

ALCHEMIST'S CHICKEN

Alchemy is not always about finding eternal life, creating the perfect material or enhancing the aspect of a substance. Sometimes it is about chickens. The alchemist who created this chicken is still unknown and its motive is still a mystery.

An alchemist's chicken is not a chicken but is a monstrosity which is faster and stronger than an ordinary chicken. It is also much more intelligent.

Not a Chick. An alchemist's chicken can not lay eggs. The creature is infertile and can only be created by alchemical means.

Not a Bomb. Actually, it is a bomb but it doesn't see itself that way. An alchemist's chicken is not aware that it will explode when it dies. It will try to survive and live, not to explode.

Not an Aggressive Type. An alchemist's chicken's goal is to feed on bread crumbs and alike. It does not care about anything else. It will not cut off some adventurer's road to rob them of their magical bread crumbs. Normal bread crumbs are just fine for the alchemist's chicken.



ALCHEMIST'S CHICKEN

Tiny monstrosity (Alchemical), unaligned

Armor Class 15

Hit Points 4(8d4 - 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	6 (-2)	5 (-3)	14 (+2)	5 (-3)

Saving Throws Dex +7

Skills Acrobatics +7, Deception +1, Perception +4

Damage Vulnerabilities fire

Damage Resistances acid, poison

Condition Immunities poisoned

Senses tremorsense 5ft., passive Perception 14

Languages -

Challenge 3 (700 XP)

Chicken Escape. Alchemist's Chicken has advantage on Dexterity(Acrobatics) checks made against grapple attempts. Alchemist's Chicken can not initiate a grapple.

Chicken Run. You can take the Disengage action as a bonus action.

Fiery Explosion. Upon death, Alchemist's Chicken explodes to a fiery explosion. Each creature within 30 feet of Alchemist's Chicken must make a DC 14 Dexterity saving throw. A creature takes 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Impenetrable Disguise. Alchemist's Chicken has advantage on Charisma(Deception) checks made to masquerade as a common chicken. It can not use deception for anything else.

Gliding Wings. Alchemist's Chicken's rate of descent slows to 30 feet per round. It takes no falling damage and can land on its feet.

ACTIONS

Beak. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 1 (1d4 - 2)

