

Blue Wild Magic Bear

Version 2.00 (January 2023)

<https://www.dndbeyond.com/monsters/3211315-blue-wild-magic-bear>



Medium Beast, Unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	16 (+3)	12 (+1)	12 (+1)

Skills [Perception](#) +3

Senses Passive Perception 13

Languages --

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Keen Smell. The bear has advantage on Wisdom ([Perception](#)) checks that rely on smell.

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

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Wild Magical Roar. +3 to hit, with a range of 30ft, one target. *Hit:* 3 (1d6) damage type is determined by a d4 roll (1: Cold, 2: Fire, 3: Lighting, 4: Acid)

Wild Magic Bear

Version 1.00 (August 2022)

<https://www.dndbeyond.com/monsters/2834511-wild-magic-bear>

Medium Beast, Unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills [Perception](#) +3

Senses Passive Perception 13

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Keen Smell. The bear has advantage on Wisdom ([Perception](#)) checks that rely on smell.

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

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Wild Magical Roar. +3 to hit, with a range of 30ft, one target. *Hit:* 3 (1d6) damage type is determined by a d4 roll (1: Cold, 2: Fire, 3: Lightning, 4: Acid)