

## Wight, Deathlock

CR 4

LE Medium Undead

**Initiative:** +6; **Senses:** Darkvision 60 ft.

### Defense

**AC:** 18, **Flat-Footed:** 16, **Touch:** 12

(+2 DEX, +6 natural)

**HP:** 39 (6d12)

**DR:** 5/Magical

**Fort:** +2, **Ref:** +4, **Will:** +4

**SR:** None

**Resistances:** None

**Immunities:** Undead immunities

**Defensive Abilities:** Horrific Visage

### Offense

**Base Attack** +3; **Grapple** +3; **Space/Reach** 5 ft. / 5 ft.

**Speed:** 30 ft.

**Melee:** Claw +3 (1d4 plus energy drain)

**Special Abilities:** Create Spawn, Energy Drain, Grave Bolt, Reanimate

### Tactics

**During Combat:** In battle, deathlock wights typically hang back and use combat expertise to its fullest effects while hurling grave bolts at any enemies who they deem a credible threat. Should any of the deathlock's non-living allies fall in battle, it is quick to reanimate them. Deathlock wights typically lead groups of normal wights in combat and are more than capable of creating some if their numbers begin to dwindle.

**Morale:** While deathlock wights have no fear of death, they do have a strong sense of self-preservation. If reduced to fewer than 20 hit points, a deathlock wight flees from combat.

### Statistics

**STR** 10 (+0)

**DEX** 14 (+2)

**CON** --- (+---)

**INT** 16 (+3)

**WIS** 9 (-1)

**CHA** 18 (+4)

**Armor Check Penalty:** -0 (-0 armor, -0 shield)

**Feats:** Blind-Fight, Combat Expertise, Improved Initiative

**Skills:** Hide +11 (+9 ranks, +2 dex), Knowledge (religion) +12 (+9 ranks, +3 int), Knowledge (any two) +12 (+9 ranks, +2 int), Listen +8 (+9 ranks, -1 wis), Move Silently +19 (+9 ranks, +2 dex, +8 racial), Spot +8 (+9 ranks, -1 wis)

**Languages:** Common and three others

**SQ:** Undead Traits

**Combat Gear:** None

**Other Gear:** None

### Ecology

**Environment:** Any

**Organization:** Solitary, pair, gang (1-4 deathlock wights and 3-5 wights), pack (2-8 deathlock wights and 3-12 wights)

**Treasure:** None

### Special Abilities

**Create Spawn (Su):** Any humanoid slain by a deathlock wight becomes a standard wight within 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 deathlock wight's slam attack gain one negative level. The DC is 16 for the fortitude save to remove a negative level. The save DC is charisma-based. For each negative level bestowed, the wight gains 5 temporary hit points.

**Grave Bolt (Su):** As a standard attack action, a deathlock wight can summon a blast of negative energy to assail its foes. The deathlock wight makes a ranged touch attack on any enemy within sight, if it is successful that enemy takes 1d8 points of negative energy damage and must succeed on a DC 16 fortitude save or be dazed for 1 round. The grave bolt has a range increment of 60 feet.

**Horrific Visage (Ex):** Any creature able to see a deathlock wight must succeed on a DC 16 will save or be shaken for 1 minute. A creature who succeeds on this save is immune to this ability for 24-hours.

**Skills:** Deathlock wights have a +8 racial bonus on move silently checks.

**Reanimate (Su):** As a full-round action, a deathlock wight can reanimate an undead creature that has been slain. The reanimated undead is returned to unlife with half of its total hit points. A deathlock wight cannot use this ability to reanimate an undead with more than 4 hit dice. The deathlock must be within 60 feet of the creature it is going to reanimate for this ability to take effect.

*Walking towards you is the desiccated corpse of what appears to have once been a spellcaster of some sort. Loose robes hang from his lanky form and profane energy crackles around its hands*

Deathlock wights are the result of a lich's transformation gone wrong. While most failed transformations result in the death of the spellcaster, on the rare occasion in which the required rituals were performed correctly but the participant was unable to contain the negative energies occurs, a deathlock wight is the result.

Deathlock wights speak common and often several other languages as well but it is a truly rare occasion in which a deathlock wight actually spends time to converse with a creature that isn't undead itself.

### Lore

A successful knowledge (religion) check will reveal the following information about a deathlock wight:

**DC 16** This is a deathlock wight, their existence is the proof that not all lich transformation rituals are successful. This reveals all undead traits.

**DC 21** A deathlock wight is capable of conjuring bolts of nether-energy and hurling them at nearby foes, often dazing them.

**DC 26** Deathlock wights are capable of reanimating slain undead creatures.