

COMPENDIUM OF BEASTLY BREEDS

A COMPENDIUM FOR THOSE, THAT WISH TO LEARN HOW TO PROPERLY TAKE CARE OF
EXTRAPLANAR BREEDS.



BEASTLY BREEDS

These dogs were discovered or bred by cunning and adventures scholars. Who for years have searched for some of these breeds, throughout the lands of the different planes. Those which are found on the different planes of existence have properties to match. Volo himself found the Blackhound while traveling the grimy plane of the Shadowfell. Breeding these beasts is not recommended for untrained folks.

As you might have already guessed, most of these breeds behave like "normal", human loving dogs from the Material Plane. If one can except their downsides... or murderous tendencies. The dogs documented in this compendium are distant cousins or rare offshoots of other common dog breeds, bred with magical beasts, or in some rarer cases, dogs stuck in a particular "state" of their lives.

Scholars are constantly discovering newer and more useful breeds or more uses for older breeds. So nothing is certain and nothing is final. New breeds may be added to the compendium when a scholar with new and or useful knowledge survives the return journey. We sincerely hope they manage this scholarly struggle.

Keen Hearing and Smell. One thing at least is for sure. All of these horrifying breeds have one thing in common, all of them have very good sense of smell and hearing.

Merciless Hunters. No matter, how they look. Each and every one of the documented below breeds, are bread or created to hunt, or outright kill. They can ram, bite, burn or claw anyone they decide, they don't like or are sicced upon. Anyone defenseless or rather squishy individual should be wary around these merciless beasts.

Spiteful Services. Despite looking strikingly like man's best friend, these monsters aren't as keen to serve a master, as their more ordinary counterparts.

A lot of the documented breed below will outright refuse to serve masters who are unable to rule over the creature with an iron fist. A firm voice and prominent postures are what keep these breeds subservient and in check. Otherwise, they might not listen to their new master, in the best of cases, or outright maul their face off in the worst of cases.

ARBOREAN WERE HOUND

Bred by the warlike avari, for defense against the lycanthropy attacks on their great sects. This breed reached the peak of its popularity, as scholars have determined, centuries ago when there were still werewolves on the planes of Arvandor, fighting in packs for the avari.

The were hound has almost no distinguishing features, from its counterpart on the Material Plane, also has the same varied palate. Besides its transformation, which occurs every full moon. This breed is perfect for the brave hunter, who isn't above chaining up his faithful companion, once every couple of weeks, to a tree and running far away for the night.

Perfect for hunting larger game, and defending yourself against were-beasts. Just be sure to always have a silvered weapon close by and always speak clearly and sharply, so it knows who's the pack leader.



ARBOREAN WERE HOUND

Medium beast (shapechanger), unaligned

Armor Class 12, 13 (natural armor) in were form

Hit Points 30 (6d8 + 3)

Speed 40 ft., (50 ft., climb 40 ft. in were form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	5 (-3)	11 (+0)	6 (-2)

Damage Immunities bludgeoning, piercing, and slashing damage from non magical weapons that aren't silvered

Senses passive Perception 10

Languages -

Challenge 3 (700 XP)

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

Pack Tactics. The arborean were hound has advantage on an attack roll against a creature if at least one of the were hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Shapechanger. The arborean were hound can use its action to polymorph into a were-hound form, or back into its true form, which is dog-like. Its statistics are the same, other than its AC and size, in each form. It reverts to its true form if it dies.

Actions

Multiattack (Were Form Only). The arborean were hound makes two attacks: one with its bite and one with its claws

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (2d4 + 3) slashing damage.

BLOOD-HOUND

Probably the most alien breed documented in this compendium, the blood-hound is unquestionably foreign to us. This strange creature has the ability to move through small holes, transform at will into a medium-sized blood puddle, survive without air or water, and the power to digest anything. The poor scholars that came across this breed have managed to accumulate at least some useful knowledge about it.

This is the perfect breed for mercenaries or hunters, who are used to hunting only by scent, the blood-hound needs only a drop of blood to locate its target, even if they are on another plane of existence. Even though they aren't very smart, they are quite tough and unrelenting, chasing their prey until the very end.

To any mercenary or adventurer who comes across one of these abominations for the first time they can make for a truly horrifying sight. This breed is easier to train and look after, though most scholars suggest you wear clothes that don't stain and command with a fierce tone of voice. It is thought that this breed was summoned by foul clerics and wizards, to act as guardians for their lairs.

DAMNATION

Now this is truly unnerving.

It is thought that some perverted mind bred a gibbering moulder with a type of dog from the Material Plane, to create this sick perversion of the natural order.

This is the preferred pet for any evil inclined individual. Thus far the most intelligent of all the discovered monstrous breeds, the damnation isn't as combat-oriented, but still harbors malicious intents, toward almost anyone it can see... which can be anyone around it. It executes its plans far more craftily than the typical hunting dog. This breed is perfect for goading foolish adventurers, into dastardly traps.

It's required for one to have an iron fist and cunning intellect to command this breed, and stay one step ahead of its clever mind. The monster won't always do as told and has a tendency to eat anything that smells remotely edible.

HELLSIH BURNARD

This devilishly looking beast, will make any monster owning adventurer proud. Too bad it doesn't work for free.

Scholars have found out, through trial and error, that this vial breed takes its master or owner, as more of a contract holder, to whom it has landed its skills until their mutually beneficial contract expires. It will not serve you unless you offered it something that is precious to you... or your soul. This explains why we have only been able to spot them lurking in the fiery pits of the Nine Hells. It doesn't typically follow commands from good-aligned creature, neither will they make a contract with them, unless in the direst, of circumstances.

The hellish burnard is perfect for hunting large game, and even minor demons, which it seems to hate fiercely. This breed is ideal for protecting wizards dabbling in the affairs of demons, or for hunters who would like to feel safe while hunting in monster-infested ruins. They are fairly obedient and vicious carnivores, preferring to eat raw meat which they roast in their gully, before swallowing. Just be careful not to anger this powerful beast...

BLOOD-HOUND

Medium elemental, chaotic neutral

Armor Class 13 (natural armour)

Hit Points 25 (5d8 + 3)

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	17 (+3)	4 (-3)	14 (+2)	6 (-2)

Skills Perception +4, Stealth +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Keen Smell. The blood-hound has advantage on Wisdom (Perception) checks that rely on smell.

Liquid State. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Overflow. If the blood-hound is healed past its maximum hit points, it receives a temporary hit point for each point healed over its maximum.

Actions

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

Bloody Saunter. The blood-hound moves in the form of a blood puddle up to 15 ft. away, provoking no attacks of opportunity.



DAMNATION

Medium aberration, lawful evil

Armor Class 12

Hit Points 22 (5d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	15 (+2)	12 (+1)	8 (-1)

Skills Arcana +4, Insight +3, Perception +6

Senses truesight 120 ft., passive Perception 16 (natural)

Languages understands abyssal, but can't speak, telepathy 30 ft.

Challenge 2 (450 XP)

All-Around Vision. The damnation can't be surprised, and enemies can't gain combat advantage by flanking it.

Keen Senses. The damnation has advantage on Wisdom (Perception) checks that rely on hearing, sight and smell.

Actions

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

Gore. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 7 (2d4 + 2) piercing damage.



HELLISH BURNARD

Medium fiend (devil), neutral evil

Armor Class 13

Hit Points 29 (6d8 + 2)

Speed 40 ft., 15 ft. fly

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	5 (-3)

Skills. Athletics +4, Insight +2, Perception +2

Damage Resistances cold, bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 10

Languages understands Infernal, but can't speak, telepathy 60 ft.

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the hellish burnard's darkvision.

Charge. If the hellish burnard moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (1d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 9 (2d6 + 2) piercing damage plus 4 (1d8) fire damage.

Ram. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 6 (1d8 + 2) bludgeoning damage.



JAWMERANIAN

Found in an isolated part of the Feywild, this particular breed was thought to have evolved naturally, with no outside interventions. Our scholars only managed to find it by accident, when one of them stumbled upon one jawmeranian scavenging for food, since they seem to have, utterly devastated the area surrounding their hidden alcove.

They seem to be able to chew and digest anything, though they prefer fish and small faeries. They aren't picky when it comes to climate, because their fur protects them from almost all climate changes.

As far as our scholars have discovered, they are very dull and slow-witted, they do take commands, but only after you scream it at the several times.

SHADOWHOUND

The smaller and faster cousin of the shadow mastiff, this breed too was discovered by Volo's expedition to the Shadowfell. Though it is still unknown what twisted mind took the time and effort to, breed this twisted shadowy monster, the scholars have found a couple of uses for this breed.

For example, this is one of the most energetic beasts on the planes of the Shadowfell, if one wishes to procure one of these beasts, one must be ready to chase it and scramble after it, or lose sight of it fairly quickly. This breed requires lots of exercises and needs to be kept in almost total darkness or become progressively weaker until they evaporate completely. They do not seem to need any food.

Unlike the other documented breeds, the shadowhound is a bit easier to command. They listen to commands and enjoy running quite a lot. This breed is also perfect for hunting during the darkest hours of the night, or in the darkest corners of the world. Ideal for hunting the fastest and smallest of animals.

SOULFUL RETRIEVER

Noticed by the scholars, who have been to the other side and back, these trustworthy ghosts, have the form of a normal dog from the Material Plane. If one can ignore the damp trailing mist around its body and the blood-curdling screams coming from the bottle in its mouth.

The soulful retriever is an unusual undead that patrols the Ethereal and Border realm, searching for lost souls. Unlike the other evil inclined monster documented here, this breed, if it can even be called that, positively radiates joy when it sees a human or a humanoid ghost. This is no problem for a ghost, as the scholars have already found out, the soulful retriever will simply lead the lost or roaming soul to their designated place in the astral seas.

If, however, by some strange manner it finds a living being in its realm it will simply lead it in circles until the poor creature is hopelessly lost or withered away into a lost soul itself, at which point the soulful retriever will carry out its duties.

It doesn't seem to be tamable, since after a while it just wonders off, or goes back to the Ethereal plane to continue its services. We have found out that soulful retriever doesn't require air, food, drink, or sleep.



JAWMERANIAN

Large fey, unaligned

Armor Class 13 (natural armour)

Hit Points 35 (6d10 + 2)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	3 (-4)	10 (+0)	6 (-2)

Skills Athletics +5, Perception +2

Damage Resistances cold, fire

Senses low-light vision 60 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

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

Magic Resistance. The jawmeranian has advantage on saving throws against spells and other magical effects.

Pack Tactics. The jawmeranian has advantage on an attack roll against a creature if at least one of the jawmeranian's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the jawmeranian can't bite another target.

SHADOWHOUND

Medium monstrosity, chaotic neutral

Armor Class 13

Hit Points 25 (5d8 + 3)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	4 (-3)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or darkness

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Dark Fusion. While in dim light or darkness, the blackhound can take the Hide action as a free action.

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

Pack Tactics. The blackhound has advantage on an attack roll against a creature if at least one of the blackhound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Light Allergies. While in sunlight, the blackhound has disadvantage on attack rolls, ability checks, and saving throws. It also takes 4 (1d8) radiant damage every turn.

Actions

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

SOULFUL RETRIEVER

Medium undead, lawful neutral

Armor Class 12

Hit Points 24 (5d8 + 2)

Speed 40 ft., 10 ft. fly

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	7 (-2)	13 (+1)	5 (-3)

Damage Resistances fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, restrained

Senses passive Perception 10

Languages -

Challenge 3 (700 XP)

Pawful Movement. The soulful retriever can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Actions

Withering Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 7 (2d6) necrotic damage.

Etherealness. The soulful retriever enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.



CREDITS:

Site

The Homebrewery- Nautical Craft, for making this possible.

Artist

c3rmen- <https://c3rmen.deviantart.com/>, a wonderfully talented artist who made the drawing, and I took inspiration from some of here short annotations, beneath the drawings.