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: $1d6 \times 100$ sp, $2d8 \times 10$ gp, 1 rare gem