

### Farfetch'd – level 3

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

AC: 13

HP: 20

Fly: 60 ft Speed: 10 ft

Skills: Perception +3

Damage Vulnerabilities: Rock, Electric, Ice

Damage Resistances: Bug, Grass

Damage Immunities: Ground, Ghost

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

*Actions:*

**Leak Slash:** *Melee Attack:* +3 to hit, reach 5 feet. One target. Hit: 1d8+1 slashing damage.

**Air Cutter:** *Ranged Attack,* +3 to hit, range 80/320, One target: Hit: 1d6+1 piercing damage.

**Feather Dance:** *Recharge 6.* 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.

### Yamask

Str	Dex	Con	Int	Wis	Cha
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (0)	8 (-1)

AC: 13

HP: 30

Speed: 40 ft

Senses: Darkvision 60 ft

Skills: Stealth +4

Damage Vulnerabilities: Radiant, Ghost, Dark

Damage Resistances: Poison, Bug, (Bludgeoning, Piercing, Slashing from non-magical weapons)

Languages: Common

*Special:*

**Shadow Stealth:** Yamask can take the hide action as a bonus action in dim light or darkness.

*Actions:*

**Ominous Wind:** *Melee Weapon Attack:* +5 to hit, reach 10 ft, one target, Hit: 1d6+2 necrotic damage and the target's strength score is reduced by 1d4-1. The target dies if this reduces its Strength to 0. Otherwise the reduction lasts until the target finishes a short or long rest.

**Hex:** (1/day) 1 bonus action, Range: 90 ft, Duration: Concentration, up to 1 hour. Yamask places a curse on a creature that you can see within range. Until the effect ends, your or Yamask's attacks deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when Yamask uses hex. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before the duration is over, you can use a bonus action on an subsequent turn to move the curse to a new creature.