

# Ice Mephit

March 8, 2023



Small elemental, neutral evil

**Armor Class** 11

**Hit Points** 21 (6d6)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

**Saving Throws**

**Skills** Perception +2, Stealth +3

**Damage Resistances**

**Damage Immunities** cold, poison

**Condition Immunities** poisoned

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

**Languages** Aquan, Auran

**Challenge** 44928 (100 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

**False Appearance.** While the mephit remains motionless, it is

indistinguishable from an ordinary shard of ice.

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

## **Actions**

**Claws.** Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

**Frost Breath (Recharge 6).** The mephit exhales a 15- foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.