

Smoke Mephit

Small, Elemental, Neutral Evil

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ARMOR CLASS

12

HIT POINTS

22 (5d6 + 5)

CHALLENGE

1/4 | 50 XP

PROFICIENCY

+2

Speed Fly 30 ft., Walk 30 ft.

Initiative +2

Saving Throws N/A

Skills Stealth +4, Perception +2

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft.; Passive Perception 12

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Languages Auran, Ignan

STR

6
-2

DEX

14
+2

CON

12
+1

INT

10
+0

WIS

10
+0

CHA

11
+0

Traits

Death Burst. When the mephit dies, it releases a cloud of smoke.

Innate Spellcasting. The mephit can cast Dancing Lights once per day.

Actions

Claws. Melee Attack Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Slashing damage.

Cinder Breath (Recharge 6). Dexterity Saving Throw: creatures in a 15-foot Cone. Failure: Fire damage and possibly Blinded.

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