

# 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.