# Wight

written by CresthavenRPG Guru | November 20, 2014

*Uncommon | Medium | Neutral evil | Undead*

A wight is an undead spirit living in the body of a dead human or demi-human.

| Armor Class | Hit Points | Move |
|---|---|---|
| 15 | 16 *(4 Hit Dice)* | walk 90 ft |

| | |
|---|---|
| **Appearing** | 2d6 |
| **Habitat** | Any |
| **Negotiation** | no |
| **Morale DC** | 6 |
| **Challenge** | 2.7 (810 XP per monster) |

## Ability Scores

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| -2 | -1 | -1 | -1 | 0 | -3 |

## Combat

Has 1 attack. Hit Bonus +3. Damage Touch. 2d6 +3 damage

**Special Attacks**

Energy Drain. Each touch that the wight lands drains one level from the victim, reducing Hit Dice, class bonuses, spell abilities, and so forth.

**Special Defense**

Hit only by silver or +1 or better magical weapon

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## Treasure

**Individual:** None

**Lair:** 1d8×1,000 cp (50%); 1d6×1,000 sp (25%); 1d3×1,000 gp (25%); 1d8 gems (30%); 1d4 jewelry (20%); 1 magic item (sword, armor, or miscellaneous magic) (10%).