



MEDIUM (5'x5')

LEVELS 1 THRU 10

## WIGHT

|                        |                        |                        |                        |                       |                        |
|------------------------|------------------------|------------------------|------------------------|-----------------------|------------------------|
| STR<br><b>18</b><br>+4 | DEX<br><b>16</b><br>+3 | CON<br><b>16</b><br>+3 | INT<br><b>12</b><br>+1 | WIS<br><b>11</b><br>0 | CHA<br><b>14</b><br>+2 |
|------------------------|------------------------|------------------------|------------------------|-----------------------|------------------------|

The Wight performs 2x Long Sword attacks per turn plus the following:

The Wight performs an additional Long Sword attack at the end of the 3rd player's turn.

The Wight summons a **Dark Shade** during its first turn and every other turn thereafter. A Dark Shade is drawn toward living creatures and moves 10' per turn. It can only be damaged by Holy Magic. A Dark Shade will move inside the body of a small (or larger) living creature and drain its life essence every turn. Once inside a living host, it can only be removed through exorcism. It can only be killed outside a host. If a living creature dies with a shade inside of it, it returns as an Undead within 24 hours under the Wight's control. The Wight can control 8 Undead. The Dark Shade causes a severe chill when entering a host followed by increasing fatigue.

**Long Sword:** Melee weapon attack, 5' range

**Dark Shade:** Summoned life-draining spirit, small (3'x3') barely visible shadow, 6 hit points

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The Wight is part of the RPG adventure *The Tailor's Task* from [GlendorsRPGAdventures.com](http://GlendorsRPGAdventures.com)

| Level                 | 1       | 2   | 3         | 4         | 5         | 6          | 7          | 8          | 9          | 10         |
|-----------------------|---------|-----|-----------|-----------|-----------|------------|------------|------------|------------|------------|
| Armor Class           | 15      | 15  | 15        | 15        | 16        | 16         | 16         | 16         | 16         | 17         |
| Hit Points            | 14      | 59  | 61        | 101       | 116       | 62         | 130        | 177        | 197        | 118        |
| XP Value              | 200     | 440 | 680       | 950       | 1500      | 2200       | 2950       | 3800       | 4800       | 5900       |
| Proficiency Bonus     | +2      | +2  | +2        | +2        | +3        | +3         | +3         | +3         | +4         | +4         |
| Long Sword            | 4 (1d6) | 2   | 5 (1d6+2) | 5 (1d6+2) | 6 (1d8+1) | 15 (3D6+5) | 10 (2d6+3) | 9 (1d10+4) | 10 (2d6+3) | 21 (3d8+8) |
| Dark Shade life drain | 1       | 1   | 2         | 2         | 2         | 5 (1d6+2)  | 3 (1d4+1)  | 3 (1d4+1)  | 3 (1d4+1)  | 7 (1d8+3)  |

Other \_\_\_\_\_

Other \_\_\_\_\_



MEDIUM (5'x5')

LEVELS 11 THRU 20

# WIGHT

|                        |                        |                        |                        |                       |                        |
|------------------------|------------------------|------------------------|------------------------|-----------------------|------------------------|
| STR<br><b>18</b><br>+4 | DEX<br><b>16</b><br>+3 | CON<br><b>16</b><br>+3 | INT<br><b>12</b><br>+1 | WIS<br><b>11</b><br>0 | CHA<br><b>14</b><br>+2 |
|------------------------|------------------------|------------------------|------------------------|-----------------------|------------------------|

Additional information:

The Wight's Dark Shades will dissipate if the Wight is killed.

The Wight takes 1/2 damage from cold and physical attacks.

The Wight is immune to poison, charm and sleep effects.

The Wight can move up to a maximum 30' per turn.



**Long Sword:** Melee weapon attack, 5' range

**Dark Shade:** Summoned life-draining spirit, small (3'x3') barely visible shadow, 6 hit points

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| Level                 | 11         | 12         | 13          | 14         | 15         | 16         | 17          | 18          | 19         | 20         |
|-----------------------|------------|------------|-------------|------------|------------|------------|-------------|-------------|------------|------------|
| Armor Class           | 17         | 17         | 17          | 17         | 18         | 18         | 18          | 18          | 18         | 18         |
| Hit Points            | 122        | 149        | 195         | 320        | 187        | 310        | 144         | 165         | 400        | 350        |
| XP Value              | 7000       | 8200       | 9900        | 11700      | 13600      | 15600      | 17750       | 20000       | 22400      | 25000      |
| Proficiency Bonus     | +4         | +4         | +5          | +5         | +5         | +5         | +6          | +6          | +6         | +6         |
| Long Sword            | 24 (8d4+4) | 24 (8d4+4) | 22 (2d12+9) | 13 (2d8+4) | 29 (6d6+8) | 20 (4d6+6) | 40 (8d6+12) | 41 (8d6+14) | 20 (4d6+6) | 27 (9d4+5) |
| Dark Shade life drain | 8 (1d10+2) | 8 (1d10+2) | 7 (1d8+3)   | 4 (1d6)    | 10 (2d6+3) | 7 (1d8+3)  | 13 (2d8+4)  | 14 (2d8+5)  | 7 (1d8+3)  | 9 (1d10+4) |

Other \_\_\_\_\_

Other \_\_\_\_\_