



MAGICAL DOGS

Listed here, in are magical canines for use in your games.

BOLT HOUND

These elemental hounds enter from the Elemental Plane of Air into the Material Plane via mountain tops and race across rocky environments at high speeds. Though not malicious by nature, they have a strong prey drive and chase after anything that runs, relentlessly hunting it down with lightning-powered bites. Some ambitious individuals attempt to catch or summon these elementals in hopes of utilizing them as high-speed shock troops. This usually has mixed results, as bolt hounds are as unpredictable as lightning and rarely follow commands that involve anything more than chasing someone or something down.

BOLT HOUND

Medium elemental, chaotic neutral

Armor Class 14

Hit Points 44 (8d8 + 8)

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +6

Skills Perception +3

Damage Immunities lightning, poison

Senses passive Perception 13

Condition Immunities exhaustion, paralyzed, poisoned

Languages understands Auran but doesn't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Lighting Dash. When the hound takes the Dash action, until the end of its turn, it gains the following benefits:

BOLT HOUND ADVENTURES

d4

- 1 The party has been tasked with capturing a wild pack of bolt hounds for study and recruitment.
- 2 A **flood hound** seeks to work with players to track down and stop a pack of rampaging bolt hounds.
- 3 A djinn challenges the players to complete a gauntlet he created while being hunted by bolt hounds.
- 4 Every since being stuck by lightning, one of the players finds themselves continually harassed by bolt hounds.

- It can move through the space of other creatures. The first time it enters a creature's space on a turn, that creature takes 3d4 (6) lightning damage. If it ends its turn inside a creature's space, it is pushed into the nearest unoccupied space.

- Attack rolls against it have disadvantage unless the it is incapacitated, restrained, or grappled.

- It can spend 5 feet of movement to automatically escape from the grappled condition or nonmagical restraints, such as manacles.

Shocking Bite. The hound has advantage on attack rolls against targets made of metal or wearing armor made of metal.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage plus 7 (2d6) lightning damage. If the target is a creature, it can't take reactions until the start of its next turn and it must succeed on a DC 14 Strength saving throw or be knocked prone.



CELESTIAL HOUNDS

ARALEZ

These celestials appear as winged dogs or wolves and act as rescue dogs in service of the higher planes. They dive down from the heavens, searching for virtuous souls who have been gravely injured. When they find such individuals, aralezes lick their wounds, magically healing grievous injuries and sometimes even bringing individuals back to life.

Aralezes are said to serve halfling gods and were created by them to safeguard halfling-kind. Others believe them to be the souls of faithful halfling-riding dogs who are continuing their service into the afterlife. Regardless of their origin, these faithful hounds are drawn to halfling clerics and paladins acting on behalf of their gods. When aiding such individuals, they are fearless and loyal guardians and even, occasionally, divine steeds.

CHAMROSH

These celestial creatures combine canine and bird features. They possess the body of an enormous hound with the head, wings, and talons of a predatory bird. These features make chamroses adept at flying down and snatching up foes who have incurred their wrath.

ARALEZ

Medium celestial, neutral good

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	6 (-2)	16 (+3)	10 (0)

Saving Throws Str +5, Wis +5

Skills Perception +5

Damage Resistances cold, radiant

Condition Immunities frightened

Senses passive Perception 15

Languages Understands Celestial and Halfling but can't speak

Challenge 3 (700 XP)

Proficiency Bonus +2

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

Powerful Build. The aralez counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Smell Evil and Good. The aralez is under the effects of the *detect evil and good* spell at all times.

Actions

Reprimanding Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) radiant damage. If the target is a creature, it must succeed on a DC 13 Charisma or be knocked prone and become unable to stand up until the end of the aralez's next turn.

Healing Lick (3/Day). The aralez licks another creature, causing it to magically regain 12 (2d8 + 3) hit points.

Revivifying Lick (1/Day). The aralez licks another creature that has died within the last hour. That creature returns to life with 1 hit point. This ability can't return a creature to life that has died of old age, nor can it restore any missing body parts. Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

Reactions

Safeguard. When a creature within 5 feet of the aralez takes damage, the aralez can choose to take that damage instead. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

Chamrosches serve gods of nature and the harvest by helping to spread seeds and promote the growth of plant life. They protect trees important to divine beings, and when those trees produce seeds, chamrosches descend from their celestial home and spread them far and wide with mighty gusts from their wings.

CELESTIAL DOG ADVENTURES

d8

Plot Hook

- 1 A group of ogres has killed a man and taken his body back to their lair to cook and devour it. An aralez charged with revivifying the man seeks the players' aid in recovering the body before it is eaten.
- 2 An avalanche caused by yetis has buried a convoy of goliaths. The party must help an aralez dig out and rescue as many survivors as possible before the yetis get to them first.
- 3 The party has been charged with hunting a fiend through the lower planes, and an aralez has been tasked with aiding and protecting them in this mission.
- 4 A halfling town is holding an annual festival which traditionally ends with an aralez flying overhead and blessing the town with good luck and health. This year, the aralez did not come, for it has been captured by dark cultists trying to coerce it into revivifying their recently deceased leader, who is being preserved by a *gentle repose* spell.

Chamrosches often work with druids and other woodland protectors to keep their sacred plant life safe. When they come across anyone who would defile or recklessly destroy plant life, chamrosches ruthlessly hunt them down without hesitation. Especially dangerous foes are entangled in plant life the chamrosh calls upon to aid it, leaving them easy prey for the chamrosh's devastating talons.

d8

Plot Hook

- 5 The players come across a huge oak tree that has just started producing seeds but has come under attack by marauding demons. A chamrosh charged with protecting the tree seeks the players' help in protecting the tree.

- 6 A druidic circle has tasked the players with spreading sacred seeds to specific locations to help repair the wilds. The players have been given the aid of one or more chamrosches to help them reach these locations.

- 7 A jealous fey has charmed a chamrosh and convinced it to steal fruits from a druidic grove whose plant life outshines her own.

- 8 A chamrosh has been corrupted by blighters who are using it to spread contaminated plants that strangle out all other life wherever they grow.

CHAMROSH

Large celestial, neutral good

Armor Class 16 (natural armor)

Hit Points 127 (17d8+51)

Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Dex +5, Cha +4

Skills Perception +7

Senses passive Perception 17

Languages Druidic

Challenge 7 (2,900 XP)

Proficiency Bonus +3

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

Thicket Walker. The chamrosh ignores the effects of non-magical difficult terrain. The chamrosh can also pass through plants without being slowed, grappled, or restrained and without taking damage from them if they have thorns, spines, or similar hazards.

Bonus Actions

Gust of Seeds. (3/Day). The Chamrosh beats its wings, letting loose an 80-foot-long, 20-foot-wide blast of seeds in the direction of its choice. Any creature in that area must make a DC 15 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The seeds fall to the ground in the area. At the start of the Chamrosh's next turn, the plants sprout into difficult terrain. A creature in this area when the plants sprout must succeed on a DC 15 Strength saving throw or be restrained by entangling plants. A creature restrained by the plants can use its action to repeat the saving throw, freeing itself on a success. The plants wilt away after one minute unless the ground can support plant life.

Actions

Multiattack The chamrosh can make three attacks: one with its bite and two with its talons. If both talon attacks hit the same target, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the chamrosh can't use its talons on another target.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Spellcasting. The Chamrosh casts one of the following spells, requiring no components and using Wisdom as its spellcasting ability (spell save DC 15):

1/day each: *Speak with Plants, Plant Growth*



FLOOD HOUND

These elemental hounds are summoned from the Elemental Plane of Water to serve as master trackers. They possess supernatural powers of detection beyond that of ordinary hounds and can stay on the trail of quarry miles away. The elemental nature of the flood hound allows it to pursue its target across land and sea, and it can even slip through tiny cracks and crevices, thus preventing most barriers from impeding its pursuit. Flood hounds are commonly utilized by wizards and marids to track down thieves, escaped prisoners, or anyone else who has incurred their ire. Once a flood hound is given its quarry, it pursues its task with relentless and single-minded determination.

FLOOD HOUND ADVENTURES

d4

- 1 A wizard hires the players to track an escaped monster and summons a flood hound to aid them.
- 2 A **bolt hound** seeks the players' aid in escaping a pack of flood hounds relentlessly hunting it.
- 3 The players inadvertently steal a relic belonging to a marid, who has sent a pack of flood hounds after them.
- 4 A lonely wizard regularly sends flood hounds out to capture and bring back people to keep him company.

FLOOD HOUND

Medium elemental, lawful neutral

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	8 (-1)	14 (+2)	12 (+1)

Skills Perception +6

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Senses passive Perception 16

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Languages understands Aquan but doesn't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Homing Sense. If the hound is given possession of a garment or body part (such as a lock of hair or a nail clipping) to smell, it knows the direction and distance to the original owner of the item as long as that creature is within 50 miles. The hound can have only one such quarry at a time.

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

Supernatural Senses. The hound's senses are considered magical for the purposes of spells and effects, such as *pass without trace*, that prevent tracking through non-magical means.

Water Form. The hound can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is Medium or smaller, it must also succeed on a DC 13 Strength saving throw or be knocked prone. A Medium or smaller creature hit by the attack is also grappled (escape DC 13). Until this grapple ends, the target is restrained, and the hound can't bite another target.



MINIATURE BLINK DOG

As their name suggests, these fey are smaller versions of traditional blink dogs. Miniature blink dogs are slightly larger than a house cat but, otherwise, look no different from other blink dogs. It is unknown how this tiny variant came about, but the most popular theory is that they were created by fey lords and ladies who wished for smaller companions that were also an ideal size to hunt down troublesome fey pests. Most miniature blink dogs do live in the company of larger creatures who can protect them from more powerful threats while they, in turn, provide their services as watchdogs and hunters of smaller supernatural threats.

MINIATURE BLINK DOG ADVENTURES

d4

Plot Hook

1 A fey lord asks the players to aid her miniature blink dogs in ridding her home of an infestation of tiny but troublesome fey.

2 A child comes to the players asking them to find his lost dog without mentioning it's a miniature blink dog.

3 The players stumble across a turf war between a pack of miniature blink dogs and a gang of small wicked fey.

4 A miniature blink dog seeks the players' help in freeing the rest of its pack, which has been captured for use in an exotic petting zoo.

MINIATURE BLINK DOG

Tiny fey, lawful good

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	10 (0)	13 (+1)	12 (+1)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages Blink Dog, understands Sylvan but can't speak it

Challenge 1/8 (25 XP)

Proficiency Bonus +2

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 8 Strength saving throw or be knocked prone.

Teleport. *(Recharge Short/Long Rest)*. The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 ft. to an unoccupied space it can see.

VARIANT: MINIATURE BLINK DOG FAMILIAR

Some miniature blink dogs are willing to serve spellcasters as a familiar or are granted to warlocks by archfey patrons. Such miniature blink dogs have the following additional trait.

Familiar. The dog can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the dog senses as long as they are within 1 mile of each other. While the dog is within 10 feet of its companion, whenever either one teleports, the other may choose to teleport to the same space provided both can fit in the same spot. At any time and for any reason, the dog can end its service as a familiar, ending the telepathic bond.

ART CREDIT

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- Wings of the Cosmos - Ilse Gort, Wizards of the Coast
- Floodhound - Lius Lasahido, Wizards of the Coast
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CHANGE LOG

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