

# Fire Mephit

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<https://www.dndbeyond.com/monsters/3259875-fire-mephit>



*Small Elemental, Neutral Evil*

**Armor Class** 11 Natural Armor

**Hit Points** 22 (5d6 + 5)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	12 (+1)	10 (+0)	9 (-1)	12 (+1)

**Skills** [Perception](#) +2

**Damage Immunities** Fire, Poison

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

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

**Languages** Ignan

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

**Proficiency Bonus** +2

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**Death Burst.** When the creature dies, it explodes in a burst of flames. Each creature within 5 ft of the explosion must succeed in a DC 11 Dexterity Saving Throw, taking 5 (2d4) [Fire Damage](#) immediately and 2 (1d4) [Fire Damage](#) at the end of its next turn. On a successful one, a target takes half as much of the initial damage with no residual.

**False Appearance.** While the creature remains motionless, it is indistinguishable from an ordinary open flame.

**Illumination.** The creature sheds bright light in a 10ft radius and dim light for an additional 10 ft.

## Actions

**Fire Breath (Recharge 6).** The creature exhales a 15ft cone of fire. Each creature in the area must make a DC 11 Dexterity Saving Throw, taking 5 (2d4) [Fire Damage](#) immediately and 2 (1d4) [Fire Damage](#) at the end of its next turn. On a successful one, a target takes half as much of the initial damage with no residual.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) [Slashing Damage](#) and 2 (1d4) [Fire Damage](#).

## Reactions

**Powerful Flames.** The creature can cast [Hellish Rebuke](#) on a spell save DC 11. Its spellcasting ability is Charisma.