













Phoenixes — A Field GuideWritten by:Rodney SloanArt and Layout by:Bob GreyvensteinProofreading by:Julia SloanPublished by:Rising Phoenix Gamesrisingphoenixgames.comandThe Figment Factorybobgreyvenstein.com

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A Special Note of Thanks

A book all about phoenixes, this is a dream come true! A big thank you to Bob for saying yes to flaming birds and to all our customers that enjoyed *Griffins – A Field Guide*. You asked for more and here it is. We hope you'll enjoy this latest addition to the Field Guide collection.

Rodney Sloan Rising Phoenix Games





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One of the greatest of the University's discoveries in recent years was of a collection of bound field guides, partially scorched, within Scathey's Deep Vaults. While the recovery of lost journals was not unusual, the fact that the books belonged to Myrddyn. the Mage was most noteworthy. During his long tenure as Dean of the Arcane Lore of Creatures at Scathey, Professor Myrddyn studied and documented thousands of creatures. Yet much of his work is believed to have been stolen by that phoney, Gilliman Mandover, my arch nemesis.

The blackened pages of the books dealt particularly with several species of phoenix, a magical bird known for its ability to resurrect itself in a blaze of flame. Myrddyn's extensive notes detailed in exquisite detail the lives and ecologies of these fascinating creatures, as well as unveiled the existence of several species unknown to modern arcane studies until now.

Since the discovery of this wealth of knowledge, I was able to supervise several expeditions to confirm Myrddyn's sightings and to add to his records. What you hold in your hands is the fruits of this labour, a complete field guide detailing everything there is to know about the mythical phoenix and its many subspecies.

In the quest for knowledge, you'll find that the phoenix has attained masterful understanding, and as far as understanding the phoenix, this book is the key.





- Professor Ahurnius Arthfael, Esq.

Dean of the High Arcane Lore of Creatures Scarthey University of the Arcane Arts



Phoenix Ecology

ong lived and learned, the phoenix is a mythical bird of flames and untold fortunes, sought by the wise in the deepest reaches of the shifting sands.

With a plumage of magical, crimson feathers, a phoenix is able to burst into flames, yet it is their ability to resurrect themselves from the ashes of their dead corpse that sets them apart from all other magical creatures.

Phoenixes prefer hot weather, and many species can be found living in tropical deserts. The exception being the the frost phoenix, which dwells in cold regions. Phoenixes often nest among palm trees in desert oases, but the most powerful have been known to build spacious palaces in the most extreme regions, far from civilization.

Phoenixes seldom breed, some mating only once every hundred years or so, and then laying only a single egg. While this has contributed to the rarity of the species, phoenixes are so long lived that they can still produce several young during their lifespan, as civilisations rise and fall around them.

A phoenix thrives on knowledge, and collects scrolls and tomes which she commits easily to memory. A phoenix seeks to master a single, specific subject, but might delve into a vast array of fields to deepen her understanding of that discipline. Shieilat Alhikma, the Wise Flame, is said to have learnt every language known to man in order to deepen her understanding of astronomy. She is also rumored to have built a palace for her language tutors, and paid large rewards to those who could teach her even a single unknown fact about the stars.



Wings of Flame Mythology boasts a veritable menagerie of phoenix-like birds, from the Japanese houou to the Arabian and Greco-Roman flavors of phoenix. This book features some of those birds of legend, as well as a few new ones of our own invention. A number of phoenix and phoenix-like creatures already covered by Paizo, and their sources, are listed below.







The majority of phoenixes are vegetarians, but will politely accept meat when it is offered to them. They have a particular liking for pomegranates and dates, but are known to feast on incense and myrrh. Despite their size, phoenixes can remain well nourished on relatively small portions of food. Some scholars believe this is because they are sustained by knowledge alone.

A single phoenix feather is a prized treasure, which shines brightly and is worth 4,500 gp to the right buyer. Anyone who obtains such a valuable item would do well not to keep it, for it is said that returning a feather to its rightful owner, though it may be a perilous quest, will bring even greater rewards.

Arthfaels Hydro Phoeníx

Phenix aqua



his red feathered bird has a striking white crest and sweeping, swan-like wings.



Arthfael's Hydro Phoenix CR 8

XP 4,800

CG Medium magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, mistsight; Perception +27

Aura mistshroud (100 ft.)

Defense

AC 22, touch 16, flat-footed 16 (+5 Dex, +1 dodge, +6 natural) **hp** 80 (10d10+30); regeneration 5 (evil)

Fort +10, **Ref** +12, **Will** +9

Defensive Abilities flame-resurrection; **DR** 10/evil; **Resist** fire 10; **SR** 19

Offense

Speed 30 ft., fly 90 ft. (good), swim 30 ft. **Melee** bite +13 (1d6+3/19–20 plus 1d6 fire), 2 talons +13 (1d4+3 plus 1d6 fire)

Special Attacks water blast (DC 18)

Spell-Like Abilities (CL 8th; concentration +15)

At will – create water, disguise self

3/day – dispel magic, hypnotism (DC 17), water breathing

1/day – confusion (DC 21), remove curse

Statistics

Str 16, **Dex** 20, **Con** 16, **Int** 25, **Wis** 22, **Cha** 19

Base Atk +10; **CMB** +13; **CMD** 29

Feats Combat Expertise, Dodge, Flyby Attack, Improved Critical (bite), Improved Feint

Skills Acrobatics +18, Bluff +16, Diplomacy +14, Fly +22, Knowledge (geography) +17, Perception +27, Sense Motive +16, Stealth +18, Swim +16; Racial Modifiers +2 Bluff, +8 Perception

Languages Auran, Aquan, Common, Elven

Ecology

Environment tropical and warm water

Organization solitary or pair

Treasure standard

Special Abilities

Mistshroud (Su) A thick mist surrounds a hydro phoenix, comprising a 100-foot-radius spread. The mist obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Wind does not disperse the mist and it does not function underwater.

Mistsight (Ex) A hydro phoenix can see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

Water Blast (Sp) As a standard action, a hydro phoenix can fire a bolt of water at a foe within 30 feet as a ranged touch attack. The foe is knocked prone, and is pushed 5 feet directly away from the phoenix. A reflex save (DC 18) negates this effect.

Sometimes called a water or river phoenix, a hydro phoenix burns with an intense inner heat, but unlike other phoenixes is unable to burst into flame unless it dies.



Consummate liars who love to mislead other creatures as part of their intricate games, hydro phoenixes never do so maliciously, instead seeing their deception as a test of character. Hydro phoenixes are free thinkers, and their outlook on life is as fluid as the bodies of water they inhabit.

Hydro phoenixes nest in deep river valleys and shallow pools, where the heavy mist they generate lies undisturbed for weeks. They lay 2 to 3 eggs every fifty years or so.

The average hydro phoenix is over 5 feet long, with an 8 feet wingspan and weighs between 15 and 30 pounds.



Phenix desertum

he eyes of this huge bird shine with ageless understanding and its feathers ripple with heat before bursting into flame.





Desert Phoenix CR 10

XP 9,600

NG Huge magical beast (fire)

Init +8; Senses darkvision 60 ft., detect magic, detect poison, low-light vision, see invisibility; Perception +29

Aura shroud of flame (15 ft., 3d6 fire, DC 19)

Defense

AC 22, touch 17, flat-footed 13 (+8 Dex, +1 dodge, +5 natural, -2 size)

hp 117 (13d10+52); regeneration 5 (cold or evil)

Fort +11, **Ref** +15, **Will** +8

Defensive Abilities flame-resurrection; **DR** 10/evil; **Immune** fire; **SR** 21

Weaknesses vulnerable to cold

Offense

Speed 30 ft., fly 80 ft. (good)

Melee 2 talons +13 (1d8+4 plus 1d6 fire) and bite +13 (2d6+4 plus 1d6 fire)

Space 15 ft.; Reach 15 ft.

Special Attacks scorching hover

Spell-Like Abilities (CL 11th; concentration +16)

Relative size:



Constant – detect magic, detect poison, see invisibility

At will – continual flame, cure moderate wounds, dispel magic, produce flame, remove curse

1/day – flame strike, heal, wall of fire

Statistics

Str 18, **Dex** 26, **Con** 18, **Int** 21, **Wis** 20, **Cha** 20

Base Atk +13; **CMB** +19; **CMD** 37

Feats Combat Reflexes, Dodge, Flyby Attack, Hover, Mobility

Skills Acrobatics +17, Diplomacy +18, Fly +17, Intimidate +18, Knowledge (nature plus any one other) +18, Perception +29, Sense Motive +18, Stealth +12; **Racial Modifiers** +8 Perception

Languages Auran, Celestial, Common, Ignan

Ecology

Environment warm desert and hills

Organization solitary

Treasure standard



Special Abilities

Flame-Resurrection (Su) A slain phoenix immediately bursts into flames and a fully healed phoenix emerges from the embers 1d4 rounds later, as if brought back to life via resurrection. A phoenix that dies within the area of a desecrate spell cannot flame-resurrect until the desecrate spell ends, at which point the phoenix immediately resurrects. A phoenix whose body is completely destroyed by an effect such as disintegrate or whose flaming corpse is extinguished (by dousing with enough water to smother the flames) cannot flame-resurrect.

Scorching Hover (Ex) A hovering desert phoenix with its shroud of flame active extends the reach of of its shroud of flame aura to 60 feet while within 20 feet of the ground, as hot air and burning dust is blasted outwards by its powerful wings.

Shroud of Flame (Su) A phoenix can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it inflicts an additional 1d6 points of fire damage with each natural attack, and any creature within reach (15 feet for the desert phoenix) must make a DC 19 Reflex save each round to avoid taking 3d6 points of fire damage at the start of its turn. A creature that

attacks the phoenix with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

The desert or common phoenix is the most iconic of phoenix species and so is sometimes referred to as the true phoenix. Some cultures mistakenly refer to it as the bennu, which is in fact a lesser sun deity. Desert phoenixes are nevertheless closely associated with the sun, and are often depicted in the religious iconography of good deities with the Sun domain.

Desert phoenixes seek out ancient knowledge, becoming experts in their chosen subject. They do not seek this lore out of greed, but for the betterment of themselves and for the good of all benign races.

A desert phoenix has a plumage that ranges from orange, through deep crimson to purple-red, sometimes even gold. It has a sharp blue or black beak and similarly colored legs, with eyes the color of flame.

A desert phoenix is 18 feet from beak to tail, with a 32 feet long wingspan. They weigh an average of 1 ton.



Desolation Phoenix

Phenix desolatio



arkness and burning black smoke seep from the ebony wings of this enormous vulture-like bird.



Desolation Phoenix CR 18 XP 153,600

NE Gargantuan magical beast (fire)

Init +13; **Senses** darkvision 60 ft., low-light vision; Perception +40

Aura burning smog (20 ft., 6d6 fire, DC 18)

Defense

AC 29, touch 16, flat-footed 19 (+9 Dex, +1 dodge, +13 natural, -4 size)

hp 275 (25d10+150); regeneration 20 (cold or good)

Fort +20, **Ref** +23, **Will** +12

Defensive Abilities dark-resurrection; **DR** 20/good; **Immune** fire; **SR** 29

Weaknesses vulnerable to cold

Offense

Speed 30 ft., fly 90 ft. (good)

Melee bite +33 (3d8+8/19–20 plus 2d6 bleed plus 1d6 fire), 2 talons +33 (3d6+8/19–20 plus 2d6 bleed plus 1d6 fire), 2 wings +31 (3d6+4 plus 1d6 fire)

Space 20 ft.; Reach 20 ft.

Spell-Like Abilities (CL 20th; concentration +24) At will – *deeper darkness*

3/day – incendiary cloud (DC 22), unholy blight (DC 18)

Statistics

Str 27, **Dex** 28, **Con** 22, **Int** 21, **Wis** 19, **Cha** 19

Base Atk +25; **CMB** +37; **CMD** 57

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Improved Critical (bite, talons), Improved Initiative, Improved Natural Attack (bite, talons, wings), Mobility, Multiattack

Skills Acrobatics +37, Fly +35,
Intimidate +29, Knowledge (nature) +30,
Perception +40, Sense Motive +29,
Stealth +37 (+41 in complete darkness);
Racial Modifiers +8 Perception, +4 Stealth
when in complete darkness

Languages Auran, Infernal, Common, Ignan.

Ecology

Environment warm mountains and ruins **Organization** solitary **Treasure** standard



Special Abilities

Burning Smog (Su) A desolation phoenix is surrounded by an incendiary cloud sphere with a radius of 20 feet. The cloud remains centered on the desolation phoenix as it moves. It does not expand, neither does it dissipate due to wind. The desolation phoenix's vision is not impeded by the incendiary cloud.

Dark-Resurrection (Su) Killing a desolation phoenix does not end its burning smog ability, which remains centered on the phoenix's corpse, which bursts into flame when the phoenix dies. In all other ways this ability functions as flameresurrection.

With ink black wings and a mane of fiery sparks, this gargantuan bird is a horror of fire and smog.

The first desolation phoenix was Shielat Alzzalam, the Dark Flame, a desert phoenix that sought forbidden knowledge, and, in so doing, succumbed to vile, corrupting magic. His decemdants are the desolation phoenixes, and, some say, the race known as the strix.

Desolation phoenixes breed often, but their offspring are often misshapen and sickly things that soon die. Some survive their first few weeks of life only to be killed by a sibling or even a parent, and very few reach maturity.

A desolation phoenix is about 50 feet long, with a 68 foot wingspan. The average

desolation phoenix weighs in at around 16 tons.

Relative size.





学生于我们的第三人称

Phenix pruina

wirling snow shrouds this elegant white bird from view.



Frost Phoenix CR 6

XP 2,400

NG Medium magical beast (cold)

Init +9; **Senses** darkvision 60 ft., *detect magic*, *detect poison*, low-light vision; Perception +29

Aura snowstorm (100 ft.)

Defense

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

hp 40 (8d10); regenerate 5 (fire or evil)

Fort +6, **Ref** +11, **Will** +12

Defensive Abilities ice-resurrection; **DR** 5/evil; **Immune** cold; **SR** 17

Weaknesses vulnerable to fire

Offense

Speed 20 ft., fly 70 ft. (good)

Melee 2 talons +13 (1d4+1 plus 1d6 cold) and bite +13 (1d6+1 plus 1d6 cold)

Spell-Like Abilities

(CL 6th; concentration +14)

Constant – detect magic, detect poison, read magic

At will – ray of frost, identify

3/day – detect thoughts, locate object, see invisibility

1/day – sleet storm, wall of ice

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Statistics

Str 13, **Dex** 20, **Con** 10, **Int** 25, **Wis** 30, **Cha** 27

Base Atk +8; **CMB** +9; **CMD** 24

Feats Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Acrobatics +16, Diplomacy +16, Fly +20, Knowledge (arcana, nature plus one other) +15, Perception +29, Sense Motive +18, Spellcraft +15; **Racial Modifiers** +8 Perception

Languages Auran, Celestial, Common, Draconic, Giant, Sylvan

Ecology

Environment cold forests and hills

Organization solitary

Treasure standard

Special Abilities

Ice-Resurrection (Su) A slain frost phoenix immediately shatters into sharp shards of ice. Creatures adjacent to the phoenix take 1d6 piercing damage plus 1d6 cold damage (DC 16 Reflex save for half). Ice crystals begin to form and a fully healed phoenix emerges from the ice 1d4+1 rounds later, as if brought back to life via *resurrection*. A phoenix that dies within the area of a *desecrate* spell cannot ice-resurrect



until the *desecrate* spell ends, at which point the phoenix immediately resurrects. A phoenix whose body is completely destroyed by an effect such as *disintegrate* or whose ice crystal form is destroyed (break DC 15, Hardness 4, 10 hp, vulnerable to fire) cannot ice-resurrect.

Snowstorm (Su) A frost phoenix is surrounded by whirling blasts of snow, even in areas that wouldn't allow for such weather, that comprise a 100-foot-radius spread. Within this area, the snowfall and wind gusts cause a –4 penalty on Perception checks and ranged attacks. The wind itself blows in a clockwise rotation around the frost phoenix, and functions as severe wind (See the



Environment Chapter in the Pathfinder Roleplaying Game Core Rulebook). A frost phoenix is unaffected by snowstorms or blizzards of any kind. Any effect that causes these winds to drop below severe (such as control weather or control winds) cancels the snowstorm effect entirely.

Snow white, these regal birds are masterful magicians and reclusive sages dwelling in frozen forests and arctic hills, far from the predations of man. In many ways the polar opposite of their fiery kin, frost phoenix feathers are extremely cold and crystal sharp.

Highly secretive, only those with a pure heart can ever hope to encounter one of these mythical birds. The first such person mistakenly took its tall, majestic form for a graceful women wandering about in the driving snow. Upon discovering the creature's true identity, the traveller was astounded by its beauty and the depth of its learning.

Frost phoenixes have a particular fondness for magical and mundane scrolls, which they store in their brightly lit ice palaces.

Frost phoenixes pair for life but mate only every thousand years, laying 2 to 3 eggs. Their eggs are made of hard ice and take a century to hatch, guarded by its fiercely protective parents.

Unlike other species, frost phoenixes live off small antelope, rodents and arctic vegetation.

A frost phoenix stands 5 feet tall with an 8 feet long wingspan. It weighs 15 pounds.



Phenix imperialis



s if the elements had been made manifest, this majestic bird trails lightning from its tail and wears the light of the sun on its brow.







(DC 21)

Statistics

Str 18, Dex 25, Con 18,

Int 26, Wis 21, Cha 19

Finesse, Wingover

Imperial Phoenix CR 14

XP 38,400

LG Medium outsider (good, native)

Init +11; **Senses** darkvision 60 ft., *detect evil, detect magic, detect poison*, low-light vision; Perception +35)

Defense

AC 29, touch 18, flat-footed 21 (+7 Dex, +1 dodge, +11 natural)

hp 180 (19d10+76)

Fort +15, **Ref** +18, **Will** +11

DR 10/evil; **Immune** aging, electricity, fire; **Resist** acid 10, cold 10; **SR** 25

Offense

Speed 30 ft., fly 90 ft. (good)

Melee bite +26 (1d8+4 plus 1d6 fire), 2 talons +26 (1d4+4 plus 1d6 electricity), 2 wings +24 (1d4+4 1d6 magic)

Spell-Like Abilities (CL 19th; concentration +27)

Constant – detect evil, detect magic, detect poison

At will – cure critical wounds, greater dispel magic, remove curse

3/day – daylight (DC 21), fireball (DC 21), wall of fire (DC 22), lightning bolt (DC 21)



Special Abilities

Imperial Dragon Empathy (Ex) Imperial phoenixes gain a +4 racial bonus on Charisma based checks made to improve the attitude of imperial dragons, creatures that they share a long and deep history with.

Also known as the *fenghuang* or *houou* in some cultures, the imperial phoenix is a regal bird associated with virtuous queens.

The imperial phoenix is said to symbolise the heavens, with the sun on its brow, the wind in its wings and lightning in its tail. It only appears in places that enjoy true peace and prosperity,

Skills Acrobatics +26, Diplomacy +26, Fly +33, Heal +27, Knowledge (history, planes and religion) +30, Knowledge (arcana and geography) +27, Perception +35, Perform (dance or sing) +23, Sense Motive +27, Spellcraft +27, Stealth +29; **Racial Modifier**s +8 Perception

Languages Auran, Celestial, Common, Draconic, Elven, Ignan

1/day – quickened fireball (DC 21),

Base Atk +19; **CMB** +23; **CMD** 31

Feats Dodge, Flyby Attack, Improved

Initiative, Improved Natural Attack (bite),

Mobility, Multiattack, Quicken Spell-Like

Ability (fireball, lightning bolt), Weapon

lightning arc (DC 23), quickened lightning bolt

Ecology

Environment tropical mountains and urban (peaceful temples)

Organization solitary or pair

Treasure double (magical scrolls and books, other treasure)

Relative size:

19 28 10 28 and thus is seen as a good omen. Likewise, they are a feminine symbol of wisdom, justice and peace and their likeness is used to represent empresses, just as images of imperial dragons are used to symbolise male emperors. The imperial phoenix is said to embody the five virtues of benevolence, honesty, knowledge, faithfulness, and correct behaviour.

Imperial phoenixes are extremely rare and shy, keeping to quiet, inaccessible places, where they can live out their lives in reflective peace. They eat nuts, rice, berries, and other fruits. A pair of imperial phoenixes mates every twenty years or so, laying one golden egg.

An imperial phoenix is over 4 feet long and weighs 12 pounds. It has a 7 feet long wingspan.

Myrddyn s Miniature Phoenix

Phenix paroulus



his crimson, sparrowsized bird, bears an orange crest and long, flaming tail feathers.





Myrddyn's Miniature Phoenix CR 1/8

XP 50

NG Diminutive magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision,; Perception +6

Defense

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 3 (1d10–2); regeneration 1 (cold or evil)

Fort +0, **Ref** +4, **Will** +2

Defensive Abilities flame-resurrection; Immune fire

Weaknesses vulnerable to cold

Offense

Speed 5 ft., fly 40 ft. (good)

Melee bite +6 (1d3–4 plus 1d2 fire)

Space 1 ft.; Reach 0 ft.

Special Attacks flaming dive (1d6–4 plus 1d4 fire), heat (1d2 fire)

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Statistics

Str 1, Dex 15, Con 6, Int 5, Wis 14, Cha 5

Base Atk +0; **CMB** -2; **CMD** 3

Feats Weapon Finesse

Skills Fly +16, Perception +6; **Racial Modifiers** +4 Perception

Languages Auran (cannot speak)

Ecology

Environment warm forests and hills

Organization solitary, pair, or flock (6 – 20)

Treasure none

Special Abilities

Flaming Dive (Su) A flying miniature phoenix can burst into white hot flame and strike a target with deadly force. Once per day, as a full round action, a miniature phoenix can move up to its fly movement speed and make a melee attack with a +2 bonus to the attack against a target that does 1d6–4 plus 1d4 fire damage. Regardless of its success, the attack destroys the miniature phoenix, although it is still able to use its flame-resurrection ability beginning on its following turn.

This pretty little miniature phoenix, measuring about 6 inches in length and weighing around 1 ounce, is a social bird that inhabits warmer climates.



Vastly different to their larger cousins, the miniature phoenix prefers to keep in small flocks. They breed once a year, laying 1 or 2 eggs.

Although intelligent for their size, the miniature phoenix has none of the thirst for knowledge that is common to most other phoenix species.

Miniature phoenixes eat fruit and seeds and are usually skittish. However, if they are cornered, a flock of these birds can quickly turn, sacrificing themselves in a deadly barrage of flaming bird bodies.



Miniature Phoenix Familiars

A miniature phoenix makes an ideal familiar. It grants its master the ability to generate great heat through her hands. This heat adds 1d2 fire damage to touch attacks. The master's metallic melee weapons also conduct this heat. This heat cannot be used to create fire.













Shield Phoenix CR 1/2

XP 200

NG Small magical beast

Init +2; Senses darkvision 60 ft., low-light vision; Perception +10

Defense

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 6 (1d10+1); regeneration 2 (cold or evil)

Fort +3, **Ref** +4, **Will** +2

Defensive Abilities flame-resurrection; **Immune** fire

Weaknesses vulnerable to cold

Offense

Speed 10 ft., fly 80 ft. (good)

Melee 2 talons +4 (1d4 plus 1d2 fire), bite +4 (1d4 plus 1d2 fire)

Aura shroud of flame (5 ft., 1d4 fire, DC 11)

Statistics

Str 10, Dex 15, Con 12, Int 5, Wis 15, Cha 7

Base Atk +1; **CMB** +0; **CMD** 12

Feats Weapon Finesse

Skills Fly +12, Perception +10; Racial Modifiers +8 Perception

Languages Auran, Common or Ignan (cannot speak)

SQ shield sigil

Ecology

Environment warm desert, hills, and urban

Organization solitary

Treasure incidental

Special Abilities

Shield Sigil (Su) A shield phoenix can, as a move action, transform into a stylized, phoenix sigil, on any smooth flat surface, such as a polished shield, smooth stone or silk cloth. The item bearing the shield sigil gains immunity to fire and its hardness increases by 2. Anyone using a shield, armor or clothing with a shield sigil gains resist fire 10. A shield phoenix can resume its normal shape as a move action. If the item bearing the shield sigil gains the broken condition, the shield phoenix automatically regains its normal shape and loses half its remaining hit points.



An imperious, sociable bird, shield phoenixes are highly inquisitive and have a great fondness for adventure, surmounted only by their liking for pomegranates.

Shield phoenixes make excellent companions and familiars, while in nature they tend to keep to themselves or congregate near other intelligent creatures.

Shield phoenixes are omnivorous, eating small rodents, fruit and nuts. They can mate as seldom as every 50 years, producing a single egg. This infrequency has lead to the belief that phoenixes do not mate at all, but are instead reborn from the ashes of a parent phoenix.

A shield phoenix weighs 12 pounds on average and is about 50 inches long, from their sharp beak to the tip of their tail feathers. They have an average wingspan of 7 feet.

Shield Phoenix Companions

Starting Statistics: Size Small; **Speed** 10 ft., fly 60 ft. (good); **AC** +1 natural armor; Immune fire; Weaknesses vulnerable to cold; Attack bite 1d4, 2 talons 1d4; Ability Scores Str 8, Dex 15, **Con** 10, **Int** 5, **Wis** 15, **Cha** 7; Special Qualities darkvision 60 ft., lowlight vision, shield sigil.

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Relative size:

4th-Level Advancement: Speed 10 ft., fly 80 ft. (good); Attack bite 1d4 plus 1d2 fire, 2 talons 1d4 plus 1d2 fire; **Ability Scores** Str +2, Con +2

Shield Phoenix Familiars

Shield phoenixes make great companions, and many wizards choose them as familiars.

A shield phoenix is a Small creature which threatens the area around it like other Small creatures. They can be used to flank enemies.

A shield phoenix grants its master resist fire 5.



Phoeníx Inspíred Player Options

The majestic phoenix inspires many heroes to greatness. Presented here is the phoenix guardian monk archetype and the order of the phoenix cavalier order. A new magical item, a phoenix feather, is detailed below.

Phoenix Suardian Monk Archetube

The phoenix guardian emulates the virtuous imperial phoenix in spirit and deed, becoming a powerful protector of justice.

Alignment: A phoenix guardian must be of a lawful good alignment.

Skills: A phoenix guardian adds Fly and Knowledge (nature) to her list of class skills.



Slow Fall (Ex): At 4th level, a phoenix guardian can, as a swift action, spend 2 ki points to harness the wind and glide. When falling, the phoenix guardian can make a DC 10 Fly check to reduce the damage from the fall. When first gaining this ability, she takes damage as if the fall were 20 feet shorter than it actually is. At 6th level and every 2 levels after that, the effective distance is increased by 10 feet (40 feet at 8th level, 50 feet at 10th level, up until 90 feet at 18th level). At 20th level, upon a successful Fly check, he can fall any distance without harm. When falling safely, a phoenix guardian may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet she falls. This ability modifies slow fall and replaces quivering palm.

Phoenix Fist (Sp): At 4th level, as a swift action, target of her challenge. a phoenix guardian can spend 1 point from his ki pool to add 1d6 fire damage or 1d6 electricity Skills: An order of the phoenix cavalier adds damage to his unarmed strikes for 1 round. any 2 Knowledge skills to her list of class skills.

Perfect Self: At 20th level, a phoenix guardian Once a day, when the cavalier makes a Knowledge gains immunity to fire and electricity as well as skill check with one of these skills, she receives a the usual benefits of the perfect self ability. This competence bonus on the check equal to 1/2 her ability modifies perfect self. cavalier level (minimum +1).





Order of the Phoenix (Eavalier Order)

Order of the phoenix cavaliers seek knowledge and fight for good, at all times ready to die for their chosen cause, trusting in their abilities to see them through even the most deadly situations.

Restrictions: An order of the phoenix cavalier must be of a good alignment.

Edicts: The cavalier must strive to help those who work for good, to defeat the wicked and to quest for knowledge, even to the point of death.

Challenge: An order of the phoenix cavalier does an additional 1d6 fire damage against the



Order Abilities: An order of the phoenix cavalier receives the following abilities as she increases in level.

Phoenix's Resolve (Ex): At 2nd level, the cavalier gains Diehard as a bonus feat, even if she does not meet the prerequisites for the feat. Any damage that would bring an order of the phoenix cavalier's hit points below 0 is reduced by 1.

Cry of the Phoenix (Ex): At 8th level, an order of the phoenix cavalier can call out to her allies, fortifying them in battle. As a

swift action, the cavalier can grant damage reduction (evil), equal to her Charisma modifier, to all her allies within 30 feet. This bonus lasts for 1 round. This ability can be used once per combat.

Wings of Flame (Ex): At 15th level, the cavalier can swing her flaming weapons in a deadly, protective whirl. The cavalier and adjacent allies receive a +1 shield bonus to their AC. In addition, a creature that attacks the cavalier or adjacent allies with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit.







Phoenix Feathers

Returning a lost phoenix feather to its rightful owner is a quest fraught with danger, but the rewards are numerable indeed.

Desert Phoenix Feather

Aura faint evocation; CL 3rd

Slot none; **Price** 4,500 gp; Weight —

Description

A desert phoenix feather glows brightly, shedding normal light like a torch in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this light has no additional effect.

Construction

Requirements Craft Wondrous Item, *light*, a large feather; Cost 2,250 gp



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