

Steam Mephit

March 8, 2023



Small elemental, neutral evil

Armor Class 10

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 5 (-3) | 11 (+0) | 10 (+0) | 11 (+0) | 10 (+0) | 12 (+1) |

Saving Throws

Skills

Damage Resistances

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 44930 (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

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

ability is Charisma.

Actions

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

Steam Breath (Recharge 6). The mephit exhales a 15- foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.