

# Dust Mephit

March 8, 2023



Small elemental, neutral evil

**Armor Class** 12

**Hit Points** 17 (5d6)

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

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

**Saving Throws**

**Skills** Perception +2, Stealth +4

**Damage Resistances**

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Auran, Terran

**Challenge** 44928 (100 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

**Innate Spellcasting (1/Day)**. The mephit can innately cast “”, requiring no material components. Its innate spellcasting ability is Charisma.

## **Actions**

**Claws**. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) slashing damage.

**Blinding Breath (Recharge 6)**. The mephit exhales a 15- foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded 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.