

MONSTER

FIRECAT

Firecats are a curious manifestation of flame and feline. Similarly to their mundane cousins, firecats are playful and mischievous—a potentially devastating proclivity given their fiery nature. They are native to the Elemental Plane of Fire but have been known to sniff out and sneak through hidden portals to other planes.

Of notable intelligence for an elemental, firecats make excellent companions for spellcasters, particularly those inclined toward evocation magic. Firecats tend to be fairly temperamental, but in the right mood, they will energetically and contentedly share their innate talents in support of a steadfast companion.

Living Fire. A firecat doesn't require food, drink, or sleep.

FIRECAT FAMILIAR

At the GM's discretion, warlocks with the Pact of the Chain feature can choose a firecat as their familiar, in addition to the forms listed in the core rulebooks.

FIRECAT

Tiny elemental, chaotic neutral

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	17 (+3)	14 (+2)	10 (+0)	13 (+1)	12 (+1)

Skills Acrobatics +5, Perception +3, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 13

Languages Ignan, understands Common but can't speak it
Challenge 1 (200 XP)

Fire Form. The firecat can move through a space as narrow as 1 inch wide without squeezing. A hostile creature that touches the firecat or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage. In addition, with a touch, the firecat can use its action to ignite a flammable object that isn't being worn or carried.

Firesight. The firecat has advantage on ability checks made to detect visual illusions within 30 feet of it, and it has advantage on saving throws against illusions.

Illumination. The firecat sheds bright light in a 10-foot radius and dim light for an additional 5 feet.

Keen Hearing and Smell. The firecat has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 3) slashing damage plus 2 (1d4) fire damage.

Firestride. The firecat teleports up to 60 feet to an unoccupied space it can see that is within 5 feet of an open flame.