



DMNINETOES

DOOM CHICKIN

DOOM CHICKEN

*Tiny beast, Chaotic (Period)***Armor Class** 13 (natural armor)**Hit Points** 30 (20d4 – 20)**Speed** 20 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|--------|---------|---------|
| 5 (–3) | 23 (+6) | 8 (–1) | 2 (–4) | 12 (+1) | 20 (+5) |

Skills Perception +3**Damage Resistances:** cold, fire, lightning**Damage Immunities:** poison**Condition Immunities:** blinded, charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned, prone**Senses** passive Perception 13**Languages** –**Challenge** 3 (700 XP)

Always flustered. The doom chicken is in a perpetual state of utter panic and paralysing alarm. For this reason it is immune to all conditions.

Bad Flier. The doom chicken falls at the end of a turn if it's airborne and the only thing holding it aloft is its flying speed.

Blind Fear. The doom chicken has disadvantage on Wisdom (Perception) checks that rely on sight.

Rejuvenation. If it dies, the doom chicken returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can release the poor beast from its torment and prevent this trait from functioning.

Storm Tether. The doom chicken is an anchor for a gateway into the realm of chaos and drags a maelstrom of mayhem wherever it goes. A 60-foot radius sphere of chaotic energy extends out from the chicken. The maelstrom spreads around corners, and its area is lightly obscured. It lasts indefinitely. Any creature that starts its turn in that area must roll on the Maelstrom Effects table.

ACTIONS

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

A FOWL SO FOUL

The chook of chaos, the poulet of power, the banty of bedlam. Words are but whispers of this legendary beast.

But all which tell of it, share one simple truth, one promise that resounds throughout history. Fear its cluck!

MAELSTROM EFFECTS

| d8 | Effect |
|----|---|
| 1 | A flock of pigeons (use the swarm of ravens stat block) appears in an unoccupied space within 10 feet of you and sings soft rock ballads from the 1980s. Whenever they would take damage they instead change song. They remain for 1d6 days, following you for the duration. |
| 2 | A lifesize statue of you appears in an unoccupied space within 20 feet of you. The statue is made of cheese. |
| 3 | Your movements speed become erratic. At the start of each turn roll any dice, on an odd number you speed up as if under the effect of a <i>haste</i> spell. On an even number you slow down as if under the effect of a <i>slow</i> spell. This effect lasts for 1 minute. |
| 4 | For 1 minute you must use your interaction to sing your favorite song. |
| 5 | A <i>fireball</i> (3rd level) spell detonates, centred on you. |
| 6 | You turn invisible as if effected by the <i>invisibility</i> spell. |
| 7 | You and three creatures you choose within 30 feet of you take 4d10 lightning damage. |
| 8 | You maximize the damage of melee attacks for the next 1d4 rounds. |
| 9 | You gain vulnerability to all damage for the next minute. |
| 10 | A <i>djinni</i> controlled by the DM appears in a space within 5 feet of you, then disappears 1 minute later. |