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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 ancestries 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.

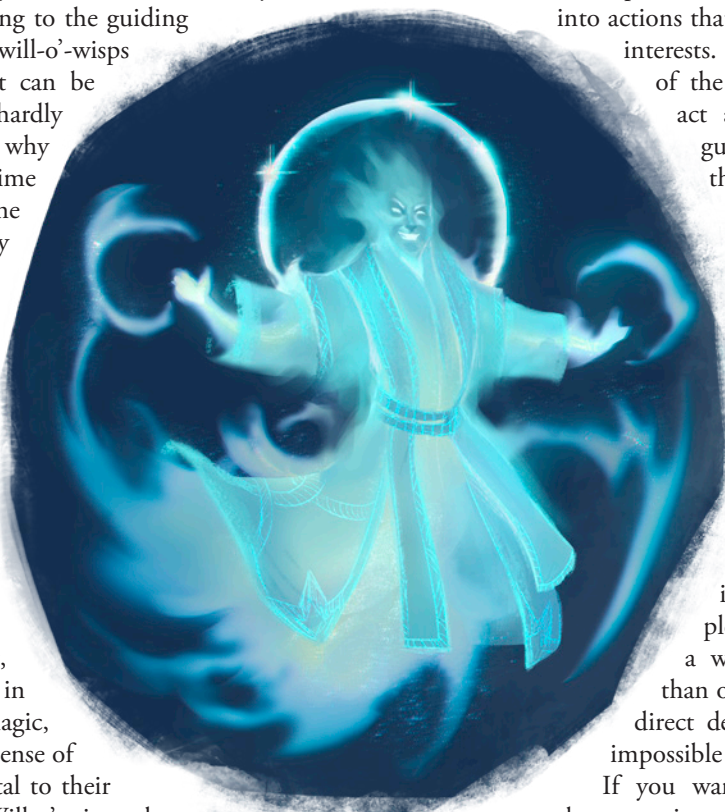
If you want to play a mystical and mysterious character with an unquenchable inner light, you should play a will-o'-wisp.

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.



Physical Description

Will o' wisps are beings formed of air, light, elemental magic, and occult 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 ancestries.

Most will-o'-wisps who enjoy interacting with other ancestries develop a secondary form that is shaped like the ancestry 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 ancestry 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'

RARITY

Rare

HIT POINTS

6

SIZE

Small

SPEED

25 feet

ABILITY BOOSTS

Dexterity

Wisdom

Free

ABILITY FLAW

Strength

LANGUAGES

Common

Aklo

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Boggard, Draconic, Elven, Fey, Gnomish, Luxan, Muan, Sakvroth, Sussuran, Thalassic, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Aberration

Air

Light

Will-o'-Wisp

GLOW

Your body emits a steady glow. You shed bright light in a 20-foot radius (and dim light for the next 20 feet) in a color you choose. You can spend a concentrate action to suppress the light, rekindle it, or change its color.

(continued on page 6)



LIGHT SOURCE

As a will-o'-wisp, your light might originate from crackling flames or from raw lightning. Choose either fire or electricity. Some of your ancestry feats grant abilities based upon the light source you choose. Abilities that are based on your light source gain either the fire or electricity trait.

WISPY FORM

In your natural form, you are a sphere of light. You can spend 1 action with the concentrate trait to change between this ball form and a secondary form that mimics the shape of a common ancestry.

When you fall unconscious, you revert to your ball form; otherwise, you retain your secondary form until you spend an action to revert to it. 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.

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.

Glimmers

Will-o'-wisps are rarely the type to share everything about themselves, even with their closest friends and allies. They tend to live alone or in small groups brought together by shared goals. Losing motivation and purpose can be a matter of life or death for will-o'-wisps. As such, even the most cryptic of their numbers tend to reveal what drives them to a careful observer, whether they consciously tell others or let it slip through their actions. These driving motivations can be roughly divided into categories, which will-o'-wisps often call glimmers or sparks. The most common glimmers are detailed below. A single will-o'-wisp might belong to several glimmers or shift between glimmers over the course of its life.

Doom Lights

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

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 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, snare-crafting abilities, or other versatile tools for leading others astray.



Mage Lights

Mage lights devote their time to studying the marvels of magic. Most of them focus on the bewildering riddles of occult 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

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 ancestries 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

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

Tormentor Wisps

In the minds of many who aren't will-o'-wisps, the name of the ancestry 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.

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 meddling 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 ancestry, 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



Will-o'-Wisp Adventurers

Will-o'-wisps that become adventurers enjoy a wide range of classes, embracing the thrill of exploration and the pursuit of forgotten secrets. 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 swashbuckler, or classes that let them strike from range with precision and grace. Will-o'-wisps with magic are most likely to be occult spellcasters, such as bards, sorcerers, or witches. They might also be clerics of obscure or mysterious deities.

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

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

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.

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.

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

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, Aruthaniivurorialuoa (as Aru, Orial, and Lua), Cysaela, Eeloku, Hwasui, Lumina, Theovai.

Will-o'-Wisp Heritages

Choose one of the following will-o'-wisp heritages at 1st level. 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.

Captivating Wisp

You captivate and confound those who watch the dance and sway of your lights. You gain the trained proficiency rank in Performance. If you were already trained in Performance, you instead become trained in a skill of your choice. You also gain the Fascinating Performance skill feat. While the glow from your ancestry is active, you can fascinate twice as many creatures with the Perform action at the same time as normal when using a visual form of performance.

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 ancestry ability, causing you to look like a wispy but unglowing form looking somewhat like a spirit or an elemental, but you gain both low-light vision and darkvision.

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 Twinkling Hover feat.

Frigid Wisp

Your cold blue light is born from the lanterns that flicker over marshlands on frigid nights. The light source from your ancestry is cold instead of fire or electricity. Abilities that are based on your light source gain the cold trait. You gain the Lantern's Resistance feat for cold damage, and you treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

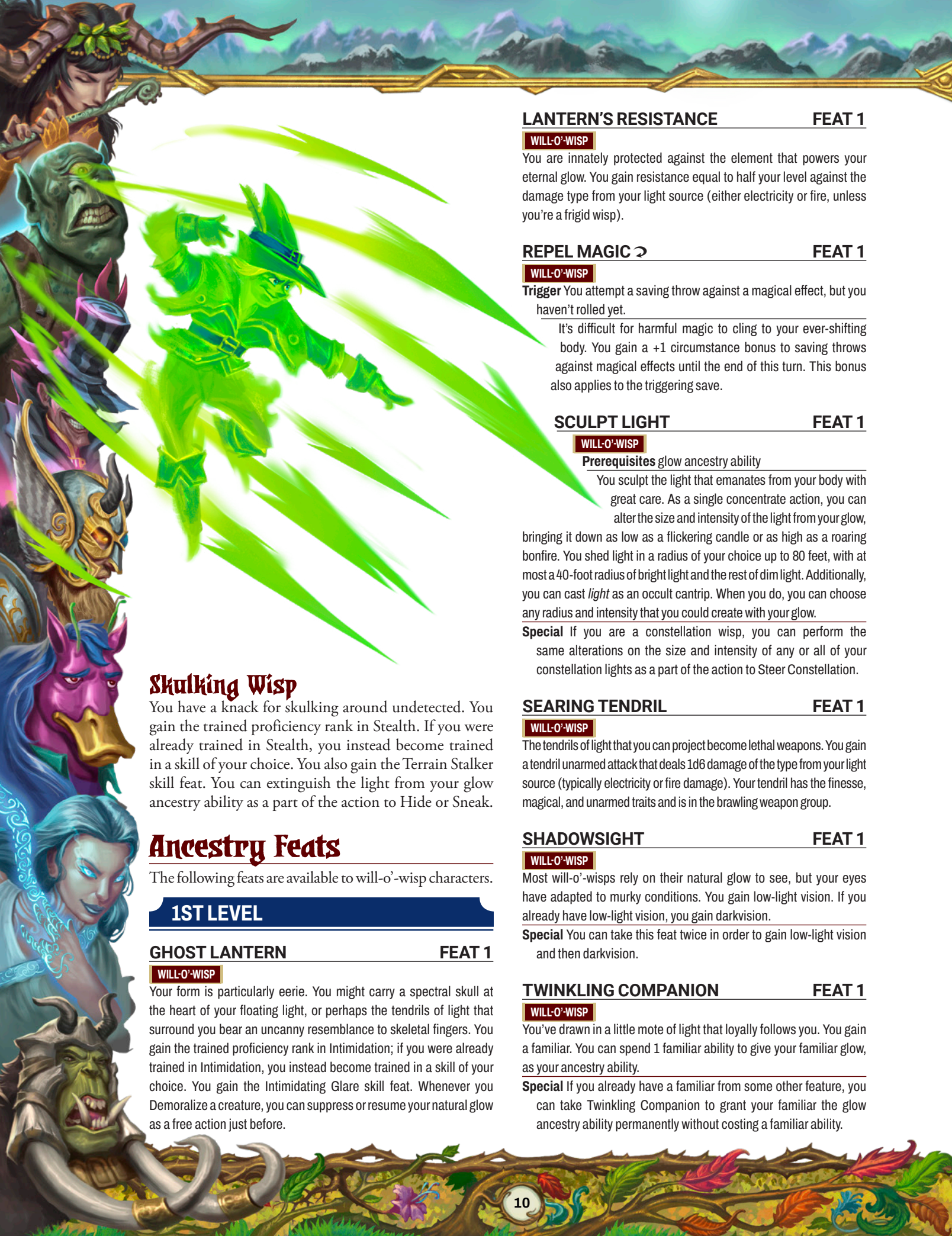
Constellation Wisp

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 vanish immediately if you suppress your glow. When you speak, an echo of your voice emerges from each of the constellation lights. You can adjust the constellation lights' positioning with Steer Constellation. Lights that haven't been moved with Steer Constellation or that have reappeared after vanishing remain in your square.

Steer Constellation ♦ (concentrate, light, occult) **Effect** You adjust the distance and direction to each of your constellation lights. You can move each light up to 120 feet away from you, as long as it remains in your line of effect.

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, such as if it would have to go into a wall, it instead moves to the closest valid square. If a light would leave your line of effect, it winks out until the next time you Steer Constellation.





Skulking Wisp

You have a knack for skulking around undetected. You gain the trained proficiency rank in Stealth. If you were already trained in Stealth, you instead become trained in a skill of your choice. You also gain the Terrain Stalker skill feat. You can extinguish the light from your glow ancestry ability as a part of the action to Hide or Sneak.

Ancestry Feats

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

1ST LEVEL

GHOST LANTERN

FEAT 1

WILL-O'-WISP

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 trained proficiency rank in Intimidation; if you were already trained in Intimidation, you instead become trained in a skill of your choice. You gain the Intimidating Glare skill feat. Whenever you Demoralize a creature, you can suppress or resume your natural glow as a free action just before.

LANTERN'S RESISTANCE

FEAT 1

WILL-O'-WISP

You are innately protected against the element that powers your eternal glow. You gain resistance equal to half your level against the damage type from your light source (either electricity or fire, unless you're a frigid wisp).

REPEL MAGIC

FEAT 1

WILL-O'-WISP

Trigger You attempt a saving throw against a magical effect, but you haven't rolled yet.

It's difficult for harmful magic to cling to your ever-shifting body. You gain a +1 circumstance bonus to saving throws against magical effects until the end of this turn. This bonus also applies to the triggering save.

SCULPT LIGHT

FEAT 1

WILL-O'-WISP

Prerequisites glow ancestry ability

You sculpt the light that emanates from your body with great care. As a single concentrate action, you can 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 light in a radius of your choice up to 80 feet, with at most a 40-foot radius of bright light and the rest of dim light. Additionally, you can cast *light* as an occult cantrip. When you do, you can choose any radius and intensity that you could create with your glow.

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 as a part of the action to Steer Constellation.

SEARING TENDRIL

FEAT 1

WILL-O'-WISP

The tendrils of light that you can project become lethal weapons. You gain a tendril unarmed attack that deals 1d6 damage of the type from your light source (typically electricity or fire damage). Your tendril has the finesse, magical, and unarmed traits and is in the brawling weapon group.

SHADOWSIGHT

FEAT 1

WILL-O'-WISP

Most will-o'-wisps rely on their natural glow to see, but your eyes have adapted to murky conditions. You gain low-light vision. If you already have low-light vision, you gain darkvision.

Special You can take this feat twice in order to gain low-light vision and then darkvision.

TWINKLING COMPANION

FEAT 1

WILL-O'-WISP

You've drawn in a little mote of light that loyally follows you. You gain a familiar. You can spend 1 familiar ability to give your familiar glow, as your ancestry ability.

Special If you already have a familiar from some other feature, you can take Twinkling Companion to grant your familiar the glow ancestry ability permanently without costing a familiar ability.

TWINKLING HOVER ♦

FEAT 1

WILL-O'-WISP

Frequency once per round

You hover briefly in the air. You Fly. If you don't normally have a fly Speed, you gain a fly Speed of 15 feet for this movement. If you aren't on solid ground at the end of this movement, you fall.

UNERRING NAVIGATOR

FEAT 1

WILL-O'-WISP

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 cast *know the way* as an innate occult cantrip. When you do, you can either receive the information from the spell normally or choose a target within 120 feet and transmit the information to them. When you target a creature that isn't yourself, they either receive a sudden awareness of which direction is north or a vague impression of what the location looked like the last time you were there. This impression isn't detailed enough to provide more information than you could with a sketch or description.

WILL-O'-WISP LORE

FEAT 1

WILL-O'-WISP

You move with grace and cultivate an aura of mystery. Whether you use your knack for subterfuge to be a benevolent guide or a deadly snare, you embrace the traditions of those who came before you. You gain the trained proficiency rank in Acrobatics and Deception. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Will-o'-Wisp Lore.

WISPLAME

FEAT 1

WILL-O'-WISP

You can launch a tiny fragment of your animating essence through the air to harm your foes. You gain a wisplame ranged unarmed attack with a range increment of 30 feet and the magical trait that deals 1d4 damage of the type from your light source (typically electricity or fire damage) and is in the brawling weapon group.

5TH LEVEL

DAZZLING STRIKES

FEAT 5

WILL-O'-WISP

Prerequisites Searing Tendril or Wisplame

You've refined your mastery over the strange power that courses through your form, developing new techniques to wield your very body as a weapon of living flame and spirit. You gain whichever of the Searing Tendril or Wisplame feats that you didn't already have (or gain another 1st-level ancestry feat of your choice if you already had both feats). When you critically hit with a tendril or wisplame Strike, the target is dazzled for 1 round. This is a critical specialization effect.

Will-o'-Wisp Settlements

Will-o'-wisps traditionally live in marshes and dense woodlands, where fog curls through ancient trees and ghostly lights shimmer across stagnant pools. Ruins, decrepit graveyards, cavernous catacombs, and other places that evoke feelings of mystery and loss are also popular choices. When will-o'-wisps build settlements from scratch rather than choosing locations already suitable, they tend to construct winding passageways, secret doors, and chambers adorned with esoteric collections of objects whose purpose is inscrutable to outsiders. Softly glowing runes or drifting motes of light often mark boundaries or guide travelers—though sometimes to safety, and sometimes to peril. Illusions and traps are common features, and their locations aren't always static. Even long-term residents of a will-o'-wisp village should be careful not to trust their senses or their memories too much, for the village itself seems to shift and breathe, as if it shares in the will-o'-wisps' love of mystery.

EXTENDED HOVER

FEAT 5

WILL-O'-WISP

Prerequisites Twinkling Hover

You can cover a greater distance without touching down on solid ground. The fly Speed you gain from Twinkling Hover increases to 25 feet.

RECONCEPTUALIZE

FEAT 5

WILL-O'-WISP

You gain greater control over the appearance of your secondary form. Whenever you assume your secondary form, you can change your apparent height, weight, face shape, gender markers, and other physical features, so long as they are within the bounds of possibility for the ancestry that you are mimicking. You can't replicate the features of a specific individual.

While the ancestry of most will-o'-wisps is obvious from their glowing bodies, you can alter your light with such precision that you appear to be a member of the ancestry that your secondary form mimics. You can use Impersonate to pretend to belong to that ancestry without a disguise kit.

REJECT MAGIC ♦

FEAT 5

FORTUNE WILL-O'-WISP

Frequency once per hour

Requirements You failed a saving throw against a spell that imposes an effect with a duration on you, such as a negative condition, and that effect is still active

Harmful magic might have caught you in its grasp, but you can activate your innate resistance to loosen its grip. Roll a new saving throw against the spell. If your new result is better than your original result, replace the ongoing effects from your initial saving throw result with the effects from your new one. Reject Magic doesn't undo any effects the spell had in the past, such as damage taken.

You can't use Reject Magic more than once on the same spell, even if its duration is more than 1 hour.



Wisp Cuisine

Will-o'-wisps can eat most types of food that other ancestries do, though the process differs from the methods that ancestries with conventional digestive systems use. When a will-o'-wisp touches food, they can absorb its colors and nutrients into their body. The colors of the food dance through the will-o'-wisp's form. By the time they've finished their meal, all that's left behind is a pile of gray dust.

Because of this method of eating, will-o'-wisps experience flavor in a way that's more dependent on the color of food than most other ancestries. While they can still taste the ingredients, brightly colored food or food saturated with color has a bolder, stronger taste, while colorless food has a blander or weaker taste.

Will-o'-wisps who prefer not to draw attention to the way it looks when they eat might choose to place the food inside their mouths before reducing it to dust, then find a convenient opportunity to excuse themselves to expel the dust after the meal is finished.

Some will-o'-wisps develop the ability to sustain themselves by eating fear. This power is a well-known ability of tormentor wisps, but it isn't exclusive to them.

SMOTHER LIGHT

FEAT 5

CONCENTRATE **OCCULT** **WILL-O'-WISP**

Prerequisites extinguished wisp heritage

Frequency once per 10 minutes

Your light has been extinguished, and you can inflict that same fate on other lights that cross your path. You draw away both air and mystical power to cut off the fuel from an unattended light within 60 feet. Small non-magical light sources like torches and lanterns are automatically extinguished, as are non-magical flames with an area of up to 1 square. To extinguish a magical light source, attempt a counteract check. Your counteract rank is equal to half your level (rounded up) and your counteract modifier is equal to the higher of your class DC -10 or your spell DC -10. Counteracting a magical light source suppresses its light for 1 minute but does not suppress any other effects.

STICKY CONSTELLATION

FEAT 5

WILL-O'-WISP

Prerequisites constellation wisp heritage

Your constellation wisps have sticky tendrils that allow them to attach to others. When your constellation wisp enters the square of a willing creature, you can attach the wisp to that creature. The wisp moves with the attached creature. As long as the wisp remains attached, it can move out of your line of sight and up to 500 feet away from you without winking out and returning to you. You are always aware of the distance and direction to your wisps. When you speak, you can choose which (if any) of your constellation wisps transmit echoes of your voice. While creatures can't communicate with you directly through the wisp, they might be able to send you messages at a distance by moving themselves (and thus your attached wisp) in pre-arranged patterns, counting on your awareness of the distance and direction to get across the message.

TINY TRANSFORMATION

FEAT 5

CONCENTRATE **OCCULT** **POLYMORPH** **WILL-O'-WISP**

You are a creature of air and light, features far more malleable than conventional flesh. You can compress your body into a compact animal form. You gain the effects of *pest form* until you use Tiny Transformation again to end the effect.

TRICK OF THE LIGHT

FEAT 5

ILLUSION **MENTAL** **OCCULT** **VISUAL** **WILL-O'-WISP**

Frequency once per day

Trigger An opponent Strides

You confound your opponent's sense of direction with beguiling lights and twisting hallucinations, tricking them into walking in the wrong direction. The opponent must roll a Will save against the higher of your class DC or spell DC.

Success The creature is unaffected.

Failure For the rest of the triggering Stride, all squares the creature enters are difficult terrain.

Critical Failure The creature moves in a direction and path of your choosing for the rest of the triggering Stride. This is forced movement.

Get the full Will-o'-Wisp ancestry next month plus 12 more throughout the year by backing the Year of Mysteries on Kickstarter at yearofmysteries.com today!

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Channel the power of dinosaurs like
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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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Feed on laughter, shock, and horrified glares!

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Become a lizard person living in the remnants of a past lost to time
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