

CANINE COMPANIONS



DUNGEON BREW

Canine Companions

More than just pets, dogs in the adventuring world are partners. They are the keen senses warning of ambush, the fierce loyalty guarding a campsite, the joyful bark greeting friends in a hostile world. From the hardy mastiff pulling a sled across frozen wastes to the clever terrier sniffing out traps in a dungeon, a dog's capabilities are as varied as their breeds.

Not every dog is a pedigree champion, and not every adventurer seeks one. Some look for unwavering loyalty. Others want keen senses, ferocity, or reliability. Some just need a warm body at their feet after a long day's march. This guide helps you create a unique canine companion, defining not just its abilities but its spirit, quirks, and the unspoken bond it shares with those it travels with.

Using This System

This system offers a framework for generating distinct dog companions using rollable tables. While the options provide depth, the process is designed to be intuitive, guiding you through creating a believable and engaging canine friend.

Players:

- When acquiring a dog (through purchase, adoption, rescue, etc.), your GM might use these tables or allow you to roll yourself.
- If a dog is part of your background or starting gear, the GM can tailor the results to better fit your character's history.
- Dogs with exceptional traits might be rarer, costlier, or tied to specific quests or discoveries.

Game Masters:

- Generate dogs quickly for NPCs, populate kennels, create memorable strays, or design unique animal companions found in the wild.
- Offer players choices by rolling up several distinct dogs available at a market, found in a monster's lair, or offered by a breeder.
- Give dogs with particularly notable traits a richer backstory – perhaps it belonged to a famous ranger, escaped a wizard's lab, or is the last of a noble bloodline.
- Feel free to adjust rolls or results to match the tone and needs of your specific campaign setting.

DOG ARCHETYPE

d12	Archetype
1–3	Guard
4–6	Hunting
7–9	Scout
10–12	War



A Primer on Dogs

Generations of breeding have shaped dogs for countless roles. Hounds track quarry, guard dogs stand watch, working dogs are reliable and tireless, terriers root out hidden pests, and companion breeds offer comfort and camaraderie. Understanding these general tendencies can help flesh out your dog's behavior and place in the world.

Beyond specific breed instincts, dogs generated with this system fall into three general categories, reflecting differences in size, strength, and speed. These builds influence their capabilities and suitability for certain tasks.

STANDARD BREEDS

These dogs represent the common medium-to-small breeds often prized for their agility, keen senses, and versatility. While lacking the raw power of larger dogs, they are often quicker and may fit into roles requiring speed or navigating tighter spaces. Many spaniels, terriers, and smaller hounds fall into this general build.

- (Corresponds to Standard Stat Blocks)

HEAVY BREEDS

Representing sturdy, medium-to-large breeds, these dogs strike a balance between strength and agility. They possess good endurance and are capable workers, suitable for a wide range of tasks from guarding to hunting larger game. Shepherds, retrievers, and many working breeds fit this build.

- (Corresponds to Heavy Stat Blocks)

GIANT BREEDS

These dogs encompass the largest and most powerful breeds, selected for sheer strength, intimidation, or resilience. While potentially less agile than smaller dogs, their size and power make them suitable for heavy tasks, pulling loads, or confronting formidable foes. Mastiffs, wolfhounds, and mountain dogs exemplify this build.

- (Corresponds to Giant Stat Blocks)

These categories provide a foundation, but a dog's true role is often defined by its training and inherent instincts, shaping them into specialized Guards, Hunters, Scouts, or War Dogs, which are detailed in the next section.

DOG, GUARD BREED

d10	Breed	Age Table	Colors Table	Stat Block Archetype
1	Mountain Dog	Giant Breeds	Roll on <i>Dog Coloring</i>	Guard, Giant
2	Hovawart	Heavy Breeds	Roll on <i>Dog Coloring</i>	Guard, Heavy
3	Ridgeback	Heavy Breeds	Roll on <i>Dog Coloring</i>	Guard, Heavy
4	Wooly Mastiff	Giant Breeds	Roll on <i>Dog Coloring</i>	Guard, Giant
5	Shepherd	Standard Breeds	Roll on <i>Dog Coloring</i>	Guard, Standard
6	Bullmastiff	Giant Breeds	Roll on <i>Dog Coloring</i>	Guard, Giant
7	Boxer	Heavy Breeds	Roll on <i>Dog Coloring</i>	Guard, Heavy
8	Boerboel	Giant Breeds	Roll on <i>Dog Coloring</i>	Guard, Giant
9	Beauceron	Heavy Breeds	Roll on <i>Dog Coloring</i>	Guard, Heavy
10	Sheepdog	Standard Breeds	Roll on <i>Dog Coloring</i>	Guard, Standard

Dog Archetypes

A dog's categorization gives clues to its potential, but its training dictates how it truly functions as a companion. Whether trained for vigilance, the hunt, exploration, or battle, each role shapes a dog's skills, reactions, and overall utility to an adventuring party. The following archetypes detail these specialized roles:

GUARD DOGS

Bred for vigilance and protection, these dogs excel at watching over a person, place, or object. They are often territorial and possess keen senses to detect intruders or danger. While not always aggressive, they are typically brave and won't hesitate to alert their masters or confront a threat. Their loyalty is paramount, making them excellent sentinels for a campsite or keep.

- Guard dogs are often trained to stay awake at night to act as an Alarm spell for the camp.
- (See Guard Dog stat blocks).



HUNTING DOGS

These dogs are masters of the chase, bred for stamina and exceptional senses, particularly smell. They assist hunters in tracking and sometimes retrieving quarry across vast distances and varied terrains. In an adventuring party, they might track monsters, find lost trails, or locate hidden creatures through scent. Their focus is often on the hunt, sometimes to the exclusion of other commands.

- Hunting dogs are often trained to roam while traveling and bring "rations" back to their master.
- (See Hunting Dog stat blocks).

SCOUT DOGS

Agile, alert, and often possessing a keen nose for more than just creature trails, scout dogs are invaluable for reconnaissance and hazard detection. They might be adept at moving stealthily, noticing hidden details like tripwires or pressure plates, or sniffing out poisons, alchemical traps, or unstable structures. Their smaller size and inquisitive nature often suit them to exploring ahead or investigating tight spaces.

- Scout dogs are often trained to move ahead of their master, searching for traps.
- (See Scout Dog stat blocks).

WAR DOGS

Trained for battle, war dogs are typically strong, resilient, and courageous. They fight alongside their handlers, trained to charge enemies, harry flanks, or pull down opponents. Their breeding and training emphasize aggression and obedience in the chaos of combat, making them formidable assets on the battlefield, though they may require experienced handling.

- War dogs are often trained to wear armor and participate in battles.
- (See War Dog stat blocks).

DOG, HUNTING BREED

d10	Breed	Age Table	Colors Table	Stat Block Archetype
1	Labrador Retriever	Heavy Breeds	Roll on <i>Dog Coloring</i>	Hunting, Heavy
2	Golden Retriever	Heavy Breeds	Roll on <i>Dog Coloring</i>	Hunting, Heavy
3	Foxhound	Heavy Breeds	Roll on <i>Dog Coloring</i>	Hunting, Heavy
4	Springer Spaniel	Standard Breeds	Roll on <i>Dog Coloring</i>	Hunting, Standard
5	Pointer	Heavy Breeds	Roll on <i>Dog Coloring</i>	Hunting, Heavy
6	Bay Retriever	Standard Breeds	Roll on <i>Dog Coloring</i>	Hunting, Standard
7	Coonhound	Heavy Breeds	Roll on <i>Dog Coloring</i>	Hunting, Heavy
8	Setter	Heavy Breeds	Roll on <i>Dog Coloring</i>	Hunting, Heavy
9	Bloodhound	Heavy Breeds	Roll on <i>Dog Coloring</i>	Hunting, Heavy
10	Weimaraner	Heavy Breeds	Roll on <i>Dog Coloring</i>	Hunting, Heavy

DOG, SCOUT BREED

d10	Breed	Age Table	Colors Table	Stat Block Archetype
1	Fox Terrier	Standard Breeds	Roll on <i>Dog Coloring</i>	Scout, Standard
2	Beagle	Standard Breeds	Roll on <i>Dog Coloring</i>	Scout, Standard
3	Collie	Heavy Breeds	Roll on <i>Dog Coloring</i>	Scout, Heavy
4	Miniature Schnauzer	Standard Breeds	Roll on <i>Dog Coloring</i>	Scout, Standard
5	Poodle	Heavy Breeds	Roll on <i>Dog Coloring</i>	Scout, Heavy
6	Cairn Terrier	Standard Breeds	Roll on <i>Dog Coloring</i>	Scout, Standard
7	Shepherd	Standard Breeds	Roll on <i>Dog Coloring</i>	Scout, Standard
8	King Terrier	Standard Breeds	Roll on <i>Dog Coloring</i>	Scout, Standard
9	Spaniel	Standard Breeds	Roll on <i>Dog Coloring</i>	Scout, Standard
10	Giant Schnauzer	Heavy Breeds	Roll on <i>Dog Coloring</i>	Scout, Heavy

DOG, WAR BREED

d10	Breed	Age Table	Colors Table	Stat Block Archetype
1	Wolfhound	Giant Breeds	Roll on <i>Dog Coloring</i>	War, Giant
2	Deerhound	Giant Breeds	Roll on <i>Dog Coloring</i>	War, Giant
3	Mastiff	Giant Breeds	Roll on <i>Dog Coloring</i>	War, Giant
4	Molossus	Heavy Breeds	Roll on <i>Dog Coloring</i>	War, Heavy
5	Great Shepherd	Heavy Breeds	Roll on <i>Dog Coloring</i>	War, Heavy
6	Alaunt	Heavy Breeds	Roll on <i>Dog Coloring</i>	War, Heavy
7	Malinois	Heavy Breeds	Roll on <i>Dog Coloring</i>	War, Heavy
8	Mountain Dog	Giant Breeds	Roll on <i>Dog Coloring</i>	War, Giant
9	Sheepdog	Heavy Breeds	Roll on <i>Dog Coloring</i>	War, Heavy
10	Leonberger	Giant Breeds	Roll on <i>Dog Coloring</i>	War, Giant

DOG AGE, GIANT

2d6	Age Category	Next Table: Dog Traits
1–2	Puppy [2d12] months	Dog Traits, Young Subtable
3–6	Adult [2d3] years	Dog Traits, Adult Subtable
7	Senior [1d4+5] years	Dog Traits, Old Subtable
8	Geriatric [1d4+8] years	Dog Traits, Old Subtable

DOG AGE, HEAVY

2d6	Age Category	Next Table: Dog Traits
1–2	Puppy [2d8] months	Dog Traits, Young Subtable
3–6	Adult [1d6+1] years	Dog Traits, Adult Subtable
7	Senior [1d6+6] years	Dog Traits, Old Subtable
8	Geriatric [1d4+11] years	Dog Traits, Old Subtable

DOG AGE, STANDARD

2d6	Age Category	Next Table: Dog Traits
1–2	Puppy [2d6] months	Dog Traits, Young Subtable
3–6	Adult [1d10] years	Dog Traits, Adult Subtable
7	Senior [1d4+8] years	Dog Traits, Old Subtable
8	Geriatric [1d4+12] years	Dog Traits, Old Subtable

DOG COLORING

2d8	Coloring Type	Next Table
1	Wild Pattern	Dog Colors [Wild Pattern]
2	Markings	Dog Colors [Markings]
3	Brindle	Dog Colors [Brindle]
4	Solid	Dog Colors [Solid]
5	Body Markings (Bi/Tricolor)	Dog Colors [Body Markings]
6	Tick and Roan	Dog Colors [Tick and Roan]
7	Merle	Dog Colors [Merle]

DOG COLOR (WILD PATTERN)

d4	Wild Pattern	Base Color
1	Agouti	Dog Color (Solid)
2	Jackal	Dog Color (Solid)
3	Backed	Dog Color (Solid)
4	Side-Striped	Dog Color (Solid)

Dog Appearance

A dog's appearance is a combination of base coat colors, genetic modifiers like dilutions, and various patterns or markings. While some dogs boast a uniform coat, many display a striking variety of spots, patches, points, and blended colors. These combinations often reflect a dog's lineage, regional origins, specific breeding purpose, or even rarity.

WILD PATTERN

Coats mimicking those found in wild canids, often featuring banded hairs (Agouti) or distinct regional patterns like saddle markings or countershading. These often provide natural camouflage.

- **Agouti** - Individual hairs show bands of alternating light and dark pigment, creating an overall grizzled or ticked effect across the coat.
- **Jackal** - Features a blending of darker hairs concentrated along the back that fade into lighter shades on the underside, muzzle, and legs, without distinct patches or spots.
- **Backed** - Displays a solid patch of darker color forming a distinct "saddle" or "cape" marking over the back, clearly contrasting with lighter colors on the rest of the body.
- **Side-Striped** - Marked by vertical stripes of contrasting color running along the dog's flanks or sides.

DOG COLOR (MARKINGS)

d12	Marking	Base Color
1	Countershaded	Dog Color (Solid)
2	Urajiro	Dog Color (Solid)
3	Nonself	Dog Color (Solid)
4	Dark Mask	Dog Color (Solid)
5	Saddle	Dog Color (Solid)
6	Minimal White	Dog Color (Solid)
7	Extreme White	Dog Color (Solid)
8	Mealy	Dog Color (Solid)
9	Piebald	Dog Color (Solid)
10	Extreme Piebald	Dog Color (Solid)
11	Spotted	Dog Color (Solid)
12	Watermark	Dog Color (Solid)



MARKINGS

Distinct areas of color, often white or tan points, appearing over the base coat in specific locations like the face, chest, or legs, or as larger patches.

- **Countershaded** - The top surface of the dog (back, top of head/tail) is darker, while the underside (belly, chest, throat, under tail) is significantly lighter.
- **Urajiro** - A specific form of countershading featuring pale reddish or whitish markings on the muzzle sides, cheeks, throat, chest, belly, and inside of legs.
- **Nonself** - Refers to white markings appearing on areas not typically associated with the base color genetics, often on the chest, toes, or tail tip.
- **Dark Mask** - Dark pigmentation (usually black or liver) covering the muzzle area, sometimes extending up around the eyes.
- **Saddle** - A large patch of darker color (typically black, liver, or blue) covering the dog's back like a saddle, distinct from the lighter base color on the rest of the body.
- **Minimal White** - Small, often irregular, patches of white typically appearing on the chest, toes, or tail tip.
- **Extreme White** - Large areas of white covering most of the body, leaving only small patches of the base color, often on the head or near the tail.
- **Mealy** - Features pale, mealy-colored (off-white, pale tan, or greyish) markings around the muzzle, eyes, belly, and lower legs, often seen with brown or red base coats.
- **Piebald** - Characterized by irregular, often large, patches of white on a colored background. The colored patches are clearly defined against the white.
- **Extreme Piebald** - Similar to piebald, but the white covers the vast majority of the body, leaving only very small, isolated patches of color, sometimes just on the ears or head.
- **Spotted** - Distinct, typically rounded spots of color distributed over a white base coat. Size and distribution can vary greatly.
- **Watermark** - Subtle, wavy patterns or "watermarks" appearing within the coat, often slightly lighter or darker than the surrounding fur, sometimes visible only in certain light.



BRINDLE

Characterized by subtle or bold "tiger stripes" of a darker color overlaying a lighter base coat, or sometimes reversed.

- **Black Brindle (Reverse)** - A dark base coat (often black or near-black) overlaid with lighter stripes (like fawn, red, or silver).
- **Red Brindle** - Features distinct black stripes over a reddish base coat.
- **Light Brindle** - Paler base coat (like cream or light fawn) with darker stripes, creating a lower-contrast brindle pattern.
- **Brindle** - The standard pattern of distinct black stripes over a fawn or brownish base coat.
- **Fawn Brindle** - Distinct black stripes over a fawn (light yellowish-tan) base coat.
- **Dark Brindle** - A darker base coat (like deep red or mahogany) with black stripes, often appearing very dark overall.
- **Silver Brindle** - Distinct black stripes over a silvery-grey base coat.
- **Liver Brindle** - Features distinct liver (brown) stripes over a lighter base coat (often fawn or cream).
- **Brindle and White** - Any brindle pattern combined with distinct patches of white, typically on the chest, feet, or face.
- **Gold Brindle** - Distinct black stripes over a rich golden or yellow base coat.

DOG COLOR (BRINDLE)

d12 Brindle

1	Black Brindle (Reverse)
2	Red Brindle
3	Light Brindle
4	Brindle
5	Fawn Brindle
6	Dark Brindle
7	Silver Brindle
8	Liver Brindle
9	Brindle and White
10	Gold Brindle

DOG COLOR (TICK AND ROAN)

d12 Brindle

1	Bluetick
2	Diluted Bluetick
3	Redtick
4	Diluted Redtick
5	Black and Tan Tick
6	Blue Roan
7	Red Roan
8	Liver Roan

DOG COLOR (SOLID)

d20 Color

1	Jet Black
2	White
3	Gray
4	Fawn
5	Lilac / Isabella
6	Red / Sable
7	Red / Gold
8	Cream
9	Blue
10	Chocolate
11	Liver
12	Yellow
13	Seal Brown
14	Fading Black
15	Silver
16	Bronze
17	Copper
18	Chestnut
19	Mahogany
20	Ivory

BODY MARKINGS (Bi/TRICOLOR)

Coats defined by distinct patches of two (bicolor) or three (tricolor) colors, often in specific, recognizable patterns.

- **Sable Tricolor** - A sable main coat (lighter hairs tipped with black) combined with distinct white markings and tan points.
- **Red/Sable Tricolor** - A red or sable main coat combined with distinct white markings and tan points.
- **Spotted Tricolor** - A primarily white coat marked with separate, distinct spots of two other colors (commonly black and tan).
- **Liver Tricolor** - A liver (brown) main coat combined with distinct white markings and tan points.
- **Black Tricolor** - A black main coat combined with distinct white markings and tan points.
- **Black and Tan** - Primarily black coat with sharply defined tan markings in specific locations (e.g., eyebrows, muzzle, chest, legs).
- **Liver and White** - A two-color pattern featuring distinct patches of liver (brown) on a white background.
- **Liver and Tan** - Primarily liver (brown) coat with sharply defined tan markings in specific locations.

MERLE

Creates mottled patches where the base color is randomly diluted, often resulting in unique blue, red, or lilac variations and sometimes affecting eye color.

- **Blue Merle** - Black patches on a grey or blue-grey diluted background.
- **Red/Sable Merle** - Red or sable patches on a lighter, diluted reddish or tan background.
- **Lilac Merle** - Liver (brown) patches on a pale, diluted lilac or Isabella background.
- **Light Merle** - A generally paler version of merle, with less contrast between the patches and the diluted background.
- **Tan and Red Merle** - A red merle pattern that also incorporates distinct tan points.
- **Tweed Merle** - A variation of merle featuring multiple shades within the patches and/or background, creating a more complex, tweed-like effect rather than distinct mottling.
- **Harlequin** - Primarily white coat with irregular, torn-edged patches of another color. Distinct from piebald or merle patching.
- **Sable Merle** - Sable patches (lighter hairs tipped black) on a diluted background.
- **Liver Merle** - Liver (brown) patches on a lighter, diluted brownish or tan background.
- **Blue Merle and Tan** - A standard blue merle pattern that also incorporates distinct tan points.
- **Agouti Merle** - An agouti base coat (banded hairs) with the merle pattern overlaid, creating a complex mix of mottling and banding.
- **Double Merle** - Often results in large amounts of white, with smaller, less distinct merle patches.

DOG COLOR (BODY MARKINGS)

d12	Body Markings	Base Color
1	Sable Tricolor	—
2	Red/Sable Tricolor	—
3	Spotted Tricolor	Dog Color (Solid)x2
4	Liver Tricolor	—
5	Black Tricolor	—
6	Black and Tan	—
7	Liver and White	—
8	Liver and Tan	—

TICK AND ROAN

Involves small spots of color (ticking) on white areas, or a fine mixture of white and colored hairs (roaning) giving a mottled appearance across parts of the body.

- **Bluetick** - Black ticking (small spots) distributed throughout a white coat, often giving an overall blueish impression.
- **Diluted Bluetick** - Similar to bluetick, but the ticking consists of diluted black (grey or blue) spots on white.
- **Redtick** - Red or orange ticking distributed throughout a white coat.
- **Diluted Redtick** - Similar to redtick, but the ticking consists of diluted red (fawn or cream) spots on white.
- **Black and Tan Tick** - A standard black and tan pattern where the white areas are marked with ticking.
- **Blue Roan** - A fine, close mixture of black and white hairs, typically giving the coat a blueish-grey or steel appearance.
- **Red Roan** - A fine, close mixture of red and white hairs, giving the coat a pinkish or reddish-grey appearance.
- **Liver Roan** - A fine, close mixture of liver (brown) and white hairs, giving the coat a brownish-grey appearance.

DOG COLOR (MERLE)

d12	Merle	Base Color
1	Blue Merle	—
2	Red/Sable Merle	—
3	Lilac Merle	—
4	Light Merle	—
5	Tan and Red Merle	—
6	Tweed Merle	—
7	Harlequin	Dog Color (Solid)
8	Sable Merle	—
9	Liver Merle	—
10	Blue Merle and Tan	—
11	Agouti Merle	Dog Color (Solid)
12	Double Merle	Dog Color (Merle)

Traits

Dog Traits are physical and behavioral qualities that reflect how a dog performs, behaves, and handles under stress. Some are beneficial, others are liabilities, and many are just quirks that come with the breed, training, or the life the dog has lived. These traits are determined randomly and vary based on the dog's age. A dog might be easy to train, prone to barking, remarkably fast, or always underfoot. Traits have mechanical effects, but they also serve as narrative cues that define how a dog feels in play.

TRAINING

Some Bad or Neutral traits can be removed through consistent training. Tricks can also be taught in the same way. At the end of each week of downtime spent training a dog, a character may attempt one DC 15 Animal Handling check. After 4 total successes, the trait is removed or the trick is learned. After 4 total failures, the trait becomes permanent or the dog can no longer learn that trick. Only one trait or trick may be trained at a time. Trainable options are noted in their respective tables.

DOG TRAITS (YOUNG)

d100	Bad Traits	Neutral Traits	Good Traits	Cost Modifier
1–10	2x Bad Traits Subtable	—	—	-75%
11–20	Bad Traits Subtable	—	—	-50%
21–35	Bad Traits Subtable	Neutral Traits Subtable	—	-25%
36–50	—	Neutral Traits Subtable	—	Normal
51–60	—	2x Neutral Traits Subtable	—	Normal
61–75	—	Neutral Traits Subtable	Good Traits Subtable	25%
76–90	—	—	Good Traits Subtable	75%
91–100	—	—	2x Good Traits Subtable	125%

DOG TRAITS (ADULT)

d100	Bad Traits	Neutral Traits	Good Traits	Cost Modifier
1–10	2x Bad Traits Subtable	—	—	-75%
11–20	Bad Traits Subtable	—	—	-50%
21–30	Bad Traits Subtable	Neutral Traits Subtable	—	-25%
31–50	—	Neutral Traits Subtable	—	Normal
51–60	—	2x Neutral Traits Subtable	—	Normal
61–70	—	Neutral Traits Subtable	Good Traits Subtable	25%
71–90	—	—	Good Traits Subtable	75%
91–100	—	—	2x Good Traits Subtable	125%

DOG TRAITS (OLD)

d100	Bad Traits	Neutral Traits	Good Traits	Cost Modifier
1–20	2x Bad Traits Subtable	—	—	-75%
21–30	Bad Traits Subtable	—	—	-50%
31–50	Bad Traits Subtable	Neutral Traits Subtable	—	-25%
51–60	—	Neutral Traits Subtable	—	Normal
61–70	—	2x Neutral Traits Subtable	—	Normal
71–80	—	Neutral Traits Subtable	Good Traits Subtable	25%
81–90	—	—	Good Traits Subtable	75%
91–100	—	—	2x Good Traits Subtable	125%

DOG BAD TRAITS

d10 Bad Trait	Trainable	Effect
1 Poor Mobility	No	Moves at half speed (due to joints/age/genetics).
2 Mouthiness	Yes	Dog will often (50%) try and bite anyone within 5 feet.
3 Prey Driven	Yes	Dog will often (50%) chase any perceived small prey it notices.
4 Barker	Yes	Dog will often (50%) bark when excited, surprised, or uncertain.
5 Lonely	Yes	Dog refuses to stay alone, follows master regardless of commands.
6 Intolerant	Yes	Exhausted easily in extreme weather (GM determines Hot/Cold or based on breed).
7 Stubborn	Yes	Disadvantage on Animal Handling checks.
8 Untrained	Yes	Never known a master, must be trained.
9 Wanderlust	Yes	Likely to wander off if bored/unattended. Returns after GM-determined time.
10 Neutral Traits Subtable	—	Roll on Dog Neutral Traits Subtable.

DOG NEUTRAL TRAITS

d8 Neutral Trait	Trainable	Effect
1 Chewer	No	Dog may cause damage to objects when kenneled/unattended/bored, but deals +2 damage on bite attacks.
2 Runt	No	Smaller than average (Strength -[1d4]), but faster (Dexterity +[1d4]). Giant dogs lose Powerful Build trait.
3 Green	Yes	Dog is untrained but has no negative traits.
4 Hard Keeper	No	Dog costs 2x as much to feed but gains +1 to HP per HD.
5 Headstrong	Yes	Disadvantage on Animal Handling checks, but the dog has advantage on Wisdom saving throws vs. fear.
6 Single Master	Yes	Will not accept commands from anyone other than its Master.
7 Underfoot	No	Constantly nearby (may cause penalties to reactions/surprise), but can pass through allied spaces without penalty.
8 Good Traits Subtable	—	Rolls on Dog Good Traits.

DOG GOOD TRAITS

d8 Good Trait	Trainable	Effect
1 Aggressive	No	Dog has advantage on Wisdom saving throws vs. fear and +1 to attack and damage rolls.
2 Easy Keeper	No	Feed costs are halved.
3 Fast	No	Movement speed increased by 10 feet.
4 Energetic	No	+1 to attack rolls, damage rolls, and Speed +5 feet.
5 Knows Trick	Yes	Roll on Dog Trick Subtable.
6 Leaper	No	Can leap up to 6 feet vertically.
7 Strong	No	Increase Strength score by [1d4]
8 Good Traits Subtable x2	—	Rolls twice on this table.

DOG TRICK SUBTABLE

d6 Trick	Trainable	Effect
1 Message	Yes	Dog will seek out a recognized ally (up to 4 miles away) on command, usually to bring an item/message.
2 Whistle	Yes	Dog will come to your whistle when within hearing distance.
3 Stay	Yes	Dog will wait in a 30-foot radius when instructed for up to 2d4 hours.
4 Fetch	Yes	Dog will fetch one item that you predetermine. Can be changed once per week.
5 Play Dead	Yes	Pretends to be dead for 1d4 hours or until commanded otherwise.
6 Search	Yes	Proficient in Perception for finding traps/objects. Searches a 10ft area for 1 minute when commanded. Scout archetypes gain Expertise.

Guard Dog, Standard

Small Beast, Unaligned

AC 13

Initiative +3 (17)

HP 13 (3d6 + 3)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	DEX	17	+3	+3	CON	13	+1	+1
INT	3	-3	-3	WIS	13	+1	+1	CHA	8	-1	-1

Skills Perception +3, Insight +3, Intimidation +1

Senses Darkvision 60 ft., Passive Perception 13

Languages —

CR 1/4 (50 XP; PB +2)

TRAITS

Alert. The dog cannot be surprised while conscious.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage. If the target is a Small or smaller creature, it must succeed on a DC 11 Strength saving throw (8 + PB + Str Mod) or gain the Grappled condition (escape DC 11).

Guard Dog, Heavy

Medium Beast, Unaligned

AC 12

Initiative +2 (15)

HP 13 (2d8 + 4)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	15	+2	+2	CON	15	+2	+2
INT	3	-3	-3	WIS	13	+1	+1	CHA	8	-1	-1

Skills Perception +3, Insight +3, Intimidation +1

Senses Darkvision 60 ft., Passive Perception 13

Languages —

CR 1/4 (50 XP; PB +2)

TRAITS

Alert. The dog cannot be surprised while conscious.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw (8 + PB + Str Mod) or gain the Grappled condition (escape DC 12).

Guard Dog, Giant

Medium Beast, Unaligned

AC 11

Initiative +1 (13)

HP 13 (2d8 + 4)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	DEX	13	+1	+1	CON	15	+2	+2
INT	3	-3	-3	WIS	13	+1	+1	CHA	8	-1	-1

Skills Perception +3, Insight +3, Intimidation +1

Senses Darkvision 60 ft., Passive Perception 13

Languages —

CR 1/4 (50 XP; PB +2)

TRAITS

Alert. The dog cannot be surprised while conscious.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw (8 + PB + Str Mod) or gain the Grappled condition (escape DC 13).



Hunting Dog, Standard

Small Beast, Unaligned

AC 13

Initiative +3 (17)

HP 13 (3d6 + 3)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	DEX	17	+3	+3	CON	13	+1	+1
INT	3	-3	-3	WIS	13	+1	+1	CHA	8	-1	-1

Skills Perception +3, Stealth +5, Survival +3

Senses Darkvision 60 ft., Passive Perception 13

Languages —

CR 1/4 (50 XP; PB +2)

TRAITS

Keen Tracker. The dog has advantage on Wisdom (Survival) checks that rely on smell to track creatures.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage. If the target is a Medium or smaller creature, its speed is reduced by 10 feet until the start of the dog's next turn.

Scout Dog, Standard

Small Beast, Unaligned

AC 13

Initiative +3 (17)

HP 13 (3d6 + 3)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	DEX	17	+3	+3	CON	13	+1	+1
INT	3	-3	-3	WIS	13	+1	+1	CHA	7	-2	-2

Skills Acrobatics +5, Perception +3, Stealth +5

Senses Darkvision 60 ft., Passive Perception 13

Languages —

CR 1/4 (50 XP; PB +2)

TRAITS

Hazard Sense. The dog has advantage on Wisdom (Perception) checks made to detect traps, hazards, or hidden objects.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, or 7 (2d4 + 3) piercing damage if the dog had advantage on the attack roll.

Hunting Dog, Heavy

Medium Beast, Unaligned

AC 12

Initiative +2 (15)

HP 13 (2d8 + 4)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	15	+2	+2	CON	15	+2	+2
INT	3	-3	-3	WIS	13	+1	+1	CHA	7	-2	-2

Skills Perception +3, Stealth +4, Survival +3

Senses Darkvision 60 ft., Passive Perception 13

Languages —

CR 1/4 (50 XP; PB +2)

TRAITS

Keen Tracker. The dog has advantage on Wisdom (Survival) checks that rely on smell to track creatures.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, its speed is reduced by 10 feet until the start of the dog's next turn.

Scout Dog, Heavy

Medium Beast, Unaligned

AC 12

Initiative +2 (15)

HP 13 (2d8 + 4)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	15	+2	+2	CON	15	+2	+2
INT	3	-3	-3	WIS	13	+1	+1	CHA	7	-2	-2

Skills Acrobatics +4, Perception +3, Stealth +4

Senses Darkvision 60 ft., Passive Perception 13

Languages —

CR 1/4 (50 XP; PB +2)

TRAITS

Hazard Sense. The dog has advantage on Wisdom (Perception) checks made to detect traps, hazards, or hidden objects.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 8 (2d6 + 2) piercing damage if the dog had advantage on the attack roll.

War Dog, Standard

Small Beast, Unaligned

AC 13

Initiative +3 (17)

HP 13 (3d6 + 3)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	DEX	17	+3	+3	CON	13	+1	+1
INT	3	-3	-3	WIS	13	+1	+1	CHA	8	-1	-1

Skills Perception +3, Insight +3, Intimidation +1

Senses Darkvision 60 ft., Passive Perception 13

Languages —

CR 1/4 (50 XP; PB +2)

TRAITS

Charger. If the dog moves at least 15 ft straight toward a target and hits with Bite on the same turn, the target takes an extra 2 (1d4) Bludgeoning damage, and must succeed on a DC 11 Strength saving throw or be knocked prone.

ACTIONS

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

War Dog, Heavy

Medium Beast, Unaligned

AC 12

Initiative +2 (15)

HP 13 (2d8 + 4)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	15	+2	+2	CON	15	+2	+2
INT	3	-3	-3	WIS	13	+1	+1	CHA	7	-2	-2

Skills Perception +3, Insight +3, Intimidation +1

Senses Darkvision 60 ft., Passive Perception 13

Languages —

CR 1/4 (50 XP; PB +2)

TRAITS

Charger. If the dog moves at least 15 ft straight toward a target and hits with Bite on the same turn, the target takes an extra 2 (1d4) Bludgeoning damage, and must succeed on a DC 12 Strength saving throw or be knocked prone.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

War Dog, Giant

Medium Beast, Unaligned

AC 11

Initiative +1 (13)

HP 13 (2d8 + 4)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	DEX	13	+1	+1	CON	15	+2	+2
INT	3	-3	-3	WIS	13	+1	+1	CHA	7	-2	-2

Skills Acrobatics +3, Athletics +5

Senses Darkvision 60 ft., Passive Perception 11

Languages —

CR 1/4 (50 XP; PB +2)

TRAITS

Charger. If the dog moves at least 15 ft straight toward a target and hits with Bite on the same turn, the target takes an extra 2 (1d4) Bludgeoning damage, and must succeed on a DC 13 Strength saving throw or be knocked prone.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

