

Farfetch'd - D Pepper

Str: 12 (+1) Dex: 12 (+1) Con: 10 (0) Int: 4 (-3) Wis: 10 (0) Cha: 10 (0)

AC: 13

HP: 10 (1d8 hit dice)

Movement: Fly: 60 ft Speed: 10 ft

Skills: Perception +2

Flyby: Farfetch'd provokes no opportunity attacks when it flies out of an enemy's reach.

Actions/Attacks:

Leak Slash: *Melee Attack:* +3 to hit, reach 5 feet. One target. Hit: 1d6+1 slashing damage.

Feather Dance: (1 use per day. Resets after a long rest.) *Concentration, up to 1 minute. Range 30 feet.* Up to 3 targets that can see Farfetch'd must make a Charisma saving throw (DC 13). Whenever a target that fails the saving throw makes an attack roll or a saving throw before the effect ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.