

Will-o-Wisp

written by CresthavenRPG Guru | November 13, 2023



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