

WAGA

CREDITS

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Inspiration from the Monster Manual

Images and Flavourtext from fandom.com

Wights appeared as weird and twisted reflections of the forms they had in life. They existed in a state between being alive and being dead. When attacking their prey, wights' eyes glowed like white-hot embers. Their mummified flesh covered the twisted skeleton, the hands ended up in deadly claws, and teeth were sharp and jagged like needles.

Wights were evil undead creatures brought back to unlife by their vanity, evil deeds, and desires. Upon the ends of their mortal lives, the dying spirits reached out to Orcus or another evil deity, receiving undeath in exchange for spending eternity, hating and trying to destroy all living beings. Wights retained their personalities and memories in the undeath. They possessed free will at the same time as they were tasked to perform the bidding of the evil powers that brought them back.

Even though wights hungered for living beings' energy, they did not require it as a source of sustenance. The wights could retain their undeath trapped in tombs for centuries. Their craving for life energy was more akin to an addiction. Sages theorized that when a wight drained a victim's life energy, it received a rush of mortality, euphoric reminder of their mortal existence. Chasing that feeling led to extremely depraved actions by wights.

Wights were active at night, retreating away from the hated sunlight into crypts, tombs, burial mounds, where they dwelt during the day. Unlike vampires though, wights simply disliked the sun, not harmed by it.



WIGHT TRAITS

Ability Score Increase. Your Charisma score increases by 2 and your Constitution score increases by 1.

Age. Wights do not age after death.

Alignment. Any Evil

Size. Wights stand around between 5 and 6 feet tall and average about 120 pounds. Your size is Medium.

Speed. Your base walking speed is 30ft.

Language. Choose any 2.

Damage Resistances. Necrotic, Poison

Vulnerability. Holy Wather, Radiant Damage

Undead Nature. You are considered of the undead type. You doesn't require air, food, drink or sleep. But you can not be heal by any sort of healing magic, instead you take damage.

Superior Darkvision. You can see in dim light within 120 ft of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Nightmare. You can't sleep. Also magic can't put you to sleep. 4 hour of light activity count for you as longest.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Necromantic Regeneration. If you reduce the hit points of a creature with a weapon attack or necromantic damage to 0 you regain hit points equal to your level plus proficiency bonus. You can also leech hit points from a willing, living, non-construct creature.

SUBRACE

The subrace determines what you were before you died. Choose from:

HUMAN

Proficiency. You gain proficiency in one skill of your choice.

HIGH ELF

Cantrip. You know one cantrip from the wizard spell list. Intelligence is your spellcasting ability for it.

WOOD ELF

Keen Sense. You gain proficiency in the Perception skill.

DARK ELF

Drown Weapon Training. You gain proficiency with Rapier, Shortsword and Hand Crossbow.

SEA ELF

Swimm Speed. You have a swimming speed of 30 feet.

HALFLING

Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Size. Your size is Small.

HILL DWARF

Dwarven Toughness. Your hit point maximum is increased by 1 for every level.

MOUNTAIN DWARF

Dwarven Armor Training. You gain proficiency with light and medium armor.

GNOME

Gnome Cunning. You have advantage on all Intelligence, Wisdom and Charisma saving throws against magic.

Size. Your size is Small.

HALF ORC

Meandering. You gain proficiency in the Intimidation skill.

ORC

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

TIEFLING

Hellish Resistance You have resistance to fire damage.

DRAGONBORN

Breath Weapon. You can use your action to exhale destructive energy. It deals acid damage in a 15ft cone. When you use your breath weapon, all creatures in the area must make a dexterity saving throw. The DC of this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increase to 3d6 at 6th level, 4d6 at 11th, and 5d6 at 16th level. After using your breath weapon, you cannot use it again until you complete a short or long rest.

TABAXI

Cat's Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier.

KENKU

Mimicry. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Can't Speak. You can speak only by using your Mimicry trait.

KOBOLD

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Size. Your size is Small.

GOBLIN

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Size. Your size is Small.

