



RISE FROM THE

# DEEP FREEZE

◆ GAME MASTER'S GUIDE ◆

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# A CAMPAIGN *for* FRESH ADVENTURE

## LET'S GET STARTED

Wait. Before we get started, if you intend to play Feast of Legends as a character, you should probably stop here. This book is intended for the Game Master (GM) and **contains major spoilers** for adventurers. Here you'll find all the information a GM needs to run the game. This includes a guide to the realm of Beef's Keep, information on magical items, lists of creatures, backstory, maps and setting descriptions. If you've chosen to take on the role of GM, welcome. Let's dig in.

## WELCOME TO THE REALM OF BEEF'S KEEP

Feast of Legends: Rise From The Deep Freeze is an adventure set in the realm of Beef's Keep. The realm is vast, encompassing mountains, deserts, coasts and more. Your players will begin in Freshtovia, a kingdom ruled by Queen Wendy. Each player will begin at level 1, progressing to level 5 over the course of play. If this is your first time running a tabletop game, don't sweat it. This book covers everything you need to know about the land, and the character creation manual has all the rules to guide you through gameplay.

## YOU'RE IN CHARGE

As the GM, you have a pretty killer game role. It's your job to help guide the players through the adventure. You get to decide how the rules are applied and how the story unfolds. Oh, and you get to play the monsters. So that's super cool. The most important part of being a GM is to make sure the group is having fun. There will be moments you don't want to ruin for your party, so make sure you read ahead before sharing information with your group.

**Narrative in boxes is intended to be read aloud to players.** Additional descriptions are intended to help the GM build the world. Feel free to add as you go. You will be painting this world for your group, so make sure you know it best; it will only make for a better experience.

Feel free to make the game and the world your own. If you think of a clever twist or turn for the characters your group has created, do not shy away from it. Go all-in, however you see fit. This is simply your template to create the best game possible for the players.

## ADVENTURE DEBRIEF

The realm of Beef's Keep is in much conflict. Throughout the nations of Beef's Keep, leaders continually disrespect their citizens by taking the easy way out. There are many dark, cold places in this world. But not in Freshtovia, the home of your players — it's the lone beacon of hope in these desperate times.

The main threat to the land is the Ice Jester of the United Clown Nations who resides in the lands known as The Deep Freeze — a dark, desolate place filled with frozen dangers. Recently the Ice Jester has been sending frozen minions across the realm to spread icy havoc. And now there are rumors that the Ice Jester has found a powerful magic device capable of throwing all of Beef's Keep into a new frozen age. The fate of the realm rests in the hands of a few fresh, never frozen heroes.



# CAMPAIGN OVERVIEW

## ◆ PART 1

### The Queen's Quest

The party arrives in Freshtovia on the day of a major celebration. Exploring the town, they eventually find themselves in the royal garden. A mysterious figure meets them and asks for assistance in dealing with a threat to the kingdom. Accepting the quest will lead the party to the gates of the enchanted French Fry Forest, filled with treasure, riddles and fearsome creatures. As the party journeys deep into the forest, they come face to face with Hunger, the source of the plague threatening Freshtovia.

## ◆ PART 3

### Lighting the Bacon Beacon

The party discovers a foe named Ice Jester has unearthed an ancient magic capable of throwing the realm into a frozen age. To combat the threat, Queen Wendy tasks the party with lighting the Bacon Beacon of Fort Baconator, a signal that will call all of Freshtovia to her aid. On the way to Fort Baconator, a creature known as Constable Von Freeze ambushes the party and takes it to the Ice Jester's Playhouse. The party must fight its way through the Playhouse and defeat the constable to escape.

## ◆ PART 5 — The Deep Freeze

After finding a guide to help the party sneak past the Beef Gate, it enters The Deep Freeze. The land is cold and desolate, and filled with icy hazards at every turn. Making its way through an abandoned town, the party locates the entrance to the Ice Jester's lair — a deep, winding cavern filled with icy monsters and deadly challenges. Here, the party must make its final stand and face the Ice Jester or let the realm perish in a new frozen age.

## ◆ PART 2

### Trouble at Frosty Canyon

After returning to Freshtovia to rest and gather supplies, Queen Wendy greets the party and asks for help dealing with an agent of the United Clown Nations. At this point, the party can choose to explore the realm of Beef's Keep. However, if they choose to accept the quest, they'll be led to Frosty Canyon to meet Prince Carter, who knows the whereabouts of the United Clown Nations' agents. He will direct the party to Freestyle Falls, where it will encounter the Beef Bandit and Frÿsta.

## ◆ PART 4

### The Biggie Vale

At Fort Baconator, General Graham Crackernator devises a plan to distract the Ice Jester's forces and instructs the party to journey into The Deep Freeze and stop the Ice Jester before he can cause a frozen age. Before the party can reach the Beef Gate, it passes through Biggie Vale, a town plagued by a flying monster. Once the monster is dealt with, the town returns to normal. Just as the party resumes its quest, it is informed that the Beef Gate is impenetrable.

## PLAYER SETUP

**The realm of Beef's Keep** is in much conflict. Throughout the nations of Beef's Keep, leaders continually disrespect their citizens by taking the easy way out. There are many dark, cold places in this world. But not in Freshtovia, the home of your players — it's the lone beacon of hope in these desperate times.

**The Creepy King With the Paper Crown** has locked himself away in Creepingvale. He keeps his supplies of beef frozen, and then casts the icy pucks into the fires of the mountains. The Ice Jester of the United Clown Nations has continued to disrupt the land by freezing any beef he can get his hands on. He has sent his corner of the land into collective darkness, fearfully referred to as The Deep Freeze.

And these are just Freshtovia's neighbors. You will encounter many people throughout your journeys and hear tell of the goings-on throughout the lands. Prepare yourselves, adventurers. **The fight for fresh beef lies in your hands.**

# — THE NATION OF — FRESHTOVIA



THE CAPITAL CITY OF  
**FRESHTOVIA**

**LEGEND**

- 1 | Castle Gates
- 2 | City Entrance
- 3 | Wendy's Restaurant & Inn
- 4 | The Snack-Smith
- 5 | Freshtovia Gardens
- 6 | Statue of Emperor Dave
- 7 | S'awesome Fountain



# THE QUEEN'S QUEST

## PART 1

### FEAST OF 50

The story begins as the players find themselves in the square of the capital city, Freshtovia, on the day of a major celebration. The city is crowded and most of the businesses are closed. Encourage the party to explore the city, but eventually steer them toward the Freshtovia Gardens.

***You live in the realm of Freshtovia and currently find yourself in the capital city of the same name.***

*The reign of the cherished Queen Wendy has hit a milestone. She has ruled over Freshtovia for 50 years, and people from far and wide have gathered throughout the city for the momentous occasion. They're celebrating with an unrivaled festival, and the city square is full of Beef's Keep's finest vendors selling some of the rarest goods.*

*There are games and competitions happening throughout the city. The streets are adorned with streamers and flowers in the much-adored queen's favorite colors of white, light blue, and red. The festivalgoers have all started to gather near the city circle. Queen Wendy is scheduled to make an address to the people at any moment, but as the time ticks by, the crowd begins to murmur.*

*You stand near the city circle. The crowd is currently too dense to get any real shopping or conversation done. Behind you is a row of houses that seem fairly locked up because the residents are most likely in the crowd awaiting the queen.*

*To the east are two buildings: Wendy's Restaurant and Inn and the Snack-Smith. To your right are the royal gardens.*

### CITY GATES

Pushing through the crowd toward the castle gates will be difficult. It's like the busiest of concerts, sweating and pushing their way to the front. When they do reach the other side of the crowd, they will be met by guards who are uninterested in speaking to random people. They tell the group things like, "Move along," or "The queen will be ready when she is ready." Any attempt to attack a guard will be automatically swatted away and will result in a guaranteed hit: a slap to the face dealing 1 HP damage.

### CITY ENTRANCE

If they go toward the city entrance, many people are standing outside their homes, on the steps to their front doors, etc., to get the best view for the queen's address. Everyone is excited, and anticipation is building.

### FRESHTOVIA SHOPS

If they go left, they will find two well-known buildings: Wendy's Restaurant and Inn and the Snack-Smith.

*If they go east, in an area separate from the city circle, stand two buildings you know to be Wendy's Restaurant and Inn, the family business Wendy inherited before becoming Queen of Freshtovia, and the Snack-Smith. The Snack-Smith is well known for his weaponry and armor, but he's taking a much-needed day off to enjoy the festivities.*



## WENDY'S RESTAURANT AND INN

Your heroes can go into the restaurant and inn, but they are currently booked, overbooked even, due to the festival. With a playful wink and nudge, the proprietor, Gwen, will make retorts like, "Maybe we shoulda charged a little more, huh?" The kitchen is also closed to prepare the meal for the great feast that night. The people of Freshtovia know that the food is worth every penny, and more.

*The inside of Wendy's Restaurant and Inn looks like a great dining hall, with a lovely fireplace on the east end of the room. There are two staircases leading to the second and third floors, where the rooms for rent are located. All are currently locked.*

## THE SNACK-SMITH

*The Snack-Smith, Chili Cheese, has hung a sign on the front door of his shop that reads "Enjoyin' Da Festivul, Come Bak Termarrow!" The building isn't too large, and the actual forge is on the left side of the building, still letting off heat from the Snack-Smith's work that morning.*

## FRESHTOVIA GARDENS

If they go southwest, the adventurers will see the gardens and the bronze statue of Emperor Dave. The gardens are lush and much delicious produce grows there, such as lettuce, onions, tomatoes, and potatoes. The gardeners tending the fields are inviting and proud of their work. If the adventurers want to eat something, the gardeners will gladly pick and cut anything for the team to eat on the spot.

*To the southwest are the Freshtovia Gardens, where exquisite produce is picked and sliced fresh daily. Within the gardens stands a bronze statue of Emperor Dave, Wendy's father. The bronze shines bright as the sun casts its brilliance across the city.*

## STATUE OF EMPEROR DAVE

*The statue of Emperor Dave is quite tall, standing nearly 10 feet high. The bronze is warm to the touch from the sun's rays. Dave was a well-respected bespectacled man. His likeness is smiling and holding his spatula, thought by many to have been given an otherworldly blessing. The plaque on the base of the statue reads: "NEVER CUT CORNERS."*

If one of the adventurers decides to look closely, they will notice that the plaque's top right corner has chipped in a way that looks intentional. (The amount of information you give here is up to you. We recommend basing this on a d20 roll based on the player's Intelligence stat.)

Before your adventurers walk away from the statue, a mysterious shrouded man peeks out from behind the base, calling the heroes by name. He claims to be no one of importance, just one of many in Beef's Keep trying to make sure things go according to plan. When pressed on this, he remains intentionally ambiguous. He says the queen will make her speech shortly, but there is a plague attempting to infiltrate Freshtovia and ruin the festival. A plague known as Hunger. The source of this plague is the nearby French Fry Forest, which has been magically sealed to the outside world. He, however, happens to have a key. He is a constant watcher and keeper of the lands and knows he can trust the party to do what must be done.

## LEAVING FRESHTOVIA

If the adventurers choose to follow him, he leads them to a small gap in the city walls that leads to the world outside Freshtovia. The shrouded figure must get back to the castle, so he does not follow the adventurers out of the city. If the adventurers choose to explore this area more, the only way out of the city is the front gates, past the residential area.

*You have spent the majority of your lives living and training around Freshtovia, so you know the area surrounding it well. The French Fry Forest lies directly north of the city proper. You can see the forest and smell its trademark salty aroma from the city's gates. Despite the olfactory delights, the once-familiar forest is now ominous.*

*You lack knowledge on the directions to get much farther, though you know the Ice Jester's realm lies to the south, and all who venture there have encountered certain freezing. It seems it may one day become your destinies to alter the fate of Beef's Keep and confront the United Clown Nations, but for today, it is certainly more prudent to focus on the task at hand.*

## SOUTHERN PATH

If the party is foolhardy enough to venture south, have it face an overwhelming number of freezer burns. When the freezer burns knock them out, have them return to Freshtovia and be mocked openly by every citizen.



# THE FRENCH FRY FOREST



## LEGEND

|                    |                     |                                     |
|--------------------|---------------------|-------------------------------------|
| 1   Room 1         | 8   Room 5          | 14   Path Beyond the 3rd Stone Door |
| 2   Room 2         | 9   Door of Riddles | 15   Room 7                         |
| 3   1st Stone Door | 10   The Tunnel     | 16   Room 8                         |
| 4   Room 3         | 11   Room 6         | 17   Room 9                         |
| 5   A Curved Path  | 12   3rd Stone Door | 18   Room 10                        |
| 6   Room 4         | 13   Campsite       | 19   Hunger's Lair                  |
| 7   2nd Stone Door |                     |                                     |

## THE FRENCH FRY FOREST

The journey to the forest is mostly uneventful, unless the party begins infighting. The forest is very close, with parts of it even sharing a border with Freshtovia.

*As you approach the forest, the sense of foreboding only increases. The plant life seems to have grown together to form a sort of wooden wall around the forest's perimeter. Examining the wall as you walk toward the forest, you notice a large wooden door with a keyhole that conveniently looks like it will take your key.*

*After placing the key, a green light shines out from the keyhole, and the key dissolves into nothingness. The vines and branches that make up the door recoil, almost slithering away as they reveal an open passageway into what feels like a living hallway.*

## THE FOREST PATH

After our heroes cross the threshold, the door grows shut behind the party.

*You are in the forest, but the living magic within this area causes the plant-made walls of the halls to writhe with life. The hallway is about 20 feet before you get to your first crossway.*

## 1. ROOM 1

The room to the right is empty other than a few forest items.

*The room to the right is small. Entering really doesn't amount to anything; there are some twigs, leaves and maybe a few acorns strewn about from the formation of this botanical labyrinth.*

## 2. ROOM 2

Entering the door to the left produces the party's first encounter with hunger foes — hunger Pangs. They are two small and gnarly beasts with no eyes, sharpened teeth, and two small twisted horns. They will attack the party immediately if it enters the room. There is nothing more in this room, other than a random assortment of forest crumblings and the like.

*As you enter the room, two small creatures with sharp teeth and twisted horns turn eyeless heads toward the door. Vaguely, you remember tales of these creatures, always referred to as Pangs, known to mostly attack midday and late night. Disturbed by your entrance, they snarl and lunge to attack.*

### PANG

|              |             |              |
|--------------|-------------|--------------|
| HP           | 12          |              |
| Defense      | 11          |              |
| Movement     | 25 ft.      |              |
|              | <b>Base</b> | <b>Bonus</b> |
| Strength     | 9           | +1           |
| Intelligence | 3           | -2           |
| Arcana       | 8           | 0            |
| Charm        | 1           | -2           |
| Grace        | 8           | 0            |

#### Skills:

**Bite:** The Pang gnashes its gnarly teeth, causing 1d4 physical damage.

**Ram:** If the Pang is more than 10 feet away from a target, it can lower its head and ram them, doing 1d8+2 physical damage.

### THE CURVING HALL

Heading straight through the hall past the rooms takes the party into a curve slightly to the left until it reaches the first stone door. The adventurers notice the curve, as if the forest is guiding them to the place they need to go.

## 3. THE FIRST STONE DOOR

*You come upon a huge stone door with three large dials on its face. The dials have the numbers 1-2-3-4 on them and face north, east, south, and west. Each dial currently has the "1" at the top. Upon further inspection, there is an inscription on the door below the dials that reads: "Thrice repeating, nice for eating, a meal? A deal? A steal for certain."*

### ANSWER: (Don't read to the party)

Each dial must have the "4" turned north so the dials together read 4-4-4 at the top. Wrong solves of this puzzle won't cause any negative reactions, unless you're having a fun time making things difficult for your group, in which case, get at 'em. Throw a trap at them or maybe have more Pangs attack. That's all up to you.

The great stone door splits in the middle and slides to either side, becoming enveloped in the plant life around them. As they walk through the newly opened doorway, the plants again grow behind them, sealing the area where the door had previously been. The path continues straight for about 25 feet, then turns immediately left before continuing straight for 30 feet. At the end of the path, there is a door on their left.

## 4. ROOM 3

If the party enters this room, they will be immediately attacked by a Pang. This room feels identical to the room before, but it doesn't have a room across the path.

## 5. A CURVED PATH

Going back out and moving farther, the path takes a sudden right turn. It again feels as though the forest is guiding their movement, this time to the right. After about 40 feet of curving, another room entrance appears to their left.

## 6. ROOM 4

The party is bound to feel a sense of dread for these rooms. Are they simply repeating traps? Is there ever an end to these monster-filled rooms? If the party is bold and enters the room, they will find a stump with a small wooden cup with flecked red paint on it. That cup is filled with 15 gold coins.

Walking back onto the main path, the forest continues to guide the adventurers on a slight curve until it feels like they've completed a semicircle.

## 7. THE SECOND STONE DOOR

*You come across a second large stone door. As you walk up to it, a stone tray slides out. On the tray is a stone Frosty, with what seems to be a stone spoon and a stone carton of french fries. An inscription on the door appears: "Dip one, but choose wisely."*

Right before the adventurers reach for the tray, two women with otherworldly auras interrupt them.

*“The name’s Tea,” the first says.*

*“That name’s only for me, and that’s the Tea,” the second says.*

*“Forgive her, she’s unsweet, and that’s the Tea,” the first retorts.*

*“How rude of her to be this unsweet, and that’s the Tea,” the second claps back.*

*The inscription on the door changes, and slowly spells out:*

*“Before you stand Sweet Tea and Unsweet Tea. One always truthful, one always giving falsehoods. Ask either of them one question to decide which to dip. The right choice allows you to move on. The wrong choice leads to regret.”*

### **ANSWER: (Don’t read to the party)**

The first Tea tells the truth, the second Tea lies. The question they should ask for an immediate solve is, “What would the other Tea tell me to dip with?” The answer from each Tea should be the wrong choice. The spoon is the wrong choice, and the french fries are the right choice.

The Teas will always end their answer with the phrase, “And that’s the Tea.” That’s just a thing they do.

For your sanity, make the one on the right Sweet Tea and the one on the left Unsweet Tea.

Choosing the fries will open the door, just like the last puzzle door. If the adventurers choose the spoon, the adventurer who does the dipping will lose half their hit points due to a magical brain freeze. Then the door will open. You always pick fries in the French Fry Forest.

*The door opens. As you pass the threshold, the forest grows behind you, sealing the area where the door once was. After 10 feet, the path splits.*

## **8. ROOM 5**

The path continuing straight from the intersection leads to room 5. Inside the room is a 4-Piece Chicken Nugget container, containing four golden nuggets that would be worth three gold coins each if you sold them back in town. If someone is skilled in Arcana, they may notice a strange feeling when they hold the nuggets.

*The hallway leads to a small room covered in forest just like the others. In the center of the room a chicken nugget container sits on a pedestal, containing what appear to be four nuggets made of gold.*

## **9. THE DOOR OF RIDDLES**

*The path leading right from the intersection leads you down a forested hall. It appears to be a dead end, but as you approach, the forest parts to your left, opening a new path. You turn to see a circular door 10 feet down the hall that is unlike any of the doors you have encountered thus far. The inscription on the door reads: “Answer once each these riddles four. Answering wrong seals the door.”*

If at any point the party jumps the gun and answers a riddle wrong, this door will seal, and the plants will grow over its location. After a few hours the plants will recede, revealing the door again.

### **RIDDLES**

**Riddle One:** It starts this week and ends tomorrow, but doesn’t happen in a thousand years.

**Answer One:** **W. (You know, like Wendy’s.)**

**Riddle Two:** How many nuggets can you place in an empty carton?

**Answer Two:** **One. After that, the carton is no longer empty.**

**Riddle Three:** The more and more you take, the more you’ll leave behind.

**Answer Three:** **Footsteps. Answering “time” also works.**

**Riddle Four:** You can hear it, but you cannot see it. It only speaks when you speak to it.

**Answer Four:** **Your echo.**

*When the last riddle is answered correctly, the inscription changes to read: “You have gone 4 for 4. Journey briefly beneath the ground; on the other side, your loot is found.”*

*The door spins open, but when you go through, the entryway does not seal shut. You are now in a dark tunnel.*

## **10. THE TUNNEL**

It’s fairly tight, and the party must walk one behind the next. With light, they will notice that this is a dirt tunnel and they’re going down. After about 30 feet, the tunnel begins to curve up. There’s another circular doorway, and it’s casting sunlight into the tunnel.

## 11. ROOM 6

On the other side of this tunnel is a small, square room. The room has a large stone door on the opposite side. If the door is approached, an inscription appears: "Return from whence you came." The door seems unable to be opened by any normal means.

In the center of the room is a wooden pedestal. Atop the pedestal there is an amulet displayed — a gold chain with a large circle hanging from it. The image of a Baconator is carved into the circle. The only way out seems to be heading back the way the party came in.

This item is **The Amulet of the Feast**. It grants whoever is wearing it resistance against all attacks from hunger foes, including Pangs, Grumbles and Hunger itself, as well as others that may be encountered later in the quest. A party member skilled in Arcana can roll a stat check to reveal the amulet's purpose.

## 12. THE THIRD STONE DOOR

The path to the left heads 40 feet to another stone door locked by a riddle. Once the party successfully answers the riddle, the door will fling open and the party will be attacked by three Pangs and the mini boss, Grumble.

*As you walk up to this stone door, you notice it has a small circular indentation. The inscription on the door reads: "A head have I, and indeed a tail, though a body I doth lack."*

**ANSWER:** The answer to this riddle is a coin, but saying it aloud does not open the door. One of the party members must take a gold coin from their pocket and place it into the indentation. This will cost them one gold coin. If placing the coin is hard for the party to figure out, feel free to hint heavily at the slot in the door, or even remind them that gold in this game comes in the shape of a coin.

## 13. CAMPSITE

*The door flies open with great force, and the forest pushes you forward through the doorway, then the vegetation grows behind you, closing off the path. You find yourselves in a large, open, circular area, almost like an ancient campground. The circle is about 150 feet across. There seems to be no opening anywhere on the circle's perimeter. As you walk toward the center, three Pangs and a creature known as a Grumble emerge from the surrounding woods.*

## GRUMBLE

|              |             |              |
|--------------|-------------|--------------|
| HP           | 27          |              |
| Defense      | 12          |              |
| Movement     | 35 ft.      |              |
|              | <b>Base</b> | <b>Bonus</b> |
| Strength     | 13          | +2           |
| Intelligence | 6           | -1           |
| Arcana       | 13          | +2           |
| Charm        | 1           | -2           |
| Grace        | 8           | 0            |

### Skills:

**Bite:** The Grumble gnashes its gnarly teeth, causing 2d4 physical damage.

**Tongue Whip:** The tongue of the Grumble is long, and it can be snapped like a bullwhip. It can reach 15 feet and does 2d6+1 physical damage.

**Poison Cloud:** The Grumble releases a rumbling gaseous cloud from deep within its tainted innards. The cloud covers a 20-foot semicircle radiating from the Grumble. The cloud lasts for the next three turns. Anyone who is within the cloud when it first appears must make an Arcana roll of 14 or higher or take 4d4 damage. Anyone who moves into the cloud in the next three turns must also make an Arcana roll of 14 or higher or take 4d4 damage.

*A passageway appears after the beasts of hunger are vanquished. The battle was your first real challenge, and stopping for a meal or a snack could prove beneficial. This does seem to resemble a campsite after all.*

If the party is hurting here, highly recommend a snack.

## 14. PATH BEYOND THE THIRD STONE DOOR

The new doorway pushes the party into the next hallway when approached. Again the forest grows together, sealing the passageway behind the party.

*You are faced with another path, familiar yet different. The leaves and branches continue to writhe around you as you walk. About 20 feet ahead, to the right of the party, is another stone door. The inscription here simply reads: "Absolutely No Entry."*

If the party made it through the underground tunnel, they are fairly certain this is the door from the amulet room.

If the party split, with half of them going into the room with the amulet and the other half facing the Grumble, the half going for the amulet will find themselves sealed in this room. A player pressing on this door from both sides will cause the door to open, reuniting the party. This may seem like something that would never happen, but we tested this, and it definitely happened. Like, the VERY FIRST TIME. So you never know.

*Beyond the door, the path continues for about 30 more feet, then it begins to curve sharply to the left before straightening out. There are multiple side rooms on the path ahead, alternating sides about every 20 feet.*

### 15. ROOM 7

*The first room on the right is fairly empty and features a long-dead lone tree. The tree has a hole in the side of it.*

Upon further inspection, the party can find four gold coins tucked inside the stump.

### 16. ROOM 8

*A similarly dead tree stands in the middle of this room, again with a hole in the side of it.*

Reaching into the hole will produce an old tattered note. The nearly illegible note reads: "HE LIES AHEAD. HE IS READY. HE IS HUNGRY."

### 17. ROOM 9

*The second room on the right is about 20 feet farther down the path from the room on the right. As you approach, you hear shuffling and a familiar snarl.*

When approaching this room, the party is immediately attacked by two Pangs.

### 18. ROOM 10

*The next room is about 20 feet farther down the path and sits on the left. Inside is a tree stump sitting alone on the forest floor.*

Looking closely, the party will see the shine of metal coming from the stump's edge. Stuck in the wood is a small metal triangle with two straight edges and an edge that's a tad jagged, like it's been broken off.

## 19. HUNGER'S LAIR

*Another 25 feet down the path leads to a second door on the right. This room, unlike the others, contains a large clearing, roughly 150 feet across. There are four tall, ancient trees standing in a square around the circle, like the natural pillars of nature's great hall. As the last party member enters, the forest seals the door shut. A breeze picks up and blasts through the room, shaking the leaves and branches around you. The great beast, Hunger, whose magic now controls this forest, swoops down on frayed and weary wings. The beast has two large curved horns upon its head, and its eyes are sewn shut, though it sees perfectly. It reeks with the stench of desperation.*

### HUNGER

|                     |                |               |
|---------------------|----------------|---------------|
| <b>HP</b>           | 35             |               |
| <b>Defense</b>      | 14             |               |
| <b>Movement</b>     | 25 ft. walking | 40 ft. flying |
|                     | <b>Base</b>    | <b>Bonus</b>  |
| <b>Strength</b>     | 14             | +2            |
| <b>Intelligence</b> | 8              | 0             |
| <b>Arcana</b>       | 15             | +2            |
| <b>Charm</b>        | 1              | -2            |
| <b>Grace</b>        | 9              | +1            |

#### Skills:

**Bite:** The Hunger gnashes its gnarly teeth, causing 2d6 physical damage.

**Wing Swipe:** Hunger swipes its spiked wings through the air, cutting anything that gets in the way, dealing 1d12+1 physical damage.

**Dive Bomb:** Hunger flies up into the air and straight down at an opponent, doing 2d8+1 physical damage to an opponent, and 2d4+1 physical damage to itself. If the attack misses, Hunger does 2d8+1 damage to itself. (*This is generally used later in a fight, as a last-ditch effort to take down the party.*)

**Poison Cloud:** Hunger releases a rumbling gaseous cloud from deep within its tainted innards. The cloud covers a semicircle 20 feet across from the Grumble. The cloud lasts for the next three turns. Anyone within the cloud when it appears must make an Arcana roll of 14 or higher or take 4d4 damage. Anyone who moves into the cloud in the next three turns must also make an Arcana roll of 14 or higher or take 4d4 damage.

*Upon defeating Hunger, a strong wind blows from every direction, making the forest a swirl of leaves and branches. All sensations become overwhelming and confusing for just a moment, and then you find yourselves back at the entrance of the French Fry Forest, only now it's as it has always been — a forest full of trees and potato plants. You all have a strange feeling that little time has actually passed since you first entered the forest.*

The party now moves to level 2.  
Refer to the player's guide for new skills acquired.

## RETURNING TO FRESHTOVIA

*When you return to town, the uneasy feeling is no longer lingering in the air. People are happy and singing. A bard near the city center is playing his famous song, "Hot Drinks."*

As the adventurers make their way back toward the center of the city, the shrouded man from before waves them over to speak with them.

*The shrouded man from earlier appears, explaining he has worked directly for the queen for many years, but as he's aged, he can no longer protect the kingdom like he once did. With the current seclusion of The Creepy King of Creepingvale and the Colonel of the Grease Bucket Armies amassing their numbers, Queen Wendy will need a new group of protectors. After her speech, she will want to speak with you, if you'll let her.*

If the party places the metal corner that was wedged in the stump in the French Fry Forest where the plaque on the statue of Emperor Dave is missing a corner, the statue will shine brilliantly for a moment and then drop the spatula it is holding.

This is a magic weapon named **Dave's Never Frozen Spatula**. It maintains the properties of a normal spatula until you are facing an ice foe. When the holder comes within 50 feet of an ice foe, the spatula ignites with an orange flame that does not harm the holder. Attacks against ice foes will do an additional 1d6 heat damage to the weapon's normal attack. A party member with a high Arcana skill may sense something's up with the weapon and can make an Arcana roll to reveal full or partial details of the spatula's abilities.

**After speaking briefly with the shrouded man, a loud, familiar voice booms throughout the city. It is Queen Wendy, giving her address to the people of Freshtovia.**

*"For 50 years we have strived to accomplish things the other nations of Beef's Keep could not do, or chose not to do. We have maintained the one tried-and-true fact of our people. In Freshtovia, we do not cut corners — we will not cut corners. As The Deep Freeze continues in the south, just know we will not succumb to the pressure of some clown. Because we are fresh."*

*Queen Wendy leaves the sentence floating as the people of Freshtovia chant back "Never Frozen" and cheer. The crowd disperses, making the center and the shops easier to navigate. The city is still busy, but the people are no longer bunched together.*

## EXPLORING TOWN

Before beginning Part 2 of the quest, the party is free to rest and explore town for a bit. All the shops are now open for business, including four small vendor stalls around the S'Awesome Fountain that lies in the city center. Due to the celebration, there are a number of games set up around the city. Players with a high Charm stat will find vendors more than happy to engage in conversation and might even be able to sway them into offering a small discount on items.

## THE S'AWESOME FOUNTAIN

If the party dips a golden nugget in the S'Awesome Fountain at the center of town instead of selling it, it will turn into a key with the golden nugget affixed to the top. This only works on the first nugget dipped. All subsequent golden nuggets will just turn into normal delicious chicken nuggets when dipped, and will no longer be able to be sold at the various vendors in the realm. They will, however, grant 1d4 of healing when eaten. (This can be used as an action during battle.)

## APPROACHING THE CASTLE

When the party approaches the castle, the guards meet them. The guards tell the adventurers that the queen has been expecting them and is waiting for them in the throne room. The guards will be persistent, almost forceful, in getting the party to follow them into the throne room. They will assure the group that all of the day's festivities will still be there after the meeting, and that they shouldn't leave the queen waiting.

## THE EAST STALL

**The stall to the east is a tailor** — Her name is Regina Bines. She came down from Roast Beach, which lies about a day's travel north of Fort Baconator, just north of Freshtovia's border. The people of Roast Beach are known for their paper craftsmanship, and Regina is no different. Her clothes are all custom, made of the finest papers and cardboards. If someone in the party would like a custom item, they can pick it up the next morning.

| ITEM                          | PRICE |
|-------------------------------|-------|
| Custom Shirt/Pants/Jacket     | 10g   |
| Custom Hat                    | 5g    |
| Custom Accessory/Jewelry/Etc. | 2g    |

These items do not carry any magical properties or add to a player's Defense stat.

## THE NORTH STALL

**The stall to the north is a Frosty vendor** — This handsome old chap is named Biggie Bagsley, and he's lived in Biggie Vale in the center of Freshtovia all his life. He's happy to sell a Frosty anytime, and he constantly brags about how his machine is never broken. He thinks the Queen's speech went well, and he's been selling his delicious Frosty treats like crazy.

A Frosty costs 1 gold coin and does 1d4 of healing if eaten within 30 minutes of purchasing.

## THE WEST STALL

**The stall to the west is an ice cream vendor** — His name is Flops, and he is a clown, though he looks very tired. He complains about lugging his machine all the way from the south, and now everyone is just making jokes because the machine's broken. And the Queen's speech — ugh. Flops says it's all propaganda. In the United Clown Nations, every meal is a happy one. He's full of complaints and grumbings.

## THE SOUTH STALL

**The stall to the south is a general goods vendor** — Her name is Olivia, and she's interested in buying any cool things the party may have come across. She's also interested in the

adventurers' travels. She loves to travel, but hasn't gone far since The Deep Freeze. She hates the cold because she grew up in the Box, located on the opposite side of Beef's Keep. She says her uncle was even childhood friends with their leader, Jack. She hasn't been back that way in years — hasn't seen any reason to return.

The party can buy any non-clothing, non-armor and non-magical items from Olivia's standard items list.

## THE SNACK-SMITH

**The Snack-Smith's forge is now open** — Chili Cheese is ready to sell. The only problem is, he's sold out of the special stuff. He does still have the armor and weapons from the standard items lists, but he's hoping to get some more special items in soon. It's that slow simmer that makes it all worth it in the end.

## THE INN

**The inn is still booked and crowded, and is catering the festival** — Gwen is smiling a lot bigger this time around. Something about Queen Wendy's speech gave her an extra boost of energy. It was almost as if another version of the queen was up there speaking. The family love is still strong at the inn, where a huge painting of Emperor Dave hangs over the fireplace.



## FESTIVAL GAMES

**Games and competitions throughout the festival** — There are a variety of games and competitions happening around the capital city of Freshovia due to the festival. If the party would like to partake in those festivities, they could end up making a fortune, losing it all or just having a little fun.

### GAME ONE: THE PIG RACES

*Near the Snack-Smith's forge is a small track where people are gathered around and cheering as a loud man by the name of Chilbo Bacons announces what is happening. It seems they are hosting pig races, and for 1 gold coin or more, you can place a bet on which pig will win. If your pig comes in first, you will double your bet.*

*There are four pigs, ready to race, so place your wager on Baconator, Son of Baconator, Jr. Bacon Cheeseburger or Baconator Fries.*

The GM will roll four d4. Each d4 will represent one of the pigs in the race. Roll four times. After each roll, you can announce which pig has taken the lead. The sum total of the four rolls will determine the winner of the race — and who just doubled their gold.

### GAME TWO: GOING FOUR FOR FOUR

*In the streets of the residential area, there is a table set up for a quick dice game. The man running the game comes across as a little shady, but very welcoming — a little game of chance to try your luck.*

*The game is played by going four for four — the full 16 is the best set of rolls you can get, and an automatic winner. This is played similarly to Texas Hold 'em poker. There are four rounds — during each round, a player will roll a d4, keeping the numbers secret until the last hand. Getting all threes is the second-highest hand. All twos is the third biggest, and all ones the fourth biggest. If no one swept their rolls, the person with the highest sum total wins the pot.*

*Any number of players can join, and the GM always plays as well. The GM can choose their method of play — whether they want to call bluffs or fold is up to them. It costs 1 gold coin to enter the game.*

**ROUND 1:** Every player will roll a d4 and keep the results hidden.

**ROUND 2:** Now it's time for a second round of wagers. How high was your roll? Are you confident it was more than the other players' rolls? Roll a second d4. Keep this result hidden as well. Follow this with the next round of wagers.

**ROUND 3:** Roll a third d4, hiding the results again, followed by wagers.

**ROUND 4:** Roll the fourth d4, followed by the last round of wagers.

Players can also just keep track of their rolls, but this requires you to trust your players. Of course, if a player is caught cheating, it could lead to other forms of brawling and excitement, so do with that what you will.

### GAME THREE: BIGGIE AND STRONG

*Near the S'Awesome Fountain at the city center is a small carnival-style booth with a loudmouthed proprietor in a three-ring circus-style striped suit and top hat. There is a large rubber mallet propped up next to a platform, which stands in front of a tall scale with a small metal ball at its base. When you hit the platform with the mallet, the ball goes up, rising higher the harder you swing the hammer — exactly like the strength challenge at every carnival that has ever existed.*

*It costs 1 gold coin to play. The amount you roll will give you a varying amount of gold as well as a nickname that either mocks you or praises your strength.*

Roll a d20 against your Strength stat:

|       |                                       |
|-------|---------------------------------------|
| 1     | Straight Frozen Beef [lose your gold] |
| 2-4   | Thawed and Sloppy [lose your gold]    |
| 5-8   | Freezer Burnt [lose your gold]        |
| 9-11  | Lukewarm [get your 1g back]           |
| 12-14 | Beefing Up [get 3g back]              |
| 15-17 | Double Stack Smack [get 5g back]      |
| 18-19 | FRESSSSSHHHHHH [get 7g back]          |
| 20    | NEVER FROZEN, BABYYYYY [get 10g back] |



# TROUBLE

AT

# FROSTY CANYON

PART 2

## THE QUEEN'S GREETING

*At the summons of Queen Wendy, the guards lead the party into the gates of the inner city toward the keep. The castle sits atop a hill in the center of the capital city of Freshtovia. It is beautifully constructed, with tall, square towers reaching toward the sky on either end. There are rose bushes lining the walkway leading up to the front gate. Two large wooden doors, rounded at the top to form a semicircle, open outward when welcoming guests.*

The front gate entrance leads directly to the throne room, a grand hall with an ornate bacon carpet stretching to the toast-ed-bun throne sitting at the back of the room. The ceilings in the throne room stand nearly 25 feet high and are held up by four square columns, which line the welcoming bacon carpet. The throne sits on a platform that has three steps leading up to it.

*Queen Wendy sits on the throne. You've seen pictures of her all your lives, even caught a distant glimpse of her during her speech, but being in her presence is a different experience altogether. She is wearing a tiara decorated in a fashion that celebrates her favorite treat, the Frosty. The top resembles the curl on a Frosty that has been poured to perfection. Though this is her 50th year ruling over Freshtovia, Queen Wendy still radiates a youthful exuberance. It's almost as if she never ages, trapped in time like a character from a logo.*

*Her hair is a vibrant red, pulled back into her trademark pigtails. Each is tied with a light blue bow. Her gown is flowing and gorgeous — a design of light blue and white, colors that highlight her fair complexion and bring out her unique arrangement of freckles.*

*Queen Wendy welcomes the party to her home and stands to greet them:*

*"I've been told that you are the heroes who silently dealt with our problem in the forest. Hunger has been one of our most consistent foes, but all it takes is one good snack to keep it at bay. Unfortunately, that is not why I've invited you here today.*

*"I suspect you know about The Deep Freeze. Why the Ice Jester continues down this foolish path of freezing and ruining everything in sight is beyond me. I have attempted to reach out, even being sassy with him. I figured a clown might respond to that, but, unfortunately, here we are — in a world where a clown continues to make the entire land suffer his nonsense.*

*"The real problem is his billions of Frozen just haven't been enough for him. He's sent his band of frozen goons all around Beef's Keep in an attempt to freeze all of our beef. Turns out they don't much like the fact that we continue to stand in defiance of The Deep Freeze.*



*“Our latest intel from our heroes at Fort Baconator brings news that requires immediate action. I would send the heroes of the Fort, but they are much farther away and may not make it in time. Some agents of the United Clown Nations are apparently planning to target a huge supply chain coming through Frosty Canyon, right near Freestyle Falls, due south of here. Follow the road to the Frosty Canyon Village and my good friend Prince Carter will be waiting for you to help guide you to the location, and hopefully, cut these fools off at the pass. We will be ready for their assault. They don’t call me the Clapback Queen for nothing.*

*Please, enjoy the great feast tonight, along with the rest of the festivities. And if you’ll accept this quest, then tomorrow I will be in debt to you.”*

Queen Wendy gives the party 50 gold coins, tells them she has a room booked for them at the inn and retreats to her chambers.

## THE THRONE ROOM

The party can explore the throne room, but there are guards blocking access to the rest of the castle at this time. The guards will tell stories about people trying to sneak into the castle and things of that nature, the fun feasts they’ve had here, and how they’ve worked here since Emperor Dave.

If the party is really interested in looking around the throne room, you can describe in detail the ornate stone carvings of square cheeseburgers, which climb the pillars in the hall. There are large magnificent frames containing portrait paintings of both Emperor Dave and Queen Wendy on the walls to the side of the throne.

## FESTIVITIES

*Back outside the castle, the sun has set, but the party is at an all-time high. The people of Freshtovia are singing along with bards, who are playing the classic tunes of Queen Wendy herself. Tunes like “Rest in Grease” and “Twitter Fingers,” which are beloved throughout the land.*

The feast has been prepared, and the party is more than welcome to partake in it as much as they’d like. All of their favorite Wendy’s items, both past and present, are available and plentiful. All of the games are still available for playing as well.

## THE INN

*The heart of the festivities is in the inn. Gwen is slinging Strawberry Lemonade and tells jokes to all who can hear. The bards are playing together, slightly out of rhythm, but with enough heart to compensate. Gwen tells you your room is ready and that it’s up the stairs, the first door on the right.*

The party can eat, drink and mingle all they’d like. Most people in Freshtovia won’t know anything about any sort of clown attack. Some will know of Prince Carter, the one the party will meet in Frosty Canyon Village. He is the Prince of Nuggeton, which lies on the far east side of Freshtovia. Prince Carter resides in Retweet Tower, the largest tower in all of Beef’s Keep, which is a point of pride for him. When pressed, other partygoers might share that Frosty Canyon is a great place for camping, fishing and enjoying a sweet spoonful of Frosty under the night sky.

## DEPARTING

*The following morning, the capital city is fairly quiet as it recovers from an epic night of celebration. The townsfolk begin settling back into their everyday routines, and those who traveled for the festivities pack up their things and embark on their journeys home. The vendors in the city center are packing up and are no longer set up to do business. The games have been taken down as well.*

*There are two roads leading directly out of Freshtovia, the Eastern Road and the Southern Road. Heading east leads to Dave’s Double Hills and heading south will lead you to Biggie Vale and Frosty Canyon.*

## THE EASTERN ROAD

If the adventurers choose to go to Dave’s Double Hills, you’ll need to skip ahead to that area.

## THE SOUTHERN ROAD

The road south lists two town names: Biggie Vale and Frosty Canyon. A few hours travel on the road leads you to a split in the path. Heading east takes you to Biggie Vale, and continuing south will take you to Frosty Canyon. If the party decides to go to Biggie Vale, you’ll need to skip ahead to that area.

## ROAD TO FROSTY CANYON

After an hour, you come across a cart that has been turned over. The horses attached to the tipped wagon are kicking and neighing. There is some sort of sauce spilled across the road. Upon closer inspection, you can see that it is honey mustard.

As you approach the cart, it becomes clearer and clearer that there are high jinks afoot. When you are about 10 feet away, two creatures jump up from behind the cart, perching themselves on its side. You see two skinny legs wearing what appear to be some sort of shoes, or boots, leading up to large frightening head bodies. Large crooked noses, tattered pointed ears, and brightly colored punk rock hair swept over the face like an angsty teen. You have been encountered by two Fry Fiends who appear to be incredibly perturbed that you have interrupted their current roadside crime.

If the party attempts to talk to them, they are met with the trademark screech of the Fry Fiend. Moving any closer will start the combat encounter.

### FRY FIEND

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 18          |              |
| <b>Defense</b>      | 12          |              |
| <b>Movement</b>     | 30 ft.      |              |
|                     | <b>Base</b> | <b>Bonus</b> |
| <b>Strength</b>     | 8           | 0            |
| <b>Intelligence</b> | 6           | -1           |
| <b>Arcana</b>       | 9           | +1           |
| <b>Charm</b>        | 6           | -1           |
| <b>Grace</b>        | 16          | +3           |

### Skills:

[All of the Fry Fiend's skills will be rolled using the monster's Grace stat.]

**High Kick:** A straight-up kick to the face dealing 2d4+1 physical damage.

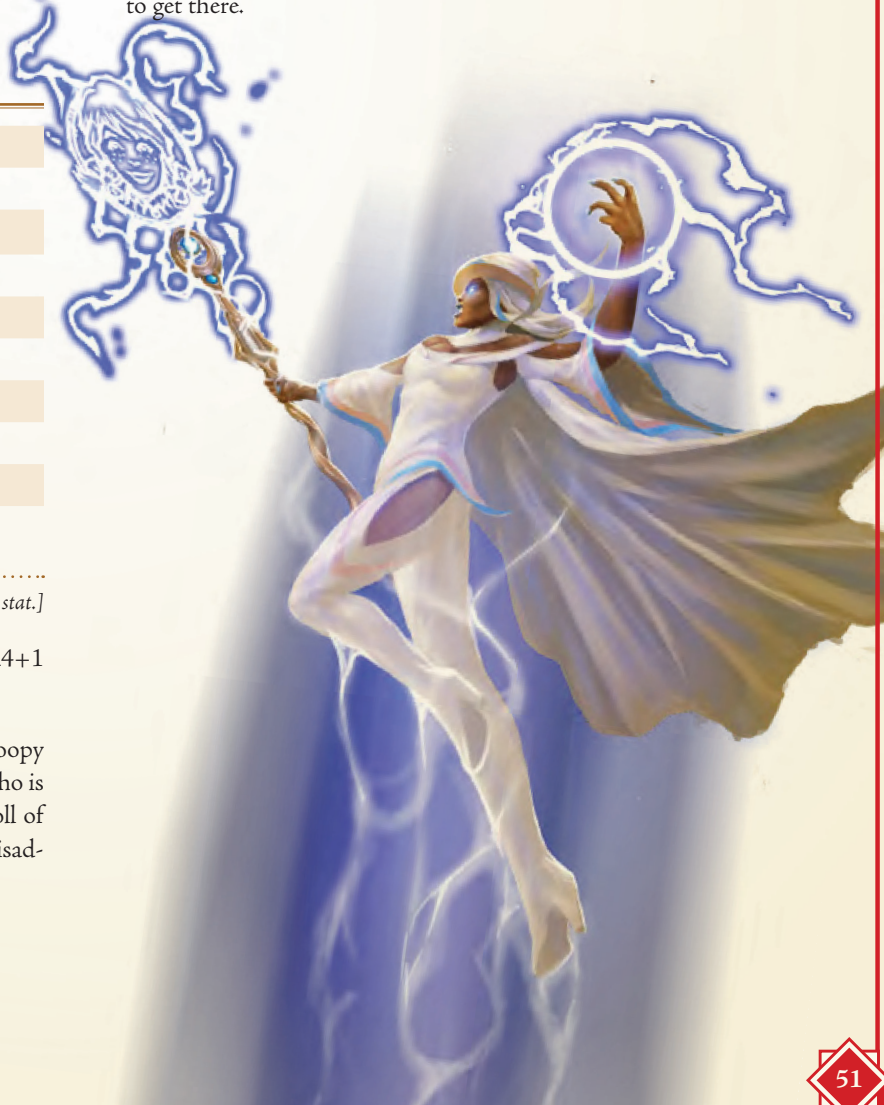
**Salt Shaker:** The monster shakes out its long and droopy hair, flinging stray salt at all opponents nearby. Anyone who is in a space adjacent to a Fry Fiend must make a Grace roll of 12 or higher, or take 1d4 physical damage and be at a disadvantage on their next turn.

After defeating the Fry Fiends, you notice a familiar symbol, a frozen cheeseburger, on the sides of their shoes. This is the trademark symbol adopted by the Ice Jester. The owner of the cart seems to have run off. There's really no knowing how long it has been since the Fry Fiends first attacked. Inside the cart are a few barrels of honey mustard. The cart was clearly owned by a sauce merchant making his scheduled deliveries. The cart's axles are broken beyond repair.

You find 5 gold coins scattered across the road, seemingly dropped somehow in the commotion. The horses grow calm as you approach them. Unhooking them from the cart proves fairly simple, and the horses seem willing and able to each carry two members of the party.

You'll need enough horses for the party to ride two to a horse, so a party of four will require two horses, a party of six needs three horses. You get the idea. Easy math.

If the party gets the horses, Frosty Canyon is about another hour south. Without the horses, it will take them a few hours to get there.



## FROSTY CANYON VILLAGE

The Frosty Canyon Village is a much smaller town than Freshtovia. There are a few permanent homes on the east side and a general store and a Snack-Smith to the west. The Snack-Smith here specializes in spoons, as indicated on the outside of his shop. Farther east there are two large ponds: The northernmost of the two is Chocolate Pond — the original pond the Frosty Canyon villagers built their campsites around. There was nothing else like it, and people came from all around Beef's Keep to visit.

Directly south is Vanilla Pond. Vanilla Pond formed naturally over time, and has been embraced for its natural beauty. Frosty Canyon Village is one of the most popular vacation destinations in Beef's Keep, due to the ponds and their adjacency to the canyon's edge. The magnificence of the canyon has always brought onlookers to awe over nature's power.

There are a few people at the campsites, quietly cooking, reading and fishing at the ponds. This is the off-season for travel, so it is currently not very busy. Not far from the campsite you see the shop owner setting fishing poles up for display.

## THE GENERAL STORE

The store has basically everything on the general items list, but also specializes in fishing poles. The shop is run by Delia, a friendly woman who handmakes all the fishing poles. She sells three types of fishing poles you can use at both of the ponds. If asked, she'll tell the party about all of the best fishing spots in Freshtovia.

## FISHING POLES

| Item          | Price | Attribute  |
|---------------|-------|--|
| Basic Pole    | 2g    | When fishing, roll a d20. If the roll is 16 or higher, you successfully catch. |
| Advanced Pole | 5g    | When fishing, roll a d20. If the roll is 13 or higher, you successfully catch. |
| Master Pole   | 10g   | When fishing, roll a d20. If the roll is 10 or higher, you successfully catch. |

If one of the players fishes in the pond and has a successful catch, they will get a North Pacific Cod Sandwich, granting 1d6 of health. Fishing is limited to three attempted catches and one successful catch between meals.

If the party still has a golden nugget from the French Fry Forest and dips one in either of the Frosty ponds, the first nugget dipped will become a key. All subsequent dipped nuggets will become normal chicken nuggets, which can be consumed for 1d4 of regained HP. Any player with a high Arcana stat might sense something's up with the nuggets, at which point you can have them roll against their Arcana to successfully receive a clue.



## THE SNACK-SMITH

*The Snack-Smith in the village is known as the Spoonman, on account of him crafting the best spoons in all of Freshtovia. He currently only has a stock of standard weapons, but he tells you that if you come across any sort of special gems in your travels to bring them to him and he will most likely be able to craft you a specialty spoon with some sort of magical properties, depending on the gem.*

The keys that come from the dipped golden nuggets can be used at Davé's Double Hills. (The group will only be able to use one key, unless you decided to change that.) If the party has already completed this and has returned to the Spoonman, he will agree to attach any gem a party member has collected into the hilt of the weapon of their choosing — though he greatly prefers making spoons.

## THE GEM OF THE DIP

Attaching the Gem of the Dip to the hilt of a weapon will enhance that weapon's attack. Anyone hit with this weapon must make a Grace roll of 13 or higher or fall down until the next turn.

## THE GEM OF FROSTY BRILLIANCE

Attaching the Gem of Frosty Brilliance to the hilt of a weapon will enhance that weapon's attack. Anyone hit with this weapon must make an Intelligence roll of 14 or higher or take an additional 1d6 of mental pain.

## THE GEM OF THE ULTIMATE NUGGET

Attaching the Gem of the Ultimate Nugget to the hilt of a weapon will enhance that weapon's attack. Anyone hit with this weapon must make a strength roll of 12 or higher or take an additional 1d6 damage. On a failed roll, they must roll again, taking an additional 1d6 damage on each failed roll until they achieve a successful roll.

## THE PRINCE OF NUGGETON

*While exploring the Frosty Canyon Village, your party is approached by a young man with curly brown hair and glasses. He is flanked on either side by very large bald men wearing heavy bacon armor; they are clearly his bodyguards.*

He greets the party and informs them that he is indeed Prince Carter from Nuggeton. He likes traveling to the canyon during the off-season because it isn't busy and he can lie low and let off some steam. He was getting ready to head back home, but then his men came across some plans to attack the incoming supply party. There is a large caravan coming in from the west, and their intel shows that the Ice Jester's minions are planning to ambush the caravan near Freestyle Falls, about an hour west of town.

Prince Carter thanks the party and says that if they head west soon, they should reach the caravan before the baddies. He and his bodyguards then get on his horses. He invites you to visit him soon in Nuggeton if this all works out. The group rides off to the east.

## THE GREAT SAUCE HEIST AT FREESTYLE FALLS

*You ride west from town for about an hour, and soon you see fizzing, sparkling falls splashing down into the river that flows through the middle of Frosty Canyon. You see a caravan of carts that look similar to the one you found overturned on your journey south from the capital city.*

*As you get closer to the caravan, you notice there is no coachman leading the horses. When you are about 50 feet away, the caravan abruptly halts. When you get within 20 feet of the front cart, you are met with a familiar sight as four Fry Fiends leap from the cart.*

*Upon defeating the Fry Fiends, you notice that the cart is full of barrels of ranch sauce. This is clearly the rest of the sauce caravan, and it's starting to feel like a trap.*

If the party investigates the cart, they don't find much, just barrels dripping with ranch sauce.

*A flash of light and smoke happens, and you turn around to see a man in a green shroud, with blue ice-flecked hair poking out from under his hood. He is wearing black paint around his eyes like some sort of discount superhero, and a large neckerchief that says "Frozen Beef."*

*"That's right, hold your applause. Autograph line is to the right. It's me, your favorite bad guy, the Beef Bandit!"*

If the party engages in conversation before entering the battle sequence, the Beef Bandit will boast about how this is just the first step of many, and that the Ice Jester will slowly freeze every last patty in Freshtovia. The baddies knew Queen Wendy would send her best people right into their trap, and now it's time to freeze them.

## THE BEEF BANDIT

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 35          |              |
| <b>Defense</b>      | 13          |              |
| <b>Movement</b>     | 35 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 7           | 0            |
| <b>Intelligence</b> | 15          | +2           |
| <b>Arcana</b>       | 15          | +2           |
| <b>Charm</b>        | 10          | +1           |
| <b>Grace</b>        | 16          | +3           |

### Skills:

**Double Strike:** The Beef Bandit can use two actions on each turn but can only use each skill once per turn unless otherwise noted.

**Slap in the Face:** The Beef Bandit removes his glove and slaps his opponents across the face, doing 1d4+2 physical damage. (Can be used more than once per turn.)

**Oh, So Clumsy!:** An opponent is caused to stumble on a successful roll. The target will fall down and take 2d4+1 physical damage. The Beef Bandit must make a Grace roll against his opponent's defense rather than the standard strength roll.

**That's My Cue! (Teleport):** A cloud of smoke flashes on an Arcana roll of 12 or more. The Beef Bandit reappears on any empty square within 60 feet of his original location.

**Sooooo SALTY!:** The Beef Bandit casts a cloud of salt into the eyes of any opponent within 10 feet. The opponent must make a Grace roll of 15 or higher, or have disadvantage on attacks on their next turn.

**Swift Kick in the Pants:** Not all fun and games, the Beef Bandit busts out a quick superkick. (And he doesn't even slap his thigh!) On a hit, this attack does 2d6+3 physical damage.

Before the party can fully defeat the Beef Bandit, he will disengage from the conflict, jump onto a nearby cart and say:

*"Oh, we've had our fun, but now you're in for a real treat. I hope you're ready for the toy that comes with your meal, because you won't be happy to come face-to-face with the Frÿsta!"*

*The cart busts open, and in a flash the Beef Bandit is nowhere to be found. Great flailing icy tentacles burst through the side of the cart as splintered wood scatters across the ground. With a hunched back and still, deep black eyes, the creature's face emerges; tentacles sway from it. The creature's arms are jagged with frozen crystals, leading to long, sharp fingers, cursed with the ice of The Deep Freeze. The beast lets out the guttural roar of a hidden and forgotten language before lunging to attack.*

## FRÿSTA

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 47          |              |
| <b>Defense</b>      | 16          |              |
| <b>Movement</b>     | 45 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 16          | +3           |
| <b>Intelligence</b> | 4           | -2           |
| <b>Arcana</b>       | 8           | 0            |
| <b>Charm</b>        | 2           | -2           |
| <b>Grace</b>        | 8           | 0            |

### Skills:

**Double Strike:** The Frÿsta can use two actions on each turn but can only use each skill once per turn unless otherwise noted.

**Iceberg:** The Frÿsta throws its great icy body at its opponents. An opponent within 10 feet and anyone in a square adjacent to that opponent must make a Grace roll of 14 or higher, or take 2d6+4 ice damage.

**Club:** The Frÿsta swings its great arm like a club, doing 3d4+1 physical damage.

**Face Hugger:** The Frÿsta grabs onto an opponent's face with its tentacles, squeezing hard and doing 1d12+1 physical damage.

**Freezer Blast:** A blast of icy air erupts from behind the Frÿsta's tentacles as it emits a guttural roar. The blast extends 20 feet in front of the Frÿsta, hitting anyone in its path on a successful hit, doing 2d8+2 ice damage.

*Defeated, the Frÿsta explodes into thousands of airborne ice crystals that float into the air around you. You hear screaming from the direction of the carts, and a small man comes crawling out from behind the cart that the Frÿsta just burst forth from.*

*He thanks you for saving him and gives you 100 gold coins for your efforts. Before he leaves, he hands you a note that the Beef Bandit apparently dropped. It is a tattered letter, scrawled with what appears to be a warning.*

*“Continue wasting your time, fools.*

*The ice crystal is charging.*

*You will all be frozen soon.”*

Though the ice crystal isn't something the party is entirely familiar with, this sort of seems like the kind of threat worth bringing to the attention of Queen Wendy.

**The party feels much stronger and more experienced after battling the Frÿsta, and they all grow to level 3. Refer to the player's guide for new skills acquired.**

If the party searches the carts, they find that each one is filled with barrels of sauce: ranch, BBQ and others. There isn't anything too shocking within the carts.

At this point, the story should guide the group back to the capital city. If the party decides to just explore the area, they are welcome to do so. Feel free to have random encounters with beasts on the roads to make things more interesting.



# LIGHTING OF THE BACON BEACON

## PART 3

### A HERO'S RETURN IN FRESHTOVIA

*News of your exploits near Frosty Canyon precedes your return to Freshtovia. The locals all recognize that you are the heroes who thwarted the Beef Bandit's latest threat to the supplies of the land. You are congratulated and cordially greeted by all you see.*

*When you return to the castle, Queen Wendy seems quite pleased and gives your party an additional 200 gold coins for your help.*

When the party gives Queen Wendy the note, she seems a tad disturbed. She's heard rumblings about what the Ice Jester was truly up to in The Deep Freeze, but this note contains very troubling news. She had thought the ice crystal was perhaps just a legend, but of course the fool would have figured out a way to plunge Beef's Keep back into the Frozen Ages. Let's just say this would be VERY bad for the citizens of Freshtovia. Any attempt to trigger a Frozen Age must be stopped. Queen Wendy instructs the party to light the Bacon Beacon, signaling all of the nation of Freshtovia to come to Queen Wendy's aid.

*The Bacon Beacon at Fort Baconator must be lit. All of Freshtovia must be put on high alert. You must gather the forces of freshness and stop the Ice Jester from making the mistake of triggering a Frozen Age that would punish us all for an unforeseeable future.*

### GATHERING SUPPLIES

Freshtovia remains the same as it was the last time the party was there. If you would like to have Chili Cheese stock a magic item at the Snack-Smith's Forge, feel free to consult the list and add what you would like to his inventory.

### DAVE'S DOUBLE HILLS

Once the party is ready, inform the party that Fort Baconator lies to the northeast, just beyond the Dave's Double Hills, and is reached by heading east from Freshtovia.

*About an hour east of Freshtovia, there are two large, grassy hills, atop which stand a few small cabins where the proprietors of nearby farms live. On the hill to the west sits a famous stable, Peller Stables, where adventurers often come to find new horses or mules — and on the rare occasion, an exotic steed not easily found in the land of Beef's Keep.*

*The stable is run by three sisters: Sadie, Iris and Charlotte Peller. Sadie is the eldest sister and often handles the business of buying and selling the stable's animals. Iris is the youngest sister and is very in tune with the natural world. She can mostly be found caring for the animals. Charlotte does a lot of the other work around the farm, but she's known as a bit of a daydreamer, often using various tools, pretending they are weapons and swinging them in the fields between chores.*

*There is an old stone door set into the hillside of the western hill, in the valley between the hills. It is worn down after centuries of not being used. There is no obvious handle or hinge for opening the door. There is writing, but it has long since grown illegible. There is a keyhole that's a bit misshapen, with small scratchings in an ancient language just above it.*

If the party asks the women of Peller Stables about the door, Sadie and Iris have very little interest in it. That door has been there for as long as they can recall, and Sadie is fairly certain that it's merely decorative and nothing more. Charlotte, however, will offer a bit more excitement.





She's heard stories that there is an ancient magic tucked under this hill, but that it's protected by an unbreakable spell. Only someone with the hidden key can get in, or at least that's what Old Man Paul, who lives on the east hill, has told her.

## THE EASTERN HILL

*On the eastern hill sits a small cabin, with a man outside tending to a fire he built. There is an old iron pot hanging above the fire, bubbling with what looks like Wendy's famous chili.*

This man is often referred to as Old Man Paul, though he honestly prefers just "Paul." He's lived out here on the hills for longer than most remember, greeting travelers and offering a warm bed to sleep in. He is a trained member of the Order of the Chicken Nugget, but those days are far behind him—though he will still show off his skills with a Great Fork if he is provoked.

If the group asks Old Man Paul for a bowl of chili, he will gladly share. His chili grants 1d6 of healing to anyone who eats it. Old Man Paul is a bit of a storyteller, because he's been around for a long time. Here are a few of the stories you can have him tell:

### PAUL'S STORY #1

Old Man Paul remembers the first time he met someone from the Order of the Spicy Chicken Sandwich and how that was a brand-new concept at the time. Now it seems like nearly every nation has attempted to steal the Order's mantra, even if none of them really get it right.

### PAUL'S STORY #2

He used to be good pals with Emperor Dave, who would often visit him when traveling across Freshtovia. He was even invited to the coronation of Queen Wendy as an honored guest. He recognizes that the party members are friends of Queen Wendy and lets them know they always have a warm bed and a warm meal when they are passing through.

### PAUL'S STORY #3

He used to live in Nuggeton and knows Prince Carter quite well. He's the one who taught the prince the teachings of the Order of the Chicken Nugget, in fact. They still manage to catch up from time to time. He also thinks that if you ever have the chance to get out to Nuggeton and visit the Retweet Tower, it really is a must.

## PAUL'S STORY OF THE ICE JESTER

If asked about the Ice Jester or any of his cronies, Old Man Paul says he's mostly just heard rumors. He'd heard about the party warding off the Beef Bandit and his attacks on the sauce supplies on their way to Nuggeton. There have been reports of Fry Fiends popping up across the nation as well, and that news is a bit unsettling. If the Ice Jester wants to mess around, Paul has no qualms about breaking out the Great Fork one last time.

## PAUL'S STORY OF THE DOOR

If asked about the door between the Dave's Double Hills, Paul gets very excited, but then immediately speaks in a very put-on hushed tone. It feels like he's being a bit dramatic to help play up the legend of the door.

*That door has been magically sealed for more than 100 years. It was the first dojo of the Order of the Chicken Nugget. While exploring the Top Bun Mountains just south of Creepingvale, two young adventurers came across a small red crystal — well, more of a gem, really. Its radiance shone wonderfully in the light of the sun, but the power of the gem was too much for the untrained hand. It needed a skilled snack-smith to truly harness its power, but at the time, no one in Freshtovia was up to the challenge. The gem was sealed away in the dojo for protection, and, over time, it was forgotten. It's said that in different parts of Freshtovia, there are golden nuggets that will reveal themselves to worthy warriors. Of course, then the warriors have to figure out the right place to dip those golden nuggets. When dipped in the right place, the nugget becomes a key, according to the legend, and that key will open this door.*

## THE ANCIENT SEALED DOOR OF DAVE'S DOUBLE HILLS

Paul isn't the only one who has heard tales of the ancient sealed door. If the party asks other townspeople of Dave's Double Hills, they will share additional rumors. They say there are multiple gems hidden behind this door, and multiple places in which to dip these golden nuggets, which means each of the resulting keys will be different. Different keys, different gems, yet a single door, which can be opened only once before being sealed off forever. That's all just rumors and hearsay, though.

*As you approach the old stone door in the valley between the hills, you see that it has been worn down by centuries of neglect. The door appears impenetrable, sealed by an ancient spell perhaps. The writing has long since faded to the winds of time. There is a misshapen keyhole with small scratchings in an ancient language just above it.*

*If one of the adventurers in the party is from the Order of the Chicken Nugget, they may recognize the ancient scratchings. They read “Keys Be Three, Dipping Gold.”*

The only way to open this door is with one of three keys created by dipping a golden nugget in the S’Awesome Fountain in the center of Freshtovia, the Frosty ponds at the campsite in the Frosty Canyon Village, or the Sweet and Sour pools of Nuggeton. Each of these keys will unseal the door to a different experience, but only one key can be used. Once a key is used, the door will vanish into the voids of the universe, causing the players to encounter one of the following scenarios.

### USING THE FRESHTOVIA KEY

*The ground around you begins to shake as the ancient stone door slides down into the dirt below it. The tunnel before you is lit by torches, though the fire seems to be unnatural and ever-glowing. You walk through a small dirt tunnel for about 30 feet before the path opens into a large room, like the openings in the French Fry Forest. The walls are made of the same living and moving trees, and the sun seems to be shining down through the forest canopy. A small tree is growing from the ground in the center of the room. There are no branches or leaves, just the wood, growing up and around a large yellow gem. The gem is emanating vibrant yellow beams in all directions.*

*When approached, the wood seems to detach from the gem, like a clenched fist opening and presenting you with a gift. You can feel the power of the gem as you approach. You take the gem, and just handling it makes you feel a sense of strength and hope beyond all prior feeling. You now possess the Gem of the Dip. You do not, however, possess the power to do anything with it — though you may come across someone who can.*

### USING THE FROSTY CANYON VILLAGE KEY

*The door cracks and crumbles before you, the pieces spilling into a pile as a cool breeze blows from inside the tunnel. The tunnel is lit by torches, though the fire seems to be unnatural and ever-glowing. You walk about 30 feet into the tunnel until you reach a large, open room*

*with a pond that looks similar to the Frosty ponds in Frosty Canyon Village. In front of the pond lies a giant stone fork and spoon.*

*The pond will appear in the flavor the adventurers dipped their nugget in previously. Any attempt to lift the fork will prove it to be too heavy, exhausting the person to the point they pass out. But the giant stone spoon will feel light as a feather. As soon as it is lifted, the spoon magically takes over its own movements, dipping itself into the pond and emerging with a brilliantly shining blue gem.*

*You now possess the Gem of the Frosty Brilliance. You do not, however, possess the power to do anything with it — though you may come across someone who does.*

### USING THE NUGGETON KEY

*The door before you blasts open and sucks you into a darkness at breakneck speed. You feel as though you are flying forward incredibly fast, but it is hard to tell in the pitch-blackness. Beams of neon light streak through the infinite nothingness, piercing through you. A large box descends from the direction that your current orientation perceives as above. Inside the box are four identical gems. All of the gems are red and seem equally powerful — coming to you like an otherworldly 4-Piece Nugget of Magic.*

*You now possess the Gems of the Ultimate Nugget. You do not, however, possess the power to do anything with them — though you may come across someone who does.*

### FORGING AHEAD

*There are four roads leading from Dave’s Double Hills. The road west leads back to Freshtovia. Biggie Vale lies to the south and Nuggeton to the east. To the north, beyond the foothills, the road leads to a mountainous region — your destination, Fort Bacon.*

### THE NORTH

Heading north a few hours, the land will become increasingly hilly and rocky as the party travels into the mountains. On the way to Fort Baconator, feel free to have the party encounter monsters or rest up and prepare for what’s ahead.

### THE ROAD EAST

Nuggeton lies a day’s ride to the east. If the party chooses to go here, skip ahead to this section.

A half-day’s ride will take the party to Biggie Vale. If the party chooses to go here, skip ahead to this section.

## THE BEACON AT FORT BACONATOR

As the party comes upon Fort Baconator, something is off. The strength and aura of this place seems to have been sucked into a type of apathetic void. A static feeling of emptiness has encapsulated the area surrounding the fort. The large Bacon Beacon atop the fort is unlit.

*As you approach the fort, a flash freeze explodes around the group, ice crystals floating in the air and blocking your field of vision for a moment. As the crystals dissipate, you find yourselves surrounded by dozens of Fry Friends as a deep and sonorous laugh echoes around you. A handsome man, in flowing, blue robes approaches. His head is a bit large, much too large for any hat to fit on it. He wears a pocket watch attached to a chain. He also wears a large badge that reads in bold, proud letters the word **CONSTABLE**. He reaches up with his hands and twists the corners of his mustache, which is curled on each side.*

*If the party attempts to move, you will find your feet are currently stuck to the ground, seemingly magically. Any attempt to interrupt the constable will be met with a cry of “Silence, you petulant fool!” and a backhand, which does 1 HP damage to the person who spoke up.*

*“You know, I wasn’t entirely saddened to hear of the Beef Bandit’s failure to handle you fools. I’ve been waiting for a long, long time for a proper challenge. The name is Constable Von Freeze, and this is where the fun begins!”*

The party is swept into a sudden darkness as they fall to the ground. The world seems to be filled with a sense of hopelessness.

## THE ICE JESTER’S PLAYHOUSE

The party has been captured by Constable Von Freeze and taken to a stronghold known as the Ice Jester’s Playhouse, a grimy, dreadful place. The playhouse is composed of four levels. The party will awaken on floor one in a massive ball pit and will need to work their way through a series of challenges while fending off the Ice Jester’s minions. Upon successfully defeating the constable, they will be magically transported to Fort Bacon.

### 1. FLOOR 1: THE BALL PIT

*As you awaken, you look around and find yourselves no longer approaching Fort Baconator, but rather in a large room that is vast and colorful. You are in what seems to be a massive pit filled with plastic multicolored balls — a ball pit, if you will. There seems to be one path out of the room, a tunnel on the west side of the room. As you rise from the pile of plastic balls, the voice that addressed you just before you blacked out booms around you, projected in an otherworldly way.*

*“Welcome back from the land of the sleeping, hope you had a wonderful nap. You’ll need that rest. Our great and frozen leader knew Queen Wendy would attempt to light the Bacon Beacon, so he sent us to convert Fort Baconator into the Ice Jester’s Playhouse! Really want to light that beacon? You’ll have to get through every room, every tunnel ... Oh, and then you’ll have to get through me. Good luck. You’ll need it.”*

## THE ICE JESTER’S PLAYHOUSE

### FIRST FLOOR

- 1 | The Ball Pit
- 2 | The Tunnels
- 3 | Rumble Room
- 4 | Room with a View



If the party searches the ball pit, they may come across a lost gold coin or two, if the rolls provide, or if you're just feeling generous. The pit also has an overall sticky feeling. Get creative here if you'd like the players to find other random items throughout the pit just for laughs. Maybe they come across a used bandage. That's really all up to you.

## 2. FLOOR 1: THE TUNNELS

The only way out is the tall tunnel to the west. All of the tunnels in the playhouse will be about 5 feet across, but tall enough for the party to walk through, rather than crawl. The tall tunnel is roughly 25 feet long, and has round, padded posts lining it, running diagonally back and forth. The party will have to go right and left to walk past them.

## 3. FLOOR 1: RUMBLE ROOM

The opposite end of the tunnel leads to a hexagonal room measuring roughly 50 feet across. There, four Fry Fiends are waiting to rumble.

### FRY FIEND

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 18          |              |
| <b>Defense</b>      | 12          |              |
| <b>Movement</b>     | 30 ft.      |              |
|                     | <b>Base</b> | <b>Bonus</b> |
| <b>Strength</b>     | 8           | 0            |
| <b>Intelligence</b> | 6           | -1           |
| <b>Arcana</b>       | 9           | +1           |
| <b>Charm</b>        | 6           | -1           |
| <b>Grace</b>        | 16          | +3           |

### Skills:

[All of the Fry Fiend's skills will be rolled using its Grace stat.]

**High Kick:** A straight-up kick to the face dealing 2d4+1 physical damage.

**Salt Shaker:** The Fry Fiend shakes out its long and droopy hair, flinging stray salt at all opponents nearby. Anyone who is in a space adjacent to a Fry Fiend must make a Grace roll of 12 or higher, or take 1d4 physical damage and be at a disadvantage on their next turn.

After defeating the Fry Fiends, a tunnel on the northwest corner of the hexagon opposite of where the party entered will open. About 15 feet down this tunnel, on the right, there is a tunnel that inclines, leading to the second floor. The original tunnel continues another 15 feet past the tunnel to the second floor, leading to a small square room.

## 4. FLOOR 1: ROOM WITH A VIEW

*At the end of the tunnel you come to a small square room about 10 feet wide with a dome-style plastic window on one side you can put your head in and gaze out of. Looking through it, you see the heroes of Fort Baconator tied up and struggling among the Fry Fiends.*

## 1. FLOOR 2: CROSSROADS

The second floor of the playhouse is focused around a large group of tunnels in the middle. When the party comes up from the first floor, they see tunnels in all directions. At any point on the second floor, feel free to make your adventurers encounter a roaming Fry Fiend.

## 2. FLOOR 2: THE CATWALK

The tunnel to the right leads the party to a very large square room that is roughly 50 feet across. The floor is made of black and springy crosshatched elastic bands. Each time a player moves across this floor, they must make a Grace roll of 14 or higher. If they fail the throw, they will fall through the floor and land in the ball pit below, losing 2 HP from the fall.

There is a room connected to the far right corner of the net-floored room. It has a 5-foot tunnel leading to a 5-foot room with a small chest in the center. The chest contains a long golden necklace with a shimmering patty of fresh beef dangling from it. The necklace is glowing and humming.

**This is the Medallion of Dave's Triple** — Anyone wearing this medallion is granted a special ability. If they manage three successful actions in a row, they will gain another action.

If the hero has two actions in a turn because of the abilities of their Order, it would give them three actions during the turn in which the third successful action took place.

## 3. FLOOR 2: THE WAY UP

The tunnel to the left leads the group down a 30-foot tunnel. In this tunnel, they will come across the corner of the central square. The party can turn right and continue through the square, or, if they keep going forward, it will lead to a spiraling inclined tunnel that takes the party to the third floor of the playhouse.

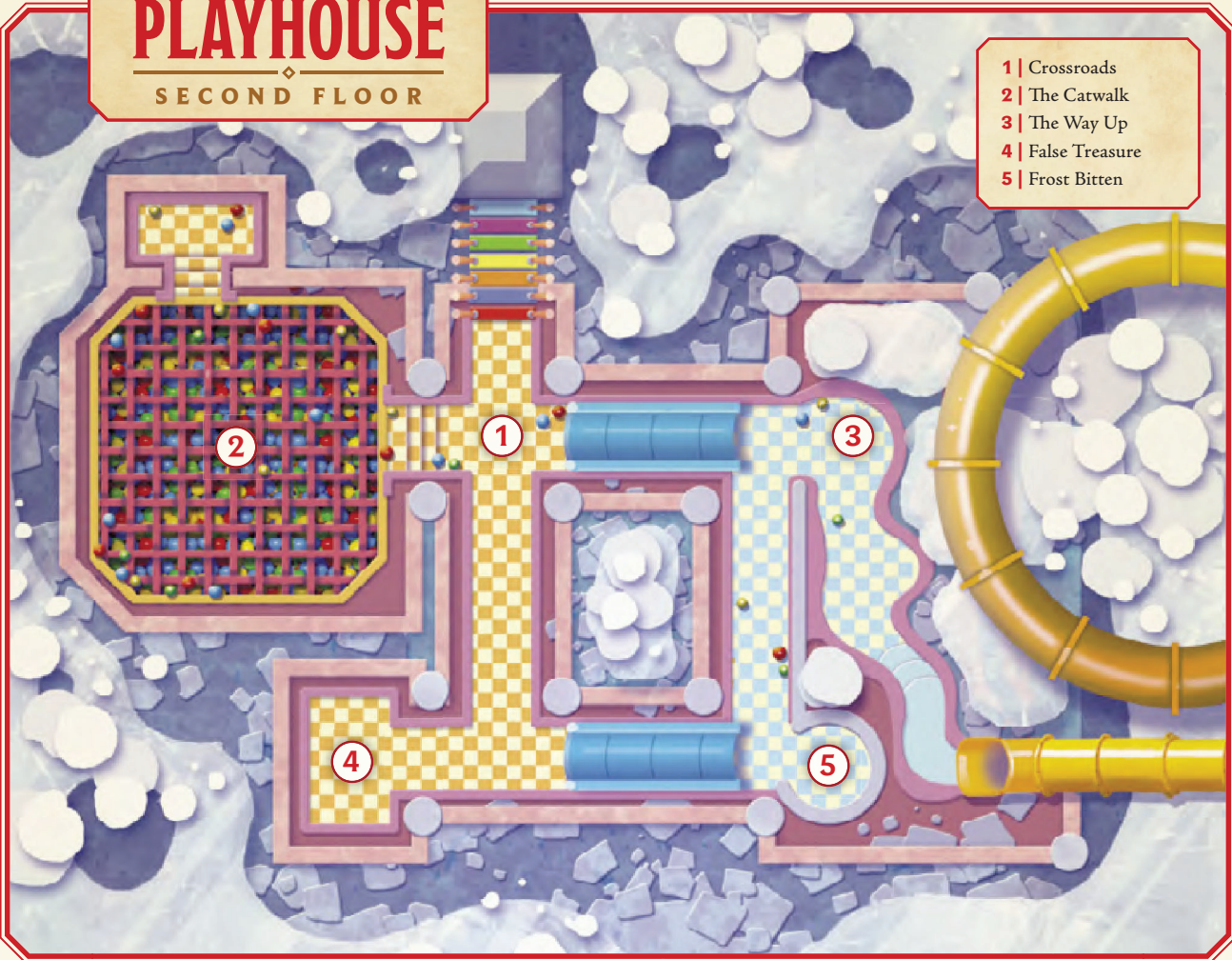
## 4. FLOOR 2: FALSE TREASURE

Going straight is a tunnel that leads about 30 feet, at which point it splits to the right and left. Heading right will take the party into a slightly larger 15-foot room with a shining box in the middle. The box looks like it might contain a magical and

## THE ICE JESTER'S PLAYHOUSE

SECOND FLOOR

- 1 | Crossroads
- 2 | The Catwalk
- 3 | The Way Up
- 4 | False Treasure
- 5 | Frost Bitten



delicious meal. Attempting to open the box will reveal that this meal is not nearly as happy as it seems. The box springs open, revealing gnashing teeth and a flailing tongue. The handle on top turns into glaring and vicious eyes. Two clawed arms lash out from the sides of the box. The party is attacked by the vicious Mimic Meal.

### MIMIC MEAL

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 23          |              |
| <b>Defense</b>      | 14          |              |
| <b>Movement</b>     | 10 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 10          | +1           |
| <b>Intelligence</b> | 13          | +2           |
| <b>Arcana</b>       | 10          | +1           |
| <b>Charm</b>        | 10          | +1           |
| <b>Grace</b>        | 5           | -1           |

### Skills:

**Sudden Strike:** The Mimic Meal strikes suddenly, so fast its opponents cannot prepare. Attacks roll against half of the opponents' Defense stat, doing 2d8 physical damage on a successful strike.

**Tongue Whip:** The tongue of the Mimic Meal is long and can snap like a bullwhip. This attack can reach 15 feet and does 2d8+2 physical damage on a successful strike.

Turning left at the end of this tunnel leads the party down another 30-foot tunnel to the far corner of the square. Hidden here is a rusted chest, which seems worn down and almost ominous. If the party opens the chest, inside they will find the mythical Biggie Armor.

**Biggie Armor:** This is a heavy armor that adds +3 to the wearer's Defense stat and gives them a resistance to all Ice Attacks.

## 5. FLOOR 2: FROST BITTEN

*You approach a small, circular room at the end of the hall. The walls are lined with shelves filled with what appear to be crystalized frozen beef.*

In the far southeast corner directly east of the room with false treasure is a semi-circular room 10 feet wide. The room is lined with shelves of crystalized frozen beef. If a party member touches anything in the room their hand will begin to crystalize, doing 1d4 ice damage and causing Frost Bite damage until the end of the next battle. On the next encounter, any party member affected will suffer 1 HP of ice damage per round.

## FLOOR 3: CASA DE MUCHO PAN

Coming up from the spiraling tunnel, the party will walk into a very large square room that is about 75 feet across. The only other way out of this room is on the opposite end of the room, but it is currently blocked off. Between the adventurers and this exit stand five Fry Fiends, flanking a beast the adventurers have heard about since childhood. Often thought to be an urban legend, this monster now stands before them.

*Exiting the spiraling tunnel from the second floor, you enter a large room. Five Fry Fiends flank a beast you've heard legends of since childhood. It is known as "Mucho Pan" to some — also often referred to as The Extra Bun. The monster is a large, circular piece of bread, or bun, built to stand in the way of enjoying more beef. Hard to the touch, it's stale from the heat lamps of the most desolate corners of The Deep Freeze. No eyes, no nose, no mouth, yet somehow all sensing and all knowing.*

## MUCHO PAN: THE EXTRA BUN

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 51          |              |
| <b>Defense</b>      | 16          |              |
| <b>Movement</b>     | 20 ft.      |              |
|                     | <b>Base</b> | <b>Bonus</b> |
| <b>Strength</b>     | 16          | +3           |
| <b>Intelligence</b> | 5           | -1           |
| <b>Arcana</b>       | 5           | -1           |
| <b>Charm</b>        | 13          | +2           |
| <b>Grace</b>        | 8           | 0            |

### Skills:

**Double Strike:** The Extra Bun can use two actions on each of his turns. He can only use each skill once per turn unless otherwise noted.

**Hard to Chew (passive):** The Extra Bun gains advantage on attack rolls against opponents that successfully hit him on his next turn.

**Stale Mate:** The Extra Bun hardens his exterior, gaining +1 defense until the next turn. (This skill can only be used once per turn.)

**So Extra:** Mucho Pan does an elaborate roll around the area to prove that he does in fact exist, and ends the move by smacking his opponent right in the face, doing 2d10+2 physical damage on a successful strike.

**It's Technically a Club:** The Extra Bun can roll itself up like a magazine used to swat flies in the kitchen, coming at his opponents with a clubbing strike and doing 4d6+1 physical damage on a successful strike.



After defeating Mucho Pan, the door on the other side of the room opens, leading to a small tunnel, again on an incline. **Allow the party to reach level 4**, and highly suggest they stop for a meal (rest up).

### 1. FLOOR 4: THE CROSSROADS AT THE TUNNEL'S ENTRANCE

Coming up on the fourth floor, the tunnel curves to the right, and then to the left, making a sort of "S" shape before coming to a crossroads where the party can go right, left or straight.

### 2. FLOOR 4: ROOM WITH A VIEW

The tunnel that heads to the left goes about 30 feet, leading to a small square room with a chest. Inside the chest is 50 gold. There is another domed window here that the party can look out of. If they do, they will see they are now high above the grounds of Fort Baconator, very near the Bacon Beacon.

### 3. FLOOR 4: THE LOOP

If the party heads straight, they will enter a tunnel that curves to the right and puts you about 20 feet down the tunnel that was originally to your left, only now facing the opposite direction.

### 4. FLOOR 4: THE CROSSROADS MID-TUNNEL

When the party heads right from the first crossroad, after roughly 20 feet, they can turn either right or left or continue straight ahead. Turning left takes them through the loop, leading right back to the crossroads at the tunnel from floor 3. Turning right will lead to a room with another Mimic Meal. Heading straight leads to a crossroads at the tunnel's end.

### 5. FLOOR 4: FALSE TREASURE

If the party turns right from the hall, they will head down a 20-foot tunnel that curves right at the end, leading to a small room. Inside is a box resembling a magical and delicious meal. Attempting to open the box will reveal that this meal is not nearly as happy as it seems. The box springs open with gnashing teeth and a flailing tongue. The handle turns into glaring and vicious eyes. Two clawed arms lash out from the sides of the box. The party is attacked by the vicious Mimic Meal.

#### MIMIC MEAL

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 23          |              |
| <b>Defense</b>      | 14          |              |
| <b>Movement</b>     | 10 ft.      |              |
|                     | <b>Base</b> | <b>Bonus</b> |
| <b>Strength</b>     | 10          | +1           |
| <b>Intelligence</b> | 13          | +2           |
| <b>Arcana</b>       | 10          | +1           |
| <b>Charm</b>        | 10          | +1           |
| <b>Grace</b>        | 5           | -1           |

#### Skills:

**Sudden Strike:** The Mimic Meal strikes suddenly, so fast its opponents cannot prepare. Attacks roll against half of the opponents' Defense stat, doing 2d8 physical damage on a successful strike.

**Tongue Whip:** The tongue of the Mimic Meal is long and can snap like a bullwhip. This attack can reach 15 feet and does 2d8+2 physical damage on a successful strike.

Heading straight on the previous path leads to the third three-way crossroads on this floor.



## 6. FLOOR 4: CROSSROADS AT THE END OF THE TUNNEL

Heading straight from the crossroads mid-tunnel will lead to a final crossroad. Going straight will take the party to a locked room. Turning right will lead the party to a fairly disinterested Fry Fiend. Turning left leads to Constable Von Freeze.

## 7. FLOOR 4: FOUNDER'S ROOM

*Straight ahead, just down a 10-foot tunnel, is a small room with a chest inside. The chest has "FOUNDED" written above a lock with four number wheels, featuring the numbers 0 through 9.*

Attempting to open the chest without the proper code input will cause the opener 10 HP damage as the chest bursts into flames in their face. The proper code input is 1969 [because that's when Wendy's was founded, and, yeah, there aren't any clues, but there also aren't rules against Googling that, so the party should be able to figure it out.]

Inside the chest is the Founder's Fork.

**Founder's Fork** — This is a Graceful, light weapon that does 1d6 heat-based damage. Attacks with the Founder's Fork have an advantage against all ice foes.

## 8. FLOOR 4: A SMALL ROOM

To the right from the crossroads at the end of the hall, the path leads down a 10-foot tunnel to another small room where they will be greeted by a Fry Fiend. This Fry Fiend is just not feeling it today and does not attack initially. The party can leave it be if they choose. If the party attacks, two more Fry Fiends will appear and fight back.

## 9. FLOOR 4: CONSTABLE VON FREEZE

*At the final crossroads, leading to the left is a longer 50-foot tunnel that then opens into a large square room roughly 60 feet across. The constable stands in the middle of the room looking at his pocket watch. He looks up as the party enters, and Mini Buns roll out from both sides of him.*

*"Well, would you look at that. It's time to freeze!"*

### CONSTABLE VON FREEZE

|                 |        |
|-----------------|--------|
| <b>HP</b>       | 69     |
| <b>Defense</b>  | 15     |
| <b>Movement</b> | 40 ft. |

|                     | <i>Base</i> | <i>Bonus</i> |
|---------------------|-------------|--------------|
| <b>Strength</b>     | 12          | +1           |
| <b>Intelligence</b> | 16          | +3           |
| <b>Arcana</b>       | 15          | +2           |
| <b>Charm</b>        | 15          | +2           |
| <b>Grace</b>        | 14          | +2           |

### Skills:

**Double Strike:** The constable can use two actions on each turn, but can only use each skill once per turn unless otherwise noted.

**Slap in the Face:** The constable straight-up slaps an enemy in the face, doing 2d4+2 physical damage. (This skill can be used more than once per turn.)

**Big Headbutt:** The constable swings his oversized head at the opponent, doing 1d10+4 physical damage on a hit.

**The Freezer's Elbow:** The constable confuses opponents by running side to side before hitting them with an icy elbow made from flash-frozen beef. The attack does 2d12+2 ice damage on a successful hit. A miss causes the constable to fall down and requires him to make a Grace roll rather than a strength roll on the next turn or remain down.

### MUCHO PAN: THE MINI BUNS

| <b>HP</b>           | 38 each     |              |
|---------------------|-------------|--------------|
| <b>Defense</b>      | 13          |              |
| <b>Movement</b>     | 20 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 13          | +3           |
| <b>Intelligence</b> | 5           | -1           |
| <b>Arcana</b>       | 5           | -1           |
| <b>Charm</b>        | 13          | +2           |
| <b>Grace</b>        | 8           | 0            |

### Skills:

**Double Strike:** Each Mini Bun can use two actions on each turn. They can only use each skill once per turn unless otherwise noted.

**Hard to Chew (passive):** Each Mini Bun gains advantage on attack rolls against opponents that successfully hit on the next turn.

**Stale Mate:** The Mini Bun's exterior hardens, gaining +1 defense until the next turn. (This skill can only be used once per turn for each Mini Bun.)



**So Extra:** Each Mini Bun attacks an opponent by doing an elaborate roll around the area before smacking their target in the face, doing 1d10+1 each physical damage on a successful strike. (Only one Mini Bun can choose to perform this action per turn.)

**It's Technically a Club:** The Mini Bun can roll itself up like a magazine used to swat flies in the kitchen, coming at his opponents with a clubbing strike and doing 1d6 physical damage on a successful strike.

When the ice foes are defeated, they will evaporate into a million tiny ice shards and then dissipate into the air around the party. The only thing remaining in the room is a large golden bacon strip, the Light of Bacon Beacon.

### THE LIGHT OF BACON BEACON

*The only thing remaining in the room is a large golden bacon strip, which is letting off a magnificent glow that's hard to look at directly. This is the Light of the Bacon Beacon. When you are near it, the scent of applewood-smoked deliciousness fills your nose with pure sizzling ecstasy. Left behind is a glowing key, resembling the wavy strips of applewood-smoked bacon that Queen Wendy is known to love. This seems to be used to reignite the Bacon Beacon.*

A new tunnel opens to the right of where the party entered. It inclines about 10 feet before opening to a small room on the left with a window. If the party stops to look through the window, they will see the heroes of Fort Baconator rounding up the remaining Fry Fiends. Beyond the small room, the path continues to incline, before turning into a large, dark winding slide. Taking the slide will drop the party back on the ground in the middle of Fort Baconator.

### FORT BACONATOR

*The sunlight hits your face as you exit the large slide. The Fry Fiends around the fort are scrambling and running away as the Beef Battalion of Fort Baconator drives them from the area.*

*The heroes of the fort are all part of the Order of the Baconator — large, brutish on the exterior, and rather stoic. They resemble battle-hardened barbarians, many wearing well-crafted bacon armor.*

*A large man who seems exhausted from the scuffle walks toward the party as he wipes the sweat from his brow. He introduces himself as General Graham Crackernator, a nickname he got from snapping his foes like little graham crackers. He Orders some of his people to start dismantling the playhouse now that the constable and his riffraff are on the run.*

When asked about the Bacon Beacon, the general says he knew the time for this was drawing nigh, and he leads the party to a large metal monument shaped like bacon. He shows them to an altar at the base of the monument, which has a slot waiting for the glowing bacon strip the party received for defeating the constable.

*As you approach the altar, the key floats away from the hand of the person holding it. It goes into the keyhole, and the ground begins to shake as the sound of sizzling emits from around the fort. The beacon warms, and the smell of applewood smoke swirls through the air around the fort. The beacon beams light into the sky.*

**The party is overwhelmed and inspired by the force and magic of the beacon. They suddenly grow to level 5. Refer to the player's guide for new skills acquired.**

### THE GENERAL'S PLAN

General Graham Crackernator tells the party the time has come for the forces of Freshtovia to rally in the capital city. He sees this as a perfect opportunity to create a diversion. As the Ice Jester prepares for war, General Graham Crackernator asks the party to sneak into The Deep Freeze and stop the Ice Jester before he can march on Freshtovia or create a new Frozen Age. To reach The Deep Freeze, the party must find a way to pass the Beef Gate. General Graham Crackernator has a contact in Biggie Vale who can help, but unfortunately the general has received word that Biggie Vale has become the latest target in the Ice Jester's plans to infiltrate Freshtovia. It's unclear if the contact has survived, but if the party can deal with the threat to Biggie Vale, the general is sure they will find someone who can offer passage beyond the Beef Gate.

# THE BIGGIE VALE

## PART 4

### BIGGIE VALE

*Biggie Vale is the crossroads of Freshtovia — the center point of Nuggeton, the capital city Freshtovia, Fort Baconator, and the Beef Gate. This has made it a thriving village of commerce; however, some are still afraid of the mystic history of the area. There is a large cemetery in the northern part of the city, to the east of the main road. It is said that many ancient magical warriors were laid to rest there, including the last known members of the Order of the Spicy Nuggets.*

If the party approaches Biggie Vale before lighting the Bacon Beacon, they will find a mysterious magic wind keeping them from entering. If they approach after lighting the beacon, the winds will be gone, but they will immediately be attacked by one of the Ice Jester's minions. They will have to defeat this foe before exploring town.

### APPROACHING BIGGIE VALE BEFORE LIGHTING THE BACON BEACON

*As you approach Biggie Vale, strong gusts of wind begin blowing — a natural warning in each stinging wisp across your faces. As you continue to push through, the winds get stronger and stronger, mixed with an icy slurry of condensation. Pushing forward becomes impossible, and looking back reveals that the winds have prevented you from making any headway in walking into the village. No matter how hard you push forward, the storm prevents you from entering.*

### THE BIGGIE VALE



## APPROACHING BIGGIE VALE AFTER LIGHTING THE BACON BEACON

As you walk into Biggie Vale, there is a chill in the air. An unearthly mist swirls around the Double Stack statue at the center of town. What is generally a bustling village seems to have gone quiet. You walk into the town on high alert, weapons at the ready. A screech tears through the sky, booming through the village streets. Swooping from the sky is a legendary icy beast, known as Freezy, the frozen bird.

A 25-foot wingspan of jagged, icy blue feathers is stretched out, and the icicle talons upon its feet clutch into the ground, breaking through the stone road to the earth below. The beak of the beast hangs low from its face like a long-developed spike on the entrance to an icy cavern. Freezy lunges at the party.

### FREEZY: THE FROZEN BIRD

|                     |                |               |
|---------------------|----------------|---------------|
| <b>HP</b>           | 57             |               |
| <b>Defense</b>      | 13             |               |
| <b>Movement</b>     | 20 ft. walking | 50 ft. flying |
|                     | <b>Base</b>    | <b>Bonus</b>  |
| <b>Strength</b>     | 8              | 0             |
| <b>Intelligence</b> | 8              | 0             |
| <b>Arcana</b>       | 12             | +1            |
| <b>Charm</b>        | 9              | +1            |
| <b>Grace</b>        | 15             | +2            |

#### Skills:

**Wing Swipe:** Freezy swipes an icy wing through the air, cutting anything in the way and dealing 3d10+1 physical damage.

**Dive Bomb:** Freezy flies into the air and dives straight at an opponent to do 2d12+1 physical damage to the target and 2d4+1 physical damage to itself. If the attack misses, Freezy does 2d12+1 damage to itself. (This is generally used later in a fight as a last-ditch effort to take down the party.)

**Ice Spikes:** Freezy launches four ice spikes at one opponent or one at four individual opponents. Each spike hits, automatically doing 1d4 ice damage unless another skill has rendered them moot. (This attack can be used once per turn.)

After defeating the flying monstrosity, it bursts into a thousand glittering ice crystals that melt as they fall. The people of Biggie Vale have been watching the battle through their windows, and they now feel safe to return to their everyday lives.

### A TOWN'S WELCOME

The party is quickly greeted by the mayor of Biggie Vale, Jermaine Ducline. Mayor Ducline thanks the party for defeating Freezy and lets the party know they are welcome to a permanent room at the inn where they can rest and feast whenever they'd like. The mayor says there is a warrior in town who has information on sneaking past the Beef Gate. He's a bit shifty and keeps to himself, but if they come across him, he seems to be the keeper of some very valuable information. Before leaving, the mayor hands the party a visitors guide and encourages them to "buy local." Points of interest include:

|                                |   |
|--------------------------------|---|
| <b>The Biggie Shop</b>         | Located in the southeast corner of the village.   |
| <b>The Snack-Smith's Forge</b> | Located south of the village.                     |
| <b>The Neighborhoods</b>       | Located in the southwest-corner of the village.   |
| <b>The Gardens</b>             | Located behind the neighborhoods.                 |
| <b>The Biggie Stables</b>      | Located in the northwest corner of the village.   |
| <b>The Double Stack Statue</b> | Located in the center of town.                    |
| <b>The Cemetery</b>            | Located in the north-east part of town.           |
| <b>The Fortune Teller</b>      | Located behind the cemetery.                      |
| <b>The Baked Potato Inn</b>    | Located in the southeast next to the Biggie Shop. |

### THE BIGGIE SHOP

The southeast corner of the village is where you'll find the largest item shop in all of Freshtovia, The Biggie Shop. The shop is run by two friendly, outgoing sisters, Margaret and Lee, who carry every item available in every color imaginable. Need a bright blue pigtail wig for some reason? Well, you are in luck, friend. This is like a medieval fast food-themed wholesale store, and that's probably the first time anyone has ever typed that exact sentence.

The sisters encourage a bit of haggling, but will only sell at a fair price. Players who would like to haggle can roll against their Charm stat for a 10% discount on the total purchase. On a roll of 20, the sisters will sell all items at a 50% discount. If one of your players asks to buy something ridiculous here, it's on you whether you want to indulge them. Feel free to add items of your own creation just for giggles.

The sisters are also highly attuned to Arcana, though they've never considered studying it. If anyone is carrying a magical item, the sisters will sense it. The sisters are willing to examine the item and tell the player what the magic item does for 20 gold.

### SNACK-SMITH'S FORGE

*The Snack-Smith of Biggie Vale is known as a bit of a snack of all trades (sorry), and is known for having some unique items. His name is Beefy Belmont, and he is very flashy. He wears a bright blue top hat, and his frizzy orange hair sticks out from under the rim. His goggles, a bright green, rest over his eyes at all times. His coat is peacock-ish, a shimmering blue that radiates light. He is joyous and cannot wait to make you the weapon of your dreams. For the right price, of course.*

Beefy Belmont has specialty items in stock in his shop. If you refer to the items list, you will see what extra weapons and armor he has for sale.

### THE NEIGHBORHOODS

*The southwest corner of Biggie Vale is the housing district full of homes and community gardens. There is a bit of construction because the town recently voted to expand trails for nonmounted travelers.*

### THE GARDENS

*The gardens behind the residential area remind your group of Freshtovia's lush gardens.*

The gardeners are friendly, but will kindly ask you not to loiter too long in the fields. If the party takes vegetables, the gardeners will cast a serious stink eye, but won't do anything.

### THE BIGGIE STABLES

*The northwest corner of Biggie Vale is the Biggie Stables, where you can purchase a horse or a carriage. The stables are run by a super chill dude named Bobby who has a 10-day money back guarantee and offers a free saddle with purchase.*

The stables here are large, just like everything else. They have horses, mules, and donkeys of all types and colors, so if someone in the party wants a special mount, this is one of the best places to look. Biggie Vale has everything you could want and more. The ranch hands that run Biggie Stables are a bit gruff, but they are more than happy to help someone find the perfect horse.

### THE DOUBLE STACK STATUE

*The center of the vale is home to a large statue of a Double Stack. Biggie Vale was built by members of the Order of the Double Stack, and this statue honors the Order's storied tradition.*

### THE CEMETERY

*The cemetery is mostly ancient gravestones with names long worn away by the passage of time.*

Some of the stones will be warm to the touch. If for some reason you are guiding a bunch of degenerates who think it would be fun to dig up a grave, they will be punished. Have anyone who breaks the ground here make an Arcana save. If they do not get a 15 or higher, they will take 1d6 of magical damage. They must make this roll each time they break the ground. If they somehow successfully dig something up, make it attack them, and make sure they know you're very disappointed in them.

### THE FORTUNE TELLER

*Behind the cemetery is a large tent that houses the famed fortune teller Frostina LaSpoon, known for reading the futures of heroes throughout the years.*

*There is a large gray tent in the northeastern-most corner of Biggie Vale. The opening is a flap that sways in the breeze. There is a small blanket of fog billowing over your party's feet.*

*As you walk inside, you are greeted by an older woman, dressed in the traditional flowing robes of the Order of the Frosty. Her wispy white hair contrasts against her gorgeous skin. She sits behind a large table with cards flipped out across the top, hovering hands above the cards as if drawing some sort of power from them.*

As soon as the party enters, they are greeted by the fortune teller:

*Please have a seat, I have been expecting you. I am Frostina LaSpoon, and you are running late.*

If the party decides to leave without having their fortunes read, have Frostina comment on their rude behavior as they depart.

If they sit down, we get to have a little fun with them. Make sure Frostina knows the names of everyone in the party, but make her extra familiar with their exploits thus far.

## THE READING

Each character will make three d20 rolls while their fortune is being read. Make sure to keep track of the total sums of these rolls because they will affect the overall outcome of the fortune telling.

### ROLL 1: THE STRENGTH OF CHARACTER

**The first roll is a strength check.** Frostina will tell the hero how their interactions with the physical world will play out in the not-so-distant future. We will include charts for you to include in the fortune readings to give potential outcomes, but have fun with it. Make up crazy things if you'd like. Just make sure whatever Frostina predicts does come true at some point between this time and the end of the campaign.

### STRENGTH FORTUNE ROLL CHART

**20 or higher** — *You will meet a man who will bestow the weapon of his ancestral home upon you to guide your quest.\**

**17-19** — *You will find a bag lying in the street. This bag will contain 200 gold coins.*

**13-16** — *You will be celebrated before leaving for the Beef Gate. The people of Biggie Vale will boost your spirits and give you the heartiest meal of your life.*

**9-12** — *You will have a feeling of calm and completion. You are at ease with the physical world around you, letting the negativity of these times flow over you as though it does not exist.*

**5-8** — *Someone is going to slap you for something you do or say. Just a nice hard slap. It's going to leave a bright red handprint on your cheek.*

**2-4** — *Be wary as you walk. The corner of something is aiming for your left big toe. You will stub that bad boy really hard, and it may become rather distracting for a bit.*

**1** — *You are going to trip on your way out of this tent and fall flat on your face. The amount the physical world currently despises you is almost embarrassing.*

\*On a roll of 20, the player will be fated to receive the Ancestral Spoon of Biggie Vale. If you want to make the weapon from another city in Freshovia for story purposes, please do, but here are the stats.

**The Ancestral Spoon of Biggie Vale** — This is the spoon that guided many great warriors through the Franchise Wars of old. It hits harder and strikes with double the force. It deals 2d6 physical damage on a successful hit, and grants the holder advantage on attack rolls against ice foes.

### ROLL 2: THE MYSTIC CONNECTION

**The second roll is an Arcana check.** Next, Frostina will predict your future interactions with the ethereal. The world around us is magical, whether we embrace it as such or not. This roll will show something mystical that will occur to the adventurers. Nice.



## ARCANA FORTUNE ROLL CHART

|              |   |
|--------------|---|
| 20 or higher | Your inner chi strengthens in the light of the Bacon Beacon. A mystical aura radiates from your being. Your armor class permanently increases by 1 point. |
| 17 - 19      | Your connection to the planes beyond our own has increased to an exceptional level. You have gained resistance to all straight physical attacks.          |
| 13 - 16      | Your connection to the planes beyond our own has increased to an exceptional level. You have gained resistance to all straight physical attacks.          |
| 9 - 12       | You are at peace with your connection between the planes and feel confident in your ability to defend the realm.  |
| 5 - 8        | You haven't really felt that magical spark in your life recently. There is still potential for that to change, but your current outlook remains unclear.  |
| 2 - 4        | You haven't really felt that magical spark in your life recently. There is still potential for that to change, but your current outlook remains unclear.  |
| 1            | Your connection to the ethereal has been severed. Your belief in yourself wanes. Enemies using magical attacks against you will gain advantage.           |

## ROLL 3: LOOKS CAN BE DECEIVING

The **third roll is a Charm check**. Your general outlook and its effect on others will alter the outcome of your journey, and Frostina is here to tell the party exactly how that will play out.

## CHARM FORTUNE ROLL CHART

|              |   |
|--------------|---|
| 20 or higher | My fair adventurer, it's as though you've gone through rigorous etiquette training. Your Charm radiates from you, and your base Charm stat is now increased by one. |
| 17 - 19      | That charisma you're exuding is electric. You will meet the love of your life, and you will meet them very soon.  |
| 13 - 16      | You are Charming, and your smile is resplendent. The shop owners throughout Freshstovia welcome you with a 10% discount.  |
| 9 - 12       | You always seem to get along with those around you just enough, and will slide through the majority of your conversations just as you have up to this point.        |
| 5 - 8        | You will get shut down during a conversation in the next day, but don't worry, you'll recover.  |
| 2 - 4        | People don't really want to listen to what you have to say. You will be completely ignored in half of your conversations for the next few days.                     |
| 1            | You are incredibly off-putting, so much so that people won't be afraid to tell you. You have disadvantage on Charm rolls until the Ice Jester is defeated.          |

## THE OUTCOME

After the adventurer has completed all three rolls, add the total of those rolls. They will gain additional stat increases based on how bright their futures seem.

## OUTCOME ROLL TOTALS CHART

**60 or above** — You gain three points to permanently add to the base stat numbers of your choosing. You can place all three on one stat or disperse them however you'd like.

**40-59** — You gain two points to permanently add to the base stat numbers of your choosing. You can place both on one stat or disperse them however you'd like.

**20-39** — You gain one point to permanently add to the base stat number of your choosing. Choose wisely.

**1-19** — The only thing you've gained from this fortune telling is the knowledge of your future's bleak outlook. Never fear. Now that you know, your actions may change your future for the best.

After reading the future of the adventurers, Frostina will bid the group farewell and best wishes on their journey. She has a strong suspicion that they will be successful, but the future is ever-changing.

## BAKED POTATO INN

Next door to the item shop is the large Baked Potato Inn, relax or wine and dine. The inn has a classic lodge feel, complete with long wooden tables and stools, and is filled with adventurers and merchants from across the realm sharing their stories and a few laughs. The inn's employees will be happy to serve you a hearty bowl of chili for just 3 gold coins. Lately, it has become somewhat of a culinary hot spot and is home to the famous Freshtovia test kitchen, with chefs coming from all over the land to pitch ideas for new menu items. Once a year, Queen Wendy will travel to Biggie Vale for a tasting of the items the town has voted as the top 10. Items she favors will receive an honorary place on the royal menu (for a limited time).

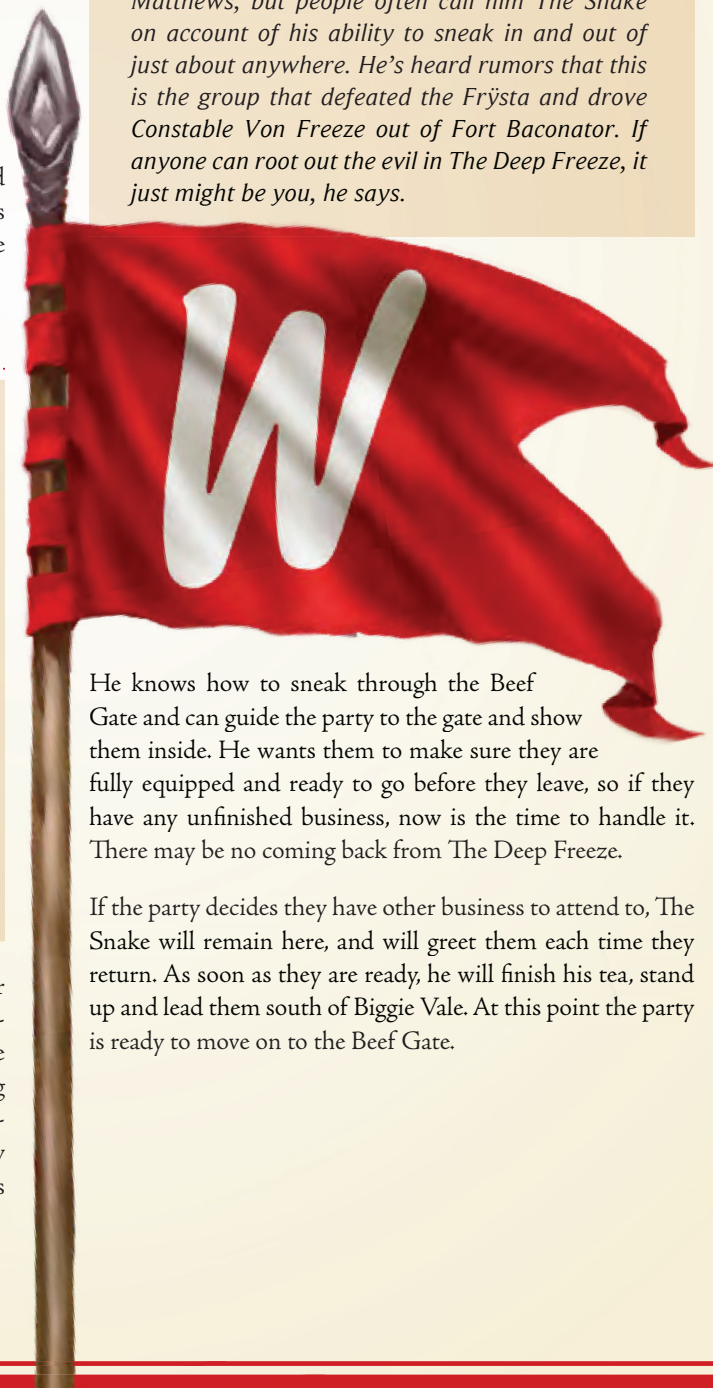
The innkeeper is an average-sized man with salt-and-pepper facial hair named Eamon Spiceway. His family came to Biggie Vale from Costa del Spicy and started this inn when he was young. Upon the party's arrival, he greets them with a big smile and thanks them for ridding the village of that awful flying beast. He lets them know that Mayor Ducline has already spoken with him, and the first room upstairs on the right is theirs whenever they need it.

The first time the party enters the inn, they will encounter The Snake, a mysterious rogue who can lead the party through the Beef Gate.

## THE SNAKE

You almost immediately notice a man sitting in the back corner of the large room. He sits alone with a hood over his head, three pieces of leather hanging over his forehead resembling fangs and a forked tongue. The rogue is sipping on a large iced tea, and he waves you over to him as you walk in the room.

The man puts his hood down, revealing a scruffy face and eyes worn by time spent on the edge of the Beef Gate. He introduces himself as Derron Matthews, but people often call him The Snake on account of his ability to sneak in and out of just about anywhere. He's heard rumors that this is the group that defeated the Frÿsta and drove Constable Von Freeze out of Fort Baconator. If anyone can root out the evil in The Deep Freeze, it just might be you, he says.



He knows how to sneak through the Beef Gate and can guide the party to the gate and show them inside. He wants them to make sure they are fully equipped and ready to go before they leave, so if they have any unfinished business, now is the time to handle it. There may be no coming back from The Deep Freeze.

If the party decides they have other business to attend to, The Snake will remain here, and will greet them each time they return. As soon as they are ready, he will finish his tea, stand up and lead them south of Biggie Vale. At this point the party is ready to move on to the Beef Gate.

# THE DEEP FREEZE

## PART 5

### THE DEEP FREEZE

After a day's travel south, the party will come upon the Beef Gate. Beyond the gate they will enter the Deep Freeze and approach a frozen ghost town.

### THE BEEF GATE

*You continue walking toward the icy mountains that separate Freshtovia from The Deep Freeze. The Snake has led you to a large stone gate carved into the base of the mountains. The gate is nearly 30 feet high, with two large stone pillars on either side of the massive stone doors. The stone slabs make these doors look as though they would weigh many tons. On sight, getting through appears to be impossible.*

At this point, The Snake will guide the party about 50 feet to the left of the Beef Gate. He pushes a much smaller stone that begins to roll a bit, revealing a hole in the mountain. It is just large enough to crawl through, but it is a tight fit. The Snake says this will get you to the other side of the Beef Gate, but it is up to the party to find the Ice Jester from there. He bids the party farewell and begins his trek back north, seemingly disappearing before their eyes.

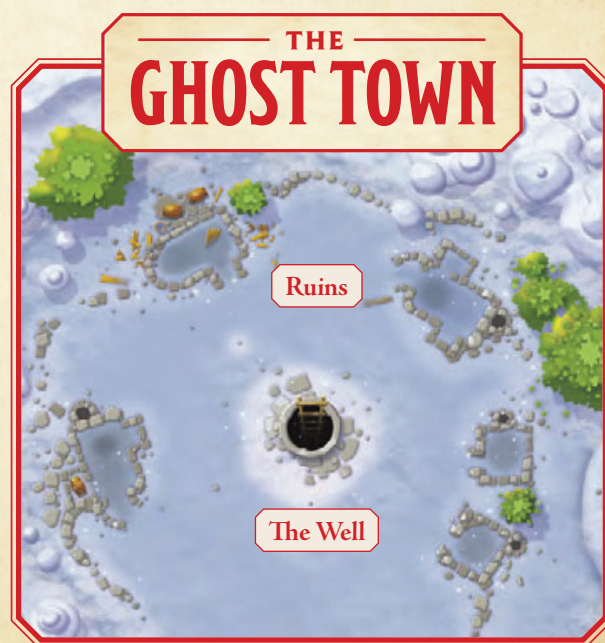
### NICE AND EASY

*One by one, you squeeze into the tight tunnel. The stone presses cool against your sides, and you can feel the ancient pain of the freezing as it creeps into your bones. There is a history of darkness in this place. You grow weary, and just as it seems you will be consumed by the unending apathy of eternity, you emerge on the other side of the mountain and see what appears to be a small frozen town just ahead.*

### THE GHOST TOWN

*As you walk into the town, you realize there are no longer any standing buildings, just a circle of debris buried beneath years of ice and snow. No one has called this place home for longer than you could guess. A well sits in the center of the town. The town is surrounded on all sides by more of the icy mountain range that the Beef Gate was carved into.*

Examining the perimeter of the town only shows mountains that are too high to attempt climbing. If anyone in the party attempts to dig at any of the buildings, they will find little beyond some old frozen pieces of wood and other building material remnants. Nothing useful or worthwhile can be seen, and the ground is too frozen to do any proper digging.





## THE WELL

As the party approaches the well, four icy demons burst forth and lunge at the party. The Freezer Burns are roughly 3 feet tall with jagged and thin arms that lead to sharp, elongated, frozen claws. Their faces are hollow icy jack-o'-lanterns with pointed icicle teeth.

## FREEZER BURN

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 42          |              |
| <b>Defense</b>      | 13          |              |
| <b>Movement</b>     | 20 ft.      |              |
|                     | <b>Base</b> | <b>Bonus</b> |
| <b>Strength</b>     | 10          | +1           |
| <b>Intelligence</b> | 8           | 0            |
| <b>Arcana</b>       | 12          | +1           |
| <b>Charm</b>        | 4           | -2           |
| <b>Grace</b>        | 9           | +1           |

### Skills:

**Frozen Fist:** A Freezer Burn strikes with the flat, blunt side of its icy fist, doing 2d6+2 ice damage on a successful hit.

**Frost Bite:** A Freezer Burn bites down on an opponent with jagged, icy teeth, doing 1d4 ice damage on a successful hit. Any opponent hit by frost bite will take an additional 1d4 ice damage on the next three turns.

**Flash Freeze:** A Freezer Burn shoots a blast of icy air in a circle around itself. Any opponent in an adjacent space takes 1d6+2 ice damage on a successful roll.

After defeating the Freezer Burns, the party looks down the well and sees a wooden ladder securely attached to the well's northern side. Climbing down feels like it takes forever, and the icy touch of the frosted rungs slightly burns group members' hands. After climbing down for nearly 100 feet, the party reaches the ground below.

## 1. DOWN THE WELL

The bottom of the well is cool and dank. The room opens up to be a circle that is about 30 feet across. A small rusted grate to the left of the ladder seems to be where the water flow is coming from. The center of the room (roughly 20 feet in diameter) is a pool of water. On the opposite end of the room is another rusted grate that seems to be where the overflow of water spills out.

The water is incredibly cold to the touch, but not quite frozen. The pool is about 5 feet deep, and is quite painful if walked through. Looking through the grate, the party will see a very long waterfall. Directly next to this second grate is the only path out of this room.

## DOWN THE WELL



- 1 | Down the Well
- 2 | Tunnel
- 3 | The North Room
- 4 | The Bricked Tunnel
- 5 | The Stairwell

## 2. DOWN THE WELL: TUNNEL

*The walls of the tunnel are bricked like a sewer system, and the cracks between the bricks are frosted over. There are lit torches lining the walls as though someone has just been here — and might still be.*

After 25 feet there is a room to the north that the party can enter. They can also continue straight, leading to another room at the end of the brick tunnel.

## 3. DOWN THE WELL: THE NORTH ROOM

*As you move farther from the torches, the light dims. The room to the north is only about 15 feet across. In the center of the room sits a box that has been frozen shut.*

If the party attempts to open the box, two icy, jagged arms will burst from the sides of the box. The box opens, revealing icy, jagged teeth and glaring eyes, and the tongue of the Frozen Mimic Meal flails wildly.

### FROZEN MIMIC MEAL

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 37          |              |
| <b>Defense</b>      | 14          |              |
| <b>Movement</b>     | 15 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 11          | +1           |
| <b>Intelligence</b> | 14          | +2           |
| <b>Arcana</b>       | 10          | +1           |
| <b>Charm</b>        | 10          | +1           |
| <b>Grace</b>        | 7           | 0            |

#### Skills:

**Sudden Strike:** The Frozen Mimic Meal strikes so fast that its opponents cannot prepare. This attack rolls against half of the opponents' Defense stats, doing 2d8 physical damage.

**Tongue Whip:** The Frozen Mimic Meal's long tongue snaps like a bullwhip. This attack can reach 15 feet and does 2d8+2 physical damage on a successful strike.

**Ice Karate:** A straight-up icy chop to the face, dealing 4d4+4 ice damage.

## 4. DOWN THE WELL: THE BRICKED TUNNEL

*The bricked tunnel continues straight for 25 feet before opening up to a large room with a 30-foot ceiling, giving it an open-air feeling. As you walk into the room, you spot the familiar face of the Beef Bandit. He seems to have been conversing with four Fry Fiends as you walked in. These Fry Fiends appear a bit larger than the ones you've encountered before, and the Beef Bandit looks like he's been working out as well. You might even call him the Buff Bandit ... sorry (again).*

The Beef Bandit notices the party almost immediately and confronts them:

*Really didn't think this group of scrubs would make it past the constable, but the world is definitely full of surprises. Once we saw the Bacon Beacon lit, I knew it'd be a matter of time before The Snake sneaked you past the Beef Gate. Sorry to be such a bummer, but your little adventure ends here.*

### BEEF BANDIT (BUFFED)

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 64          |              |
| <b>Defense</b>      | 14          |              |
| <b>Movement</b>     | 45 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 7           | 0            |
| <b>Intelligence</b> | 15          | +2           |
| <b>Arcana</b>       | 15          | +2           |
| <b>Charm</b>        | 10          | +1           |
| <b>Grace</b>        | 16          | +3           |

#### Skills:

**Triple Strike:** The Beef Bandit can use three actions on each turn, but can only use each skill once per turn unless otherwise noted.

**Slap in the Face:** The Beef Bandit removes his glove and slaps his opponents across the face, doing 3d4+3 physical damage. (Can be used more than once per turn.)

**Oh, So Clumsy!:** An opponent is caused to stumble on a successful roll. The target will fall down and take 2d6+2 physical damage. The Beef Bandit must make a Grace roll against his opponent's defense rather than the standard strength roll.

**That's My Cue! (Teleport):** A cloud of smoke flashes on an Arcana roll of 12 or more. The Beef Bandit reappears on any empty square within 120 feet of his original location.

**Sooooo SALTY!:** The Beef Bandit casts a cloud of salt into the eyes of any opponent within 10 feet. The opponent must make a Grace roll of 17 or higher or they'll have a disadvantage on attacks on their next turn.

**Swift Kick in the Pants:** Not all fun and games, the Beef Bandit busts out a quick superkick. (And he doesn't even slap his thigh!) The Beef Bandit must make a Grace roll against his opponent's defense rather than the standard strength roll, doing 2d12+3 physical damage on a successful hit.

## LARGE FRY FIEND

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 34          |              |
| <b>Defense</b>      | 13          |              |
| <b>Movement</b>     | 35 ft.      |              |
|                     | <b>Base</b> | <b>Bonus</b> |
| <b>Strength</b>     | 8           | 0            |
| <b>Intelligence</b> | 6           | -1           |
| <b>Arcana</b>       | 9           | +1           |
| <b>Charm</b>        | 6           | -1           |
| <b>Grace</b>        | 16          | +3           |

### Skills:

[All of the Fry Fiend's skills will be rolled using its Grace stat.]

**High Kick:** A straight-up kick to the face dealing 2d8+1 physical damage.

**Salt Shaker:** The monster shakes out its long and droopy hair, flinging stray salt at all opponents nearby. Anyone in a space adjacent to the Fry Fiend must make a Grace roll of 14 or higher or they'll take 2d4+2 physical damage and be at a disadvantage on their next turn.

After the battle, the Beef Bandit makes a wisecrack and disappears in a cloud of smoke as the Fry Fiends fade away in a cloud of glittering ice shards that evaporate.

## 5. DOWN THE WELL: THE STAIRWELL

*There are two ways out of this room — the way you came in and a stairwell on the opposite side.*

*The stairs are 5 feet across. As the party walks down them, the walls slowly transition from being frosted over to being covered in thick sheets of ice — a glacial wallpaper guiding your descent into a frozen abyss. The torches light your way just enough so you don't trip, but they do not completely reveal your destination. After what seems like a few hundred feet of stairs with some slight winding, you reach a room with another hallway attached to it.*

## WELL SUBBASEMENT

The room the party arrives in isn't much to speak of. The floor is made of ancient stone, and the walls are pure ice. It is about 15 feet across in both directions. They can either return to the stairs or head through the hallway to the west. After about 20 feet of icy tunnel, there is a pathway to the south. The party can also keep going straight.

## — THE WELL — SUBBASEMENT



- 1 | The Stone Door
- 2 | The Stone Altar
- 3 | Heading South
- 4 | Bedroom
- 5 | Frozen Lake

## 1. WELL SUBBASEMENT: THE STONE DOOR

*After 30 more feet of icy tunnel, you come across a frosted-over stone door, reminiscent of the doors from the French Fry Forest. An inscription on the door reads: “Make your sacrifice and be rewarded.” A stone altar emerges from the base of the door and awaits your decision.*

## 2. WELL SUBBASEMENT: THE STONE ALTAR

Allow each member of the party to place something upon the altar before opening the door. What is on the other side will be determined by what they place on the altar.

**If they place a weapon on the altar,** they’ll find a weapon with an enchantment on the other side of the door. This weapon will grant them an additional 1d6 of physical damage on each successful attack roll.

**If they place money or an item on the altar,** they will find double that amount waiting for them inside the room.

**If they stand on the altar themselves,** they will vanish and reappear on the opposite side of the door and be stronger than ever. They will gain two points to add to the base statistic of their choosing. Both points can be applied to the same stat, or they can be divided between two stats.

## 3. WELL SUBBASEMENT: HEADING SOUTH

*The path that heads south from the initial hallway on this floor is a 50-foot tunnel with frozen walls. Your breath hangs nearly motionless on the icy air around you. At the end of the tunnel, the path splits east and west.*

## 4. WELL SUBBASEMENT: BEDROOM

The path to the east is only 15 feet long. It leads to a small bedroom with a few pallets laid on the ground. This appears to be where the Beef Bandit and the Fry Fiends were staying. It seems comfortable enough if the party would like to rest. If they search the room further, the party can find some scattered tennis shoes left behind by the Fry Fiends, maybe a few gold pieces depending on your discretion, and some tattered drawings of a frozen beast the party has yet to encounter — a two-headed angry icy lizard with long taloned feet and two tentacles flailing from each side of its body. The drawing is labeled “FreezaGorgon.”

## 5. WELL SUBBASEMENT: FROZEN LAKE

*You continue to head down a long stretch of tunnel. The walls are still frozen and dimly lit by torches that are slowly beginning to fade. The tunnel is roughly 100 feet long before it opens up to a cavernous room. You cannot see the ceiling; it’s lost in the darkness above. The waterfall cascading from the well is pouring into the room on the north end. The room is nearly 100 feet across, and the floor appears to be a frozen lake. The lake is sturdy and appears to hold your weight, but the ground is very slick. As you enter the room, a two-headed angry icy lizard with long taloned feet and two tentacles flailing from each side of its body — a FreezaGorgon — bursts out from behind the icy falls, letting out a deep roar of frustration and hunger.*

During this battle, if the party chooses to move anywhere within the room with the frozen lake, they must make a Grace roll of 12 or higher. If they fail the roll, they will trip and fall until their next turn.

### FREEZAGORGON

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 69          |              |
| <b>Defense</b>      | 15          |              |
| <b>Movement</b>     | 30 ft.      |              |
|                     | <b>Base</b> | <b>Bonus</b> |
| <b>Strength</b>     | 13          | +2           |
| <b>Intelligence</b> | 9           | +1           |
| <b>Arcana</b>       | 11          | +1           |
| <b>Charm</b>        | 5           | -1           |
| <b>Grace</b>        | 8           | 0            |

### Skills:

**Double Strike:** The FreezaGorgon can use two actions on each turn. He can only use each skill once per turn unless otherwise noted.

**Hard to Chew (passive):** The FreezaGorgon gains advantage on attack rolls against opponents who successfully hit him on the creature’s next turn.

**Ice Spikes:** The FreezaGorgon launches four ice spikes at one opponent or one at four individual opponents. Each spike hits, automatically doing 1d6 ice damage unless another skill has rendered them moot. (This attack can be used once per turn.)

**RAM IT!:** The FreezaGorgon drops its head and charges 20 feet in any direction. On a successful hit, its opponent takes 2d10+2 physical damage. On an unsuccessful hit, the FreezaGorgon falls down and ends its turn.

**Flail:** The FreezaGorgon flails its icy tentacles, hitting an opponent within 10 feet, doing 3d6+3 physical damage.

*The beast explodes into a million tiny ice crystals as you've become accustomed to, but with greater force than you've seen with other enemies. The force of the FreezaGorgon's defeat causes the lake beneath it to crack. You attempt to run, but the ice shatters under your feet, and you begin to fall.*

## 1. BELOW THE FROZEN LAKE

*You land in a room that's the same size as the lake above it. You are fortunate, only sustaining minimal damage during the fall. The ice chunks of the former lake surround you as the waterfall now trickles down the wall to the north. There is a large tunnel to the east of the room.*

*The tunnel is much bigger than those above. It's nearly 15 feet wide and 20 feet tall. The walls look worn, like a great beast has been walking these tunnels. About 25 feet down the tunnel becomes a crossroads that leads both north and south. The tunnel also continues straight.*

## 2. FROZEN DUNGEON: THE PATH NORTH

*The path north is a smaller tunnel, much like those in the floors above. It runs about 25 feet until it opens to a circle room, roughly 20 feet across. The center of this room is a large dark abyss: a seemingly bottomless hole. There is about a 1-foot ledge from the walls of the room to the edge of the hole.*

If the party drops an item in the hole, they will hear it clack off the sides of the hole until they hear nothing. They never hear it hit the bottom. If the item they drop is a torch, the light trails off and is eventually snuffed out by the darkness. If a player jumps in the hole, they will scream until their sound fades, then find themselves back in the room below the lake with a permanent -1 reduction to their base Intelligence state. This really is just a bottomless hole, but the party will almost definitely do something very stupid here, so be ready.

## 3. FROZEN DUNGEON: THE PATH SOUTH

The path south is a smaller tunnel, much like those in the floors above. After about 30 feet, the path branches east and west. The path east leads to a room with a key. The path west leads the party further into the dungeon.

## 4. FROZEN DUNGEON: AN ICE BLOCK

*The east branch from the southern path leads to a small, circular room. In the room is a block of ice with a key made of beef trapped inside it.*

## BELOW THE FROZEN LAKE



- 1 | Below the Frozen Lake
- 2 | The Path North
- 3 | The Path South
- 4 | An Ice Block
- 5 | The Path West
- 6 | The Frozen Door
- 7 | The Frýsta's Cavern

Treat the block as though it has a defense of 11. A successful hit will smash the block open and leave the beef key lying on the ground to be picked up.

## 5. FROZEN DUNGEON: THE PATH WEST

*The west tunnel leads you away from the split nearly 50 feet to a dim circular room that is only about 10 feet across. The room looks like the den of some beast, with remnants of food scattered across the ground. Among the remnants are multiple tattered paper crowns that look as though they belong to some citizens of Creepingvale. There are also four golden nuggets beneath the crowns, all stamped with the insignia of Queen Wendy. They are worth roughly 500 gold coins apiece. It appears as if the people in the paper crowns were attempting to steal the magic of Queen Wendy's nuggets.*

## 6. FROZEN DUNGEON: THE FROZEN DOOR

*The large tunnel leads to an enormous ice door that's a bright glacial blue with a large keyhole in the center.*

To open this door, the party will need the beef key located in the east tunnel. There is no other way to open it. If they went straight first, they will need to go back and explore the tunnels.

Once the party acquires the beef key, it fits perfectly into the keyhole on the frozen door. The turn of the key sounds a crack like thunder roaring off the walls of the underground tunnels. The door flies inward, revealing a large ice cavern. It's 200 hundred feet across, with a ceiling too high to see in the darkness.

## 7. FROZEN DUNGEON: THE FRÿSTA'S CAVERN

*As you enter the cavernous ice chamber, you see a familiar beast, only larger, his formerly icy tentacles are now writhing facial tentacles of frozen beef. The guttural roar of a long forgotten language shakes the room around you. Behind this new fully grown Frÿsta is an icy plateau about 30 feet high. Standing on it is the frozen visage of the Ice Jester himself. His wry smile cracks beneath his cold exterior.*

The Ice Jester will randomly laugh as the party battles the Frÿsta. If the group attempts to attack the Ice Jester, the attempt will bounce off a magical barrier, and the Ice Jester will raise a Freezer Burn from the ground to counterattack.

## FRÿSTA (EVOLVED)

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 91          |              |
| <b>Defense</b>      | 16          |              |
| <b>Movement</b>     | 65 ft.      |              |
|                     | <b>Base</b> | <b>Bonus</b> |
| <b>Strength</b>     | 16          | +3           |
| <b>Intelligence</b> | 5           | -1           |
| <b>Arcana</b>       | 8           | 0            |
| <b>Charm</b>        | 2           | -2           |
| <b>Grace</b>        | 9           | +1           |

### Skills:

**Double Strike:** The Frÿsta can use two actions on each turn, but can only use each skill once per turn unless otherwise noted.

**Iceberg:** The Frÿsta throws its great icy body at its opponents. An opponent within 20 feet and anyone in a square adjacent to that opponent must make a Grace roll of 16 or higher or they'll take 2d12+4 ice damage.

**Club:** The Frÿsta swings its great arm like a club, doing 3d6 +2 physical damage.

**Face Hugger:** The Frÿsta grabs onto an opponent's face with its facial tentacles, squeezing hard and doing 2d12+2 physical damage.

**Freezer Blast:** A blast of icy air erupts from behind the Frÿsta's tentacles as it emits a guttural roar. The blast extends 20 feet in front of the Frÿsta, hitting anyone in its path on a successful hit, doing 4d8+2 ice damage.

On the last strike against the Frÿsta, the Ice Jester will let out a thunderous laugh as another of his beasts is turned into nothing more than a fog of ice crystals in the air. The Ice Jester will turn and run through the open door behind him. The plateau he was on has stairs that descend from the edge to the floor, and it's almost as though the Ice Jester is inviting them to join him in the next room. As they climb the stairs, the magical barrier that was surrounding the Ice Jester seems to have vanished as though it was somehow linked to the Frÿsta.



## FROZEN DUNGEON: THE ICE JESTER'S THRONE ROOM

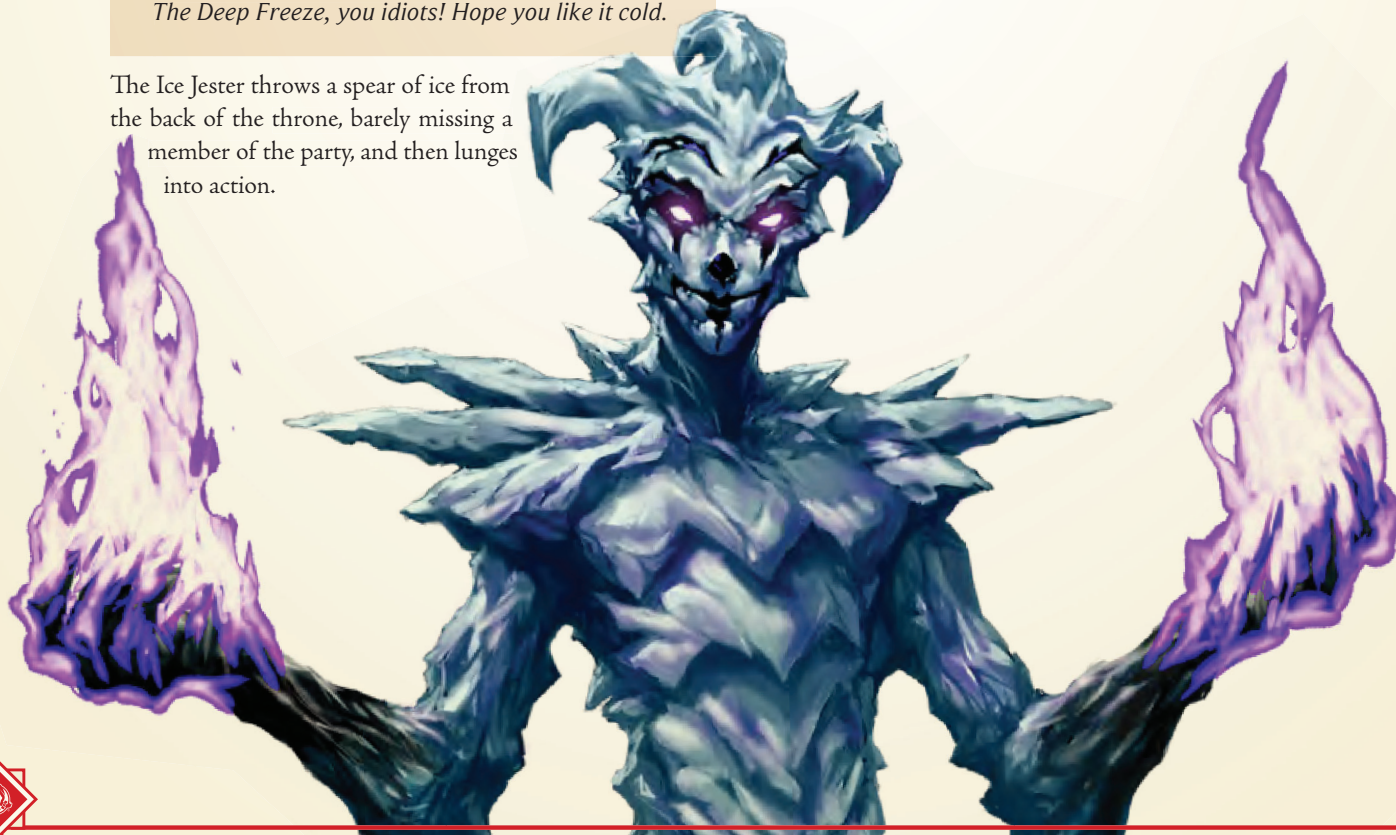
You walk through the door at the top of the plateau, only to find yourself in a room of similar size to the cavern you came from. Eight pillars of ice lead down a great hallway to a platform at the end of the room. Four stairs lead up to a throne and jagged spears of ice jut out from the back of the seat. Upon that throne sits the Ice Jester, sideways, casually dangling his legs over one of the arms. As you approach, he speaks:

*Color me impressed. Little Queen Wendy actually found some dopes foolish enough to come down here. Hope she told you that you'd never come back. There's no way out of here! Welcome to The Deep Freeze, you idiots! Hope you like it cold.*

The Ice Jester throws a spear of ice from the back of the throne, barely missing a member of the party, and then lunges into action.

## ICE JESTER

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 121         |              |
| <b>Defense</b>      | 14          |              |
| <b>Movement</b>     | 40 ft.      |              |
|                     | <b>Base</b> | <b>Bonus</b> |
| <b>Strength</b>     | 13          | +2           |
| <b>Intelligence</b> | 11          | +1           |
| <b>Arcana</b>       | 17          | +4           |
| <b>Charm</b>        | 10          | +1           |
| <b>Grace</b>        | 16          | +3           |



**Skills:**

**Triple Strike:** The Ice Jester can use three actions on each turn. He can only use each skill once per turn unless otherwise noted.

**That's My Cue! (Teleport):** On an Arcana roll of 12 or more, a cloud of smoke flashes and the Ice Jester reappears on any empty square within 150 feet of his original location. If the roll fails, the smoke dissipates and leaves the Ice Jester looking like a fool.

**Ice Icicle Karate:** A straight-up icy chop to the face, dealing 4d4+4 ice damage. (Can be used multiple times per turn.)

**Glacial Movement:** The Ice Jester starts a slow freeze on an opponent within 60 feet. He must roll this attack using his Arcana stat, not his Strength stat. On a successful hit, the opponent cannot move from the spot they are standing until after the next turn.

**Ice Spikes:** The Ice Jester launches four ice spikes at one opponent or one at four individual opponents. These spikes hit automatically unless another skill has rendered them moot. Each ice spike hits for 1d6 ice damage.

**Iced Over:** On an Arcana roll of 18 or higher, the Ice Jester gains resistance to all types of damage until his next turn.

**Cryo Crisis:** A sphere of ice forms around the Ice Jester and explodes in every direction. Anyone within 30 feet must make an Arcana roll of 16 or higher or they'll take 3d6+2 ice damage. If the save is successful, anyone caught in the path will still take half the damage.

**Ice to Meat You:** The Ice Jester swings a bat made of frozen beef at his opponents, doing 2d12+2 ice damage on a successful hit.

**Ice Pelt:** The Ice Jester forms a glowing orb of ice in each hand that can be thrown at enemies within 60 feet. Each orb does 1d10+1 ice damage. (This skill can only be used once per turn.)

*As the last hit strikes the Ice Jester, he exclaims:*

*You haven't seen the last of me. Tell Queen Wendy to watch her bac-*

**ESCAPE**

*The Ice Jester is cut off as he melts into the frozen floor beneath him. He could have magically escaped, perhaps, but one thing stays true: This is yet another victory for fresh, never frozen beef. The ice begins to melt, and the cavern starts to shake. A door appears as the throne slides to the left and topples over. The Snake is standing there, and he motions for you to hurry.*

Thanks to the melting, The Snake was able to sneak past many of the Ice Jester's frozen goons and find this hidden path out the back. He leads the party out this new path and to the other side of the Beef Gate.

**RETURNING TO FRESHTOVIA AFTER THE ICE JESTER**

When the party returns to Freshtovia after the final battle, Queen Wendy gives them a hero's welcome with a feast of all their favorite items: Double Stacks, Baconators, fries and Frosty treats for all. She pulls the party aside and speaks to them quietly during the celebration.

*Thank you for all you have done in preventing another Frozen Age. This is truly a great victory for fresh, never frozen beef. Unfortunately, there are many others out there — detractors from freshness. I'm sure you've heard rumblings of the Creepy King going mad. It seems he's attempting to resurrect an art lost to time. A spicy art. He's known to cut corners, so we need you to rediscover this lost magical art first.*

**TO BE  
CONTINUED  
?**



# ◆ CONTINUED ◆ ADVENTURING

## — PART 6 —

### EXPLORING FRESHTOVIA

There are a couple of towns in Freshtovia that won't be directly visited within the story. There are still things to see and interact with if the party decides to explore like true adventurers. Below you will find descriptions and events to be had within the remaining cities.

#### NUGGETON

Nuggeton is a small coastal town primarily known for its major landmark, the Retweet Tower. In an attempt to etch Queen Wendy's chicken nuggets into history, Prince Carter began building what became an enormous monument, almost a city unto itself. Though he invited the party to visit, it seems he has not returned to Nuggeton, and the tower is currently locked to outsiders until Prince Carter returns.

#### RETWEET TOWER OF NUGGETON

The Retweet Tower is nearly incomprehensible in size. Standing well over 500 feet tall, this circular tower is nearly 200 feet across. Atop the tower sits a golden carving of a 4-Piece Chicken Nugget that must be nearly 50 feet tall itself. There is a large entrance with a guard posted on either side, waiting to greet people as they approach. The guards will inform the party that Prince Carter has yet to return, but the group shouldn't worry about it too much because this has been known to happen from time to time. Unfortunately, they can't let in any outsiders until the prince has returned.

#### SWEET AND SOUR POOLS

There are two large pools in the center of Nuggeton known as the Sweet and Sour Pools. If the party has a golden nugget, they can dip it into the Sweet and Sour Pools and it will change the nugget into a golden key with a light purple radiance shining from it. Dipping additional nuggets will simply turn them into regular nuggets that can be consumed for 1d4 healing.

## NUGGETON





## ORDER OF CHICKEN NUGGETS TEMPLE

There is a Temple of the Order of the Chicken Nuggets due south of Retweet Tower. If a member of the party is in the Order of the Chicken Nuggets, they may enter the dojo and train. Have them roll a strength check d20 four times or until they fail the roll. If they roll above a 15 four times in a row, have them add one point to their base Strength stat. This can be attempted once per day, but can only happen successfully one time. No pumping your stats through the roof with training, you fitness junkies.

## OTHER BUILDINGS

Nuggeton does have an item shop, inn and snack-smith, each having the standard list of goods. If you would like them to carry a special item, though, feel free to add it.

## COSTA DEL SPICY

Costa del Spicy will seem a tad uneventful during this current campaign, but there are a few things for the party to do if they decide to venture out of their way to come here.

Costa del Spicy is warm and known for its consistently sunny weather, which is why many come here just to lie on the beach, surf and swim. When first walking into the city, there is the world-famous Strawberry Lemonade Saloon that sits right next to the Spicy Inn. There are a few houses north of the inn. In the northeast corner of town is Spicy Stables, known for its exotic animals.

East of town is the coast, and to the southeast is the most popular beach in Costa del Spicy. There are more homes in the southwest corner of town, and between the beach and the residential area sits an abandoned temple. The center of town has two fountains — a ranch fountain and a honey mustard fountain.

# COSTA DEL SPICY



## STRAWBERRY LEMONADE SALOON

The Strawberry Lemonade Saloon is a rip-roarin' time that people come from all over Freshtovia to experience. There are a lot of things to do inside the saloon, but the biggest reason to visit is the namesake. The Strawberry Lemonade is the perfect thirst quencher, and a great complement to any meal or snack. The party can purchase Strawberry Lemonade for 10 gold coins, and it does 1d12 healing. Drinking the lemonade during battle will cost an action.

The bartender, Amber, is a small woman with wavy dark brown hair about shoulder length. She is feisty and loves hearing the stories of all the adventurers passing through. She's constantly slinging lemonades to the patrons as her husband, Tom, sits at the end of the bar watching the saloon to make sure no one is making trouble.

## STRAWBERRY LEMONADE SALOON KARAOKE

There is a stage at the north end of the saloon where people are taking turns singing the land's greatest tunes with the accompaniment of the Biggie Bards. Any member of the party can take a stab at singing their favorite tune, but their performance will be based on how well they roll against their Charm stat. Karaoke singers can earn different levels of tips based on their performance. Each adventurer can sing only once per day, because nobody likes someone who hogs the spotlight.

## KARAOKE CHARM ROLLS

|                   |  |
|-------------------|--|
| <b>20 or more</b> | 50g tip! Nice!   |
| <b>16-19</b>      | 30g tip! Well done!  |
| <b>12-15</b>      | 20g tip! Ayyyeee!  |
| <b>8-11</b>       | 5g tip! Not bad.   |
| <b>2-7</b>        | No tip, but at least they didn't boo you.                      |
| <b>1</b>          | You are booed off stage and banned from ever performing again. |

## STRAWBERRY LEMONADE SALOON DANCING

There is a dance floor in front of the stage where people are performing karaoke. Party members can get out there and attempt to cut a rug. How impressed people are with them depends on a simple Grace roll. Are they a quick-stepping b-boy, or tripping all over their left feet? Guess it depends on how high they roll. Feel free to create your own dance roll chart.

## STRAWBERRY LEMONADE SALOON DARTS

There are dart boards on the far west end of the saloon. Many people are standing around waiting to wager on their accuracy skills. The party can either wager against each other or a random character in the saloon that you control and roll for. If they are playing against a stranger (i.e., YOU), you get to decide how much gold that person has available to wager.

In this version of darts, you will roll a d12. You are looking to get a bull's-eye, and for us the bull's-eye is a six. The further away you get, the fewer points you get. The players will take turns until each has rolled three times. The person with the highest sum total of points wins the match and takes the pot.

## DARTS ROLL POINT SYSTEM

|                |  |
|----------------|--|
| <b>6</b>       | Gets you 6 points                              |
| <b>5 or 7</b>  | Gets you 5 points                              |
| <b>4 or 8</b>  | Gets you 4 points                              |
| <b>3 or 9</b>  | Gets you 3 points                              |
| <b>2 or 10</b> | Gets you 2 points                              |
| <b>1 or 11</b> | Gets you 1 point                               |
| <b>12</b>      | Is a throw off the board and gets you 0 points |

## SPICY STABLES

The Spicy Stables do not cater to those looking for a normal steed. The owner, Alfonso, is a bit of a different breed. He's short and bald, with a full beard and glasses. And he's tanned by the sunlight of his hometown. He is very excited about the animals he has for sale and is willing to describe their habits in intricate detail. Feel free to embellish little quirks about the animals that Alfonso keeps in the stables. It is up to you to choose which type of animals and how many Alfonso has in the stables at any given time. The animals are expensive, so it is highly unlikely the party will be able to purchase most of them.

| Animal              | Price | HP | Attack             | Damage | Movement               |
|---------------------|-------|----|--------------------|--------|------------------------|
| Rhino               | 1500g | 50 | Stampeed           | 1d20   | Movement speed tripled |
| Zebra               | 450g  | 25 | Bite               | 1d10   | Movement speed doubled |
| Very Large Platypus | 750g  | 30 | Thump              | 1d12   | Movement speed doubled |
| Ostrich             | 550g  | 20 | Peck               | 1d10   | Movement speed doubled |
| Giraffe             | 1000g | 40 | Trample            | 1d20   | Movement speed tripled |
| Camel               | 250g  | 20 | Spit               | 1d6    | Movement speed doubled |
| Unicorn             | 5000g | 80 | Rainbow Horn Blast | 1d20   | Movement is quadrupled |

## THE FOUNTAINS

There are two fountains in the center of Costa del Spicy — one ranch, one honey mustard. They resemble the S'Awesome Fountain back in Freshovia. If the party still has a golden nugget and attempts to dip one in these fountains, nothing happens.

## THE BEACH

The beach is bustling with people bathing in the sun, building sand castles, swimming and surfing. It is sandy and warm, and going for a quick swim is always a good time.

There are vendor carts on the beach selling lemonade. The party can buy one for 7 gold coins. Lemonade heals 1d8 HP when someone drinks it. Drinking the lemonade during battle will cost an action.

## ORDER OF THE SPICY CHICKEN NUGGETS TEMPLE

The rumor is that this was the last temple of the Order of the Spicy Chicken Nuggets. The temple is two stories, and the pillars have been worn down by wind over time. The orange paint on the outside of the building is faded into the stone. There currently seems to be no way into the temple. The only door, which sits facing the beach, is sealed by magical means. If the party is trying really hard to get in to this temple, make it fairly clear that it is currently not possible.

## THE INN

The Spicy Inn isn't very memorable. It has a few rooms for rent and a couple of things to eat, but it is mostly a companion to the saloon. It's where people sleep after having fun while visiting Costa del Spicy. The counter is run by a modest woman with long brown hair named Rose. She is soft-spoken, but doesn't take any guff from anyone.

## MAGICAL ITEMS

It's up to you how forthcoming you wish to be about an item's magical abilities. If the item is purchased in a shop, the shop keeper may only know vague details of how the item was created or where it came from. If you choose not to disclose the magical properties of an item, players can make an Arcana roll to uncover some or all of the details of the magical item.

| Item                                      | Price | Damage | Type                 | Can I throw it? | Magical Properties   |
|---|-------|--------|----------------------|-----------------|--|
| <b>Dave's Never Frozen Spatula</b>        | 500g  | 1d10   | Heavy                | Nope            | 1d6 extra heat damage to ice foes. Ignites with orange flame within 50 feet of an ice foe.   |
| <b>Founder's Fork</b>                     | 450g  | 1d6    | Heat, Graceful/Light | 60 ft.          | Attacks with the Founder's Fork have an advantage against all ice foes.  |
| <b>The Ancestral Spoon of Biggie Vale</b> | 700g  | 2d6    | Heavy/Two-handed     | Nope            |  |
| <b>Amulet of the Feast</b>                | 350g  | ---    | ---                  | ---             | Provides resistance against attacks from hunger foes.  |
| <b>Drive-thru Headset</b>                 | 500g  | ---    | ---                  | ---             | Drive-thru headsets are magically linked and can communicate among all other headsets. Many have been lost over time, and it's unclear how many remain or who else might be listening.   |
| <b>Medallion of Classic Triple</b>        | 300g  | ---    | ---                  | ---             | If anyone wearing this medallion manages three successful actions in a row, they will gain an immediate additional action without waiting a turn.  |
| <b>Gem of the Dip</b>                     | ---   | ---    | ---                  | ---             | Attaching the Gem of the Dip to the hilt of a weapon will add an effect to that weapon's attack. An enemy hit with this weapon must make a Grace roll of 13 or higher or fall down until the next turn.  |
| <b>Gem of Frosty Brilliance</b>           | ---   | ---    | ---                  | ---             | Attaching the Gem of Frosty Brilliance to the hilt of a weapon will add an effect to the weapon's attack. An enemy hit with this weapon must make an Intelligence roll of 14 or more or take an additional 1d6 of mental pain.   |
| <b>Gem of the Ultimate Nugget</b>         | ---   | ---    | ---                  | ---             | Attaching the Gem of the Ultimate Nugget to the hilt of a weapon will add an effect to the weapon's attack. An enemy hit with this weapon must make a strength roll of 12 or higher or take an additional 1d6 damage. On a failed roll, the enemy must roll again, taking an additional 1d6 damage on each failed roll until they achieve a successful roll. |

## MAGICAL ITEMS IN STOCK WITH BEEFY BELMONT

| Item                           | Price | Damage | Type              | Can I Throw It? | Magical Properties                          |
|--------------------------------|-------|--------|-------------------|-----------------|---|
| <b>Magma Stone Spoon</b>       | 50g   | 1d4    | Light             | 45 ft.          | +1d4 additional heat damage to all ice foes |
| <b>Magma Stone Knife</b>       | 50g   | 1d4    | Light             | 60 ft.          | +1d4 additional heat damage to all ice foes |
| <b>Magma Stone Fork</b>        | 50g   | 1d4    | Light/Graceful    | 60 ft.          | +1d4 additional heat damage to all ice foes |
| <b>Magma Stone Great Fork</b>  | 150g  | 1d8    | Graceful/2-handed | Nope            | +1d6 additional heat damage to all ice foes |
| <b>Magma Stone Spork</b>       | 75g   | 1d6    | Medium/2-handed   | 30 ft.          | +1d6 additional heat damage to all ice foes |
| <b>Magma Stone Great Spoon</b> | 150g  | 1d8    | Heavy/2-handed    | Nope            | +1d6 additional heat damage to all ice foes |
| <b>Magma Stone Great Knife</b> | 150g  | 1d8    | Heavy/2-handed    | 10 ft.          | +1d6 additional heat damage to all ice foes |

# — THINGS THAT —

# MIGHT ATTACK

There are a number of dangerous creatures in the realm of Beef's Keep.  
Below you'll find a quick guide of all the enemies that will be encountered in this adventure.

## THE BEEF BANDIT

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 35          |              |
| <b>Defense</b>      | 13          |              |
| <b>Movement</b>     | 35 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 7           | 0            |
| <b>Intelligence</b> | 15          | +2           |
| <b>Arcana</b>       | 15          | +2           |
| <b>Charm</b>        | 10          | +1           |
| <b>Grace</b>        | 16          | +3           |

### Skills:

**Double Strike:** The Beef Bandit can use two actions on each turn but can only use each skill once per turn unless otherwise noted.

**Slap in the Face:** The Beef Bandit removes his glove and slaps his opponents across the face, doing 1d4+2 physical damage. (Can be used more than once per turn.)

**Oh, So Clumsy!:** An opponent is caused to stumble on a successful roll. The target will fall down and take 2d4+1 physical damage. The Beef Bandit must make a Grace roll against his opponent's defense rather than the standard strength roll.

**That's My Cue! (Teleport):** A cloud of smoke flashes on an Arcana roll of 12 or more. The Beef Bandit reappears on any empty square within 60 feet of his original location.

**Sooooo SALTY!:** The Beef Bandit casts a cloud of salt into the eyes of any opponent within 10 feet. The opponent must make a Grace roll of 15 or higher, or have disadvantage on attacks on their next turn.

**Swift Kick in the Pants:** Not all fun and games, the Beef Bandit busts out a quick superkick. (And he doesn't even slap his thigh!) On a hit, this attack does 2d6+3 physical damage.

## HUNGER

|                     |                |               |
|---------------------|----------------|---------------|
| <b>HP</b>           | 35             |               |
| <b>Defense</b>      | 14             |               |
| <b>Movement</b>     | 25 ft. walking | 40 ft. flying |
|                     | <i>Base</i>    | <i>Bonus</i>  |
| <b>Strength</b>     | 14             | +2            |
| <b>Intelligence</b> | 8              | 0             |
| <b>Arcana</b>       | 15             | +2            |
| <b>Charm</b>        | 1              | -2            |
| <b>Grace</b>        | 9              | +1            |

### Skills:

**Bite:** The Hunger gnashes its gnarly teeth, causing 2d6 physical damage.

**Wing Swipe:** Hunger swipes its spiked wings through the air, cutting anything that gets in the way, dealing 1d12+1 physical damage.

**Dive Bomb:** Hunger flies up into the air and straight down at an opponent, doing 2d8 +1 physical damage to an opponent, and 2d4 +1 physical damage to itself. If the attack misses, Hunger does 2d8 +1 damage to itself. (*This is generally used later in a fight, as a last-ditch effort to take down the party.*)

**Poison Cloud:** Hunger releases a rumbling gaseous cloud from deep within its tainted innards. The cloud covers a semicircle 20 feet across from the Grumble. The cloud lasts for the next three turns. Anyone within the cloud when it appears must make an Arcana roll of 14 or higher or take 4d4 damage. Anyone who moves into the cloud in the next three turns must also make an Arcana roll of 14 or higher or take 4d4 damage.



## GRUMBLE

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 27          |              |
| <b>Defense</b>      | 12          |              |
| <b>Movement</b>     | 35 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 13          | +2           |
| <b>Intelligence</b> | 6           | -1           |
| <b>Arcana</b>       | 13          | +2           |
| <b>Charm</b>        | 1           | -2           |
| <b>Grace</b>        | 8           | 0            |

### Skills:

**Bite:** The Grumble gnashes its gnarly teeth, causing 2d4 physical damage.

**Tongue Whip:** The tongue of the Grumble is long, and it can be snapped like a bullwhip. It can reach 15 feet and does 2d6+1 physical damage.

**Poison Cloud:** The Grumble releases a rumbling gaseous cloud from deep within its tainted innards. The cloud covers a 20-foot semicircle radiating from the Grumble. The cloud lasts for the next three turns. Anyone who is within the cloud when it first appears must make an Arcana roll of 14 or higher or take 4d4 damage. Anyone who moves into the cloud in the next three turns must also make an Arcana roll of 14 or higher or take 4d4 damage.

## PANG

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 12          |              |
| <b>Defense</b>      | 11          |              |
| <b>Movement</b>     | 25 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 9           | +1           |
| <b>Intelligence</b> | 3           | -2           |
| <b>Arcana</b>       | 8           | 0            |
| <b>Charm</b>        | 1           | -2           |
| <b>Grace</b>        | 8           | 0            |

### Skills:

**Bite:** The Pang gnashes its gnarly teeth, causing 1d4 physical damage.

**Ram:** If the Pang is more than 10 feet away from a target, it can lower its head and ram them, doing 1d8+2 physical damage.

## FRY FIEND

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 18          |              |
| <b>Defense</b>      | 12          |              |
| <b>Movement</b>     | 30 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 8           | 0            |
| <b>Intelligence</b> | 6           | -1           |
| <b>Arcana</b>       | 9           | +1           |
| <b>Charm</b>        | 6           | -1           |
| <b>Grace</b>        | 16          | +3           |

### Skills:

[All of the Fry Fiend's skills will be rolled using the monster's Grace stat.]

**High Kick:** A straight-up kick to the face dealing 2d4+1 physical damage.

**Salt Shaker:** The monster shakes out its long and droopy hair, flinging stray salt at all opponents nearby. Anyone who is in a space adjacent to a Fry Fiend must make a Grace roll of 12 or higher, or take 1d4 physical damage and be at a disadvantage on their next turn.

## LARGE FRY FIEND

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 34          |              |
| <b>Defense</b>      | 13          |              |
| <b>Movement</b>     | 35 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 8           | 0            |
| <b>Intelligence</b> | 6           | -1           |
| <b>Arcana</b>       | 9           | +1           |
| <b>Charm</b>        | 6           | -1           |
| <b>Grace</b>        | 16          | +3           |

### Skills:

[All of the Fry Fiend's skills will be rolled using its Grace stat.]

**High Kick:** A straight-up kick to the face dealing 2d8+1 physical damage.

**Salt Shaker:** The monster shakes out its long and droopy hair, flinging stray salt at all opponents nearby. Anyone in a space adjacent to the Fry Fiend must make a Grace roll of 14 or higher or they'll take 2d4+2 physical damage and be at a disadvantage on their next turn.

**BEEF BANDIT (BUFFED)**

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 64          |              |
| <b>Defense</b>      | 14          |              |
| <b>Movement</b>     | 45 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 7           | 0            |
| <b>Intelligence</b> | 15          | +2           |
| <b>Arcana</b>       | 15          | +2           |
| <b>Charm</b>        | 10          | +1           |
| <b>Grace</b>        | 16          | +3           |

**Skills:**

**Triple Strike:** The Beef Bandit can use three actions on each turn, but can only use each skill once per turn unless otherwise noted.

**Slap in the Face:** The Beef Bandit removes his glove and slaps his opponents across the face, doing 3d4+3 physical damage. (Can be used more than once per turn.)

**Oh, So Clumsy!:** An opponent is caused to stumble on a successful roll. The target will fall down and take 2d6+2 physical damage. The Beef Bandit must make a Grace roll against his opponent's defense rather than the standard strength roll.

**That's My Cue! (Teleport):** A cloud of smoke flashes on an Arcana roll of 12 or more. The Beef Bandit reappears on any empty square within 120 feet of his original location.

**Sooooo SALTY!:** The Beef Bandit casts a cloud of salt into the eyes of any opponent within 10 feet. The opponent must make a Grace roll of 17 or higher or they'll have a disadvantage on attacks on their next turn.

**Swift Kick in the Pants:** Not all fun and games, the Beef Bandit busts out a quick superkick. (And he doesn't even slap his thigh!) The Beef Bandit must make a Grace roll against his opponent's defense rather than the standard strength roll, doing 2d12+3 physical damage on a successful hit.

**FRÝSTA**

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 47          |              |
| <b>Defense</b>      | 16          |              |
| <b>Movement</b>     | 45 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 16          | +3           |
| <b>Intelligence</b> | 4           | -2           |
| <b>Arcana</b>       | 8           | 0            |
| <b>Charm</b>        | 2           | -2           |
| <b>Grace</b>        | 8           | 0            |

**Skills:**

**Double Strike:** The Frýsta can use two actions on each turn but can only use each skill once per turn unless otherwise noted.

**Iceberg:** The Frýsta throws its great icy body at its opponents. An opponent within 10 feet and anyone in a square adjacent to that opponent must make a Grace roll of 14 or higher, or take 2d6+4 ice damage.

**Club:** The Frýsta swings its great arm like a club, doing 3d4+1 physical damage.

**Face Hugger:** The Frýsta grabs onto an opponent's face with its tentacles, squeezing hard and doing 1d12+1 physical damage.

**Freezer Blast:** A blast of icy air erupts from behind the Frýsta's tentacles as it emits a guttural roar. The blast extends 20 feet in front of the Frýsta, hitting anyone in its path on a successful hit, doing 2d8+2 ice damage.





## FRÛSTA (EVOLVED)

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 91          |              |
| <b>Defense</b>      | 16          |              |
| <b>Movement</b>     | 65 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 16          | +3           |
| <b>Intelligence</b> | 5           | -1           |
| <b>Arcana</b>       | 8           | 0            |
| <b>Charm</b>        | 2           | -2           |
| <b>Grace</b>        | 9           | +1           |

### Skills:

**Double Strike:** The FrÛsta can use two actions on each turn, but can only use each skill once per turn unless otherwise noted.

**Iceberg:** The FrÛsta throws its great icy body at its opponents. An opponent within 20 feet and anyone in a square adjacent to that opponent must make a Grace roll of 16 or higher or they'll take 2d12+4 ice damage.

**Club:** The FrÛsta swings its great arm like a club, doing 3d6 +2 physical damage.

**Face Hugger:** The FrÛsta grabs onto an opponent's face with its facial tentacles, squeezing hard and doing 2d12+2 physical damage.

**Freezer Blast:** A blast of icy air erupts from behind the FrÛsta's tentacles as it emits a guttural roar. The blast extends 20 feet in front of the FrÛsta, hitting anyone in its path on a successful hit, doing 4d8+2 ice damage.

## MUCHO PAN: THE EXTRA BUN

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 51          |              |
| <b>Defense</b>      | 16          |              |
| <b>Movement</b>     | 20 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 16          | +3           |
| <b>Intelligence</b> | 5           | -1           |
| <b>Arcana</b>       | 5           | -1           |
| <b>Charm</b>        | 13          | +2           |
| <b>Grace</b>        | 8           | 0            |

### Skills:

**Double Strike:** The Extra Bun can use two actions on each of his turns. He can only use each skill once per turn unless otherwise noted.

**Hard to Chew (passive):** The Extra Bun gains advantage on attack rolls against opponents that successfully hit him on his next turn.

**Stale Mate:** The Extra Bun hardens his exterior, gaining +1 defense until the next turn. (This skill can only be used once per turn.)

**So Extra:** Mucho Pan does an elaborate roll around the area to prove that he does in fact exist, and ends the move by smacking his opponent right in the face, doing 2d10+2 physical damage on a successful strike.

**It's Technically a Club:** The Extra Bun can roll itself up like a magazine used to swat flies in the kitchen, coming at his opponents with a clubbing strike and doing 4d6+1 physical damage on a successful strike.

## FROZEN MIMIC MEAL

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 37          |              |
| <b>Defense</b>      | 14          |              |
| <b>Movement</b>     | 15 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 11          | +1           |
| <b>Intelligence</b> | 14          | +2           |
| <b>Arcana</b>       | 10          | +1           |
| <b>Charm</b>        | 10          | +1           |
| <b>Grace</b>        | 7           | 0            |

### Skills:

**Sudden Strike:** The Frozen Mimic Meal strikes so fast that its opponents cannot prepare. This attack rolls against half of the opponents' Defense stats, doing 2d8 physical damage.

**Tongue Whip:** The Frozen Mimic Meal's long tongue snaps like a bullwhip. This attack can reach 15 feet and does 2d8+2 physical damage on a successful strike.

**Icicle Karate:** A straight-up icy chop to the face, dealing 4d4+4 ice damage.

## FREEZER BURN

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 42          |              |
| <b>Defense</b>      | 13          |              |
| <b>Movement</b>     | 20 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 10          | +1           |
| <b>Intelligence</b> | 8           | 0            |
| <b>Arcana</b>       | 12          | +1           |
| <b>Charm</b>        | 4           | -2           |
| <b>Grace</b>        | 9           | +1           |

### Skills:

**Frozen Fist:** A Freezer Burn strikes with the flat, blunt side of its icy fist, doing 2d6 +2 ice damage on a successful hit.

**Frost Bite:** A Freezer Burn bites down on an opponent with jagged, icy teeth, doing 1d4 ice damage on a successful hit. Any opponent hit by frost bite will take an additional 1d4 ice damage on the next three turns.

**Flash Freeze:** A Freezer Burn shoots a blast of icy air in a circle around itself. Any opponent in an adjacent space takes 1d6 +2 ice damage on a successful roll.

## FREEZY: THE FROZEN BIRD

|                     |                |               |
|---------------------|----------------|---------------|
| <b>HP</b>           | 57             |               |
| <b>Defense</b>      | 13             |               |
| <b>Movement</b>     | 20 ft. walking | 50 ft. flying |
|                     | <i>Base</i>    | <i>Bonus</i>  |
| <b>Strength</b>     | 8              | 0             |
| <b>Intelligence</b> | 8              | 0             |
| <b>Arcana</b>       | 12             | +1            |
| <b>Charm</b>        | 9              | +1            |
| <b>Grace</b>        | 15             | +2            |

### Skills:

**Wing Swipe:** Freezy swipes an icy wing through the air, cutting anything in the way and dealing 3d10+1 physical damage.

**Dive Bomb:** Freezy flies into the air and dives straight at an opponent to do 2d12+1 physical damage to the target and 2d4+1 physical damage to itself. If the attack misses, Freezy does 2d12+1 damage to itself. (*This is generally used later in a fight as a last-ditch effort to take down the party.*)

**Ice Spikes:** Freezy launches four ice spikes at one opponent or one at four individual opponents. Each spike hits, automatically doing 1d4 ice damage unless another skill has rendered them moot. (This attack can be used once per turn.)

## FREEZAGORGON

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 69          |              |
| <b>Defense</b>      | 15          |              |
| <b>Movement</b>     | 30 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 13          | +2           |
| <b>Intelligence</b> | 9           | +1           |
| <b>Arcana</b>       | 11          | +1           |
| <b>Charm</b>        | 5           | -1           |
| <b>Grace</b>        | 8           | 0            |

### Skills:

**Double Strike:** The FreezaGorgon can use two actions on each turn. He can only use each skill once per turn unless otherwise noted.

**Hard to Chew (passive):** The FreezaGorgon gains advantage on attack rolls against opponents who successfully hit him on the creature's next turn.

**Ice Spikes:** The FreezaGorgon launches four ice spikes at one opponent or one at four individual opponents. Each spike hits, automatically doing 1d6 ice damage unless another skill has rendered them moot. (This attack can be used once per turn.)

**RAM IT!:** The FreezaGorgon drops its head and charges 20 feet in any direction. On a successful hit, its opponent takes 2d10+2 physical damage. On an unsuccessful hit, the FreezaGorgon falls down and ends its turn.

**Flail:** The FreezaGorgon flails its icy tentacles, hitting an

## CONSTABLE VON FREEZE

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 69          |              |
| <b>Defense</b>      | 15          |              |
| <b>Movement</b>     | 40 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 12          | +1           |
| <b>Intelligence</b> | 16          | +3           |
| <b>Arcana</b>       | 15          | +2           |
| <b>Charm</b>        | 15          | +2           |
| <b>Grace</b>        | 14          | +2           |

### Skills:

**Double Strike:** The constable can use two actions on each turn, but can only use each skill once per turn unless otherwise noted.

**Slap in the Face:** The constable straight-up slaps an enemy in the face, doing 2d4+2 physical damage. (This skill can be used more than once per turn.)

**Big Headbutt:** The constable swings his oversized head at the opponent, doing 1d10+4 physical damage on a hit.

**The Freezer's Elbow:** The constable confuses opponents by running side to side before hitting them with an icy elbow made from flash-frozen beef. The attack does 2d12+2 ice damage on a successful hit. A miss causes the constable to fall down and requires him to make a Grace roll rather than a strength roll on the next turn or remain down.

## MIMIC MEAL

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 23          |              |
| <b>Defense</b>      | 14          |              |
| <b>Movement</b>     | 10 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 10          | +1           |
| <b>Intelligence</b> | 13          | +2           |
| <b>Arcana</b>       | 10          | +1           |
| <b>Charm</b>        | 10          | +1           |
| <b>Grace</b>        | 5           | -1           |

### Skills:

**Sudden Strike:** The Mimic Meal strikes suddenly, so fast its opponents cannot prepare. Attacks roll against half of the opponents' Defense stat, doing 2d8 physical damage on a successful strike.

**Tongue Whip:** The tongue of the Mimic Meal is long and can snap like a bullwhip. This attack can reach 15 feet and does 2d8+2 physical damage on a successful strike.

## ICE JESTER

|                     |             |              |
|---------------------|-------------|--------------|
| <b>HP</b>           | 121         |              |
| <b>Defense</b>      | 14          |              |
| <b>Movement</b>     | 40 ft.      |              |
|                     | <i>Base</i> | <i>Bonus</i> |
| <b>Strength</b>     | 13          | +2           |
| <b>Intelligence</b> | 11          | +1           |
| <b>Arcana</b>       | 17          | +4           |
| <b>Charm</b>        | 10          | +1           |
| <b>Grace</b>        | 16          | +3           |

### Skills:

**Triple Strike:** The Ice Jester can use three actions on each turn. He can only use each skill once per turn unless otherwise noted.

**That's My Cue! (Teleport):** On an Arcana roll of 12 or more, a cloud of smoke flashes and the Ice Jester reappears on any empty square within 150 feet of his original location. If the roll fails, the smoke dissipates and leaves the Ice Jester looking like a fool.

**Ice Icicle Karate:** A straight-up icy chop to the face, dealing 4d4+4 ice damage. (Can be used multiple times per turn.)

**Glacial Movement:** The Ice Jester starts a slow freeze on an opponent within 60 feet. He must roll this attack using his Arcana stat, not his Strength stat. On a successful hit, the opponent cannot move from the spot they are standing until after the next turn.

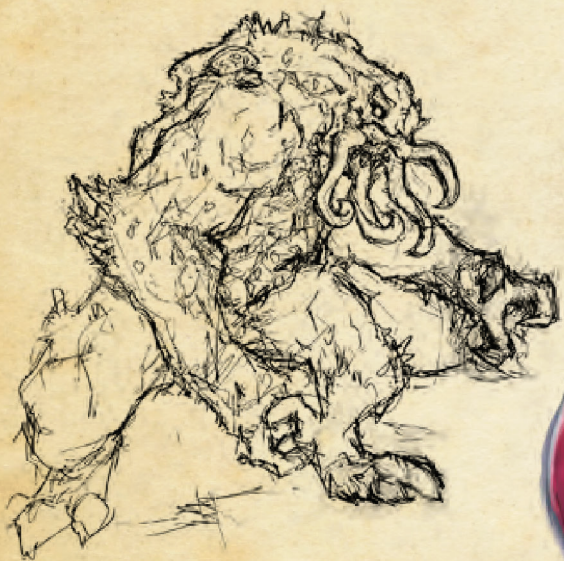
**Ice Spikes:** The Ice Jester launches four ice spikes at one opponent or one at four individual opponents. These spikes hit automatically unless another skill has rendered them moot. Each ice spike hits for 1d6 ice damage.

**Iced Over:** On an Arcana roll of 18 or higher, the Ice Jester gains resistance to all types of damage until his next turn.

**Cryo Crisis:** A sphere of ice forms around the Ice Jester and explodes in every direction. Anyone within 30 feet must make an Arcana roll of 16 or higher or they'll take 3d6+2 ice damage. If the save is successful, anyone caught in the path will still take half the damage.

**Ice to Meat You:** The Ice Jester swings a bat made of frozen beef at his opponents, doing 2d12+2 ice damage on a successful hit.

**Ice Pelt:** The Ice Jester forms a glowing orb of ice in each hand that can be thrown at enemies within 60 feet. Each orb does 1d10+1 ice damage. (This skill can only be used once per turn.)



## ILLUSTRATIONS

*Alex Lopez*

## MAPS

*Collin Fogel*





ICE JESTER



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