

Mud Mephit

Small, Elemental, Neutral Evil

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ARMOR CLASS

11

HIT POINTS

27 (6d6 + 6)

CHALLENGE

1/4 | 50 XP

PROFICIENCY

+2

Speed	Fly 20 ft., Swim 20 ft., Walk 20 ft.
Initiative	+1
Saving Throws	N/A
Skills	Stealth +3
Damage Immunities	Poison
Condition Immunities	Poisoned
Senses	Darkvision 60 ft.; Passive Perception 10
Passive Perception	10
Languages	Aquan, Terran

STR

8
-1

DEX

12
+1

CON

12
+1

INT

9
-1

WIS

11
+0

CHA

7
-2

Traits

Death Burst. When the mephit dies, it bursts into sticky mud.

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

Actions

Fists. Melee Attack Roll: +3, reach 5 ft. Hit: 4 (1d6 + 1) Bludgeoning damage.

Mud Breath (Recharge 6). Dexterity Saving Throw: creatures in a 15-foot Cone. Failure: The target is restrained by mud.

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