Will-o-Wisp

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Uncommon | Tiny | Chaotic Evil | Undead

Found in deserted and dangerous places like swamps and catacombs, these malevolent spirits appear as glowing orbs, often misleading adventurers to their doom. Will-o-Wisps feed on fear and despair, using their abilities to lure and trap their victims.

Armor Class Hit Points Move

- **Armor Class**: 19
- **Hit Points**: 22 (3d8)

- **Move**: fly 50 ft

Appearing Habitat

- **Appearing**: 1d4
- **Habitat**: Swamps, Forests, Catacombs

Negotiation Morale DC Challenge

- **Negotiation**: No
- **Morale DC**: 15
- **Challenge**: 2 (250 XP per monster)

Ability Scores

- **STR**: -5
- **DEX**: +4
- **CON**: +0
- **INT**: -1
- **WIS**: +1
- **CHA**: -2

Combat

- **Attacks**: 1 attack per round.
- **Hit Bonus**: +4.
- **Damage**: 2d8 shock damage.

Special Attacks

- **Electric Shock**: Deals 2d8 lightning damage on a successful hit.
- **Invisibility**: Can turn invisible at will.

Special Defense

- **Spell Immunity**: Immune to most spells, only affected by magic circles against chaos and evil, magic missile, maze, and protections from evil and chaos.

Treasure

- **Individual**: None
- **Lair**: 1d6 × 100 sp, 2d8 × 10 gp, 1 rare gem