

Water Mephit

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<https://www.dndbeyond.com/monsters/3259938-water-mephit>



Small Elemental, Neutral Evil

Armor Class 11 Natural Armor

Hit Points 27 (6d6 + 6)

Speed 30 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	13 (+1)	12 (+1)	9 (-1)	11 (+0)

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

Damage Immunities Poison

Condition Immunities [Poisoned](#)

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

Languages Aquan

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Death Burst. When the creature dies, it explodes in a torrent of water. Each creature within 5 ft of the explosion must succeed in a DC 11 Strength Saving Throw or be pushed away from the creature and knocked [Prone](#), the water extinguishes any exposed nonmagical fire in the area.

False Appearance. While the creature remains motionless, it is indistinguishable from an ordinary pool of water.

Water Bending. The creature can cast [Wall of Water](#), with no material components. Its spellcasting ability is Charisma.

Actions

Water Breath (Recharge 6). The creature exhales a 15ft cone of water. Each creature in the area must make a DC 11 Strength Saving Throw, taking 3 (1d6) [Bludgeoning Damage](#), pushed 5 ft away and knocked [Prone](#) on a failed save, or half as much damage and is not pushed or knocked [Prone](#) on a successful one.

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