

Blue Wild Magic Wisp

Version 1.10 (September 2022)

<https://www.dndbeyond.com/monsters/2894722-blue-wild-magic-wisp>

Tiny Elemental, Chaotic Evil

Armor Class 16

Hit Points 5 (1d8)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Resistances Necrotic, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities [Exhaustion](#), [Grappled](#), [Paralyzed](#), [Poisoned](#), [Prone](#), [Restrained](#), [Unconscious](#)

Senses [Darkvision](#) 120 ft., Passive Perception 12

Languages Elemental

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Ephemeral. The will-o'-wisp can't wear or carry anything.

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

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

Magical Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8) psychic damage.

Wild Magic Cover. The wisp 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 Wisps appear the color of the fog they were born from which ranges from blue, green, orange, and red.

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<https://www.dndbeyond.com/monsters/2864167-blue-wild-magic-wisp>

Tiny Elemental, Chaotic Evil

Armor Class 16

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Resistances Necrotic, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities [Exhaustion](#), [Grappled](#), [Paralyzed](#), [Poisoned](#), [Prone](#), [Restrained](#), [Unconscious](#)

Senses [Darkvision](#) 120 ft., Passive Perception 12

Languages Elemental

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Ephemeral. The will-o'-wisp can't wear or carry anything.

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

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

Magical Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8) psychic damage.

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