

THE HOUNDMASTER

Medium Human, Chaotic Evil

Armor Class 16

Hit Points 180

Speed 35ft. walking

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	16 (+3)	18 (+4)	20 (+5)

Resistances Bludgeoning, Piercing and Slashing from nonmagical sources.

Condition Immunities Frightened, Charmed, Unconscious, Poisoned, Petrified

Senses passive Perception 16

Languages Common

Challenge -

All-Shaking Thunder The Houndmaster is immune to up to 30ft. of fall damage. When the houndmaster falls at least 10ft. she gains an additional 15ft. of movement speed when she next moves.

No Quarter When a creature within 120ft. of The Houndmaster attempts to heal themselves by any means, they must roll 1d10 for each die rolled for healing. On a 8-10, they receive full healing for that die. On a 2-7 they receive half healing for that die. On a 1 they receive no healing for that die.

Jagged Compass Upon successfully damaging a creature, The Houndmaster knows the exact location of the creature with the least hit points until the end of her next turn.

Bestial Bond The Houndmaster knows the exact location of The Dog at all times. After issuing a search command, The Houndmaster gains an additional 10 ft. of movement speed as long as she moves towards The Dog.

Houndsense If The Dog detects any creatures with its search action, the Houndmaster knows the exact locations of those creatures until the end of her next turn.

Actions

Multiattack The Houndmaster makes any combination of 2 actions she knows.

Cane Attack Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 11(2d6+5) slashing damage. If this attack hits a creature grappled by The Dog or revealed to The Houndmaster via houndsense, the damaged creature also takes 1d4 bleed damage per turn.

Lunge Attack The Houndmaster moves forward 5ft. and makes a lunge attack with her cane. Melee weapon attack, +5 to hit, reach 5ft., one target. Hit: 11(2d6+5) slashing damage.

Command Command The Dog to move and take one of its known actions. If The Dog is not given a command, it will take the dodge action if not grappling a creature. If it is grappling a creature, it will continue to grapple them.

Pet If The Houndmaster moves within 5ft. of the dog, or vice versa, The Houndmaster may pet the dog. He will be happy.

THE DOG

Medium Beast, Lawful neutral

Armor Class 14

Hit Points 60

Speed 50ft. walking

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	3 (-4)	16 (+3)	6 (-2)

Condition Immunities Charmed, Petrified, Frightened

Senses passive Perception 15

Languages None

Challenge -

Bestial Bond The Dog shares The Houndmaster's initiative, but cannot act unless commanded. The Dog cannot be killed as long as The Houndmaster is alive. If an attack would reduce The Dog to 0 Hit Points, he instead is reduced to 1 Hit Point and is unconscious until the end of The Houndmaster's next turn. When it regains consciousness, it regains 6d10 Hit Points.

Expert Tracker The Dog gains a +8 bonus to survival (tracking) and perception (smell) rolls.

Actions

Maul Melee Attack, +5 to hit. reach 5ft., one target. Hit: 11(2d6+5) piercing damage. Hit creatures must succeed on a DC16 strength saving throw or become grappled.

Drag *While grappling a creature.* The Dog and the grappled creature making contesting Strength checks. If The Dog succeeds, he drags the creature up to 25ft. towards The Houndmaster. If the grappled creature succeeds, The Houndmaster only drags them up to 10ft. towards The Houndmaster.

Search The Dog performs a perception check (smell), contested by nearby creatures' stealth checks to detect all creatures within 30ft. of it. On a failure, the location of detected creatures is revealed to The Dog and The Houndmaster until the end of their next turn. Detected creatures have disadvantage on stealth checks for 30 seconds, and The Dog and The Houndmaster have advantage on Survival (tracking) checks against them for 30 seconds.