

# D&D 5e Statblock Generator

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## COMET

*Tiny humanoid, NG*

**Armor Class** 15  
**Hit Points** 100  
**Speed** 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	16 (+3)

**Skills** Perception +4, Stealth +9  
**Senses** passive Perception 14  
**Languages** Common, Sylvan  
**Challenge** 4 (1,100 XP)

**Superior Invisibility.** Turn invisible until concentration ends. Any equipment she wears or carries is invisible with it. This will take an action to do so. Can and will use all the time lmao.

**Innate Spellcasting.** The pixie's innate spellcasting ability is Charisma (spell save DC 13?). It can innately cast the following spells, requiring only its pixie dust as a component:

## ACTIONS

**Dispel Magic.** Can use twice. Choose one creature, object, or magical object within range of 120 feet. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. DC = 10+ spells level. On a successful check, the spell ends.

**Summon buddies.** Comet requests aid from the fey realm, summoning 2 mini unicorns. Comet can only have 2 mini unicorns at a time, and usually forgets to ask for help until both are gone. These mini unicorns differ based on their horns. 0-30: red horn 31-60: blue horn 61-90: white horn 91-100: black horn.

**Out of Combat skills.** Dancing lights, detect evil and good, detect thoughts, fly, polymorph (all of these once a day)  
druidcraft (anytime)

**Entangle.** Range:90 ft & requires concentration  
Grasping weeds and vines sprout from the ground in a 20 foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

**Dust of Sneezing.** When you throw a handful of dust into the air, any creature directly below you must succeed a DC 15 Con saving throw or become sneezing uncontrollably. A creatures affected this way is incapacitated. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on success. A lesser restoration spell can also end the effect on a creature. Comet keeps a bag stashed away in the ruins, and carries with her enough to do this 3 times.