

## WIGHT

Wights are fearsome voluntary revenants whose presence is an icy, gloomy void in the living world. They appear as skeletons with rotted, torn, virtually fleshless skin pulled taut over their frames, and their eyes burn with cold white malice. Their very presence dims the light and chills the air. Wights come into being when a mortal assaulter who took the *way of the assassin*, *way of the bard*, *way of the paladin*, *way of the ranger* or *way of the sentinel* power suffers some sort of intense failure in the service of the clergy. As a result, his or her soul is filled with spiritual depression and, for one motive or another, the mortal opens him or herself to communion with an otherworldly spirit. The mortal may even have decent intentions, hoping to make up for the failure, but the result is being joined to a spirit that generates the horrific undead. The mortal's soul is soon consumed by despair, and indeed a wight is the very embodiment of loneliness. Sorrowful and cruel, wights are filled with their own emptiness and seeking to spread their misery by ushering more mortals into undeath. They make their lairs in barrows or other burial sites, distant enough from mortal settlements to let them lie hidden, yet close enough for them to find victims of their wrath, seeking to lure and capture mortals who pass too close to their domains. Wights maintain and continue to hoard possessions, and in combat they wield their weapons as effectively as they did during life as mortal assaulters, as well as move surprisingly fast due to the evil spirit within them, gaining a walking speed bonus equal to  $+1 \times \text{tier}$ . They can also exude their chilling presence through their weapons, weakening and slowing foes.

- Reclusion wights are born from lower-powered combinations of mortals and spirits and had average wealth in life, wearing common armors, bearing common shields and wielding common weapons ( $\pm 0$  d-steps) – featured specimen: aelf mortal, purgatorial spirit, leather armor, no shield, paired heavy melee weapons, single medium versatile weapon.
- Isolation wights are spawned from medium-powered combinations of mortals and spirits and had high wealth in life, wearing common armors, bearing superior shields and wielding superior weapons ( $+1$  d-step) – featured specimen: orc mortal, infernal spirit, ring armor, heavy shield, single heavy melee weapon, single heavy ranged weapon.
- Desolation wights are born from higher-powered combinations of mortals and spirits and had grand wealth in life, wearing superior armors, bearing superior shields and wielding exceptional weapons ( $+2$  d-steps) – featured specimen: Scealc mortal, abyssal spirit, splint armor, no shield, single great melee weapon, single great ranged weapon.
- True Rest: A defeated wight's corpse must be burned in a pyre or bonfire with the correct type of leaves, likely from a tree species native to the deceased mortal's homeland, until only charred bones remain – if this is not done, the corpse lies dormant until the next sunset after the battle, then rising again at full strength.

WIGHT TRAITS
<b>Class:</b> revenant (voluntary)
<b>Origin:</b> Midgard + Sgailoch or Yfelorn or Niflskein
<b>Sapience:</b> moral-agent
<b>Lifeviews:</b> <i>lawful-wicked-inward</i> , <i>lawful-wicked-inward</i> , <i>lawful-wicked-inward</i>
<b>Vessel:</b> corporeal (necrotic)
<b>Tier/Shape Range:</b> Dawning $1 \times 1 \times 1$ to Crowning $1 \times 1 \times 1$
<b>Role:</b> warrior
<b>Creature Knowledge:</b> <ul style="list-style-type: none"> <li>• <i>General:</i> <i>nighlore</i> (sta) DR 16</li> <li>• <i>Specific:</i> <i>farlore</i> (imp) DR 29</li> </ul>
<b>Roottrait Points:</b> $5 + [3 \times (\text{tier} - 1)]$
<b>Attack Roottraits:</b> <ul style="list-style-type: none"> <li>• <i>Physical Strikes/Harm:</i> Glt/Brw</li> <li>• <i>Magical Strikes/Harm:</i> Glt/Wis</li> </ul>
<b>Augmentations/Lifeskills:</b> Nml +3, Mfl +3; hasten +2; physical strikes +3, physical harm +3; magical strikes +2, magical harm +2; <i>clout</i> +1 (train: sta); <i>dive</i> +0 (train: sta); <i>farlore</i> +2 (train: imp); <i>heed</i> +4 (train: adv); <i>look</i> +3 (train: imp); <i>lurk</i> +4 (train: imp); <i>mingle</i> +0 (train: sta); <i>nighlore</i> +2 (train: sta); <i>search</i> +2 (train: sta); <i>toil</i> +3 (train: imp); <i>trick</i> +0 (train: sta); <i>tumble</i> +0 (train: sta); <i>wile</i> +0 (train: sta); <i>writ</i> +0 (train: sta)
<b>Carcass Harvest:</b> <ul style="list-style-type: none"> <li>• <i>Bones, Teeth:</i> <math>[(1d2) \times \text{cubes}]</math> coppers; <i>hew</i> (sta) DR 7</li> </ul>
<b>Lair Treasure:</b> <ul style="list-style-type: none"> <li>• <i>Mundane:</i> modest</li> <li>• <i>Magical:</i> abundant</li> </ul>

# ALPENGARD | MONSTER STATISTICS

RECLUSION WIGHT
<b>Tier:</b> Raising <b>Liferview:</b> <i>lawful-wicked-inward</i> <b>Languages:</b> Common, Aelf, Purgatorial, Faerie
<b>Shape:</b> 1×1×1 <b>Size Modifier:</b> ±0 <b>Mass Modifier:</b> ±0 <b>Speed:</b> walk 9
<b>Roottraits:</b> Brw 3; Lth 2; Smt 1; Wis 2; Glt 3 <b>Hasten:</b> 4 <b>Defenses:</b> Nml 20; Ftl 19; Mfl 21 <b>Grit:</b> 23+3d10 [40] <b>Pneuma:</b> 9
<b>Harm Yields:</b> <u>susceptible</u> <i>rasp, shake, logos, charis, hallow</i> ; <u>vulnerable</u> <i>whelm</i> 6 (armor -1), <i>flare</i> 5, <i>gleam</i> 3; <u>resistant</u> <i>wreck</i> 0 (armor +5), <i>frost</i> 26, <i>gloom</i> 17, <i>shock</i> 21; <u>immune</u> <i>rot, chaos, hubris, heinous</i>
<b>Condition Adaptations:</b> <u>impervious</u> <i>fatigued, exhausted, disoriented, stunned, slowed, paralyzed, incapacitated, nauseated, retched, poisoned, diseased, charmed, enthralled, possessed, confused, deranged, blinded, deafened, stifled, numbed</i>
<b>Lifeskills:</b> <i>clout</i> +4 (sta); <i>dive</i> +4 (sta; armor -2); <i>farlore</i> +6 (imp); <i>heed</i> +9 (adv); <i>look</i> +7 (imp); <i>lurk</i> +8 (imp; armor -2); <i>mingle</i> +3 (sta); <i>nighlore</i> +4 (sta); <i>search</i> +5 (imp); <i>toil</i> +8 (imp; armor -2); <i>trick</i> +3 (sta); <i>tumble</i> +2 (sta; armor -2); <i>wile</i> +4 (sta; armor -2); <i>writ</i> +2 (sta)
ATTACKS AND POWERS
<b>2 Bone-Claws—2 strikes; assail Nml [utilization; 0 pneuma]:</b> targeted melee 0; strike +6; <i>wreck (rend)</i> harm 1d4+3 plus <i>heinous</i> harm 1d6   <b>Option [adjuvant; 1 pneuma]:</b> <i>rend</i> (1d4)   <b>Option [adjuvant; 1 pneuma]:</b> <i>enfeeble</i> (1d4 rounds)
<b>Paired Melee Weapons (Aggressive Stance)—2 strikes; assail Nml [utilization; 0 pneuma]:</b> • <b>1 Spikepick:</b> targeted melee 1; strike +6; <i>wreck (stab)</i> harm 1d8+3 plus <i>heinous</i> harm 1d6   <b>Option [adjuvant; 1 pneuma]:</b> <i>gore</i> (1d4)   <b>Option [adjuvant; 1 pneuma]:</b> <i>enfeeble</i> (1d4 rounds) • <b>1 Battlaxe:</b> targeted melee 1; strike +6; <i>wreck (chop)</i> harm 1d8+3 plus <i>heinous</i> harm 1d6   <b>Option [adjuvant; 1 pneuma]:</b> <i>hack</i> (1d4)   <b>Option [adjuvant; 1 pneuma]:</b> <i>enfeeble</i> (1d4 rounds)
<b>1 Fastsling (Transitive Stance)—1 strike; assail Nml [utilization; 0 pneuma]:</b> ranged 15/30/45; strike +6; <i>wreck (stab)</i> harm 1d12+6 plus <i>heinous</i> harm 1d6   <b>Option [adjuvant; 1 pneuma]:</b> <i>gore</i> (1d4)   <b>Option [adjuvant; 1 pneuma]:</b> <i>enfeeble</i> (1d4 rounds)
<b>Arcane Thundersmite—1 zone 1×1×1; assail Ftl [utilization; 1 pneuma]:</b> blast area melee 1; strike +5; <i>category</i> harm 1d10+4 plus <i>heinous</i> harm 1d6   <b>Option [adjuvant; 1 pneuma]:</b> <i>enfeeble</i> (1d4 rounds)
<b>Arcane Radianceray—1 strike; assail Nml [utilization; 1 pneuma]:</b> targeted ranged 40; strike +5; <i>category</i> harm 1d8+1 plus <i>heinous</i> harm 1d6   <b>Option [adjuvant; 1 pneuma]:</b> <i>enfeeble</i> (1d4 rounds)
<b>Monster and Mortal Powers:</b> <i>ability substitution</i> (Glt); <i>arcane shadow</i> ; <i>aura of fright</i> ; <i>aura of ruin</i> ( <i>chaos</i> or <i>hubris</i> or <i>heinous</i> ; 1d4); <i>ensheathe</i> ( <i>frost</i> or <i>gloom</i> : 1d2); <i>grappling—improved</i> ; <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i>
<b>Ascension-Point Value:</b> 31

ISOLATION WIGHT
<b>Tier:</b> Honing <b>Liferview:</b> <i>lawful-wicked-inward</i> <b>Languages:</b> Common, Orc, Infernal, Beast
<b>Shape:</b> 1×1×1 <b>Size Modifier:</b> ±0 <b>Mass Modifier:</b> ±0 <b>Speed:</b> walk 10 (armor/shield -2)
<b>Roottraits:</b> Brw 4; Lth 3; Smt 1; Wis 4; Glt 5 <b>Hasten:</b> 6 <b>Defenses:</b> Nml 25 (shield -1); Ftl 24; Mfl 27 <b>Grit:</b> 58+5d10 [86] <b>Pneuma:</b> 15
<b>Harm Yields:</b> <u>susceptible</u> <i>rasp, shake, chaos, charis, hallow</i> ; <u>vulnerable</u> <i>whelm</i> 6 (armor/shield -5), <i>flare</i> 5, <i>gleam</i> 3; <u>resistant</u> <i>wreck</i> 0 (armor/shield +13), <i>frost</i> 26, <i>gloom</i> 17, <i>shock</i> 21; <u>immune</u> <i>rot, logos, hubris, heinous</i>
<b>Condition Adaptations:</b> <u>impervious</u> <i>fatigued, exhausted, disoriented, stunned, slowed, paralyzed, incapacitated, nauseated, retched, poisoned, diseased, charmed, enthralled, possessed, confused, deranged, blinded, deafened, stifled, numbed</i>
<b>Lifeskills:</b> <i>clout</i> +6 (sta); <i>dive</i> +5 (sta; armor/shield -7); <i>farlore</i> +8 (imp); <i>heed</i> +12 (adv); <i>look</i> +11 (adv); <i>lurk</i> +10 (imp; armor/shield -7); <i>mingle</i> +5 (sta); <i>nighlore</i> +5 (sta); <i>search</i> +5 (sta); <i>toil</i> +10 (imp; armor/shield -7); <i>trick</i> +5 (sta); <i>tumble</i> +3 (sta; armor/shield -7); <i>wile</i> +7 (sta; armor/shield -7); <i>writ</i> +2 (sta)
ATTACKS AND POWERS
<b>2 Bone-Claws—2 strikes; assail Nml [utilization; 0 pneuma]:</b> targeted melee 0; strike +8; <i>wreck (rend)</i> harm 1d4+4 (mainhand) or 1d4+3 (offhand) plus <i>heinous</i> harm 1d8   <b>Option [adjuvant; 1 pneuma]:</b> <i>rend</i> (1d6)   <b>Option [adjuvant; 1 pneuma]:</b> <i>enfeeble</i> (1d6 rounds)
<b>1 Warhammer (Transitive Stance)—1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted melee 1; strike +8; <i>wreck (beat)</i> harm 1d8+1d6+7 plus <i>heinous</i> harm 1d8   <b>Option [adjuvant; 1 pneuma]:</b> <i>squash</i> (1d6)   <b>Option [adjuvant; 1 pneuma]:</b> <i>enfeeble</i> (1d6 rounds)
<b>1 Javelin (Defensive Stance)—1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted melee 1 or ranged 10/20/30; strike +8; <i>wreck (stab)</i> harm 1d12+7 plus <i>heinous</i> harm 1d8   <b>Option [adjuvant; 1 pneuma]:</b> <i>gore</i> (1d6)   <b>Option [adjuvant; 1 pneuma]:</b> <i>enfeeble</i> (1d6 rounds)
<b>Arcane Acidsmite—1 zone 1×1×1; assail Ftl [utilization; 1 pneuma]:</b> blast area melee 1; strike +7; <i>category</i> harm 1d10+6 plus <i>heinous</i> harm 1d8   <b>Option [adjuvant; 1 pneuma]:</b> <i>enfeeble</i> (1d6 rounds)
<b>Arcane Fireray—1 strike; assail Nml [utilization; 1 pneuma]:</b> targeted ranged 40; strike +7; <i>category</i> harm 1d8+2 plus <i>heinous</i> harm 1d8   <b>Option [adjuvant; 1 pneuma]:</b> <i>enfeeble</i> (1d6 rounds)
<b>Monster and Mortal Powers:</b> <i>ability substitution</i> (Glt); <i>arcane shadow</i> ; <i>aura of fright</i> ; <i>aura of ruin</i> ( <i>logos</i> or <i>hubris</i> or <i>heinous</i> ; 1d6); <i>ensheathe</i> ( <i>frost</i> or <i>gloom</i> : 1d4); <i>grappling—improved</i> ; <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i>
<b>Ascension-Point Value:</b> 47

DESOLATION WIGHT
<b>Tier:</b> Quelling <b>Lifeview:</b> <i>lawful-wicked-inward</i> <b>Languages:</b> Common, Scealc, Abyssal, Giant
<b>Shape:</b> 1×1×1 <b>Size Modifier:</b> ±0 <b>Mass Modifier:</b> ±0 <b>Speed:</b> walk 13 (armor -3)
<b>Roottraits:</b> Brw 6; Lth 4; Smt 1; Wis 4; Glt 8 <b>Hasten:</b> 6 <b>Defenses:</b> Nml 28 (armor -2); Ftl 31; Mfl 32 <b>Grit:</b> 107+7d10 [146] <b>Pneuma:</b> 22
<b>Harm Yields:</b> <u>susceptible</u> <i>rasp, shake, chaos, charis, hallow</i> ; <u>vulnerable</u> <i>whelm</i> 6 (armor -4), <i>flare</i> 5, <i>gleam</i> 3; <u>resistant</u> <i>wreck</i> 0 (armor +14), <i>frost</i> 26, <i>gloom</i> 17, <i>shock</i> 21; <u>immune</u> <i>rot, logos, hubris, heinous</i>
<b>Condition Adaptations:</b> <u>impervious</u> <i>fatigued, exhausted, disoriented, stunned, slowed, paralyzed, incapacitated, nauseated, retched, poisoned, diseased, charmed, enthralled, possessed, confused, deranged, blinded, deafened, stifled, numbed</i>
<b>Lifeskills:</b> <i>clout</i> +10 (imp); <i>dive</i> +8 (sta; armor -5); <i>toil</i> +14 (imp; armor -5); <i>minge</i> +8 (sta); <i>search</i> +5 (sta); <i>heed</i> +14 (adv); <i>tumble</i> +4 (sta; armor -5); <i>nighlore</i> +5 (sta); <i>look</i> +12 (imp); <i>farlore</i> +11 (imp); <i>trick</i> +8 (sta); <i>lurk</i> +11 (imp; armor -5); <i>wile</i> +10 (sta; armor -5); <i>writ</i> +3 (sta)
ATTACKS AND POWERS
<b>2 Bone-Claws — 2 strikes; assail Nml [utilization; 0 pneuma]:</b> targeted melee 0; strike +11; <i>wreck (rend)</i> harm 1d4+5 (mainhand) or 1d4+4 (offhand) plus <i>heinous</i> harm 1d10   <b>Option [adjutant; 1 pneuma]:</b> <i>rend</i> (1d8)   <b>Option [adjutant; 1 pneuma]:</b> <i>enfeeble</i> (1d8 rounds)
<b>1 Greatsword (Aggressive Stance) — 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted melee 1; strike +11; <i>wreck (rend-stab)</i> harm 2d10+9 plus <i>heinous</i> harm 1d10   <b>Option [adjutant; 1 pneuma]:</b> <i>slash</i> (1d8) or <i>gore</i> (1d8)   <b>Option [adjutant; 1 pneuma]:</b> <i>enfeeble</i> (1d8 rounds)
<b>1 Swiftbow (Offensive Stance) — 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted ranged 20/40/60; strike +11; <i>wreck (stab)</i> harm 1d10+1d8+9 plus <i>heinous</i> harm 1d10   <b>Option [adjutant; 1 pneuma]:</b> <i>gore</i> (1d8)   <b>Option [adjutant; 1 pneuma]:</b> <i>enfeeble</i> (1d8 rounds)
<b>Arcane Snowsmite — 1 zone 1×1×1; assail Ftl [utilization; 1 pneuma]:</b> blast area melee 1; strike +10; <i>frost</i> harm 1d10+6 plus <i>heinous</i> harm 1d10   <b>Option [adjutant; 1 pneuma]:</b> <i>enfeeble</i> (1d8 rounds)
<b>Arcane shadowray — 1 strike; assail Nml [utilization; 1 pneuma]:</b> targeted ranged 40; strike +10; <i>gloom</i> harm 1d8+2 plus <i>heinous</i> harm 1d10   <b>Option [adjutant; 1 pneuma]:</b> <i>enfeeble</i> (1d8 rounds)
<b>Monster and Mortal Powers:</b> <i>ability substitution</i> (Glt); <i>arcane shadow</i> ; <i>aura of dread</i> ; <i>aura of ruin</i> (logos or hubris or heinous; 1d8); <i>ensheathe</i> ( <i>frost</i> or <i>gloom</i> : 1d6); <i>grappling — improved</i> ; <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i>
<b>Ascension-Point Value:</b> 61