



YOUNG PHOENIX

Phoenixes are scarce and immortal birds made of divine fire and light. When a phoenix dies, they are consumed by their flames and rise again from their ashes. They are naturally curious about the universe and sometimes pair with adventurers—especially young wizards—as they explore the multiverse.

Immortal. A phoenix is reborn from its ashes 24 hours after its death, and nothing short of a wish spell can stop its resurrection.

Divine Healers. The celestial light that gives them life makes phoenixes potent healers, and they can regenerate whole limbs with just a touch of their sacred healing flame.

Fierce Protectors. While they do not spend much time with others of their species, phoenixes are fiercely loyal and protective of their bonded companions.

FAMILIAR VARIANT

A young phoenix can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the phoenix senses as long as they are within 1 mile of each other. The companion has advantage on death saving throws while within 10 feet of the phoenix. At any time and for any reason, the phoenix can end its service as a familiar, ending the telepathic bond.

YOUNG PHOENIX

Small celestial, chaotic good

Armor Class 13 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	12 (+1)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned, prone

Senses darkvision 60 ft., passive Perception 11

Languages Celestial, Common

Challenge 1 (200 XP)

Proficiency Bonus: +2

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

Illumination. The phoenix sheds bright light in a 20-foot radius and dim light in an additional 10 ft.

Regeneration. The phoenix regains 5 hit points at the start of its turn if it has at least 1 hit point.

Resurrect. The phoenix returns to life with full hit points 24 hours after its death. This effect can only be stopped by a wish spell.

ACTIONS

Fiery Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and 7 (2d6) fire damage.

Healing Burst (6). The phoenix radiates a wave of healing flame. The phoenix chooses up to four creatures in a 30-foot-radius sphere centered on itself. Each target regains 1d6 + 2 Hit Points. This spell has no effect on Undead or Constructs.

ART CREDIT: SHUTTERSTOCK