

Chillwraith

November 14, 2023



Medium undead (wraith), neutral evil

Armor Class 12

Hit Points 60 (8d8 + 24)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Wis +3

Skills Survival +3

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages understands Common and Orc

Challenge 4 (1,100 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Chilling Presence. Any creature that starts its turn within 10 feet of the wraith must succeed on a DC 11 Wisdom saving throw or take 5 (2d4) cold damage and have its speed reduced by 10 feet until the start of its next turn. On a successful save, the creature takes half damage and isn't slowed.

Ethereal Sight. The wraith can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Turn Immunity. The wraith is immune to effects that turn undead.

Actions

Freezing Grasp (Recharge 5-6). The wraith targets one creature it can see within 10 feet of it. The target must succeed on a DC 12 Wisdom saving throw or be restrained for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Icy Touch. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 16 (4d6 + 2) necrotic damage.

Snowstorm. The wraith can summon a small snowstorm in a 15-foot cone. Each creature in that area must make a DC 12 Wisdom saving throw. On a failed save, a creature takes 14 (4d6) cold damage and is unable to take reactions until the start of its next turn. On a successful save, the creature takes half damage and

can still take reactions.

Bonus Actions

Invisibility. The wraith magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the wraith wears or carries is invisible with it.

[Chillwraith VTT Token](#)

Snowed Inn Maps

November 14, 2023

[Download](#) the 4K maps with your choice of gridless, hex, and square grid versions. Enhance your virtual tabletop experience with the animated map (2048 × 1360).

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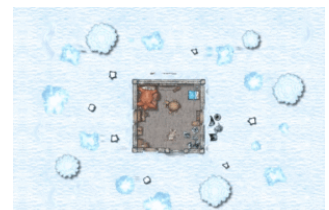
Gridless



Hex



Square



Animated

Snowed Inn

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A Bonus encounter for Tussle in the Tundra from [Limitless Champions Adventures](#)

Plot Hooks for Other Adventures

This encounter can work with nearly any adventure where the party travels through an arctic or tundra region. Here are some other ways you can incorporate this encounter into other adventures:

- **Rescue Mission:** The party learns of a remote cabin where a family has gone missing during a severe storm. They must navigate treacherous terrain to reach the cabin and uncover the tragic story.
- **Spiritual Journey:** The cabin could be a part of a larger quest to help spirits find peace. The party must find the cabin, learn about the family's story, and help free Thralgorn's spirit.
- **Frozen Mystery:** The party hears rumors of a haunted cabin in the tundra. They investigate to learn more about the spirits within and the events that led to their unrest.

Snowed Inn

Encounter Background and Setup

The party stumbles upon an abandoned log cabin in the midst of a desolate tundra during a relentless snowstorm. As they seek shelter from the biting cold, they find themselves trapped inside as the door slams shut, and snow piles up against it. To make matters worse, a malevolent spirit named Thralgorn haunts the cabin, tormented by the tragic events that unfolded within. To escape, the party must uncover the heart-wrenching story of the family who once lived here, provide closure to the spirit, and find a way to navigate the treacherous cold. The cabin's owners were Thralgorn (Father, Mixed Ancestry – [Orc](#), [Human](#)), Keyla (Mother, [Human](#)), and their children, Varak, Lyria, and Korrin. The children were 14, 13, and 11 years old.

The Storm before the Storm

As the party travels across the tundra, they see a log cabin on the horizon 500 feet away. A sudden blizzard whips up, and the biting cold becomes unbearable. The storm imposes a constant risk of exposure to extreme cold. The ground becomes difficult terrain due to wind and snow. At the start of every minute spent outside the cabin, each creature in the party without resistance to cold damage must make a DC 13 Constitution saving throw. On a failed save, they take 2d6 cold damage and gain one level of exhaustion. Once a creature fails a save, the effect increases by 1d6 cold damage for every subsequent minute and one level of exhaustion for every subsequent hour exposed to the storm.



The Cabin Log

On arriving at the cabin, the door opens easily, and nobody answers if the party knocks. Upon entering the cabin, the party finds themselves in a dimly lit space. The interior is cluttered with old furniture, dusty bookshelves, and a hearth with charred logs covered in frost. Despite the cold, the faint smell of woodsmoke still lingers in the air. The windows are frosted over. Heavy fur blankets cover a large bed near the hearth. If the party doesn't close the door upon entering, a gust of wind slams it shut once the entire party enters, even if propped open. Snow quickly piles up against the door, and the door, walls, and windows are indestructible. [Remove Curse](#) will eliminate the indestructible quality for one minute. Breaking a window brings the cold into the cabin and the effects as if outside in the storm, and as snow has piled up against the door, it has AC 15 and 27 hp. After one minute, all damage to the building instantly repairs itself. A creature that gets outside the cabin can enter again while the curse is active, but holding the door open will not allow anyone to exit through it. If the party investigates the cabin, they find the following in the various locations.

- **Bookshelves.** The weathered bookshelves hold a collection of carved wooden toys, carving tools, and books and scrolls, mostly stories of heroism and magic for children (many of which have the hero's name scratched out and the children's names added to replace them), plus *Thlapek's Guide to Tundra Plants*, a book of snow-themed poetry written in the local orcish dialect (with additional love poems written by Thralgorn in the margins), a hand-written journal of recipes using ingredients found in the area (written in a combination of Thralgorn's and

Keyla's handwriting with margin notes about the recipes and affectionate and suggestive notes to each other), and seven journals written in Keyla's handwriting of the family's history marking the parents' relationship, children's development, accomplishments, rites of passage, and other noteworthy events. The journals chronicle their life in the cabin and their love for and dedication to each other. The final journal in the series ends with Keyla's concern that Tralgorn has been gone in the storm for many days and her detailed preparation to go looking for him while making sure that the children would have all they need for two days, by which time she'd return regardless. She's reluctant to leave them alone, but they're old enough to take care of themselves as long as they keep the fire burning.

- **Desk.** A heavy wooden desk stands in the corner of the room, partially covered in a thin layer of frost. On it rests a frozen inkwell and quill, a brass candle holder with a used-up candle, and a leather-bound journal, its pages filled with flowing script in Orcish, both poetry and prose, which appears to be Thralgorn's handwriting. The journal expresses profound regret and despair at the loss of his family. He laments his absence during the fateful storm and blames himself for their tragic fate. His words reveal the depths of his sorrow and longing to reunite with them.
- **Mantle.** The mantle above the hearth is a weathered stone slab. On it rests a framed charcoal drawing of the family. Laying in front of it rests a single flower native to the region that froze before it dried out. On a small peg beside the chimney hangs a

simple pendant on a delicate chain. The pendant appears to be crafted from a small, polished piece of onyx, bearing the symbol of a deity of love and family.

- **Bed.** Under the fur blanket, a tall humanoid skeleton with orcish tusks rests in a bed of frozen rot and mold.

Keyla's Journals

Here's a sampling of the journal entries:

Today marks our first year in this cabin, and my heart swells with gratitude. Thralgorn's strength and determination have made this place a home. I see the fire in his eyes, and I know we'll make this work, no matter the challenges.

Our bond grows stronger with each passing season. Thralgorn's devotion to our family is unwavering. His determination to protect us is both his greatest strength and his burden.

Thralgorn and I have built a life here, a life that brings us closer to the land and to each other. His strength and determination never cease to amaze me. I love the way he gazes at our children with such tenderness. I'm so grateful for him.

The storm rages outside, and I can't help but worry about Thralgorn. He's been gone for three days now, searching for food and supplies. I know he's doing it to keep us fed, but I wish he didn't have to face the dangers of the tundra alone. I'll keep the fire burning, so he can find his way back.

Our children are growing up so fast. Thralgorn and I have had

our share of arguments, but we always find a way to make amends. He may have overreacted when Varak got a little too adventurous today, but the way he held our son and said he was sorry showed me how much he cares. It's the love and dedication that matter most. He may make mistakes, but his love for us is undeniable. I see it in the way he cares for Varak, Lyria, and Korrin. We are a family, and I wouldn't want it any other way.

Keyla's Final Three Entries

It's been several days since Thralgorn left to find food. The storm shows no signs of letting up, and I fear for him. Varak, Lyria, and Korrin have been so brave, but I can see the worry in their eyes. We've been rationing what little food we have left, and the fire is dwindling. I pray that Thralgorn returns soon. We need him.

It's been too long. Thralgorn should have returned by now. I can't bear the thought of him out there in this wretched storm. The children are doing their best to keep their spirits up, but I see the fear in their eyes. I've prepared enough food to last them two days, and I've left detailed instructions on how to relight the hearth. I'm reluctant to leave them alone, but they're old enough to take care of themselves. I'll find Thralgorn and bring him back, and then we'll all be together again.

This will be my final entry before I set out to find Thralgorn. The children are strong, and they'll be safe here for a short while. I've left them with all they need. I've stoked the fire as best I can, but it won't last much longer. I've left a bundle of firewood by the hearth, just in case. I'm reluctant to leave them, but I have to find Thralgorn. It's been too

long, and I fear the worst. I'll return within two days, no matter what. We'll be together again, and we'll face whatever comes our way as a family.

Thralgorn's Journal



I never thought the storm would end. I barely survived, through no cunning of my own, by falling through the ice into a subterranean tunnel that offered shelter until the days of wind and snow relented. I thought it surely a sign of the gods' providence, but now I know that it was a test, a choice to shelter myself or risk all for my family. In the cold embrace of this forsaken tundra, I returned to the cabin, hope heavy in my heart. Nearly a day's journey back, and there, I found her. Keyla, my love, lay lifeless in the snow, far from our shelter. Her hair, like midnight, joined the frozen shrubs around her. I knew I had been absent for too long, my journey too delayed. The guilt claws at my heart like a hungry beast.

I returned to the cabin, heart heavy with dread. And there, my worst fears became a reality. The children, my dear Varak, Lyria, and Korrin, frozen and still. I failed them. I failed my family. The hearth, once warm and inviting, now a cold abyss of despair. Their innocent faces, forever etched in frost, a haunting reminder of my absence. I remain a sentinel to their graves. My bleeding hands from chipping through the ice to dig their final beds is their blood crying out for help, always unanswered. I will never leave you again, yet we will remain eternally apart.

*In shadows deep, my heart does weep,
As icy winds their secrets keep.
Through snow and storm, I made my way,*

To find my kin, to find my stay.

*But cruel fate did play its part,
And tore my family's world apart.
In fields of white, I found her there,
My love, my life, so cold, so bare.*

*With every step, I blame myself,
For leaving them, for seeking help.
The guilt, a weight, I cannot bear,
For in their loss, I find despair.*

*The cabin stands, a solemn tomb,
Where frozen silence seals their doom.
My children, still, in icy sleep,
Their dreams, their laughter buried deep.*

*Oh, Keyla, my heart's lament,
Your love, your light, forever spent.
The hearth grown cold, the fire's gone out,
In this forsaken, frozen bout.*

*The cabin stands, a somber sight,
In frozen stillness, endless night.
I lay them down, by hearth and bed,
To rest in peace, where they once tread.*

*In fading embers, I find my way,
To pen these words, my heart's dismay.
To Keyla, Varak, Lyria, and Korrin,
In every snowflake, your love's adorning.*

*In cold and dark, I'll stay behind,
To guard the cabin, their souls entwined.
With every breath, I feel them near,
Their spirits linger, forever here.*

*Forgive me, dearest, for my mistake,
For leaving you all in the storm's cruel wake.
Never again, you cry or laugh
My failure is your epitaph.*

The weight of my failures is unbearable. I should have been here, with them, to kindle the hearth, to protect them from this cruel storm. It's my fault, all my fault. Their lives were taken because of my absence. How can I ever forgive myself for their suffering? I long to see their smiles, hear their laughter, and hold them close. But all I have now are memories, and they haunt my every step.


Thralgorn's Final Entry

The howling storm rages outside, and I am trapped within these walls once more. The firewood is gone, the food stores depleted. I am left with nothing but this empty cabin, the silent memories of my beloved family, and the bitter cold that gnaws at my bones. The guilt and sorrow have been my constant companions. I wish I were worthy to be buried beside them, to join them in their frozen slumber. I am the one who left them, who allowed this tragedy to befall us. As they died because of my absence, so too shall I be separated from them forever, as I deserve. My heart aches for their presence, for the warmth of their love. But the icy fingers of this unforgiving land draw me closer to the same fate they met. It is just. It is the price I must pay for my negligence. Farewell, my dearest Keyla, Varak, Lyria, and Korrin. May you find the peace and happiness in the afterlife that I could never provide in life.

Snowbound Showdown

As the party explores the cabin and uncovers the tragic story of Thralgorn and his family through Keyla's journals and Thralgorn's journal, the air grows even colder. At this point, the spirit of Thralgorn becomes active, but initially, he remains hidden, only manifesting as eerie and unsettling phenomena:

1. **Flickering Shadows:** The candle in the journal room ignites and starts to flicker wildly, casting long shadows that dance across the walls.
2. **Whispers in the Wind:** The party begins to hear faint whispers that sound like sorrowful voices on the wind, but too quiet to discern specific words.
3. **Frozen Breath:** The party's breath becomes more pronounced than before, and sinuses and lungs begin to feel frozen, triggering anyone with Shortness of Breath. Frost thickens on the windows and surfaces, darkening the room to total darkness.

If the party attempts to communicate with Thralgorn with  words of encouragement or an attempt to help him, the effects remain but stop increasing. Otherwise, the phenomena escalate each round.

1. **Biting Cold:** The air becomes so cold that it causes the party to take 1d6 cold damage at the start of each of their turns. They can attempt to resist this cold damage with a DC 15 Wisdom saving throw. This damage increases by 1d6 each round.
2. **Poltergeist Activity:** Objects in the room start moving and being thrown about, and while they don't damage the party, they still sting.
3. **Apparition:** Finally, if the party continues to ignore the

spirit's anguish, Thralgorn fully materializes as a [chillwraith](#), appearing as a sorrowful, spectral figure in orcish attire. At this point, he actively attacks the party.

To resolve the encounter peacefully and release Thralgorn's spirit, the party should attempt a non-hostile response, such as reading Keyla's journals or crafting a heartfelt message to leave in the cabin. Pointing out Keyla's love and forgiveness from her journals and offering to bury his bones outside with his family ceases the hostility.

A Warm Embrace

If the party responds to Thralgorn with empathy and compassion, the environment around them begins to shift. The bitter cold starts to ebb, replaced by a gentle warmth that spreads through the cabin. The frost on the windows recedes, revealing the tundra outside bathed in a soft, silvery light. With a final, heartfelt sigh, Thralgorn's spirit stands before the party, no longer tormented. He looks at the party with gratitude in his eyes, recognizing their efforts to understand his pain and offer solace. Before Thralgorn's spirit finally fades, he imparts a parting gift to each member of the party for their kindness and compassion. He grants them boons, temporary blessings that will aid them on their journey for one day.

Thralgorn's Parting Boons

Roll a D12 for each party member or choose a boon that seems most fitting for their character:

D12	Boon
1	Spiritual Guidance: The character can cast the " Guidance " cantrip at will for 24 hours.
2	Heartfelt Resolve: The character can reroll one failed saving throw within the next day.
3	Radiant Insight: The character gains advantage on Wisdom (Insight) checks for the next day.
4	Frostbinder's Resilience: The character gains resistance to cold damage for the next day.
5	Ethereal Echo: Once during the next day, the character can become incorporeal for one round and can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
6	Luminous Guardian: The character gains advantage on saving throws against fear effects and is immune to being frightened for the next day.
7	Snowshoe Guidance: The character gains expertise in Wisdom (Survival) checks for 1 day
8	Harmony of Elements: The character can choose to deal either fire or cold damage with their attacks for the next day.
9	Aegis of Clarity: The character gains advantage on saving throws against being charmed or stunned for the next day.
10	Nimbus of Swiftiness: The character's speed is increased by 10 feet for the next day.
11	Galeforce Grace: Once during the next day, the character can take an additional reaction.
12	Blessing of the Hearth: The character can cast the Prestidigitation cantrip at will for the next day.

As Thralgorn's form begins to fade, the figures from the drawing

on the mantle appear around him, embracing him. The entire family holds hands as they walk away toward the snowy horizon, their figures fading into the glare of the sun's reflection off of the snow.

Maps

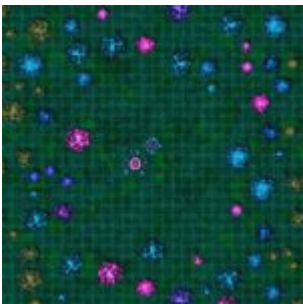
Use the [Cabin Cartography](#) map for this encounter.

We've also included [VTT tokens](#) for online play.



Tread on Me Maps

November 14, 2023

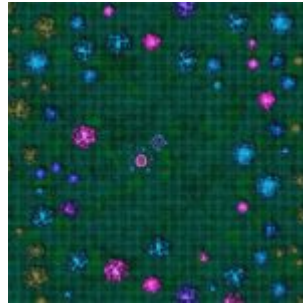


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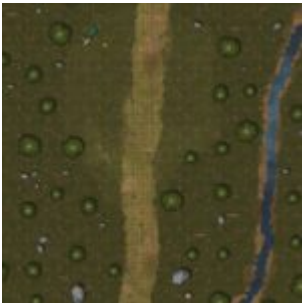


Cabin Map



The Fiery Fiasco Maps

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The Blockage Beneath Maps

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Animated





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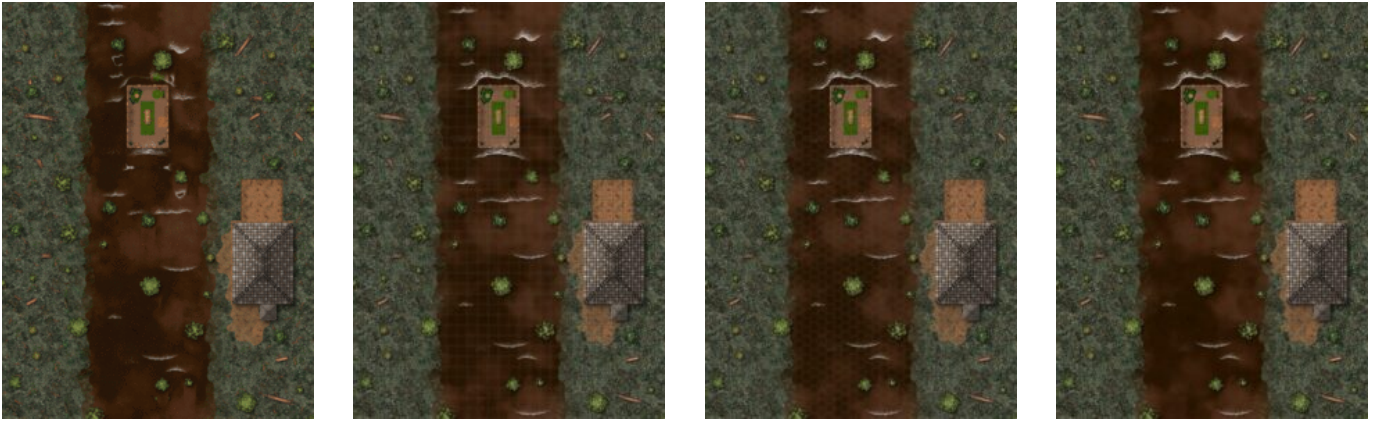
Rising Waters, Sinking Hopes Maps

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Cedric's Serpentine Strider

November 14, 2023



Wondrous Item (prosthetic leg), uncommon

This clockwork mobility device replaces a small or medium humanoid's missing legs and is propelled by treads on the underside. It's covered with a scaly exterior, resembling a snake from the waist down.

While mounted on the Serpentine Strider, you gain a walking speed of 30 feet. The device is powered by clockwork mechanisms that make pneumatic hissing sounds. Using the Serpentine Strider requires the user's hands to operate it effectively. While moving on the Strider, you cannot wield two-handed weapons or

use items that require both hands, as you need one hand to control the device. The hissing noise imposes disadvantage on Dexterity (Stealth) checks that require silence.

Cedric's Sensible Scroll

November 14, 2023

Scroll, uncommon

This scroll is a flexible overlay that transcribes written scrolls into textured writing and embosses images, diagrams, and other non-alphanumeric writing. When used, it can transcribe any written content placed upon it into a format that can be felt and interpreted through touch. The transcription converts the writing into the textured pattern associated with the written language but does not translate it.

Thornwing Flutterkin

November 14, 2023



Small fey (flutterkin), chaotic evil

Armor Class 14 (leather armor)

Hit Points 27 (6d6 + 6)

Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The Thornwing Flutterkin's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: [Mage Hand](#)

1/day each: [Mirror Image](#), [Invisibility](#)

Butterfly Dance. The Thornwing Flutterkin moves up to its speed without provoking opportunity attacks. During this movement, it can pass through other creatures' spaces.

Butterfly Thorns. When a creature makes a melee attack against the Thornwing Flutterkin, it must make a DC 13 Dexterity saving throw. On a failed save, the creature takes 5 (2d4) piercing damage as the thorns on its wings lash out in defense.

Actions

Multiattack. The Thornwing Flutterkin makes two attacks with its Thorned Stab.

Ensnaring Flutter (Recharge 5–6). The Thornwing Flutterkin flutters its thorned wings and releases a cloud of tiny, enchanted thorns in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 9 (2d8) piercing damage and becomes restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Thorned Stab. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.