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WILL-O'-WISPS

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From the Archives of Aitheria Nyx Guiding Lights

When most people think of will-o'-wisps, they think of the glowing spheres of malevolence that repel magic, eat fear, and lure travelers to certain doom. But while wisps who fit that description may be the most commonly encountered in modern times, they aren't the beginning or the end of the story.

It must first be considered that many of the supposed sightings of will-o'-wisps are in fact nothing of the sort. Lights seen out over the swamp at night are more likely to be fireflies, glowing mushrooms, lanterns or magelight carried by travelers, or even the products of a bit of burning swamp gas. Or they might be ghosts, hauntings, or other manifestations of unquiet souls. They might even be illusions spun by people looking to capitalize on legends, whether to warn wanderers away from something they wish to protect or to draw victims into their snare.

When it comes to true will-o'-wisps, those that fit with the common conception are the most likely to reveal themselves, as well as the most likely to terrorize communities. It's only natural, then, that they are also the most famous. However, only the light that surrounds them and the ability to take spherical form are universal characteristics of will-o'-wisps as a species. Eating fear and repelling magic are characteristics of a specific subgroup, called tormentor wisps. Tormentor wisps can be born of others of their kind, but will-o'-wisps can also become tormentor wisps by undertaking a particular ritual. The ritual's exact details have eluded me thus far, but I've determined that it requires numerous souls for fuel and can only be conducted in certain remote locations. I suspect that this ritual is either the direct origin of the first tormentor wisps, or else strongly connected to their origin. I've also procured the remains of several tormentor wisps for study. It hasn't been easy, as their bodies have a tendency to vanish quickly upon death, and their magic resistance prevents most conventional methods. But much as that which is called empty space is distinct from nothingness, I know well that there is much to learn in the absence of information. I've studied the way that magic slides off of them, the shape of their emptiness. And I can't help but notice echoes of the work of the Enigmas.

The initial motivations for creating the ritual aren't simple to discern, as it is perhaps easier to answer the question of why the Enigmas wouldn't want to corrupt a notable percentage of the members of a species than why they would. Like will-o'-wisps themselves, are the Enigmas trying to guide us to something? Or are they trying to confound or scare us away from a deeper truth?

— Aitheria Nyx, Herald of the Space Element, Advocate of Monsters

Will-o'-Wisps

Will-o'-wisps are ephemeral beings of air and light. Though they are best known from tales of haunted glowing motes leading marshland travelers to a watery doom, their true motivations are as numerous and varied as the stars in the sky.

The flickering light that will-o'-wisps cast on their surroundings conceals just as much in shadow as it illuminates—and they wouldn't have it any other way. After all, according to the guiding philosophy that most will-o'-wisps believe, anything that can be fully understood is hardly worth notice, so why would they waste time on it? And by the same token, why would they degrade themselves by appearing to be someone whose intricacies could be easily understood?

Will-o'-wisps are free-spirited and mysterious beings who pursue complex aims with unending fervor. They instinctively understand that, as beings powered in part by occult magic, maintaining a strong sense of self and purpose is vital to their continued existence. Will-o'-wisps who lose all motivation are at risk of dissipating entirely, their once-vivid lights fading into the mist. Yet even in despair, they burn with restless energy, always seeking a spark of meaning to rekindle their essence. If there is one fact that approaches a universal truth for will-o'-wisps, it's that they resent being tied down by responsibilities they didn't undertake willingly. Members of other species might perceive will-o'-wisps as selfish or lazy for the lengths they'll go to avoid being burdened by the weight of unwanted expectations. Alternatively, they might admire the determination and zeal with which will-o'-wisps pursue their passions. But to will-o'-wisps, these two behaviors are simply two sides of the same life-sustaining coin—a reflection of their unwavering devotion to personal freedom.

A will-o'-wisp's vibrant lights and unflinching determination easily draw notice from others. Once

they've captured attention, they typically use it to guide those they've entranced. They might lead their patsies into all manner of traps and misfortunes or trick them into actions that serve the will-o'-wisp's interests. On the opposite end of the spectrum, they might act as helpful mentors or guardian angels who help their charges achieve their goals, often in ways that seem cryptic or indirect. Manipulation is second nature to most will-o'-wisps. They engage in it freely, and they expect others to attempt to manipulate them in turn. They find it far easier and more pleasant to maneuver in a world of dueling tricks than one with strict rules and direct demands that are nearly impossible to work around.

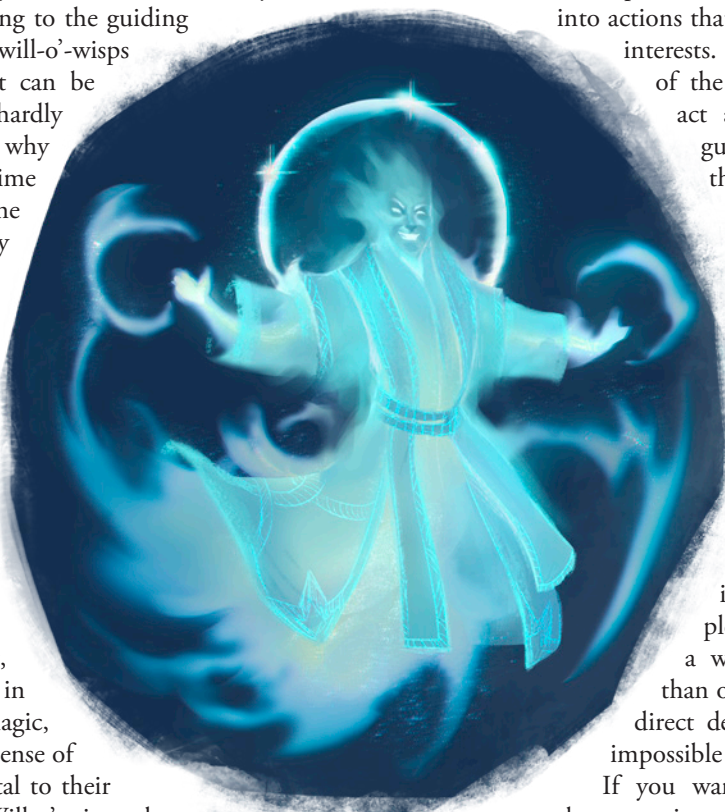
If you want to play a mystical and mysterious character with an unquenchable inner light, you should play a will-o'-wisp.

You Might...

- Enjoy traveling off the beaten path.
- Value fleeting experiences just as much as lasting ones.
- Keep your history and weaknesses private, and prefer the company of others who do the same to those who wear their hearts on their sleeves.

Others Probably...

- Think that you might be some sort of ghost or spirit.
- Find you fascinating and want to follow you to see where you'll lead them.
- Assume that you're trying to trick them.



Names

Traditional will-o'-wisp names are long, convoluted, and full of vowels. As a matter of both privacy and practicality, most will-o'-wisps choose between 1 and 3 syllables from their full name to serve as a nickname. They might use different nicknames in different contexts, each with their own associated identity.

Sample Names

Devil-Eater, Gatesmasher, Icebreaker, Krakenslayer, Aruthaniivurorialua (as Aru, Orial, and Lua), Cysaela, Eeloku, Hwasui, Lumina, Theovai.

Will-o'-Wisp Traits

Creature Type: Aberration

Size: Small

Speed: 30 feet

As a will-o'-wisp, you have these special traits.

Glow. Your body emits a steady glow in a color of your choice. You shed Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. You can take a Bonus Action to extinguish or rekindle this glow, or to change the color of your glow.

Wispy Flit. While in your true form, you have a Fly Speed equal to your Speed, but you must end your movement on a solid surface, and you can't use this Fly Speed to move more than 2 feet above a solid surface. If you are ever more than this distance above a surface or if you end your movement in the air, you fall, taking damage as normal.

Light Source. As a will-o'-wisp, your light might originate from crackling flames or from raw lightning. Choose either Fire or Lightning. When you would deal Bludgeoning, Piercing, or Slashing damage with an Unarmed Strike, you can choose to deal this damage type instead. Additionally, some of your will-o'-wisp feats grant abilities based upon the light source you choose.

Wispy Form. In your true form, you are a sphere of light. You can take a Bonus Action to change between this ball form and a secondary form that mimics the shape of a humanoid species. When you gain the Incapacitated condition or die, you revert to your true form. Your secondary form is unique and recognizably you, though you can change features like color, hairstyle, clothing, and accessories each time you take on your secondary form. Your secondary form sheds the same light created by your Glow species trait, unless you take a Bonus Action to extinguish your glow, as normal.

Will-o'-Wisp Heritages. Choose one of the following will-o'-wisp heritages. These heritages represent the most common ways that will-o'-wisps who don't choose the path of the tormentor wisp might take to shape their power.

Legacy Species Options

If you are using a version of the character creation rules that grants ability score boosts for species, a will-o'-wisp's Dexterity, Wisdom, or Charisma score increases by 2, and one other ability score increases by 1.

Captivating Wisp

You captivate and confound those who watch the dance and sway of your lights. You gain the following traits.

Captivating. You have proficiency and Expertise in the Performance skill; if you already had proficiency in Performance, you also gain proficiency in another skill of your choice.

Confounding. You can use an action to make a performance that distracts onlookers. Each creature you choose within 30 feet that can see you must make a Wisdom saving throw against the result of your Charisma (Performance) check. Creatures immune to the Charmed condition automatically succeed on the save. On a failure, the creature has Disadvantage on ability checks until the start of your next turn. On a success, the creature is immune to this ability for 24 hours.

Constellation Wisp

You control a host of glowing satellites. You gain the following trait.

There Are Four Lights. You are surrounded by a constellation of four lights that you can control as an extension of yourself. The lights appear whenever your glow is active, and they vanish immediately if you suppress your glow. Each light sheds Dim Light in a 10-foot radius. When you speak, an echo of your voice emerges from each of the constellation lights. You can take a Bonus Action to move each light up to 120 feet away from you to a space you can see or move it back into your space. A light can enter a space as long as the space is not completely filled with a solid object. The lights maintain their relative distance and direction to you, moving whenever you move. If there isn't a space for the light to occupy, it instead moves to the closest unoccupied space. If a light would leave your line of sight, it winks out until the next time you activate your glow or take a Bonus Action to move the lights, at which point the light reappears in your space.

Extinguished Wisp

Unlike most will-o'-wisps, your body doesn't glow. You might have been born this way, or you might have had an encounter with overwhelming darkness magic. You might even be a former tormentor wisp who sacrificed your light to sever your connection to profane magic and regain a visible body. You lose the Glow trait and gain the following trait.



Darkvision. You have Darkvision with a range of 120 feet. You can see through magical Darkness.

Floating Wisp

Bobbing around above the ground is second nature to you. Your aerial tricks help you avoid dangerous ground—and potentially trick others into stumbling into your traps. You gain the following trait.

Twinkling Flit. You gain the Twinkling Flit will-o'-wisp feat.

Frigid Wisp

Your cold blue light is born from the lanterns that flicker over marshlands on frigid nights. You gain the following traits.

Cold Wisp. Your Light Source trait uses Cold damage instead of Fire or Lightning damage.

Lantern's Resistance. You gain the Lantern's Resistance will-o'-wisp feat.

Skulking Wisp

You have a knack for skulking around undetected. You gain the following traits.

Skulky. When you use the Hide action, you can extinguish your glow as part of the same action. While your glow is extinguished, you are Lightly Obscured.

Stealthy. You have proficiency and Expertise in the Stealth skill; if you already had proficiency in Stealth, you also gain proficiency in another skill of your choice.

Physical Description

Will o' wisps are beings formed of air, light, and magic. While their luminance might make them look like illusions or ghosts, their bodies have physical form and substance. Most will-o'-wisps exude light in an aura around them. They can suppress this aura to avoid illuminating their surroundings, making them look more like holograms than beacons.

When at rest, a will-o'-wisp's body naturally contracts into a spherical form. In this ball shape, they can roll across the ground. They generate tiny tendrils to control their movement, gripping the ground to stop or pushing off the ground to accelerate. They can also maintain up to two large tendrils that are strong and dexterous enough to carry and manipulate tools, much like the arms and hands of many other species.

Most will-o'-wisps who enjoy interacting with other species develop a secondary form that is shaped like the species they've spent the most time around. Secondary forms often include arms, a mouth for speech, and other external cosmetic features that would be expected, as well as clothing and accessories. This form grows with them, showing external signs of their age. While the general shape of a will-o'-wisp's secondary form is consistent unless they undergo an experience that affects their sense of self, they can freely change features like hairstyle and clothing that members of the emulated species could easily change. This doesn't prevent them from wearing other clothing and accessories, though few choose to do so unless it provides a specific benefit, since they can change their outfit more easily if it's just a part of their appearance.

Will-o'-wisps can also freely change the color of both their bodies and their glowing auras. Some prefer to display their favorite colors at all times, while others change to fit with their moods, the seasons, or their sense of style. While a will-o'-wisp could hypothetically present themselves as a uniform silhouette, they almost always choose to manipulate the intensity and color of their light to highlight physical features and create a consistent three-dimensional image.

Will-o'-wisps are about 2 feet in diameter in ball form and around 3 to 4 feet tall in their secondary form. Will-o'-wisps are exceptionally lightweight for their size, typically weighing between 5 and 10 pounds. Their high air content gives their bodies a soft and spongy texture, while their body temperatures depend on their elemental magic, which also serves as their light source. Electricity wisps are slightly colder than most humanoids, while fire wisps tend to be significantly warmer, though not quite enough to cause burns on contact. Meanwhile, an extinguished wisp's body temperature rapidly adjusts to match their environment.

Society

Outside of will-o'-wisps that choose or are born into the path of the tormentor wisp, will-o'-wisps are individualists who chart a path based upon what inspires them rather than any particular set of societal expectations. They choose where they live, how they live, and with whom they associate to pursue their goals better.

While their paths might lead them in wildly different directions, every will-o'-wisp starts in the same place. New will-o'-wisps are born from secretive meetings that involve three adult participants temporarily merging into a single vibrant light. When the adults separate, they are each slightly smaller, and a new light accompanies them. Baby will-o'-wisps are fragile creatures that require regular infusions of magic from their parents to maintain their bodies. The speed at which they mature out of infancy depends upon the vibrancy of their parents' magic. Once will-o'-wisps can move, speak, and feed themselves, parents tend to refrain from giving them direct assistance or instruction. Instead, they present their children with environments that give them opportunities to discover things at their own pace. Will-o'-wisps aren't considered to have reached adulthood by their parents until they've attained enough understanding of the world to support themselves, including developing a driving goal and the skills needed to pursue it.

While most will-o'-wisps endeavor to nurture their children, will-o'-wisps with harsh philosophies on life instead present their offspring with a grueling gauntlet of challenges. They might believe themselves to be fulfilling an important role of teaching their children to pick themselves back up from failures and avoid being taken in by the world's illusions. These glimmers are presented as backgrounds players can choose during character creation.

Will-o'-Wisp Backgrounds

The following backgrounds are particularly well suited to will-o'-wisp characters. If your character shares a particular affinity for will-o'-wisp culture, they can choose one of these backgrounds, even if they aren't a will-o'-wisp themselves.

Doom Lights

Ability Scores: Intelligence, Wisdom, Charisma

Feat: Choose Magic Initiate (Wizard) or one Will-o'-Wisp Species feat

Skill Proficiencies: Choose two from Arcana, Deception, Stealth, Survival

Tool Proficiency: Poisoner's Kit

Equipment: Choose A or B: (A) Poisoner's Kit; or (B) 50 GP

Tormentor Wisps

In the minds of many who aren't will-o'-wisps, the name of the species is synonymous with tormentor wisps, a faction whose members have a similar set of powers and follow a similar lifestyle based on entrapping, terrorizing, and murdering countless victims. These are the sorts of will-o'-wisps that players might be used to encountering as monsters. They derive sustenance from fear and repel almost all magic. While they are stronger than the average will-o'-wisp, tormentor wisps' knowledge and personalities are eerily similar to each other. They believe that will-o'-wisps who aren't like them should either be convinced to perform soul-eating rituals to transform into another of their kind or else be destroyed.

When compared to other will-o'-wisps, tormentor wisps are considerably smaller, with a diameter around half that of a will-o'-wisp's typical ball form. They also struggle to manipulate objects due to a lack of physical strength. Much to the chagrin of other will-o'-wisps, even travelers who are aware of this difference might not want to risk getting close enough to confirm if they're looking at a tormentor.

The term doom light refers to will-o'-wisps who embrace the lifestyle of terrifying and killing others for sport. Many doom lights are tormentor wisps, but not all. Non-tormentor doom lights are sometimes called philosophical doom lights. While tormentor wisps are violent with most others who don't share their way of life, they're usually willing to make an exception for sufficiently powerful philosophical doom lights whose terrible works have earned their respect.

Philosophical doom lights grow stronger over time as a result of their experiences. They use a variety of strategies based upon their individual talents and preferences, such as occult magic to instill fear, crafting skills to create horrific deathtraps, or poisoned arrows to slowly snipe down their victims from afar. They form temporary alliances of convenience to deal with dangerous foes, but few can be trusted as long-term companions unless they are kept in line by a sufficiently powerful leader.

Fool's Lights

Ability Scores: Intelligence, Wisdom, Charisma

Feat: Choose Crafter or one Will-o'-Wisp Species feat

Skill Proficiencies: Choose two from Acrobatics, Deception, Performance, Persuasion

Tool Proficiency: Weaver's Tools

Equipment: Choose A or B: (A) Ball Bearings, Hunting Trap, Net, Rope, Oil, Weaver's Tools, 41 GP; or (B) 50 GP

Fool's lights are tricksters and pranksters. They enjoy subverting expectations and baiting others into becoming utterly lost and confused. Though just about anyone could become a target, most fool's lights prefer to use



Will-o'-Wisp Adventurers

Will-o'-wisps that become adventurers enjoy a wide range of classes. While they aren't nearly as weak as tormentor wisps, they are still far more dexterous than strong. Martial will-o'-wisps typically favor melee classes that are nimble and light on their feet, such as Rogue or Monk, or classes that let them fight from range. Will-o'-wisps with magic are most likely to be Bards, Sorcerers, or Warlocks. They might also be Clerics of obscure or mysterious deities.

their tricks to expose the weaknesses of those who believe themselves to be strong. Good-natured fool's lights might take the opportunity to knock arrogant people down a peg before their egos get them in real trouble. The consequences of falling for their tricks might be embarrassing, but they're unlikely to cause lasting harm. On the opposite side of the spectrum, cruel fool's lights might instead target the heroes that local communities rely on for self-defense, choosing tricks that maim or kill their victims. Where exactly the line falls between the most malicious of fool's lights and doom lights is a matter of interpretation. Fool's lights usually prefer classes that grant them illusion magic, mind-bending spells, or other versatile tools for leading others astray.

Mage Lights

Ability Scores: Intelligence, Wisdom, Charisma

Feat: Choose Magic Initiate (any) or one Will-o'-Wisp Species feat

Skill Proficiencies: Choose two from Arcana, History, Nature, Religion

Tool Proficiency: Calligrapher's Supplies

Equipment: Choose A or B: (A) Calligrapher's Supplies, 40 GP; or (B) 50 GP

Mage lights devote their time to studying the marvels of magic. Most of them focus on the bewildering riddles of arcane magic, but mage lights can be scholars of any magical tradition. They might enjoy inventing new spells or rediscovering lost magic. Experimental rituals, innovating forms of spellshaping, and other means of tinkering outside of traditional spellwork are also common subjects of study.

Mage lights often find the magic-immune tormentor wisps distasteful. This distaste could be born of fear, but is just as likely to come from a sense that tormentor wisps take pride in their ignorance of the wonders that magic can bring. It might also come from the commonly held suspicion that a mage light was responsible for the ritual that created the first tormentor wisps. Mage lights almost always belong to spellcasting classes. Spontaneous casters tend to focus on understanding the source and nature of the power that surges through them, while prepared casters are more likely to enjoy studying rare spells.

Paradox Lights

Ability Scores: Intelligence, Wisdom, Charisma

Feat: Choose Crafter or one Will-o'-Wisp Species feat

Skill Proficiencies: Choose two from Arcana, History, Insight, Nature

Tool Proficiency: Alchemist's Supplies

Equipment: Choose A or B: (A) Alchemist's Supplies; or (B) 50 GP

Paradox lights are philosophers. They ponder baffling riddles and challenge others to do the same. They might prefer contemplation on the nature of emotions, deep studies into dozens of perspectives on historical events, or other subjects with contradictory qualities. If they find what feels like an answer on the surface, they might search for deeper insights, or else change their attention to another problem entirely. Paradox lights seek connections across numerous species and cultures to help broaden their perspectives. They might also experiment with altered states of consciousness to view matters from a different angle. Strategies for reaching these states include deep meditation and hypnosis.

Soul Lights

Ability Scores: Dexterity, Wisdom, Charisma

Feat: Choose Healer or one Will-o'-Wisp Species feat

Skill Proficiencies: Choose two from Insight, Nature, Persuasion, Religion

Tool Proficiency: Herbalism Kit

Equipment: Choose A or B: (A) Healer's Kit, Herbalism Kit, 40 GP; or (B) 50 GP

Soul lights seek out the lost, so that they might help them find a new path. They believe that when someone strays from the expectations set out for them, it's a sign that there's a mismatch between that person's spirit and the world's demands. Soul lights know that no two people's sets of circumstances are the same. Sometimes, creating a new path requires helping the person escape an oppressive situation. In other cases, it's all about helping the person embrace their potential instead of running away from their fear of the unknown. But most situations fall somewhere in between, requiring the will-o'-wisp to help both with creating opportunities and promoting introspection. As helpful as soul lights can be, they don't do all the work. Most soul lights would consider fully sweeping a problem away to be arrogant, presumptuous, and cruel. After all, to do so would be to steal away the agency of the person they are trying to help, and to rob them of the chance to make their determination manifest with their own two hands. That's not to say all of those who receive assistance from a soul light share this perspective. For most people who are currently receiving a soul light's assistance, the tools that the will-o'-wisp uses are some blend of frustrating, infuriating, and harrowing. From cryptic clues and painful questions to daunting trials, soul lights aren't known for making

things easy. Looking back on what they've faced, some of a soul light's charges wind up feeling grateful for their experiences, whether they attribute them to the meddlesome aberration or to other forces like fairies, the gods, or simply the whims of fortune.

Some soul lights prefer to focus on helping the living change their lives, while others focus on assisting the dead. Those in the latter category must contend with the fact that the dead usually have much more rigid attachments than the living. As such, these soul lights can't always afford subtlety. In most cases, the goal of soul lights who assist the dead is to help their spirits pass on to the afterlife. But for sapient undead who retain the potential to learn, grow, and experience fulfillment, soul lights might take on a role more similar to the one they play for living creatures.

Most soul lights believe that guiding lost spirits was the original purpose of their species, and that doom lights represent a perversion of their true calling. When faced with doom lights who aren't tormentor wisps, soul lights often try to convince their kin to change their way of life. But soul lights widely regard tormentor wisps as lost causes, best destroyed quickly before their violence and corruption can overtake vulnerable communities.

Treasure Lights

Ability Scores: Strength, Dexterity, Constitution

Feat: Choose Tough or one Will-o'-Wisp Species feat

Skill Proficiencies: Choose two from Acrobatics, History, Stealth, Survival

Tool Proficiency: Thieves' Tools

Equipment: Choose A or B: (A) Thieves' Tools, 25 GP; or (B) 50 GP

Treasure lights are obsessed with hidden treasures. These treasures might be historical relics, valuable gems, or items that interest the wisp for their own personal reasons. If the objects are small enough to carry, treasure lights might gather them up and store them somewhere safe. For larger objects, like fascinating ruins, the treasure light might instead make regular journeys to visit their treasure.

Not all treasure lights are determined to keep their treasure secret. Some might prefer to share their wonder by leading others on a journey to uncover what they've found, but they rarely illuminate direct paths. The tricks and trials they pose to would-be treasure seekers might seem excessive, but to treasure lights, it's all part of the fun. After all, a treasure easily found is liable to be easily taken for granted.

Wandering Lights

Ability Scores: Dexterity, Constitution, Wisdom

Feat: Choose Alert or one Will-o'-Wisp Species feat

Skill Proficiencies: Choose two from Nature, Perception, Stealth, Survival

Tool Proficiency: Navigator's Tools

Equipment: Choose A or B: (A) Navigator's Tools, 25 GP; or (B) 50 GP

Wandering lights are explorers at heart. They delight in roaming vast wilderness regions or delving into forgotten ruins. The more that's unknown about a location, the more enticing it is to wandering lights. But wandering lights can also find delight in visiting places that have already been charted, as long as they can do so with fresh eyes and free from preconceptions about what they might find.

Whether they travel in small groups or alone, wandering lights usually flee at the first sight of other creatures that could mean them harm. This retreat doesn't always mean that the wisps don't intend to fight, though. They might use it to lure pursuers into traps, disadvantageous terrain, or dangerous beasts. When wandering lights become adventurers, especially those who travel with allies of a more straightforward disposition, they often need to adapt their tactics to include responses to direct confrontations.





Over time, the desire to avoid sinking into a familiar rhythm of life drives most will-o'-wisps toward increasingly extreme behavior. As adventurers, this might mean seeking ever more dangerous foes to hunt or treasures to find. As tricksters, it might mean more elaborate pranks against more powerful or perceptive targets. And as scholars, it might mean delving into esoteric and forbidden archives. A will-o'-wisp can theoretically survive for several centuries, but few survive the consequences of their ever-growing ambitions for that long.

Popular Edicts shine flickers of light on many mysteries, pursue that which feeds your light, respect the unfathomable depths of both silence and darkness

Popular Anathemas Remain stagnant, allow yourself to believe that you've found a universal truth, heedlessly follow another's path

Will-o'-Wisp Feats

The following feats are available to will-o'-wisp characters.

1ST LEVEL

Ghost Lantern

Will-o'-Wisp Species Feat (Prerequisite: Will-o'-wisp species)

Your form is particularly eerie. You might carry a spectral skull at the heart of your floating light, or perhaps the tendrils of light that surround you bear an uncanny resemblance to skeletal fingers. You gain the following benefits.

Intimidating. You gain proficiency in the Intimidation skill.

Scare. When you use your Glow species trait to extinguish or rekindle your glow, you can force one creature within 30 feet that can see or hear you to make a Wisdom saving throw (DC 8 plus your Charisma modifier and Proficiency Bonus). On a failed save, the creature has the Frightened condition until the end of its next turn. On a success, the creature becomes immune to Scare for 24 hours.

You can use Scare a number of times equal to your Proficiency Bonus, and you regain all uses when you finish a Long Rest.

Lantern's Resistance

Will-o'-Wisp Species Feat (Prerequisite: Will-o'-wisp species)

You are innately protected against the element that powers your eternal glow. You gain Resistance against the damage type from your Light Source trait (either Fire or Lightning unless you're a Frigid wisp).

Repel Magic

Will-o'-Wisp Species Feat (Prerequisite: Will-o'-wisp species)

It's difficult for harmful magic to cling to your ever-shifting body. When you fail a saving throw against a spell or other magical effect, you can take a Reaction to reroll the saving throw, using either result. You can do so a number of times equal to your Proficiency Bonus, and you regain all uses when you finish a Long Rest.

Beliefs

Most will-o'-wisps reject belief systems that come with firm rules or that claim to provide easy answers. Instead, they are more likely to be drawn to philosophies and religions that promote ideals that are compatible with their pursuits. For example, deities of luck, travel, and adventure are popular for treasure lights and wanderer lights, while fool's lights might venerate trickster deities, and doom lights might worship deities of fear or even fiends.

Regardless of their glimmer, will-o'-wisps believe that it's important to minimize the amount of time spent exclusively on routine and rote tasks or on problems that can be solved without much effort. Of course, all but the youngest will-o'-wisps understand that life requires plenty of drudgery, but they look for ways to get those tasks completed more quickly or to keep their minds occupied on other thoughts.

Will o' wisps are often drawn to mysterious situations and phenomena. They seldom seek to reach a definitive understanding of what they study; rather, they prefer to catch glimpses of insight from numerous angles. In traditional will-o'-wisp philosophy, it is just as important, if not more so, to contemplate paradoxes, contradictions, and perspectives that are lost to time than it is to focus on details that are readily apparent.

Sculpt Light

Will-o'-Wisp Species Feat (Prerequisite: Will-o'-wisp species, Glow trait)

You sculpt the light that emanates from your body with great care. You gain the following benefits.

Light. You know the *Light* cantrip. Your choice of Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell. When you cast the spell in this way, you can choose any radius and intensity that you could create with *Sculpt Glow*.

Sculpt Glow. While glowing, you can take a Bonus Action to alter the size and intensity of the light from your glow, bringing it down as low as a flickering candle or as high as a roaring bonfire. You shed Bright Light in a radius of your choice up to 40 feet, and Dim Light for the same distance.

Special: If you are a Constellation Wisp, you can perform the same alterations on the size and intensity of any or all of your constellation lights when you create or move the lights.

Searing Tendril

Will-o'-Wisp Species Feat (Prerequisite: Will-o'-wisp species)

The tendrils of light that you can project from your body become lethal weapons. When you make an Unarmed Attack using your tendrils, you can use an ability modifier of your choice instead of your Strength modifier for the attack and damage rolls of the Unarmed Strike. In addition, when you hit with your Unarmed Strike using these tendrils, you can deal 1d6 damage in place of the normal damage of your Unarmed Strike. This damage type is determined by your Light Source trait.

Shadowsight

Will-o'-Wisp Species Feat (Prerequisite: Will-o'-wisp species)

Most will-o'-wisps rely on their natural glow to see, but your eyes have adapted to murky conditions. You gain Darkvision out to 120 feet.

Twinkling Companion

Will-o'-Wisp Species Feat (Prerequisite: Will-o'-wisp species)

You've drawn in a little mote of light that loyally follows you. You can cast the *Find Familiar* spell as a Ritual. Your spellcasting ability for the spell is Intelligence, Wisdom, or Charisma, chosen by you when you select this feat. When you use this feat to cast *Find Familiar*, your familiar has the Glow will-o'-wisp species trait.

Twinkling Flit

Will-o'-Wisp Species Feat (Prerequisite: Will-o'-wisp species)

When you use your Wispy Flit trait to fly, you can fly up to any distance above a surface. However, you still fall if you don't end your movement on a solid surface.

Unerring Navigator

Will-o'-Wisp Species Feat (Prerequisite: Will-o'-wisp species)

Orienting yourself in confusing terrain is second nature. You might use your abilities to guide others to treasure, or to avoid getting lost while leading others into your own devious mazes. You can use an action to magically reorient yourself, immediately learning which direction is north. Alternatively, you can choose a location you have

visited within the last 24 hours and learn its direction relative to your current location. When you use this feat, you can communicate this information telepathically with one creature you can see within 120 feet. That creature receives either a sudden awareness of which direction is north or the direction of your chosen location, along with a vague impression of what that location looked like the last time you were there. This impression isn't detailed enough to provide more information than you could with a quick sketch or brief description.

Will-o'-Wisp Lore

Will-o'-Wisp Species Feat (Prerequisite: Will-o'-wisp species)

You move with grace and cultivate an aura of mystery. You gain the following benefits.

Skill Proficiency. You gain proficiency in two of the following skills: Acrobatics, Deception, Stealth, Survival.

Reliable Lore. When you make an Intelligence (Arcana, Nature, or Religion) check to recall information about will-o'-wisps, you can treat a d20 roll of 9 or lower as a 10. In addition, on a successful check you might know more information about the subject than normal, at the GM's discretion.

Wispflame

Will-o'-Wisp Species Feat (Prerequisite: Will-o'-wisp species)

You can launch a tiny fragment of your animating essence through the air to harm your foes. You can take an action to make a ranged attack roll with a range of 30 feet. Your attack bonus for the attack is your Proficiency Bonus plus an ability modifier of your choice. On a hit, you deal 1d4 damage of a type determined by your Light Source trait.

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13



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Turn crumbs, dust, and clutter into tools of subtle magic!

Become a fey fond of cozy spaces but with a vengeful streak
Assist those who show you respect and punish those who offend you
Use household magic creatively to adventure comfortably and in style!

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Become an elusive cryptid primate
Blend in with your wilderness home
Protect the untamed places of the world while avoiding notice!

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Become an adventurer with dinosaur features
Channel the power of dinosaurs like
Bring extinction to your enemies!

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Transform from a mortal into a powerful otter being!

Become a fearsome land shapeshifting otter
Retain remnants of your mortal soul
Piece together your mysterious past!

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Adapt as your legend grows, darkens, or becomes heroic!

Become the living embodiment of a fable, urban legend, or other story
Gain power as your story spreads far and wide
Spread rumors and change your story to transform your abilities!

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Become an unbreakable bulwark of ancient judgment!

Become a guardian with the lower body of a scorpion
Discover powers from the pages of the Epic of Gilgamesh
Call upon the power of the ancients and defeat your foes!

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IMPS



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Feed on laughter, shock, and horrified glares!

Become an imp from the origin myths, a mischievous trickster
Embody features and powers from peasant folklore
Pull pranks and draw attention to yourself!

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Become a subterranean snake person
Explore beyond the ruins of your fallen empire
Call upon the blessings and mutations of a colossal slumbering snake deity!

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XULGATHS



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Become a lizard person living in the remnants of a past lost to time
Unleash a foul stench to dissuade your foes
Escape the grasp of fell priests and the Enigmas to learn the world's truths!

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