

Air Mephit

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<https://www.dndbeyond.com/monsters/3259979-air-mephit>



Small Elemental, Neutral Evil

Armor Class 11 Natural Armor

Hit Points 21 (5d6 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	12 (+1)	10 (+0)	10 (+0)

Skills [Perception](#) +2, [Stealth](#) +3

Damage Immunities Poison

Condition Immunities [Poisoned](#)

Senses [Darkvision](#) 60, Passive Perception 12

Languages Auran

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Death Burst. When the creature dies, it explodes in a burst of frigid air. Each creature within 5 ft of the explosion must succeed in a DC 11 Constitution Saving Throw or take 7 (2d6) [Cold Damage](#).

False Appearance. While the creature remains motionless, it is indistinguishable from air itself.

Air Travel. The creature can teleport to any unoccupied space within 30ft, as long as it is filled with air.

Actions

Air Breath (Recharge 6). The creature exhales a 15ft cone of frigid air. Each creature in the area must make a DC 11 Constitution Saving Throw, taking 7 (2d6) [Tooltip Not Found] on a failed save, or half as much damage on a successful one.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) [Slashing Damage](#).