

CANINE COMPANIONS MONSTER GUIDE

The world is full of many different canine creatures that make great traveling companions. This document will provide details about some of the amazing beasts that may become your next best friend and furry traveling buddy.

VARIANT MASTIFFS

These Mastiff variants are generally found in the company of humanoids, but any non-evil creature with enough Intelligence and some form of communication can train one to become a loyal companion with the right amount of dedication.

Feral Mastiff variants seek out packs of other Mastiffs, and sometimes even Wolves; they are very rarely found alone.

Unlike their non-Variant cousins, Variant Mastiffs cannot support mounted Small humanoids, but have other abilities that make them unique.

Like their non-Variant cousins, Variant Mastiffs are impressive hounds prized by humanoids for their loyalty and keen senses. Variant Mastiffs can also be trained as guard dogs, hunting dogs, and war dogs. These Variant Mastiffs are part Mastiff, part Wolf, and each exhibit their own personalities and possess unique skills.

Variant Mastiffs are fiercely loyal and extremely intelligent, but don't always obey commands. They were bred to follow their own intuition to safely traverse snow and ice and not comply with potentially dangerous commands from their handlers. Like their lupine cousins, these Variant Mastiffs are quite stealthy.

TUNDRA MASTIFF

The Tundra Mastiff is generally found in colder climates. They don't always obey commands. They were bred to follow their own intuition to safely traverse snow and ice and not comply with potentially dangerous commands from their handlers.

As such a Tundra Mastiff will not obey commands that will directly endanger them such as walking into traps, charging head on into huge or gargantuan enemies, etc., but will come to the aid of their master should they find themselves in one of those situations or coordinate with their master on tactics to fight larger foes.

Tundra Mastiffs are very quiet except when unleashing their Feral Howl.

Tundra Mastiff coats come in a variety of colors (white, black, gray, brown, etc.) and patterns and their eyes are generally a deep brown or piercing blue; they frequently exhibit heterochromia iridium with one iris of each color.

Two Tundra Mastiffs are capable of pulling a Medium creature through ice, snow, and light mud on a sled.

HERDING MASTIFF

Herding Mastiffs are generally found in the hills and fields where farmers raise animals. They were bred to follow commands and perform specific jobs like watch over flocks or protect families

As such a Herding Mastiff will obey just about any command from its master, and will almost never disobey or act without direction.

Herding Mastiffs are very quiet except when unleashing their Alarming Bark.

Herding Mastiff coats come in a few colors (black, tan, and occasionally white) and patterns and their eyes are generally a deep brown.

Due to their strength, a Herding Mastiff can easily knock down and grapple creatures.

OBEDIENCE TRAINING

Non-evil creatures with a higher Intelligence score than the Variant Mastiff can spend 30 days and 500 gp worth of meat and training supplies to become a Variant Mastiff's master. Beastmaster Rangers only need to spend 10 days and 100 gp of meat and training supplies to become a Variant Mastiff's master.

The training process may involve working with the Variant Mastiff's previous owner or charming a feral Variant Mastiff and earning it's lasting trust before the charm can wear off.

CARRYING CAPACITY

Variant Mastiffs can be given backpacks and are capable of carrying about 20 lbs. If Variant Mastiffs are forced to carry more than 20 lbs they become encumbered. If they are forced to carry more than 30 lbs they become exhausted. If they are forced to carry more than 40 lbs their speed drops to 0.

CREATURE STATISTICS

The following pages contain stat blocks for Variant Mastiffs.

TUNDRA MASTIFF

Medium beast, neutral good

Armor Class 11

Hit Points 6 (1d8 + 1)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +2, Stealth +2

Vulnerabilities Fire

Resistances Cold

Senses passive Perception 13, Darkvision

Languages Can be trained to obey any language

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The Mastiff has advantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on hearing or smell.

Long-Distance Runner. The Mastiff has advantage on any Strength (Athletics) check related to movement and does not tire from running.

Tundra Walker. The Mastiff does not incur movement penalties in mountains, ice, or snow and cannot break thin ice.

Silent Hunter. The Mastiff has advantage on any Dexterity (Stealth) checks and can move stealthily at its normal pace. The Mastiff has advantage on Wisdom (Survival) checks related to tracking.

Well Insulated. The Mastiff has Resistance to Cold damage and is Immune to Extreme Cold, but has Vulnerability to fire damage and has disadvantage on Saving Throws for Extreme Heat.

Actions

Bite Melee Weapon Attack: +3 to hit, reach 5ft., one target. *Hit* 4 (1d6 + 1) piercing damage.

Feral Howl (Recharge 1/day) Each enemy within 10ft. of the Mastiff that can hear and is not immune to being frightened or stunned must pass a DC 10 Constitution Saving Throw or the next melee attack against them until the end of the Mastiff's next turn has advantage.

Full Moon Feral Howl can be cast twice without resting if the Mastiff is outside during a Full Moon. Feral Howl cast during the Full Moon has DC 12 Constitution Saving Throw, 15ft. radius, and may be used as a Bonus Action.

Reactions

Quick Witted. If another creature hits an enemy engaged with the Mastiff, the Mastiff can use its Reaction to move up to 10ft without provoking an opportunity attack from that enemy.

Self Preservation. Unless Undying Loyalty has been triggered the Mastiff will use its Reaction to flee in the direction it came from prior to combat should it drop to 1hp.

Undying Loyalty. If the Mastiff's master is incapacitated or killed the Mastiff will use its Reaction to Disengage and Dash towards the master's body and take up a Defensive Stance (Dodge) over it.

If the body is unreachable, the Mastiff will continue to attempt to reach it on each of its turns, attacking any creature in its path. The Mastiff will not abandon this course of action, cannot be frightened, and has advantage on Saving Throws against being charmed until its master is revived or the Mastiff is incapacitated, charmed, or killed.

After combat ends, a friendly creature with some sort of bond could attempt to calm the Mastiff and attend to the body.

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Medium beast, neutral good

Armor Class 11

Hit Points 6 (1d8 + 1)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	10 (+0)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +2, Stealth +2

Senses passive Perception 13, Darkvision

Languages Can be trained to obey any language

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The Mastiff has advantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on hearing or smell.

Fierce Jaws. The Mastiff has advantage on any Strength (Athletics) check related to grappling and can use its jaws to Grapple enemies.

Forest Walker. The Mastiff does not incur movement penalties in forests, jungles, or swamps.

Silent Hunter. The Mastiff has advantage on any Dexterity (Stealth) checks and can move stealthily at its normal pace. The Mastiff has advantage on Wisdom (Survival) checks related to tracking.

Insulated. The Mastiff is Immune to Extreme Cold.

Actions

Bite Melee Weapon Attack: +3 to hit, reach 5ft., one target. *Hit* 4 (1d6 + 1) piercing damage. If the target is a Tiny, Small, or Medium creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Alarming Bark. (Recharges 1/rest) Whenever the party rests, the Mastiff cannot be surprised and any approaching enemies must make a DC 13 Dexterity (Stealth) check to not have the Mastiff's master alerted to their approach. An alerted master cannot be surprised and has time to don armor and equip weapons.

Reactions

Protector. If an ally within 10ft. gets hit with a melee attack, the Mastiff can use its Reaction to move to that creature, push the creature up to 5ft. away without provoking any opportunity attacks, and attempt to Grapple the attacker.

Undying Loyalty. If a Mastiff's master is incapacitated or killed the Mastiff will use its Reaction to Disengage and Dash towards the master's body and take up a Defensive Stance (Dodge) over it.

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