

This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires *remove disease*. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

WIGHT

Medium Undead

Hit Dice: 4d12 (26 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +2/+3

Attack: Slam +3 melee (1d4+1 plus energy drain)

Full Attack: Slam +3 melee (1d4+1 plus energy drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, energy drain

Special Qualities:

Darkvision 60 ft., undead traits

Saves: Fort +1, Ref +2, Will +5

Abilities: Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15

Skills: Hide +8, Listen +7, Move Silently +16, Spot +7

Feats: Alertness, Blind-Fight

Environment: Any

Organization: Solitary, pair, gang (3–5), or pack (6–11)

Challenge Rating: 3

Treasure: None

Alignment: Always lawful evil

Advancement: 5–8 HD (Medium)

Level Adjustment: —

This creature resembles a human corpse. Its wild, frantic eyes burn with malevolence. The leathery, desiccated flesh is drawn tight across its bones, and the teeth have grown into sharp, jagged needles.

Wights are undead creatures given a semblance of life through sheer violence and hatred. A wight's appearance is a weird and twisted reflection of the form it had in life.

Wights lurk in barrow-mounds, catacombs, and other places thick with the aura of death, where they nurture their hatred. They seek to destroy all life, filling graveyards with their victims and populating the world with their horrid progeny.

A wight is about the height and weight of a human.

Wights speak Common.

COMBAT

Wights attack by hammering with their fists.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.



Wight

WILL-O'-WISP

Small Aberration (Air)

Hit Dice: 9d8 (40 hp)

Initiative: +13

Speed: Fly 50 ft. (perfect) (10 squares)

Armor Class: 29 (+1 size, +9 Dex, +9 deflection), touch 29, flat-footed 20

Base Attack/Grapple: +6/–3

Attack: Shock +16 melee touch (2d8 electricity)

Full Attack: Shock +16 melee touch (2d8 electricity)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., immunity to magic, natural invisibility

Saves: Fort +3, Ref +12, Will +9

Abilities: Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12

Skills: Bluff +13, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks)

Feats: Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse^B

Environment: Temperate marshes

Organization: Solitary, pair, or string (3–4)

Challenge Rating: 6

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Usually chaotic evil

Advancement: 10–18 HD (Small)

Level Adjustment: —

This creature seems to be nothing but a faintly glowing sphere of light.

Will-o'-wisps are evil creatures that feed on the powerful emotions associated with panic, horror, and death. They delight in luring travelers into deadly peril, then absorbing the resulting emanations.

Will-o'-wisps can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside.

A will-o'-wisp's body is a globe of spongy material about 1 foot across and weighing



Will-o'-wisp