

LE	MEDIUM	UNDEAD	COLD	WIGHT
----	--------	--------	------	-------

**Perception** +22; Darkvision

**Languages** Common, Jotun, Varisian

**Skills** Acrobatics +19, Athletics +17, Crafting +12, Diplomacy +16, Nature +17, Performance +16, Stealth +21, Survival +19, Mountain Lore +12

**Str** +5, **Dex** +7, **Con** +5, **Int** +0, **Wis** +3, **Cha** +4

**Items** +2 Resilient Full Plate, Greater Clandestine Cloak

**AC** 30; **Fort** +19, **Ref** +21, **Will** +17

**HP** 170 (Negative Healing); **Immunities** cold, death effects, disease, paralyze, poison, unconscious;

**Weaknesses** fire 10

**Speed** 25 feet

**Melee** ♦ claw +21 (agile, cold), **Damage** 2d6+10 slashing + 1d6 cold plus Drain

**Ranged** ♦ +2 striking frost comp longbow +23 (cold, conjuration, deadly d10, magical, propulsive, volley 30ft), **Damage** 2d8+8 piercing + 1d6 cold

**Flurry** Your multiple attack penalty against your Hunted Prey is -3 (-2 with an agile weapon) on the second attack, and -6 (-4 with an agile weapon) on the third and subsequent attacks.

**Drain Life** (divine, necromancy) When the wight damages a living creature with its claw Strike, the wight gains 3 temporary Hit Points and the creature must succeed at a DC 26 Fortitude save or become drained 1. Further damage dealt by the wraith increases the amount of drain by 1 on a failed save to a maximum of drained 4.

**Frost Wight Spawn** (divine, necromancy) A living humanoid slain by a wight's claw Strike rises as a wight after 1d4 rounds. This wight spawn is under the command of the wight that killed it. It doesn't have Drain Life or Wight Spawn and becomes clumsy 2 for as long as it is a wight spawn. If the creator of the wight spawn dies, the wight spawn becomes a full-fledged, autonomous wight; it regains its free will, gains Drain Life and Wight Spawn, and is no longer clumsy.

**Hunt Prey** ♦ (concentrate) You gain a +2 circumstance bonus to Perception checks when you Seek your prey and a +2 circumstance bonus to Survival checks when you Track your prey. You also ignore the penalty for making ranged attacks within your second range increment against the prey you're hunting.

**Hunted Shot** ♦ (Flourish) You take two quick shots against the one you hunt. Make two Strikes against your prey with the required weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.

**Point-Blank Shot** ♦ (fighter, open, stance) You take aim to pick off nearby enemies quickly. When using a ranged volley weapon while you are in this stance, you don't take the penalty to your attack rolls from the volley trait. When using a ranged weapon that doesn't have the volley trait, you gain a +2 circumstance bonus to damage rolls on attacks against targets within the weapon's first range increment.

**Skirmish Strike** ♦ (flourish) Your feet and weapon move in tandem. Either Step and then Strike, or Strike and then Step.

**Deadly Aim** ♦ (open, ranger) You aim for your prey's weak spots, making your shot more challenging but dealing more damage if you hit. Make a ranged Strike against your hunted prey at a -2 penalty. You gain a +4 circumstance bonus to damage on that Strike.

**Power Attack** ♦♦ (flourish) You unleash a particularly powerful attack that clobbers your foe but leaves you a bit unsteady. Make a melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal TWO extra die of weapon damage.