



“Phoenixie” by Christopher Ginn @ www.TheDungeonGeek.net
Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate

PHOENIXIE

Tiny elemental, chaotic neutral

Armor Class 13

Hit Points 4 (4d4 -4)

Speed 10 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	8 (-1)	2 (-4)	14 (+2)	8 (-1)

Skills Acrobatics +5, Perception +4

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages Primordial (Ignan)

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Fire Form. The Phoenixie can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the Phoenixie or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage. In addition, the Phoenixie can enter a

hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 2 (1d4) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 2 (1d4) fire damage at the start of each of its turns.

Flyby. The Phoenixie doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Illumination. The Phoenixie sheds bright light in a 10-foot radius and dim light in an additional 10 feet.

Keen Hearing and Sight. The Phoenixie has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Water Susceptibility. For every 5 feet the Phoenixie moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 2 (1d4) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 2 (1d4) fire damage at the start of each of its turns



The Dungeon Geek™
Fantasy Maps & More

#creatuinary2024