

PUMPKIN WIGHT

Small • Fey • Chaotic Evil

Armor Class 13

Initiative +2 (12)

Hit Points 36 (8d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	9 (-1)	12 (+1)	15 (+2)

Skills Intimidation +4, Stealth +6

Damage Resistances poison

Damage Immunities fire

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 11

Languages Common, Sylvan

CR 2 (XP 700; PB +2)



Fright Feeder. When a creature within 30 feet of the wight becomes frightened, the wight gains 5 temporary hit points.

ACTIONS

Multiattack. The wight makes two Claw attacks and uses its BOO! once if possible.

Claw. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) slashing damage. A frightened target takes an additional 4 (1d8) psychic damage.

BOO! *Wisdom Saving Throw:* DC 12, one creature within 10 feet that can't see the wight. *Failure:* The target becomes frightened until the end of its next turn.

Spellcasting. The wight casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *dancing lights*, *minor illusion*

1/day: *invisibility*, *fear*, *silent image*

BONUS ACTIONS

Nimble Escape. The wight takes the Disengage or Hide action.

PUMPKIN WIGHT — WEAKER

Armor Class 12

Initiative +1 (11)

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	9 (-1)	10 (+0)	13 (+1)

Skills Intimidation +3, Stealth +5

Damage Resistances poison

Damage Immunities fire

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 10

Languages Common, Sylvan

CR 1/4 (XP 50; PB +2)



Fright Feeder. When a creature within 30 feet of the wight becomes frightened, the wight gains 3 temporary hit points.

ACTIONS

Multiattack. The wight makes one Claw attacks and uses its BOO! once if possible.

Claw. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) slashing damage. A frightened target takes an additional 2 (1d4) psychic damage.

BOO! *Wisdom Saving Throw:* DC 11, one creature within 10 feet that can't see the wight. *Failure:* The target becomes frightened until the end of its next turn.

Spellcasting. The wight casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *dancing lights*, *minor illusion*

1/day: *invisibility*

BONUS ACTIONS

Nimble Escape. The wight takes the Disengage or Hide action.

PUMPKIN WIGHT — STRONGER

Armor Class 14

Initiative +3 (13)

Hit Points 66 (12d6 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	9 (-1)	14 (+2)	17 (+3)

Skills Intimidation +6, Stealth +9

Damage Resistances poison

Damage Immunities fire

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 12

Languages Common, Sylvan

CR 5 (XP 1,100; PB +3)



Fright Feeder. When a creature within 30 feet of the wight becomes frightened, the wight gains 10 temporary hit points.

ACTIONS

Multiattack. The wight makes two Claw attacks and uses its BOO! once if possible.

Claw. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 12 (2d8 + 3) slashing damage. A frightened target takes an additional 9 (2d8) psychic damage.

BOO! *Wisdom Saving Throw:* DC 12, one creature within 10 feet that can't see the wight. *Failure:* The target becomes frightened until the end of its next turn.

Spellcasting. The wight casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *dancing lights*, *minor illusion*

2/day: *invisibility*, *fear*, *silent image*

BONUS ACTIONS

Nimble Escape. The wight takes the Disengage or Hide action.