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[A low CR monster to inject a little bit of magic into a low level game. Too many 1st level adventures seem to have samey monster palettes—kobolds or goblins, giant vermin, skeletons and zombies. Lather, rinse, repeat. So how about a firebird to challenge first level characters?]

Basan

This brilliantly colored bird is the size of a turkey, with a flamboyant comb and wattle. A faint violet glow flickers about its face.

Native to the most remote forested mountains, the resplendent basan is a type of game bird with a strong affinity for fire. Their guts burn with an internal heat, and they can only digest the most charred of plant matter—ashes, charcoal and partially burnt logs. Most of a basan's diet comes from plants they burn themselves, but huge flocks of basan gather in the wake of forest fires to feed, mate and lay speckled eggs buried deep in still-warm ash piles. Both male and female basan are brightly colored and bear wattles and combs. They are fairly clumsy fliers, and prefer to walk unless threatened or crossing water.

Basan come into conflict with humanoids in a number of ways. They may be attracted to the smell

of bonfires, cooking fires or house fires. Basan are easily startled, and their habit of blowing flames at their assailants can cause serious injury to a well-meaning onlooker. They are also hunted, both for their lovely plumage and in a case of mistaken identity—they are often confused for cockatrices or other, more dangerous, magical birds. Those burned by a basan's fire are limned in the stuff briefly, a property that makes them coveted by nobles, wealthy merchants and others who fear death at the hands of invisible assassins.

Basan CR ½

XP 200

N Small magical beast (fire)

Init +2; **Senses** darkvision 60 ft., low-light vision, Perception +5, scent

Defense

AC 13, touch 13, flat-footed 11 (+1 size, +2 Dex)

hp 11 (2d10)

Fort +3, **Ref** +5, **Will** +3

Immune fire; **Vulnerable** cold

Offense

Speed 20 ft., fly 40 ft. (poor)

Melee bite +2 (1d4-1)

Special Attacks breath weapon (10 ft. cone, 1d6 fire, DC 11, once every 1d4+1 rounds)

Statistics

Str 9, **Dex** 14, **Con** 11, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** +0; **CMD** 12

Feats Iron Will

Skills Fly +0, Perception +5, Stealth +10

Ecology

Environment temperate forests and mountains

Organization solitary, pair, clutch (3-8) or flock (12-20)

Treasure incidental

Special Abilities

Breath Weapon (Su) Creatures that take damage from a basan's breath weapon are outlined as if by the spell *faerie fire* for 1 minute. The save DC is Constitution based.