

CHOCOBO

Large beast, unaligned

Armor Class 13

Hit Points 19 (3d10+3)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+2)	12 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 1/2 (100 XP)

Dash. a chocobo can Dash as a bonus action.

Pounce. If a chocobo moves at least 20 feet in a straight line toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the chocobo can then make one bite attack against it as a bonus action.

ACTIONS

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+5) slashing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* (1d8+5) slashing damage.

An adult chocobo is about 8 or 9 feet tall, and weighs close to 1200 pounds. The color of their plumage can vary greatly, with yellow and gold being the most common.

Chocobos are easily trained as mounts, similarly to horses. They are omnivores, but prefer to eat greens, nuts, and insects. Chocobos are flightless birds, and use their vestigial wings to assist in balance and jumping. They are masters of most types of terrain, able to travel quickly where most other types of mounts cannot.

