

Dog (2nd level warrior sidekick)

Medium beast, Lawful neutral

Armor Class 12

Hit Points 19 (3d8+4)

Speed 40 ft.

<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
14 (+2)	14 (+2)	14 (+2)	4 (–3)	12 (+1)	7 (–2)

Saving Throws Constitution +4

Skills Perception +3, Survival +3

Senses passive Perception 13

Proficiency light canine armour

Languages Understands some Common but cannot speak intelligibly.

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

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 piercing damage. If the target is a creature of medium size or less, it must succeed on a DC 12 Strength saving throw or be knocked prone.