

## PHOENIX

RARE CREATURE 15

Beast  
Fire  
Gargantuan  
Good

**Perception** +24; darkvision, detect magic, see invisibility

**Languages** Auran, Celestial, Common, Ignan

**Skills** +18; Acrobatics +28, Athletics +26, Diplomacy +26, Intimidation +26, Nature +28

**Str** +6, **Dex** +7, **Con** +5, **Int** +7, **Wis** +6, **Cha** +6

**AC** 35, **TAC** 35; **Fort** +23, **Ref** +26, **Will** +22, +1 conditional to saves vs. magic

**HP** 305, **regeneration** 20 (deactivated by cold or evil), **selfresurrection**; **Immunities** fire; **Weaknesses** cold 10, evil 10

**Shroud of Flame** (aura, evocation, fire, primal) 20 feet. A creature that enters or ends its turn in the aura takes 4d6 fire damage. A creature can take this damage only once per round. While this aura is active, any adjacent creature who hits the phoenix with a melee attack takes 2d6 fire damage. The phoenix can activate or deactivate the aura by using an action (this action has the concentrate trait).

**Self-Resurrection** (healing, necromancy, primal)

**Frequency** Once per year

**Effect** When a phoenix dies, it collapses into a pile of smoldering ashes, returning to life fully healed as if brought back by a 7th-level resurrection 1d4 rounds later. Self-Resurrection can be used only if there are some remains to resurrect; for instance, a phoenix killed by a disintegrate spell can't return. A phoenix whose remains rest within an area devoted to an evil deity by consecrate can't resurrect itself until its remains are no longer in that area.

**Speed** 25 feet, fly 65 feet

◆ **Melee** beak +28 (reach 20 feet), **Damage** 2d12+12 piercing plus 2d6 fire and 2d6 persistent fire

◆ **Melee** talon +28 (agile, reach 20 feet), **Damage** 2d8+12 piercing plus 2d6 fire and 2d6 persistent fire

◆ **Ranged** flame jet +28 touch (range increment 40 feet), **Damage** 4d6+12 fire and 2d6 persistent fire

**Primal Innate Spells** DC 32; **Constant** detect magic (8th), see invisibility; **8th** dispel magic (×3), flame strike, heal (×3), remove curse (8th), wall of fire (×3); **6th** restoration (×3); **At Will** dispel magic (7th); **Cantrips** (8th) light

◆ **Flaming Strafe** (fire) The phoenix blazes with superheated flame and Flies up to its Speed. It deals 4d6 fire damage to each creature that it passes within 20 feet of while moving (Reflex DC 32 Reflex half, no damage on a critical success).