

Tiny Undead, Chaotic Evil

Armor Class	Hit Points	Speed	Challenge	PB	
19	22 (9d4)	0 ft., fly 50 ft. (hover)	2 (450 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Res. acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Imm. lightning, poison

Condition Imm. exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

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 ft. 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).