much as I know about it."

With that information he will let the group go. He does not have more to offer and cannot really help them. The group has now time to prepare themselves for the next stage.



EPISODE TWO: MEETING THE QUEEN

The second part of the adventure starts when the sun sets, and night is about to come. In this episode it is necessary that you describe what happens around the party in as much detail as possible. Give them that unsettling feeling that something is not right.

THE INVITATION

The players need to call for her a few times. Let them make **DC 15 Perception (Wisdom)** checks, but curse affected members in the party have **advantage** on the check. Everyone will feel how the wind picks up and carries some of the snow with it. Those who succeeded on the check will start to hear a voice.

“So? You are calling out for me?

You seem desperate...

Do you wish to stay at a much nicer place, where all of your wishes will be fulfilled?

Follow me, come to my side.”

After they heard her, they will see small blueish lights appear, floating in front of them and guide them into the nearby forest which is close to the village. They will be guided through it. Make your players feel as if they are walking for a long time.

ENTERING HER REALM

When the group follows the light and the voice, they will not notice when they reached the crossing between the Prime Material Plane and the Feywild. At first, they will also not know when exactly they entered the new plane, since the area in the Feywild will look nearly the same as before. But there are a few differences that they might notice after a while.

First, they will feel that the temperature slowly drops. When it was cold before it is now freezing. The trees are covered in ice and there is much more snow around. It is now harder to walk through for them and their **movement speed is halved** if they have no items or abilities that could prevent this. The forest will also thin out and when they look up in the sky, they will see the northern lights. The realm is in an endless night state, characters without Darkvision have disadvantage on everything relying on sight.

Everything seems very peaceful around them and the party might question themselves when they entered the crossing.

THE CHASE

Characters with a **DC 15 Passive Perception (Wisdom)** will notice that after some time fog mingled with snow starts to rise. This snow fog is controlled by the Winter Queen. At first it will slowly creep towards the group. They might notice

that it seems like something is moving in there. Shortly afterwards they see several hands reaching out of the snow fog, trying to grab the characters. When they grab one of them, the hand will try to pull them into the fog. With a **successful DC 14 Athletics (Strength) check** the characters will be able to free themselves from the grab. The snow fog will grow taller and when the group tries to escape it will follow, trying to catch them. They will notice that there is moaning coming from the fog and with a **successful DC 10 Perception (Wisdom) check** they will see deformed faces emerging from it.

The group will probably try to run away from the fog. It will chase after them. They will reach a frozen over lake where the forest ends. On the other side of the lake there are frozen stairs leading up towards a castle that is built into the side of a mountain. It looks as if it is made from pure ice. To enter the castle the group needs to cross the lake and climb up the stairs. If they try to run around the lake the snow fog will catch them.

Once they enter the lake to run over it, they will notice that the ice starts to give off a cracking sound as if it were about to break. When they look back, they will also see, that the fog stops at the edge of the lake and dies down. Let the group get a moment to calm down, then shortly after the fog vanishes the ice on the lake will start to break right where they started to walk onto it. Let the party make a **DC 12 Athletics (Strength) check** to see if they can outrun the breaking ice. Let them roll a second time as they come close to the end of the lake. On a failed check on the first roll the character gets slower and the ice is about to break away under them. If a character fails, the second check as well the ice breaks under them and they fall into freezing cold water. As soon as they fall into the water they will feel something grabbing their ankles. They can break free with a **successful DC 15 Strength saving throw** or they get dragged under the water. If the character gets dragged away, they will be found later asleep in the throne room where the Winter Queen is. As soon as they crossed the lake and the ice broke up, the lake will look the same way as before as if nothing happened.

ENTERING THE CASTLE

The group will find themselves in front of the broad frozen stairs, that lead up to the castle. On one side of the stairs are the stone walls of the mountain on the other side are ice pillars. As they look up the staircase, they can see the castle doors at the end of it, but they seem to be very far away.

As they are standing in front of the stairs, they hear the voice of the Winter Queen again.

“Leave here that what you use every single day, but never pay for. Leave what is yours but came from somewhere else. Leave what is very personal to you but shared with everyone.”

This is a riddle given by the Winter Queen. The solution is the name of each character. If they get up the stairs without saying their names, they will

find themselves on an infinite staircase. When they go up the castle does not seem to come closer to them. Reason for this is that they are teleported back when they reach a certain point. If they keep on going on and on, they will just be teleported back every time until they stop. The staircase itself continues a bit after the teleportation point before it finds its end in front of the castle doors. When the characters head back to the beginning of the stairs and say their names, they can walk over the teleportation point without getting teleported back.

A **Detect Magic** spell will show that the stairs are magical.

At the end they will find themselves in front of two large heavy doors with very beautiful decorations. As they reach the doors, they will slowly open for the group to let them in. When the doors are opening a cold wind will come from the inside. You can read out the following description about the interior of the castle.

The floor and the walls are made of ice. The ceiling is high, but there is an ominous light coming from it that puts everything in a twilight state. As it reflects on the wall it sends a multi-coloured shimmer on everything that it shines on.

The hallway that lies in front of you is long and at the end of it you see another set of doors. On both sides of the hallway are several smaller doors. All of them are closed.

There are six doors that are connected to the hallway, excluding the doors which are straight ahead. These lead into the throne room where the Winter Queen will be. They will open as soon as the party approaches them.

OTHER ROOMS

The group might wish to investigate the rooms that are connected to the hallway. There are three doors on each side. Each one contains traps of some kind and is used to drain the party of their resources. All The magical traps will not take any effect on a person when the **Protection from Evil and Good** spell is cast on them. Room R3 and R4 are 20. ft. square. The other rooms are 25ft. square.

- **R1.** This room is filled with mirrors. When someone looks into them, they will see what they wish for the most. On a **failed DC 14 Wisdom saving throw** the person is paralyzed and does not want to leave this place anymore. A **Lesser Restoration** or **Dispel Magic** spell will end the effect. Other party members can attempt to drag the paralyzed character away.

- **R2.** This room looks like a banquet room. There is a large table laid for as much people as are in the

group. When the party decides to sit down a door in the back, that just appeared, will open. Ghosts will come out and serve the group a three-meal course. Each part of the meal will taste delicious. Every course has an either good or bad effect.

- **Course One.** A clear vegetable broth with custard royal. On a successful **DC 12 Constitution saving throw** the person will either gain Darkvision or their Darkvision is extended by 30 ft. for the next 7 days. On a failed save the person has disadvantage on all Perception (Wisdom) checks relying on sight for the next 7 days.

- **Course Two.** Saddle of Lamb stuffed with Spinach. Rosemary potatoes and a variety of vegetables on the side. Instead of lamb there can be Zucchini-Spinach cakes. On a successful **DC 14 Constitution saving throw** you feel suddenly very warm and protected. You get a +1 bonus to your AC until you take a long rest. On a failed save you feel suddenly exhausted, your Strength is reduced by 1 until you take a long rest.

- **Course Three.** Mousse au chocolate with fresh strawberries. On a successful **DC 15 Constitution saving throw** all of your ability scores become 18 for 1 hour. On a failed save the next time you drop to 0 hit points you immediately fail 1 death saving throw.

After the last course, the ghosts will disappear as well as everything that was on the table.

- **R3.** The room is in dime light. There is a single chest placed in the middle of the room. The chest is not trapped but locked and can be opened with a successful **DC 16 Thieves Tools** check. As soon as the chest opens three **Shadows** (Basic Rules, pg. 344) will come out of it and attack the group. There is nothing else in the chest.

- **R4.** This room looks like a frozen over garden. There are a variety of plants in there. But as soon as someone touches them, they fall apart. As the group looks around two **Will-o'-Wisp** (Basic Rules, pg. 355) appear and will attack.

- **R5.** As soon as the group gathers in the room the door shuts close and locks behind them. The floor starts to shake and when the characters look up at the ceiling, they will see bugs and all kinds of insects falling onto them. For the players it seems like they are getting attacked by the bug. A successful **DC 12 Perception (Wisdom)** or **Arcana (Intelligence)** check will reveal that those insects are just illusions. The door will reopen after 5 minutes.

- **R6.** There is a bed placed in the room. It is made of ice and the covers are velvet. On the bed lays a very beautiful male elf who seems to be sleeping. The elf is surrounded by frozen roses. He can be woken up by a kiss. When he wakes up, he will turn into a **Banshee** (Basic Rules, pg. 118) and attack the group. The Banshee is what is what is left from an elf that was once lured by the Winter Queen. If the group tries anything else, the Banshee will not be woken up.

EPISODE THREE: THE ESCAPE

When the group enters the Throne room, they will see a very large hall. The ceiling is about 40 ft. high and formed like a dome. Room itself is 23 ft. long and 6 ft. wide in the south and 13 ft. long and 15 ft. wide in the north. The walls are held with pillars and there are several windows that seem to flood the room with crystalized moonlight. On the other side of the hall there is a crystal throne where the Winter Queen is sitting. When a player got dragged under the water in the lake, he will be leaning against the throne completely asleep. The Winter Queen has not placed her curse on them yet. When the group is here to free their NPC companion, they will find them sitting close to the Winter Queen while she is about to give them a kiss on their head.

One thing that stands out to the players is the high amount of ice statues that are placed around the room. All of them are humanoid figures in medium or small sizes with different kind of poses. When the characters go closer to one of them, they will notice that these statues are people which are completely frozen, none of them looks afraid

THE BARGAIN

The Winter Queen is a very beautiful elvish looking woman. She has a tall build, blueish skin, long greyish white hair. There is a silver tiara with blue gemstones sitting on her head. Her eyes are covered by a veil. She is dressed in a long light blue dress which is adorned with laces. Around her neck is a very prominent multilayered pearl necklace.

When the characters approach her she will greet and welcomes them. She will say that she is happy that they made it to her place. When the characters demand that that she shall take away the curse or that they want their friend back, the bargaining will begin. The Winter Queen is a CR 10 Archfey and because of the nature of the fey she will only accept a deal if it equals what she shall give the group. Since she already placed her first curse on their friend or on some of the characters, she deems these as her belongings. She will also point out that all of them who came to her before did so by their own will and that they will always stay by her side. With that she will place her hands on the pearl necklace, since all the warm and positive emotions of these people are closed into these pearls. A successful **DC 12 Insight (Wisdom) check** will show that she believes in what she says and does not seem to see a problem in this logic.

The thing the Queen wants the most is someone who stays at her side. She herself is cursed by the actual Queen of the Winter Court and cannot have anything that is alive by her side. She is cursed to stay alone for the rest of her time. To still gain what she wants, she lures people from the Prime Material Plane to her realm and makes them want to stay at

her side by giving them a kiss. With this they will forget about their former life and anyone they have known before but will eventually turn into lifeless ice statues.

ACCEPTABLE BARGAINS

Because of her own curse she will accept the following bargains. If you have other ideas for what would be acceptable for her, you can use them as well.

- **Exchange.** A life for a life. Someone in the group can give their life to save another. If several people in the group are cursed that one life given freely is still acceptable to release them from the curse.
- **Becoming her follower.** Archfey's gain their power by the amount of their followers. The more followers the more power they have. Since the Winter Queen is secluded from the rest of the Feywild her power has decreased, and she is not able to break free from the curse by herself. Gaining followers will strengthen her. If a character wants to take a step into some Warlock levels, this bargain would be a good option.
- **Life Debt.** This is similar to the exchange option. Characters can agree to come back when the end of their days is near or when they finished their last important task.
- **Ending the Curse.** Since she is not able to end her curse herself, she would agree to free the characters if they would find a way to end her own curse. This is a good option if you plan to run a following Feywild adventure.

When the group agrees to one of the three top examples, she will give the person a kiss to seal the deal. This can be on the forehead, mouth, or hands. Make sure that the players are comfortable with the situation and check before which option is ok for them.

LEAVING HER REALM

If the group is not able to make a bargain with the Winter Queen, she will not remove the curse or let the group leave. As soon as the negotiations end without a compromise, she will attack the group. You find her stats in the Appendix 1. Since her state is weakened her spellcasting abilities are limited. She will try to charm the characters before she directly attacks. Keep in mind that she has a high affection towards the frozen people in the room and tries to not harm them in any way.

When she drops below half of her hit points, she will not care anymore for her precious statues and will destroy them if it is necessary to keep the group from leaving her place. Cold wind will start to blow around her and lifts her veil enough that the characters can see what is under it. They will see

that one of her eyes is completely missing. She is however damaged enough that a crossing to the Prime Material Plane will open. The new crossing opens at the castle gates. As soon as they walk through them, they will leave the Feywild and return to the Prime Material Plane. Characters will notice the opening by a shattering noise behind them, that sound like the breaking of ice. When they look in this direction, they will see the doors on the other side are slightly opened and have prominent glow to them that wasn't there before. A warm wind comes out of them as well. Make sure to point this out to your players. The party can try to flee, but the curse is still active.

When she drops to 0 hit points, she will turn to snowflakes and vanish. The curse on the members is broken and the party can leave the castle. However, the Winter Queen is not dead and will return after some time.

If the group decides to flee from the scene, she will do everything to keep them in the palace. The curse is not broken and is still a threat to the people that are affected by it.

ENDING THE ADVENTURE

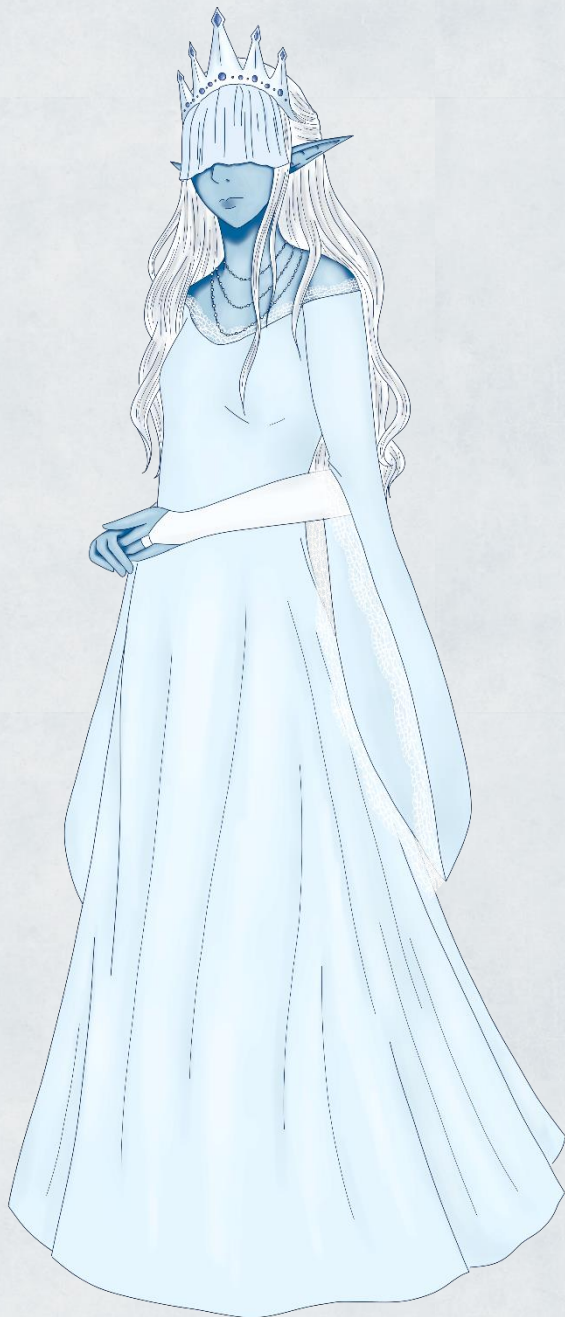
As the party walks through the castle gates, they will find themselves walking into the Tavern in Coalfell. They will find Serlo and Richard sitting together, drinking beer, and are engaged in a conversation. From the outside is sunlight shining in.

As the group enters the Tavern Serlo and Richard will look at them as if they are seeing ghosts. They will tell the party that they thought they were lost like everyone else. Serlo will offer them beer on the house in exchange for telling what happened to them. Richard will tell them that they have been gone for months and that it is already Spring. It is unbelievable for both that the group made it back. They will assure the group that they will spread the word about the events and what their party did. Since the magic of the Feywild is wild and untamed not everyone is able to tell what they have seen there when they come back. Let your players roll a DC 15 Wisdom saving throw. If they failed the roll, they forget everything that happened in the Feywild. Elves and Half-Elves are excluded from this since they have Fey Ancestry. A character that has made a Warlock Pact with the Winter Queen is excluded as well.



APPENDIX A: MONSTER STATS

Here you find the stats of the Monsters that do not appear in the Monster Manual.



WINTER QUEEN

Medium fey, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 127 (16d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	16 (+3)	18 (+4)	18 (+4)	13 (+1)

Saving Throws Wis +8, Cha +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

Fey Step (Recharge 4-6). As a bonus action, the Winter Queen can teleport up to 30 feet to an unoccupied space she can see.

Magic Resistance. The Winter Queen has advantage on saving throws against spells and other magical effects.

Sorrowful Presence. Any creature that starts its turn within 60 feet of the Winter Queen must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes charmed by the Winter Queen for 1 minute. While charmed in this way, the creature has disadvantage on ability checks and saving throws. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Winter Queen's Sorrowful Presence for the next 24 hours.

Whenever the Winter Queen deals damage to the charmed creature, it can repeat the saving throw, ending the effect on itself on a success.

Spellcasting. The Winter Queen is 14th -level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The Winter Queen has the following spells prepared:

At will: Fog Cloud, Gust of Wind, Frostbite, Ray of Frost

1st level (4 slots): Shield, Absorb Elements, Ice Knife, Armor of Agathys, Charm Person

2nd level (3 slots): Hold Person, Snilloc's Snowball Swarm, Calm Emotions, Suggestion

3rd level (3 slots): Counterspell, Dispel Magic, Elemental Weapon, Wind Wall

4th level (2 slots): Ice Storm, Compulsion, Dimension Door

5th level (1 slot): Dominate Person

ACTION

Multiattack. The Winter Queen makes two melee weapon attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage, or 5 (1d10) slashing damage if used with two hands.

REACTION

Frigid Rebuke. When the Winter Queen takes damage from a creature the Winter Queen can see within 60 feet of her, the Winter Queen can force that creature to succeed on a DC 16 Constitution saving throw or take 11 (2d10) cold damage.

APPENDIX B: MAP

