

Jenivere

Tiny beast - magpie

Armor Class: 14

Hit Points: 2

Speed: 5ft

Flying speed: 50ft

STR

2 (-4)

DEX

14 (+2)

CON

8 (-1)

INT

3 (-4)

WIS

14 (+2)

CHA

5 (3)

Skills: Perception +2 Stealth +4

Passive Perception: 13

Features

Keen Hearing and Sight

The magpie has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Agile

The magpie has advantage on ability checks and saving throws made to escape a grapple.

Innate Compass

The magpie can always return to a place it has seen before, no matter how far it has traveled.

Too high to catch

When in air, Magpie gains +3 to its AC

Actions

Peck

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d4 - 3 piercing damage (minor annoyance).

Drop

Ranged Weapon Attack: +3 to hit on Small and smaller targets, +4 on Medium, +5 on Large and larger targets. It can target one target directly below the magpie. Hit: 1d4 - 2 acid damage (minor annoyance). On a critical hit, if the target is a Large or smaller creature, it must succeed on a DC 12 Constitution saving throw or be blinded until the end of its next turn.

Interactions with magpie

If magpie is not used to the person performing the actions below, that person must first make DC 14 Animal handling check. On fail, person cannot perform below action and magpie must make Peck reaction (if possible).

Tie object to the magpie (Action)

Tie small object (such as a message), no heavier than 75g, to the magpie.

Take the object from the magpie (Bonus Action)

Untie object from the magpie and take it into your hand