

Magma Mephit

March 8, 2023



Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Saving Throws

Skills Stealth +3

Damage Resistances

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 44928 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire 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 mound of magma.

Innate Spellcasting (1/Day). The mephit can innately cast "" (spell save DC 10), 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) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.