



Death Wisp

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	As Life	As Life	As Life

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the Death 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 Death Wisp regains 10 (3d6) hit points.

Ephemeral. The Death Wisp cannot be seen by the living and cannot wear or carry anything. If it attempts to affect any object or creature in the living world, it must first succeed on a DC20 ability check using its highest ability modifier.

Incorporeal Movement. The Death 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 Death Wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The Death Wisp can alter the radius as a bonus action.

Soul Sense. The Death Wisp can sense the soul of any creature within 120ft. It has advantage on insight checks against these creatures.

Cantrips and Spells. The Death Wisp may cast any cantrips known to it in life, and has one spell slot of its highest known spell while living.

Touch the Living. The Death Wisp may cast *Mage hand* as a cantrip a number of times a day equal to its Charisma Modifier.

Death Wisp

Death Wisps are the disembodied souls of the recently deceased, and exist in a half-plane between the land of the living and the world of the dead. They cannot normally affect either world, but their own is not without danger.

Transient Existence. Death Wisps are but faint sprites of their former selves, and normally exist for only a short time before passing into the afterlife.

The Natural lifespan of a Death Wisp is 1d6 days, after which the wisp fades slowly over the course of 24 hours until it disappears upon the hour of its death, passing peacefully into the afterlife.

Fearful Scavengers. Many Death Wisps are consumed by a fear of what lies ahead in the afterlife, and others are simply unwilling to move on. Wisps such as this learn to extend their transient existence by feeding on the dying breaths of other creatures.

Each time a Death Wisp successfully uses *Consume Life*, its lifespan is extended by 1d6 days. a wisp that consumes 100 lives this way can no longer enter the afterlife, and transforms into a wraith.

Memories of Life. A Death wisp retains the memories of its former life, and can recall any knowledge it had while alive; this includes any spells it may have known, although its ability to cast them is severely limited.

A Death Wisp maintains the Intelligence, Wisdom, and Charisma scores it had in life, and Retains any bonuses to knowledge checks it would have had while alive, accept those granted by items.

Undead Nature. A Death Wisp doesn't require air, drink, or sleep.

Returning to life. A Death Wisp May be returned to life through the use of the *Restore The Lost* ritual so long as it has a body to return to. This ritual requires a Gem worth 1,000 gp as its focus, and takes 12 hours to perform; during which those participating in the ritual must journey into the half-plane and guide the wisp to its body.