

Small Elemental, Neutral Evil

Armor Class	Hit Points	Speed	Challenge	PB	
11	27 (6d6 + 6)	20 ft., fly 20 ft., swim 20 ft.	1/4 (50 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Skills Stealth +3

Damage Imm. poison

Condition Imm. poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

**Death Burst.** When the mephit dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

**False Appearance.** While the mephit remains motionless, it is indistinguishable from an ordinary mound of mud.

ACTIONS

**Fists.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage.

**Mud Breath (Recharge 6).** The mephit belches viscid mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

VARIANT: SUMMON MEPHITS (1/DAY)

The mephit has a 25 percent chance of summoning 1d4 mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.