## **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		СНА	
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.