

# Earth Mephit

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<https://www.dndbeyond.com/monsters/3259866-earth-mephit>



*Small Elemental, Neutral Evil*

**Armor Class** 11 Natural Armor

**Hit Points** 33 (6d6 + 12)

**Speed** 30 ft., burrow 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	7 (-2)	11 (+0)	8 (-1)

**Skills** [Perception](#) +2, [Stealth](#) +1

**Damage Vulnerabilities** Thunder

**Damage Immunities** Poison

**Condition Immunities** [Poisoned](#)

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

**Languages** Terran

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

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**Death Burst.** When the creature dies, it explodes in a burst of rock. Each creature within 5 ft of the explosion must succeed in a DC 12 Dexterity Saving Throw, taking 5 (1d10) [Bludgeoning Damage](#) on a failed save or half as much on a successful one.

**False Appearance.** While the creature remains motionless, it is indistinguishable from an ordinary pile of rocks.

**Construction.** The creature can cast [Enlarge/Reduce](#) on itself with no material components. Its spellcasting ability is Charisma

## Actions

**Rock Breath (Recharge 6).** The creature exhales a 15ft cone of rock and gravel. Each creature in the area must make a DC 12 Dexterity Saving Throw, taking 7 (2d6) [Bludgeoning Damage](#) on a failed save, or half as much on a successful one.

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