

Blue Wild Magic Pixie

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<https://www.dndbeyond.com/monsters/2864308-blue-wild-magic-pixie>

Tiny Fey, Neutral Good

Armor Class 15

Hit Points 15 (6d4)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities [Charmed](#), [Poisoned](#)

Senses [Darkvision](#) 120 ft., Passive Perception 14

Languages Elemental, Sylvan

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Innate Spellcasting. Its spellcasting ability is Charisma (spell save DC #12, +3 to hit with spell attacks).

Cantrips (at will): Guidance, Thorn Whip

1st level (1 slots): Cure Wounds, Faerie Fire

Wild Magic Strike. On a successful hit, the target must roll from the Wild Magic Table.

Wild Magic Immune. Immune to the Wild Magic Table.

Actions

Wild Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage.

Wild Magic Cover. The pixie and its light magically can become obscured until it attacks or uses another ability, or until its concentration ends (as if concentrating on a spell) if this character is in its color of wild magic fog.

Description

These Pixies appear the color of the fog they were born from which ranges from blue, green, orange, and red.

When they are normally under control the controlling character can use their bonus action to ask it to ... Attack, Heal, Run, Hide, and Help ... and the Pixie will do its best to follow the command.