

MEPHIT

Source: 1e *Fiend Folio*.

Mephits are small humanoid creatures, often with wings, composed of elemental material. There are dozens or perhaps even hundreds of varieties of mephits, from the more common fire mephit to the bizarre and rarely encountered mold mephit. Usually mischievous and destructive, mephits tend to get into things they shouldn't, destroy valuables for fun, try to trick living creatures into putting themselves in danger and steal objects, animals and even babies just to do it.

Mephits are usually 2' to 4' tall. They have exaggerated features, including hooked noses, pointed ears, wide eyes and protruding chins. Each mephit is composed entirely of elemental material, be it fire, mist, salt or something else.

Easily Created: Mephits are easily created, often by accident, in magical experiments. They are also often spawned spontaneously on the Elemental Chaos in highly energetic areas or from powerful storms. Wizards on other planes who are working with raw elemental matter or energy sometimes create mephits, either intentionally or by accident (and sometimes without even realizing it!). Powerful elemental creatures studied in the magic arts can sometimes create mephits to serve them, though they are amongst the least reliable servants in the multiverse.

Difficult to Control: Because of the primal chaotic stuff of which they are formed, mephits are very difficult to control for any length of time. They seem able to eventually break free of most forms of compulsion, and the short attention span of a mephit makes it unlikely to carry out complicated instructions or to handle problems that are time sensitive.

Mixed Groups: Like many elemental creatures, mephits often join in groups of mixed type. Thus, an earth mephit, acid mephit and magma mephit might all travel as a group.

Cruel: Mephits delight in tormenting creatures, especially helpless ones. More than one group of mephits has seen a victory snatched away at the last moment because they tried to extend the fun, and clever adventurers sometimes capitalize on this tendency.

Ice Mephit

Small elemental humanoid (air, water)

HP 32; Bloodied 16

AC 14; Fortitude 14; Reflex 16; Will 13

Speed 4 (ice walk)

Resist cold 10; Vulnerable fire 5

Level 2 Artillery

XP 125

Initiative +5

Perception +0

TRAITS

Ice Walk

The mephit ignores difficult or challenging terrain resulting from snowy or icy conditions.

STANDARD ACTIONS

(basic) Freezing Claw (cold) * At Will

Attack: Melee 1 (one creature); +5 vs. Fortitude.

Hit: 2d6+2 cold damage.

(ranged) Frost Breath (cold) * At Will

Attack: Ranged 10 (one creature); +7 vs. Fortitude.

Hit: 1d10+4 cold damage.

MINOR ACTIONS

(area) Ice Patch (cold, zone) * Encounter

Effect: The mephit creates a zone of icy ground in an area burst 1 within 10 squares that lasts until the end of the encounter. Any creature without ice walk that starts its turn in this zone must make an Acrobatics check, DC 9, or fall prone.

Str 10 Dex 18 Wis 9

Con 14 Int 13 Cha 13

Alignment evil

Languages Common, Primordial

Steam Mephit

Small elemental humanoid (fire, water)

HP 29; **Bloodied** 14

AC 14; **Fortitude** 12; **Reflex** 16; **Will** 11

Speed 4, fly 6

Resist 10 fire

Level 2 Artillery

XP 125

Initiative +4

Perception +0

TRAITS

Suppressed Steam

If the steam mephit takes cold damage, it cannot use *steam cloud* until the end of its next turn.

STANDARD ACTIONS

(mbasic) Claw (fire) * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 1d6 damage plus 1d6+2 fire damage.

(ranged) Scalding Splash (fire) * At Will

Attack: Ranged 5 (one creature); +7 vs. Reflex.

Hit: 1d10+4 fire damage, and each creature adjacent to the target takes 3 fire damage.

MINOR ACTIONS

Steam Cloud (zone) * Recharges when first bloodied

Effect: The steam mephit creates a zone of steam in a close burst 1. This zone lasts until the end of the mephit's next turn. While within this zone, steam mephits are invisible and other creatures gain concealment.

Str 6 **Dex** 17 **Wis** 9

Con 11 **Int** 10 **Cha** 9

Alignment evil

Languages Common, Primordial

Mud Mephit

Small elemental humanoid (earth, water)

HP 48; **Bloodied** 24

AC 14; **Fortitude** 16; **Reflex** 12; **Will** 11

Speed 4

Level 2 Brute

XP 125

Initiative +1

Perception +0

STANDARD ACTIONS

(mbasic) Mud Strike * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 2d6+4 damage and the target is slowed (save ends).

(melee) Stifling Strike * Encounter

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 3d8+3 damage, and the target is immobilized (save ends).

Aftereffect: The target is slowed (save ends).

Str 14 **Dex** 11 **Wis** 9

Con 18 **Int** 7 **Cha** 9

Alignment evil

Languages Common, Primordial

Salt Mephit

Small elemental humanoid

HP 38; **Bloodied** 19

AC 16; **Fortitude** 14; **Reflex** 14; **Will** 14

Speed 5

Level 2 Controller

XP 125

Initiative +1

Perception +0

STANDARD ACTIONS

(mbasic) Salty Claw * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 1d6+6 damage (2d6+6 if the target is bloodied).

(area) Salt Detonation (zone) * Recharge 5 6

Attack: Area burst 1 within 10 (each creature in burst); +4 vs. Fortitude.

Hit: 1d10+1 damage (2d10+1 if the target is bloodied).

Effect: The area of the burst becomes a zone strewn with large chunks of salt that is difficult terrain that lasts until cleared. A square of the zone that is washed with 5 gallons of water is also cleared.

Str 14 Dex 11 Wis 9
Con 14 Int 13 Cha 13
Alignment evil

Languages Common, Primordial

Mist Mephit

Level 2 Lurker

Small elemental humanoid (air)

XP 125

HP 29; Bloodied 14

Initiative +8

AC 16; Fortitude 12; Reflex 15; Will 14

Perception +0

Speed 4, fly 6 (hover)

STANDARD ACTIONS

(mbasic) Misty Claw * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 1d8+2 damage.

(melee) Clammy Surprise * At Will

Requirement: The mist mephit must be invisible and insubstantial.

Effect: The mist mephit shifts 1 square into an enemy's space and makes the following attack.

Attack: Melee 0 (one creature); +5 vs. Fortitude.

Hit: 3d6+5 damage.

Effect: The mist mephit slides the target 1 square and loses invisible and insubstantial.

Dissolve into Mist (polymorph) * At Will

Effect: The mist mephit becomes invisible and insubstantial until it attacks or the end of its next turn.

TRIGGERED ACTIONS

Puff of Mist (zone) * Encounter

Trigger: The mist mephit dies.

Effect (No Action): The mephit's body explodes in a zone of mist in a close burst 1 that lasts until the next turn of the creature or effect that killed it. Any creature in this zone gains concealment from creatures 1 square away and total concealment from creatures farther away.

Str 6 Dex 17 Wis 9
Con 11 Int 10 Cha 13
Alignment evil

Languages Common, Primordial

Fire Mephit Guardian

Level 4 Artillery

Small elemental humanoid (fire)

XP 175

HP 45; Bloodied 22

Initiative +6

AC 16; Fortitude 16; Reflex 18; Will 14

Perception +1

Speed 4, fly 6 (hover)

Resist 10 fire; Vulnerable 5 cold

STANDARD ACTIONS

(mbasic) Burning Claw (fire) * At Will

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 1d6 damage plus 1d6 fire damage and ongoing 5 fire damage (save ends).

(ranged) Fire Breath (fire) * At Will

Attack: Ranged 10 (one creature); +9 vs. Reflex.

Hit: 2d6 fire damage and ongoing 5 fire damage (save ends).

Str 10 **Dex** 19 **Wis** 9
Con 15 **Int** 13 **Cha** 13
Alignment evil

Languages Common, Primordial

Diamond Mephit

Level 9 Minion Soldier

Small elemental humanoid (earth)

XP 100

HP 1; a missed attack never damages a minion

Initiative +7

AC 25; **Fortitude** 23; **Reflex** 19; **Will** 21

Perception +2

Speed 6

TRAITS

Hard as Diamond

Whenever the diamond mephit takes damage except for necrotic, psychic or thunder damage, it makes a saving throw. If it succeeds, it does not take the damage.

STANDARD ACTIONS

(mbasic) Diamond Blow * At Will

Attack: Melee 1 (one creature); +14 vs. AC.

Hit: 9 damage.

TRIGGERED ACTIONS

Harry * At Will

Trigger: An adjacent enemy moves or shifts into a position not adjacent to the diamond mephit.

Effect (Immediate Reaction): The diamond mephit moves up to 4 squares to a space adjacent to the triggering creature and makes the following attack.

Attack: Melee 1 (the triggering creature); +16 vs. AC.

Hit: 9 damage.

Str 11 **Dex** 12 **Wis** 7
Con 20 **Int** 7 **Cha** 12
Alignment evil

Languages Common, Primordial

Swarm of Mephits

Level 12 Skirmisher

Huge elemental beast (air, earth, fire, swarm, water)

XP 700

A swarm of mephits is composed of dozens of mephits of all kinds climbing, flying, crawling and walking over each other in a giant ball. The mephits of the swarm are clearly a mixture of many having a lot of fun on the exterior, and dozens more miserably crushed together in the interior. A swarm of mephits is generally far more stupid than the sum of its parts, and even though individual mephits might be able to reason and speak, the group is too overwhelmingly chaotic for communication to take place.

HP 118; **Bloodied** 59

Initiative +12

AC 26; **Fortitude** 26; **Reflex** 22; **Will** 19

Perception +2

Speed 8, fly 5 (hover, maximum altitude 1)

Resist half damage from melee and ranged attacks; **Vulnerable** 15 against close and area attacks

TRAITS

Swarm Attack * Aura 1

Any enemy that starts its turn in the aura takes 10 damage. Roll 1d12 to determine the damage's type against each enemy that takes damage: 1- acid, 2- cold, 3- fire, 4- lightning, 5- radiant, 6- thunder, 7 to 12- untyped.

Swarm

The swarm of mephits can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one small creature to move through.

STANDARD ACTIONS

(close) Mephit Swarm * At Will

Attack: Close burst 1 (each creature in burst); +15 vs. AC.

Hit: 2d6+1 damage. When a creature takes this damage, roll 1d12 to determine the damage type as noted in its *swarm attack* aura.

Effect: The swarm of mephits shifts up to 4 squares.

(melee) Grasping Mephits * At Will

Attack: Melee 1 (one creature); +17 vs. AC.

Hit: 2d6+3 damage, and the swarm grabs the target (escape DC 20).

(melee) Join the Fun * At Will

Requirement: There may not be more than one creature already in the middle of the swarm.

Attack: Melee 1 (one creature grabbed by the swarm); +15 vs. Reflex.

Hit: The target is passed inward into the center square of the swarm (escape DC 28- if a creature in the center of the swarm makes a successful escape check, it moves to a space of its choice adjacent to the swarm). While within the swarm, the target is not subject to the swarm's swarm attack aura, but it has line of sight to no creatures other than the swarm (although other creatures do have line of sight to the target) and takes ongoing 25 damage. When a creature takes this damage, roll 1d12 to determine the damage type as noted in its *swarm attack* aura. If the swarm moves, any creatures in its center square move with it.

Str 22 Dex 18 Wis 2
Con 14 Int 5 Cha 10
Alignment evil

Languages -