

MEPHITS

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AIR MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 15 (6d6 - 6)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	9 (-1)	11 (+0)	10 (+0)	11 (+0)

Skills Acrobatics +4, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned, Prone

Senses Darkvision 60 ft., Passive Perception 12

Languages Auran

Challenge 1/2 (100 XP)

Weightless. Whenever the mephit takes damage, it is pushed 10 feet away from the source of the damage.

Death Burst. When the mephit dies, it explodes in a burst of air. Each creature within 5 feet of it must then succeed on a DC 9 Strength saving throw or be pushed 10 feet away and knocked prone.

Actions

Gust. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit* 5 (1d6 + 2) bludgeoning damage and the target must succeed on a DC 10 Strength saving throw or be pushed 10 feet away.

This attack has advantage against a levitating or flying creature.

Updraft (Recharge 6). One creature within 5 feet must succeed on a DC 10 Constitution saving throw or begin to Levitate 5 feet into the air until the end of the mephit's next turn.

Reactions

Current-Dancer. When a creature is pushed out of the mephit's reach, the mephit can move up to 10 feet towards the attacker and make a Gust attack against it.

ASH MEPHIT

Small elemental, neutral evil

Armor Class 13

Hit Points 23 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	12 (+1)	7 (-2)	7 (-2)	9 (-1)

Skills Acrobatics +5, Stealth +5

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Languages Auran

Challenge 1/2 (100 XP)

Weightless. Whenever the mephit takes damage, it is pushed 10 feet away from the source of the damage.

Death Burst. When the mephit dies, it explodes in a burst of ash. Each creature within 5 feet of it must then succeed on a DC 11 Constitution saving throw or take 5 (2d4) fire damage and be Blinded until the end of its next turn.

Actions

Choking Ash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 3) fire damage and the target must succeed on a DC 10 Constitution saving throw or begin Choking until the end of the mephit's next turn.

Ember Gout (Recharge 6). One creature within 10 feet must succeed on a DC 10 Dexterity saving throw or begin **Burning** (1d10).

Reactions

Cinder Wheeze. When the mephit is hit with a melee attack, it can force the attacker to succeed on a DC 10 Constitution saving throw or take 5 (2d4) fire damage and be Blinded until the end of its next turn.

DUST MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 30 ft., fly 30 ft.

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

Damage Vulnerabilities Fire

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Languages Terran

Challenge 1/2 (100 XP)

Weightless. Whenever the mephit takes damage, it is pushed 10 feet away from the source of the damage.

Death Burst. When the mephit dies, it explodes in a burst of dust in a 5 foot radius. Each creature in the area succeed on a DC 11 Constitution saving throw or be Blinded for the next minute (Save Ends at end of turn).

If the mephit is doused in water (at least one gallon), this trait ceases to function for the next minute.

Actions

Scrabbling Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 1) slashing damage. If this attack is made at advantage, it deals an additional 3 (1d6) damage.

Clinging Dust (Recharge 6). One creature within 10 feet must succeed on a DC 11 Dexterity saving throw or be coated in pale, clinging dust.

Until a creature takes an action to clear it, attacks against the affected creature are made at advantage, and the affected creature or object can't benefit from being Invisible.

Reactions

Explosive Ignition. When the mephit takes any fire damage, it can force each creature within 10 feet to succeed on a DC 11 Dexterity saving throw or take 7 (2d6) fire damage and be knocked prone, or take half as much damage on a success.

EARTH MEPHIT

Small elemental, neutral evil

Armor Class 13 (Natural Armor)

Hit Points 23 (5d6 + 5)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	12 (+1)	8 (-1)	11 (+1)	9 (-1)

Skills Athletics +3, Perception +3

Damage Vulnerabilities Thunder

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 13

Languages Terran

Challenge 1/2 (100 XP)

Earth Glide. The mephit can burrow through nonmagical, unworked earth and stone. While doing so, the mephit doesn't disturb the material it moves through.

Death Burst. When the mephit dies, it explodes in a burst of earth. Each creature within 5 feet of it must then succeed on a DC 11 Dexterity saving throw or take 5 (2d4) bludgeoning damage and be knocked prone. If the mephit is doused in water (at least one gallon), this trait ceases to function for the next minute.

Actions

Dirty Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 1) slashing damage. This attack deals an additional 3 (1d6) damage to a prone creature.

Earthbreak (Recharge 6). Each creature in a 15 foot cone must succeed on a DC 11 Dexterity saving throw or take 6 (1d12) bludgeoning damage and fall prone, or half as much damage on a success. The affected area becomes difficult terrain.

Reactions

Durable. As a reaction to being targeted with a weapon attack, the mephit may gain resistance to that attack's damage. If the mephit is doused in water (at least one gallon), this trait ceases to function for the next minute.

FIRE MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	13 (+1)	10 (+0)	9 (-1)	9 (-1)	11 (+0)

Skills Acrobatics +3, Stealth +3

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages Ignan

Challenge 1/2 (100 XP)

Fire Step. Surfaces the mephit moves over ignite and burn for 1 minute. A creature that starts its turn in a burning area, or enters a burning area for the first time on a turn, takes 3 (1d6) fire damage.

Death Burst. When the mephit dies, it explodes in a burst of fire. Each creature within 15 feet of it must succeed on a DC 10 Dexterity saving throw or begin [Burning](#) (1d10).

Actions

Glowing Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 4 (1d6 + 1) fire damage. If the target is wearing metal armor, it takes an additional 3 (1d6) fire damage.

Burning Steel (Recharge 6). Each creature in a 15 foot cone that is wielding a metal weapon takes 4 (1d8) damage and must succeed on a DC 10 Constitution saving throw or drop its weapon in an adjacent space.

Reactions

Wind-Whipped. When a creature makes an opportunity attack against it, the mephit can impose disadvantage on the attack. If the attack misses, the attacker is dragged up to 5 feet behind the mephit.

GLASS MEPHIT

Small elemental, neutral evil

Armor Class 12 (Natural Armor)

Hit Points 30 (7d6+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	12 (+1)	7 (-2)	10 (+0)	11 (+1)

Skills Stealth +1, Perception +2

Damage Vulnerabilities Bludgeoning, Thunder

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages Ignan, Terran

Challenge 1/4 (50 XP)

Molten Repair. If the mephit would take any fire damage, it instead takes no damage and regains a number of hit points equal to the fire damage dealt.

Mirror Dweller. The mephit may spend half its movement to pass through a Medium or larger reflective surface within 5 feet, entering or exiting an extradimensional mirrorspace resembling the space reflected in the surface.

If a mirrored surface containing the mephit ceases to be reflective, the mephit is expelled into the nearest unoccupied space.

Death Burst. When the mephit dies, it explodes in a burst of glass in a 10 foot radius. Each creature in the area must succeed on a DC 11 Dexterity saving throw or take 5 (2d4) slashing damage and have glass shards embedded in its flesh.

Until a creature removes the shards as an action, the creature loses 1 hit point for each 5 feet it moves.

Actions

Edged Slice. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 6 (2d4) slashing damage.

On a critical hit, the mephit may use its Invisibility as a bonus action this turn, if available.

Invisibility (Concentration, Recharge 6). The mephit magically turns Invisible until it attacks.

Reactions

Reflect. When the mephit is targeted with a spell of first level or below, it can make a DC 11 Dexterity saving throw.

On a success, the mephit can change the spell's target to another creature within 15 feet of it.

ICE MEPHIT

Small elemental, neutral evil

Armor Class 15 (11 while below full HP)

Hit Points 17 (7d6 - 7)

Speed 30 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	9 (-1)	10 (+0)	11 (+0)	11 (+0)

Skills Perception +2, Stealth +3

Damage Immunities Cold, Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages Auran, Aquan

Challenge 1/2 (100 XP)

Chip Away. If the mephit is missing any of its hit points, its AC is reduced to 11.

Death Burst. When the mephit dies, it explodes in a burst of ice in a 5 foot radius. Each creature in the area must succeed on a DC 9 Dexterity saving throw or take 7 (3d4) cold damage and have its movement speed reduced by 20 until the end of its next turn.

Actions

Chilling Touch. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit* 4 (1d4 + 2) cold damage and the target's movement speed is reduced by 10 feet until the end of its next turn.

A creature whose movement speed is reduced to 0 in this way must succeed on a DC 10 Constitution saving throw or be Paralyzed until the end of its next turn.

Encase in Frost (Recharge 6). One creature within 5 feet must succeed on a DC 9 Strength saving throw or gain 5 (2d4) temporary hit points.

While it has any of these temporary hit points, the creature is restrained.

Reactions

Icy Gust. When the mephit is hit with a melee attack, it can make a Chilling Touch attack against the attacker. On a hit, the target is pushed 5 feet away.

Rules Reminder. Effects don't stack with themselves. The speed reduction from Chilling Touch can only be applied once to a given creature, even if it is hit by multiple mephits.

LIGHT MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6+6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-3)	13 (+1)	13 (+1)	11 (-1)	9 (-1)	13 (+1)

Skills Acrobatics +3, Stealth +3

Damage Immunities Fire, Radiant, Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages Ignan

Challenge 1/2 (100 XP)

Revealing Radiance. The mephit sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Other creatures in the radius of bright light cannot benefit from Invisibility.

Death Burst. When the mephit dies, it explodes in a burst of light in a 15 foot radius. Each creature in the area must succeed on a DC 11 Constitution saving throw or take 3 (1d6) radiant damage and be Blinded until the end of its next turn.

A creature may avert its eyes at the beginning of its turn, treating the mephit as Invisible until the beginning of its next turn. If it does, the creature succeeds automatically on this saving throw.

Actions

Illuminating Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 4 (1d6 + 1) radiant damage and the next attack made against the target before the end of the mephit's next turn is made with advantage.

Sunstrike. Each creature in a 5 foot radius centered on a point within 30 feet must succeed on a DC 11 Dexterity saving throw or take 3 (1d6) fire and 3 (1d6) radiant damage. A creature that is averting its eyes has disadvantage on this saving throw.

Reactions

Dazzling Flash. When a creature hits the mephit with a melee attack, the mephit can emit a bright flash, dazzling the creature.

Until the end of the mephit's next turn, the attacker treats the mephit as Invisible.

LIGHTNING MEPHIT

Small elemental, neutral evil

Armor Class 13
Hit Points 22 (5d6 + 5)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	13 (+1)

Skills Acrobatics +4, Stealth +4
Damage Immunities Lightning, Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 12
Languages Auran
Challenge 1/2 (100 XP)

Electrified. A creature that hits the mephxit with a melee attack can't take reactions until the start of its next turn.

Death Burst. When the mephxit dies, it explodes in a burst of lightning in a 10 foot radius.

Each creature in the area must succeed on a DC 11 Dexterity saving throw or take 7 (2d6) lightning damage. A creature wearing metal armor makes this saving throw with disadvantage.

Actions

Static Shock *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 2) lightning damage and the target has disadvantage on the next attack it makes before the end of its next turn.

Charge Weapon (Recharge 6). The mephxit charges a weapon within 5 feet that isn't held or carried with electricity.

The first creature to touch the weapon in the next minute must succeed on a DC 11 Constitution saving throw or take 7 (2d6) lightning damage and be Stunned until the end of the mephxit's following turn.

Reactions

Numbing Sparks. When the mephxit is hit with a melee attack, it can force the attacker to make a DC 11 Constitution saving throw.

On a failed saving throw, the target takes 3 (1d6) lightning damage, drops one object of the mephxit's choice that it is wielding, and is unable to pick the dropped object up until the beginning of its next turn.

MAGMA MEPHIT

Small elemental, neutral evil

Armor Class 12 (Natural Armor)
Hit Points 34 (8d6 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	12 (+1)	8 (-1)	11 (+1)	9 (-1)

Skills Athletics +3, Perception +3
Damage Vulnerabilities Cold
Damage Immunities Fire, Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 13
Languages Ignan, Terran
Challenge 1 (200 XP)

Molten Body. If the mephxit takes 10 or more cold damage from a single source, it is 'Petrified'.

Death Burst When the mephxit dies, it explodes in a 5 foot radius burst of magma. Each creature in the area must succeed on a DC 11 Dexterity saving throw or take 3 (1d6) fire damage and have molten rock splashed on it.

Until it or another creature clears the rock with a successful DC 11 Constitution (Athletics) check, the creature has disadvantage on attack rolls and is **Burning** (1d6).

Actions

Magma Fist *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 1) bludgeoning plus 3 (1d6) fire damage and the target must succeed on a DC 11 Strength saving throw or be pushed 5 feet away.

Molten Fissure (Recharge 6). The earth splits in a 15 foot long, 5 foot wide, 5 foot deep line extending from the mephxit.

Each creature in the area when it appears must succeed on a DC 11 Dexterity saving throw or fall in, taking 3 (1d6) bludgeoning damage and falling prone. For the next minute, a creature that starts its turn in the fissure takes 7 (2d6) fire damage.

Reactions

Melt Weapon. When the mephxit is hit with nonmagical melee weapon attack, it can melt and warp the weapon. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls.

MINERAL MEPHIT

Small elemental, neutral evil

Armor Class 13 (Natural Armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft., burrow 20 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	15 (+2)	10 (+0)	11 (+0)	11 (+0)

Skills Athletics +5, Perception +2

Damage Vulnerabilities Thunder

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages Terran

Challenge 1/2 (100 XP)

Stoneglide. The mephit can burrow through nonmagical stone, and doesn't disturb any material it burrows through.

Death Burst. When the mephit dies, it explodes in a 5 foot radius burst of sparkling minerals.

Each creature in the area must succeed on a DC 12 Dexterity saving throw or take 5 (2d4) slashing damage and be knocked prone.

Actions

Sparkling Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 8 (1d6 + 3) slashing damage.

This attack deals an additional 3 (1d6) damage to a Charmed creature.

Fool's Greed (Recharge 6). The mephit holds out a worthless gem. Each creature within 5 feet that can see it must succeed on a DC 12 Wisdom saving throw or be Charmed until the end of the mephit's next turn.

A creature Charmed in this way must use its action to attempt to snatch the gem away with a DC 13 Strength (Athletics) check, ending the effect for each affected creature on a success.

Reactions

Scratchproof Facing. When the mephit is targeted with an attack that deals piercing damage, it can add +5 to its AC against the triggering attack.

MUD MEPHIT

Small elemental, neutral evil

Armor Class 12 (Natural Armor)

Hit Points 36 (8d6 + 8)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

Skills Athletics +5, Perception +3

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 13

Languages Aquan, Terran

Challenge 1 (200 XP)

Earthglide. The mephit can burrow through nonmagical, unworked earth and stone, and doesn't disturb any material it burrows through.

Death Burst. When the mephit dies, it explodes in a 5 foot radius burst of sticky mud.

Each Medium or smaller creature in the area must succeed on a DC 11 Dexterity saving throw or be restrained until the end of its next turn.

Actions

Muddy Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 11 Strength saving throw or be knocked prone.

A creature knocked prone in this way must spend its full movement to stand.

Soften Earth (Concentration, Recharge 6). The ground in a 10 foot radius around the mephit softens, becoming difficult terrain for the next minute. This radius moves with the mephit.

Reactions

Non-Newtonian. When the mephit takes any bludgeoning or slashing damage, it can increase its AC by 2 until the beginning of its next turn.

SALT MEPHIT

Small elemental, neutral evil

Armor Class 13 (Natural Armor)

Hit Points 28 (5d6 + 10)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	6 (-2)	9 (-1)	7 (-2)

Saves CON +4

Damage Immunities Poison

Condition Immunities Poised

Senses Darkvision 60 ft., Passive Perception 13

Languages Terran

Challenge 1/2 (100 XP)

Soluble. If the mephit is doused in water (at least one gallon), it must succeed on a DC 15 Constitution saving throw or die and disintegrate.

Death Burst. When the mephit dies, it explodes in a 5 foot radius burst of salt crystals.

Each creature in the area must succeed on a DC 12 Dexterity saving throw or take 5 (2d4) slashing damage and gain vulnerability to the first source of acid damage it takes in the next minute.

Actions

Salt Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 1) slashing damage.

Dessicate (Recharge 6). The mephit attempts to drain the moisture from a creature within 5 feet, forcing it to make a DC 12 Constitution saving throw.

On a failure, the creature takes 10 (3d6) necrotic damage and is unaffected by the first source of healing it receives before the beginning of its next turn.

Reactions

Salt the Wound. When a creature within 5 feet of it takes 5 or more slashing damage from a single source, the mephit can deal 3 (1d6) poison damage to it.

Ooze Mephit

Small elemental, neutral evil

Armor Class 8

Hit Points 23 (5d6+5)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	13 (+1)	6 (-2)	12 (+1)	9 (-1)

Skills Athletics +5, Perception +3

Damage Resistances Slashing damage from nonmagical weapons.

Damage Immunities Acid, Poison

Condition Immunities Grappled, Poised

Senses Darkvision 60 ft., Passive Perception 12

Languages Aquan

Challenge 1/2 (100 XP)

Amorphous. The mephit can move through a space as narrow as 1 inch wide without squeezing.

Death Burst. When the mephit dies, it explodes in a 5 foot radius wave of acrid ooze. Each creature in the area must succeed on a DC 11 Dexterity saving throw or take 5 (2d4) acid damage and be covered in acid

Until a creature removes the acid as an action, a creature covered in it takes 2 (1d4) acid damage at end of each of its turns.

Actions

Gooey Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 3) slashing damage.

This attack is made with advantage against a grappled creature.

Reactions

Stick (Recharge 6). When the mephit is hit with a melee attack by a Medium or smaller creature within 5 feet, the mephit forces the attacker to succeed on a DC 11 Strength saving throw or be grappled (escape DC 11).

A creature grappled in this way takes 5 (2d4) acid damage at the beginning of each of its turns.

Split. When the mephit takes any slashing damage, it splits into two new mephits that act on its initiative.

Each new mephit is size Tiny, has hit points equal to half the original mephit's, rounded down, and can't take reactions.

SMOKE MEPHIT

Small elemental, neutral evil

Armor Class 14

Hit Points 12 (5d6 - 5)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	9 (-1)	10 (+0)	9 (-1)	12 (+1)

Skills Acrobatics +6, Stealth +6

Damage Immunities Fire, Poison

Condition Immunities Poisoned, Prone

Senses Blindsight 30 ft., Passive Perception 9

Languages Auran, Ignan

Challenge 1/2 (100 XP)

Pull Together (1/Day). When the mephit is reduced to 0 hit points, it can turn to smoke and disipate instead of dying.

At the beginning of its next turn, it reappears with 1 hit point in an unoccupied space within 15 feet of the space it left.

Death Burst. When the mephit dies, it explodes in a 5 foot radius burst of smoke.

Each creature in the area must succeed on a DC 9 Constitution saving throw or begin **Choking** for the next minute (Save Ends at end of turn)

Actions

Sootclaw Slam. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit** 6 (1d4 + 4) bludgeoning damage.

If this attack was made with advantage, it deals an additonal 2 (1d4) fire damage.

Billow (Concentration, Recharge 6). The mephit wreaths itself in a 10 foot radius cloud of dense smoke that travels with it, heavily obscuring the area.

Reactions

In the Wind. When the mephit takes any slashing or bludgeoning damage, it can teleport up to 30 feet to an unoccupied space.

STEAM MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 15 (6d6 - 6)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Acrobatics +4, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned, Prone

Senses Blindsight 5 ft., Darkvision 60 ft., Passive Perception 12

Languages Auran

Challenge 1/2 (100 XP)

Weightless. Whenever the mephit takes damage, it is pushed 10 feet away from the source of the damage.

Condense. If the mephit takes any cold damage, it shrinks to size Tiny and has disadvantage on attack rolls until the end of its next turn.

Death Burst. When the mephit dies, it explodes in a 15 foot radius burst of steam, leaving behind a cloud that heavily obscures the area for the next minute.

Actions

Hazy Strike. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. **Hit** 5 (1d6 + 2) bludgeoning damage and the target must succeed on a DC 10 Strength saving throw or be pushed 10 feet away.

This attack is made with advantage against a creature with a Passive Perception of 12 or lower.

Burden Breath (Recharge 6). The mephit weighs down the air in the lungs of a creature within 5 feet, forcing it to make a DC 10 Constitution saving throw.

On a failed save, the creature can't make more than one attack in a turn or cast a spell of 3rd level or above for the next minute (Save Ends at end of turn).

Reactions

Misty Advance. When the mephit is targeted with a ranged attack, it can teleport up to 30 feet directly toward the attacker.

If the mephit teleports to a space within 5 feet of the attacker, the triggering attack has disadvantage.

VOID MEPHIT

Small elemental, neutral evil

Armor Class 14

Hit Points 28 (8d6)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	11 (+0)	9 (-1)	8 (-1)	9 (-1)

Skills Acrobatics +6, Stealth +6

Damage Immunities Poison, Thunder

Condition Immunities Poisoned, Prone

Senses Darkvision 60 ft., Passive Perception 12

Languages Auran

Challenge 1 (200 XP)

Weightless. Whenever the mephit takes damage, it is pushed 10 feet away from the source of the damage.

Void Aura. While within 5 feet of the mephit, a creature is [Choking](#).

Death Burst. When the mephit dies, it violently implodes. Each creature within 15 feet of it must succeed on a DC 10 Strength saving throw or take 9 (2d8) thunder damage and be pulled up to 10 feet towards the mephit.

Actions

Draggling Winds. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit* 7 (1d6 + 4) bludgeoning damage and the target must succeed on a DC 10 Strength saving throw or be pulled up to 10 feet towards the mephit.

This attack has advantage against a creature that is flying or Levitating.

Cavitate (Concentration, Recharge 6). The mephit surrounds itself with sucking winds in a 5 foot radius for the next minute.

A creature that starts its turn within 5 feet of the mephit must succeed on a DC 10 Strength saving throw or be unable to move away from it until the beginning of its next turn.

Reactions

Vaccum Channel. When a friendly creature the mephit can see within 15 feet is targeted with an attack, the mephit may pull the target creature up to 10 feet towards it.

If the creature ends this movement out of the triggering attack's reach, the attack misses.

WATER MEPHIT

Small elemental, neutral evil

Armor Class 9

Hit Points 28 (8d6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	11 (+0)	8 (-1)	11 (+0)	10 (+0)

Skills Athletics +2, Perception +2

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages Aquan

Challenge 1/2 (100 XP)

Freeze. Whenever the mephit takes cold damage, its speed is reduced by 10 and it gains vulnerability to bludgeoning damage until the end of its next turn.

Death Burst. When the mephit dies, it explodes in a wave of crashing water. Each creature within 5 feet of it must then succeed on a DC 10 Strength saving throw or take 9 (2d8) bludgeoning damage and be knocked prone.

Actions

Watery Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 2) bludgeoning damage.

Instead of dealing damage, the mephit can grapple the target (escape DC 12).

This attack has advantage against a creature at least partially submerged in water.

Drench (Recharge 6). The mephit spews a stream of cold water in a 15 foot cone, forcing each creature in the area to succeed on a DC 10 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

Savings throws to maintain concentration caused by this damage are made with disadvantage.

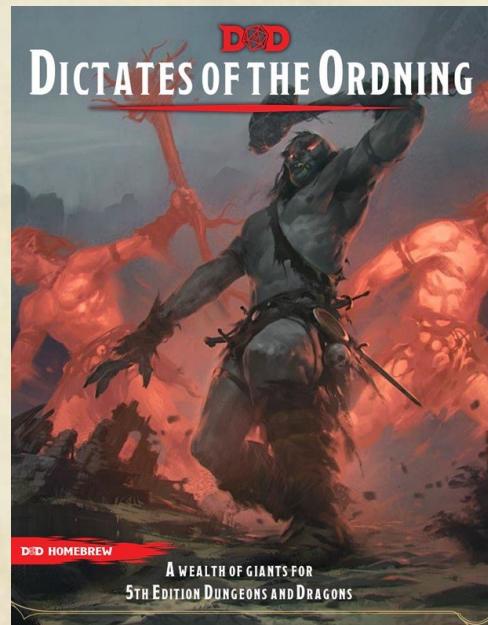
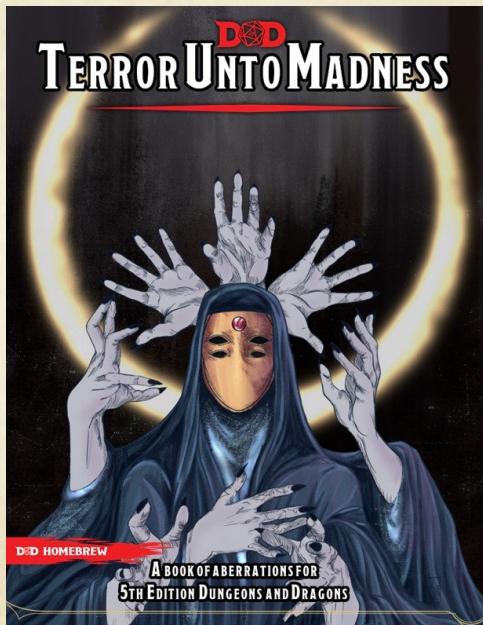
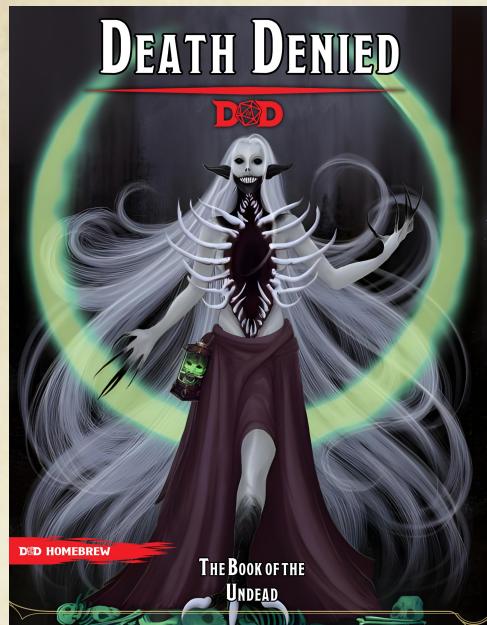
Reactions

Crashing Wave. When the mephit is missed with a melee attack, it can make a Watery Slam attack against the attacker. On a hit, the target is additionally knocked prone.

ART CREDITS

- Mephits by Richard Whitters
- Bisk, Goblin King by [Rae Elderidge](#)

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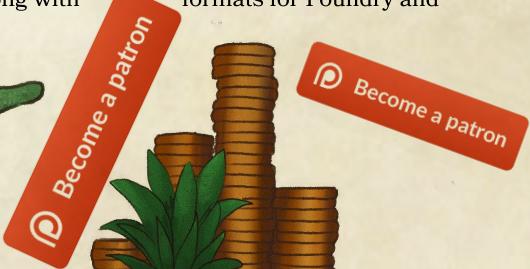
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