

# Will-o'-Wisp

March 8, 2023



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Tiny undead, chaotic evil

**Armor Class** 19

**Hit Points** 22 (9d4)

**Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

**Saving Throws**

**Skills**

**Damage Resistances** acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning, poison

**Condition Immunities** exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

**Senses** darkvision 120 ft., passive Perception 12

**Languages** the languages it knew in life

**Challenge** 2 (450 XP)

**Consume Life.** As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10

Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

**Ephemeral.** The will-o'-wisp can't wear or carry anything.

**Incorporeal Movement.** The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Variable Illumination.** The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

## Actions

**Shock.** Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d8) lightning damage.

**Invisibility.** The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).