

Dreadfallen Creeper

March 10, 2024



Medium undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Saving Throws Dex +3, Con +3

Skills Stealth +5

Damage Vulnerabilities radiant

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 10

Languages Infernal Sign

Challenge 1 (200 XP)

Dark Connection. The creeper draws power from the dreadfallen, gaining additional abilities as it gets closer. These abilities are cumulative.

- **Shrouded Presence (41-50 feet away).** The creeper gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- **Cloaked Grasp (31-40 feet away).** The creeper gains advantage on Dexterity (Stealth) checks and its grapple escape DC increases to 14.
- **Jaws of Death (30 feet or less).** The creeper's attacks deal an additional 2 (1d4) necrotic damage.

Actions

Multiattack. The creeper makes two attacks, one with its Grasping Claws and one with its Toxic Bite.

Grasping Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) slashing damage, and the target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, and the creeper can't grapple another target.

Toxic Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage + 2 (1d4) necrotic damage.

Dreadfallen

March 10, 2024



Huge undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 115 (11d12 + 44)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	3 (-4)	19 (+4)	11 (+0)	16 (+3)	14 (+2)

Saving Throws Str +8, Con +8

Skills Perception +11, Stealth +0

Damage Vulnerabilities radiant

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 21

Languages Infernal Sign

Challenge 9 (5,000 XP)

Turn Resistance. The dreadfallen has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The dreadfallen makes two attacks with its Grasping Arms or Howling Skull, and makes one attack with its Biting Jaws per grappled target.

Biting Jaws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (4d4 + 4) piercing damage.

Grasping Arms. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is restrained (escape DC 16). The dreadfallen can keep up to four targets restrained.

Howling Skull. Ranged Weapon Attack: +8 to hit, range 30 ft., one target. Hit: 11 (2d6 + 4) thunder damage. The dreadfallen uses an arm to hurl a skull at a target which explodes with a deep howl on impact.

Legendary Actions

The dreadfallen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dreadfallen regains spent legendary actions at the start of its turn.

Nightmarish Scream. The dreadfallen emits a cacophonous scream of many tortured voices. Each creature within 30 feet of the dreadfallen who can hear must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Leg Extension. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage. The dreadfallen

uses an arm to grasp a leg and uses it as a club.

Spawn Creeper (Costs 2 Actions). The dreadfallen creates a [creeper](#) in an unoccupied space within 10 feet of it. The creeper acts on its own initiative count. Creepers cannot move more than 60 feet from the dreadfallen. Additionally, if a creeper takes radiant damage in the same round it is destroyed, the dreadfallen takes radiant damage equal to the amount of radiant damage dealt to the creeper in that round. Destroying the dreadfallen also destroys all remaining creepers.

Talontula

March 10, 2024



Tiny undead, neutral evil

Armor Class 12

Hit Points 22 (5d4 + 10)

Speed 20 ft., climb 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages –

Challenge 1/4 (50 XP)

Disturbing Presence. Any creature hostile to the talontula that starts its turn within 10 feet of the talontula must make a DC 11 Wisdom saving throw, unless the talontula is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the talontula's Disturbing Presence for the next 24 hours.

Actions

Multiattack. The talontula makes two attacks: one with its Choking Grasp and one with its Thumb Mandibles.

Choking Grasp. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) necrotic damage and the talontula grasps a large or smaller target's neck. While grasping, the talontula doesn't attack. Instead, at the start of each of the talontula's turns, the target takes 4 (1d6 + 1) necrotic damage and 4 (1d4 + 2) piercing damage. The target must succeed on a DC 11 Constitution saving throw or be unable to speak or breathe until the start of the talontula's next turn.

A creature, including the target, can remove the talontula with a successful DC 11 Strength check.

Thumb Mandibles. Melee Weapon Attack: +4 to hit, reach 5 ft.,

one target. Hit: 4 (1d4 + 2) piercing damage.

Ascent to the Depths of Dread

March 10, 2024



The evil has broken its ancient bonds!

Can you brave the darkness and stop the nightmare creatures without becoming one of them?

This adventure is for 4–5 characters, levels 8–10.

Trigger Warnings

This adventure contains elements of body horror, violence (including choking and falling), and enclosed spaces. Player discretion is advised due to potentially disturbing content.

Synopsis

The party navigates a panicked crowd after a nearby mysterious tower's roof explodes with darkness. As they work through the crowd, they face six [talontulas](#), dismembered hands animated by dark magic. Recognized as heroes, the party is implored by the townsfolk to investigate the Forbidden Tower. Legends speak of a dark power sealed within, now unleashed.

Scaling the tower, they encounter signs of death and decay, with the ground barren and a dark cloud surrounding the top. Inside, they descend a spiral ramp, facing off against [creepers](#) seeking to hinder their progress. At the tower's depths, they confront the [dreadfallen](#), a formidable undead mass of body parts.

Finally, they must destroy five stones to seal a gateway to the Negative Material Plane while the necrotic energies threaten to turn them into a new dreadfallen. Once all stones are destroyed, the gateway is sealed. Ethereal figures emerge, revealing themselves as wizards who built the tower to contain the dark power. Grateful, they explain their sacrifice and thank the party.

Returning to the population center, the party is hailed as heroes, having prevented a catastrophe and earned valuable rewards.

Adventure Hooks

- Rumors of a powerful artifact hidden within the Forbidden Tower have spread across the land, attracting adventurers seeking fame and fortune. The party hears of these rumors and decides to investigate.
- The party receives a distress call from a member of a

secret society dedicated to protecting the world from dark forces. The message warns of an impending catastrophe emanating from the Forbidden Tower and requests the party's assistance in investigating and neutralizing the threat.

- The heroes witness the explosion from afar and decide to investigate.
- A renowned scholar contacts the party, seeking assistance in uncovering the secrets of the Forbidden Tower. Believing it holds the key to unlocking ancient knowledge, the scholar offers a reward for their help.

Where are we?

This adventure can take place in any populated center that may have a mysterious tower nearby.

Adventure

A Show of Hands

As the sun begins to set, an explosion shakes the community. In the distance, a spray like a smokeless volcano of ink erupts into the air as slivers of pure darkness surge across the landscape. One of those motes lands on the outskirts of the community, easily detectable by the screams of those nearby, which get louder and closer as more voices join in.

When the party investigates, the panicked crowd makes movement through the community nearly impossible. Each character must decide how to get through the crowd and succeed on an applicable DC 10 ability check such as Strength (Athletics) to push through, Dexterity (Acrobatics) to dodge between people, or

Charisma (Intimidation) to get people to avoid them unless using magic or another strategy. On failure, the character gets trampled by the crowd, taking 1d4 bludgeoning damage and must succeed on a DC 10 Constitution saving throw or fall prone. Characters using wheelchairs or other seated mobility devices or using a stability service animal have advantage on the check to avoid falling prone. This continues for three rounds, and if prone, the character must succeed on an applicable ability check with disadvantage to return to an upright position.

GM Note

While this encounter is intended more for atmosphere and introduction than danger, feel free to increase the number of talontulas or introduce waves of them to invoke stronger fear if your players seem unimpressed with six. The presence of the unarmed commoners likely offers a challenge as the party tries to protect them.

☒ After the third round, the crowd disperses until twenty unarmed **commoners** remain on the 20 × 100-foot road. At this point, the party discovers six **talontulas**, pairs of dismembered decaying hands, thumbs intertwined, waving their fingers like butterfly wings, and flying through the streets.

Anyone obstructed by the crowd or too slow to escape becomes a target as the talontula lands on the victim's neck, choking its prey while piercing the throat with mandible-like thumbs. As the target falls, the hands crawl along the ground and walls like a spider, its thumbs extended in search of its next victim, flying again when it chooses its next target. The talontulas are dispersed throughout the street, and each attacks the closest living creature.

All Hands on Deck

Once the party defeats the talontulas, the townsfolk recognize their bravery and power. They plead with the party to go investigate the Forbidden Tower and find a way to stop the dark magic from unleashing further abominations.

Six miles from the edge of town, the townsfolk point to the Forbidden Tower. They have learned its legend from childhood, and parents use it to scare their children into behaving while warning them to stay away. Many have scoffed at the stories, and while some have reached the base of the tower unscathed, none who attempted to scale it returned.

Legends tell of a dark power that was captured within it centuries ago. The stone tower has no doors or windows except a door at the top, sealed with powerful wards to prevent it from opening. Those who built the tower to contain the evil sacrificed their lives to contain it and became one with the dark power.

But now, the explosion must mean that, after all this time, the seal has broken, and the world will perish unless someone stops it. Someone needs to scale the tower to seal it or destroy the power within.

At Death's Door



As the party travels to the tower, they notice several dead animals along the way, crushed or strangled. Larger animals like deer have two holes in their necks the size of thumbs. The tower's eruption has ceased, but a dark cloud surrounds the top.

The ground in a fifty-foot circle around the tower is barren with no trees or undergrowth except some dead leaves and branches. A successful DC 10 Intelligence (Investigation) check reveals humanoid boot prints in many directions and lines in the dirt as if a medium-sized creature or object were dragged to or from the wall of the tower. (A human recently climbed the wall, fell, died on impact, and was pulled through the wall into the tower.)

The wall is indestructible, sealed with powerful magic to contain its contents.

Climbing the wall with a climber's kit requires a DC 10 Strength (Athletics) check, DC 18 without the kit. The top of the tower has enough space for two medium-sized creatures to stand. A creature at the top helping with a long enough rope gives other climbers advantage on the check. A climber who fails the check must roll 10d6 - 1 to see how far they fall, taking 1d6 bludgeoning damage for every ten feet, rounding down. If tied to a rope with someone helping from the top, the helper can prevent the fall with a successful DC 10 Strength check. A climber's kit reduces the fall distance to a maximum of 25 feet. After falling, the climber must attempt the Strength (Athletics) check again.

At the top of the tower, a roughly ten-foot square jagged opening emanates magical darkness, concealing the other side. The rest of the roof has a steep tiled slope, requiring a DC 10 Dexterity (Acrobatics) check to climb and perch on it.

Ramping Down

☒ No light enters the tower as magical darkness flows around the portal like liquid without gravity. Once inside, illumination and darkvision function normally, but magical

darkness conceals the bottom thirty feet of the tower. A creature with Devil's Sight can see through the darkness.

A spiral wooden ramp lines the interior wall, extending to the bottom. The ramp is five feet wide with a six-inch raised ridge along the inner edge, but no railings. The ramp slopes downward at a rate of ten feet per circumference of the tower, a total ramp distance of 600 feet.

Once the characters arrive within the tower, six [creepers](#) attempt to sneak up the wall to attack. To determine the starting location of each creeper, roll 1d4 for the hundreds place and 1d100 for the remaining two digits. The resulting number indicates the distance down the ramp where each creeper begins its turn.

Creepers each attempt to hide and move vertically toward the closest character until reaching the ramp, then they climb on the underside of the ramp until directly below the target, grabbing the ridge of the ramp and launching into an attack. Creeper attacks continue until the [dreadfallen](#) is destroyed.

Navigating the Tower

To keep track of character and creeper locations in the tower, simplify the spiral ramp into a straight line. The tower has a 20-foot diameter, with a 5-foot-wide ramp descending 1 foot per 10 feet of ramp.


Creepers climbing the tower cover up to 180 ramp feet per round (60 feet up the tower wall for every 10 feet climbed). They can only attack adjacent characters while moving vertically, so move them 60 feet at a time, then use the remaining feet to move along the ramp using normal distances. as if making 60-foot leaps and walking the rest, only able to attack targets within 5 feet or less of their landing position or with normal

movement.

If characters attempt to long jump to the opposite side, the 12-foot jump requires a Strength score of 24, moving them 30 feet down the ramp. A 90-degree jump with a 15-foot movement requires a Strength score of 12, moving them 15 feet down.

A creature can swing down to the ramp below as a bonus action by succeeding on a DC 10 Dexterity (Acrobatics) check and using all of its movement. On success, it moves sixty feet down the ramp.

The dreadfallen and creepers do not speak verbally but communicate with each other through Infernal Sign Language, which they can sense using their blindsight. Creepers have disadvantage on attack rolls against anyone who can understand this language as they communicate their strategies to each other. Characters may notice the communicative movements, and a successful DC 10 Intelligence (Arcana) check recognizes the movements as a visual language. Characters who know at least one visual language have advantage on the check.

If a creature flies down the middle past a creeper, it provokes an opportunity attack as the creeper launches at the target. If the creeper misses with this attack, it falls to the bottom. Creepers attempt to use the ramp as cover when possible. At the GM's discretion, spells like [Fireball](#) and [Ice Storm](#) may only affect creatures within one ramp level (The caster must consider elevation when choosing the spell direction and range.) due to cover from the ramps. 

Negative Consequences

As the dreadfallen ceases its writhing, the remaining creepers collapse, and the magical darkness dissipates. Suddenly, the

inert pile of limbs and organs begins to shudder and move as it seems to implode downward as if draining into a hole. The remaining flesh vanishes into a 5-foot diameter vortex of swirling green and black energy in the floor, surrounded by a pentagon of five non-reflective black stones. The energy flows into the stones as they become impossibly darker, then exploding outward.

Sealing the Gateway

Roll initiative as the party responds to the explosion.

The stones pulse with dark energy. At initiative count 20, each stone emits an explosive wave of necrotic energy, dealing 1d6 necrotic damage per remaining stone to any creature within 30 feet of it.

Negative Energy Stones

Armor Class 15

Hit Points 30

Immunities Necrotic, Poison, Psychic; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Vulnerabilities Radiant Damage

To seal the gateway, the party must destroy the five black stones surrounding it.

Any creature at 0 hit points on its turn rises as a [dreadfallen creeper](#) on its turn the following round. Use the portal for determining its Dark Connection proximity. If three creatures thus transform, they merge over the stones and portal as a new [dreadfallen](#). Once all five stones are destroyed, the portal

implodes. The [negative material plane](#) connection is severed, sealing the gateway for good.



The Tower's Builders Speak

Once the gateway closes, the stone fragments glow bright white, and ethereal figures of five [wizards](#) emerge from the light. They include a towering [minotaur](#) with intricate tattoos adorning his horns, his arm around the shoulder of a purple [tiefling](#) with curly black hair and horns with a similar shape and tattoos, a [gnome](#) with shimmering silver hair cascading down her back and a clockwork prosthetic leg, a [human](#) in a cyan parka that seems trimmed with ice and snow and who has tattoos on their face that transform their burn scars into a dragon, and a sea elf with aqua skin, indigo hair, and lightning-like trim on his robe.

The wizards express gratitude and explain that, centuries ago, they erected the tower to contain an ancient, malevolent force. To fortify the wards, they bound their spirits to the stones. However, the insidious being within the tower, rather than attempting to escape, cunningly manipulated the very stones that restrained it. Through dark machinations, it orchestrated an escape into the Negative Material Plane, leaving behind a rift that animated the remains of those who fell in the initial battle and those who dared to investigate the tower. These unfortunate souls metamorphosed into the dreadfallen, embodying the twisted remnants of their former selves. The cataclysmic explosion occurred when the pent-up negative energy breached a weak point in the tower's roof, expelling a surge of force that birthed the [talontulas](#), a grotesque manifestation of the escaping darkness.

As they finish their tale, they fade away, leaving only a shaft

of light from the opening in the roof. When the party decides to leave the tower, they must find a way down from the roof.

Rewards

Against the wall rests a large pile of rusting and rotting equipment, the former belongings of the tower's victims that the dreadfallen expelled. If the party examines the pile, they find the following.

- 8,800 gp
- 2,160 pp
- Silver chalice set with moonstones (750 gp value)
- Spell Scroll in a hollowed-out bone case: Ice Storm
- [Arrow +2](#)

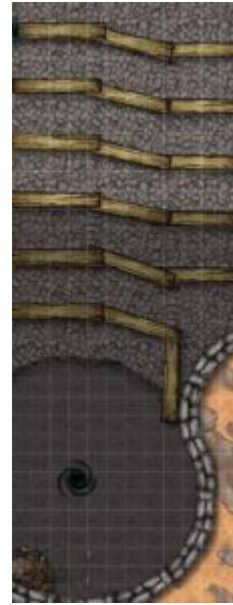
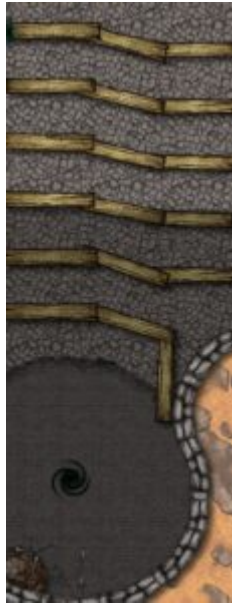
Returning to Town

Returning from the tower, the relieved and grateful townsfolk greet the party, eagerly awaiting news. With the threat vanquished, the community begins to heal from the trauma. They hail the party as heroes, their bravery and sacrifice celebrated by all.

Dramatis Personae

- [Dreadfallen](#)
- [Dreadfallen Creeper](#)
- [Talontula](#)

Maps



To use the tower map, enter through the portal at the top left. As characters move left to right down the ramp, it continues on the left side at the next level until reaching the bottom. It's a steady decline, displayed with different angles for VTT compatibility.

Credits & Copyright

- Writer: Dale Critchley
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Undead Guardian Hound

March 10, 2024



Medium undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Common but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) necrotic damage.

Death Breath (Recharge 5-6). The hound exhales rotting goo in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Undead Countess

March 10, 2024



Medium undead (zombie), neutral evil

Armor Class 10 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

Rotting Burst. When the Countess dies, it explodes in a burst of rotting flesh. Each creature within 20 ft. of it must make a DC 13 Dexterity saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Undead Fortitude. If damage reduces the Countess to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the Countess drops to 1 hit point instead.

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) bludgeoning damage.

Undead Count

March 10, 2024



Medium undead (mummy), lawful evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	16 (+3)	8 (-1)	14 (+2)

Saving Throws Wis +1

Damage Vulnerabilities fire

Damage Immunities necrotic, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, Common, Infernal

Challenge 3 (700 XP)

Actions

Multiattack. The Count can use its Dreadful Glare and makes one attack with its rotting fist.

Dreadful Glare. The Count targets one creature it can see within 60 ft. of it. If the target can see the Count, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the Count's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all [mummies](#) (but not [mummy lords](#)) for the next 24 hours.

Rotting Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the [Remove Curse](#) spell or other magic.

Chillwraith

March 10, 2024



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](#)

Ghost

March 10, 2024



undead

Lich

March 10, 2024



undead