



THE HALLOW QUEEN

Medium fey, lawful neutral

ARMOR CLASS 17 (natural armor)

HIT POINTS 91 (14d8+28)

SPEED 30 ft.,

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

SAVING THROWS: Wisdom +4

SKILLS: Nature +4, Perception +4, Stealth +6, Survival +4

DAMAGE IMMUNITIES: Cold

SENSES: Darkvision 60 ft.

LANGUAGES: Auran, Common, Giant

CHALLENGE: 7 (2,900 XP)

INNATE SPELLCASTING. The Hallow Queen's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: Frostbite, Shocking Grasp, Ray of Frost, Thaumaturgy.

3/day each: Cone of Cold, Ice Storm, Wall of Ice.

1/day each: Control Weather.

MAGIC RESISTANCE. The Hallow Queen has advantage on saving throws against spells and other magical effects.

ICE EYES. The Hallow Queen sees perfectly in snowy conditions, including extreme blizzards, and is immune to snow blindness.

SNOW STRIDE. The Hallow Queen moves across icy and snowy surfaces without penalty.

SNOW INVISIBILITY. In snowy environments, the Hallow Queen can turn invisible at will as a bonus action or a reaction.

ACTIONS

ICE SWORD. Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 10 (2d8+1) bludgeoning damage plus 3 (1d6) cold damage. The Hallow Queen equips a sword forged of eternal ice. When the Hallow Queen makes a successful melee attack with the Ice Sword, the target must make a Constitution Saving Throw (DC 10) or suffer a level of exhaustion. If any creature besides the Hallow Queen wields the Ice Sword, it will begin to melt in their hands as they take 4 cold damage per round they hold it, up to 8 rounds when it melts.

REACTIONS

FROZEN REBUKE. When the Hallow Queen takes damage from a melee attack, she can force the creature that attacked to succeed on a DC 13 Constitution saving throw or take 5 (1d10) cold damage.