

MAX THE WAR DOG

Beast, chaotic good

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages none

Challenge -

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

ACTIONS

Bite. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is smaller than Max, it must succeed on a Strength or Dexterity saving throw (DC 11) or have the grappled condition.

Slam. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, and the target must succeed on a Strength or Dexterity saving throw (DC 11) or be pushed 5 feet away. If Max moved at least 20 feet straight toward the target immediately before the hit, the damage increases to 5 (2d4) bludgeoning and, if the target is smaller than Max, it must succeed on the saving throw or be pushed 5 feet away and knocked prone.

MAX'S LEVEL PROGRESSION

Level	Proficiency Bonus	Mounted Speed	Features
1	+2	-	Ordinary Mastiff
2	+2	-	-
3	+2	+10 ft.	Bonus Proficiencies, Mounted Charge, Armored Mount, Trample, Hero's Growth, Mounted Speed
4	+2	+10 ft.	Ability Score Improvement
5	+3	+10 ft.	-
6	+3	+15 ft.	-
7	+3	+15 ft.	Prepared for Battle
8	+3	+15 ft.	Ability Score Improvement
9	+4	+15 ft.	-
10	+4	+20 ft.	War Dog, Trample Improvement
11	+4	+20 ft.	Powerful Grapple
12	+4	+20 ft.	Ability Score Improvement, Familiar Scent
13	+5	+20 ft.	-
14	+5	+25 ft.	Mounted Charge Improvement
15	+5	+25 ft.	Trample Improvement
16	+5	+25 ft.	Ability Score Improvement
17	+6	+25 ft.	-
18	+6	+30 ft.	Ability Score Improvement
19	+6	+30 ft.	-
20	+6	+30 ft.	Powerful Grapple Improvement

LEVEL 1

ORDINARY MASTIFF

Max has the normal mastiff stat block.

LEVEL 3

SELF-MADE HERO

Max's recent adventures led him into being awakened as one of the few animal Heroes in the Endless Galaxy. Exposure to Dust has granted Max superior strength (+1 to STR), intelligence (+1 to INT) and vitality (+1D8+1 hit dice) compared to normal dogs. Additionally, Dust exposure gave Max the ability Hero's Growth.

HERO'S GROWTH

Max gains the ability to change his size to Large or Small. This power requires a bonus action and the effects are permanent until Max uses his ability again to return to Medium size or takes a long rest. Hero's Growth has 2 charges, which are restored after a long rest.

BONUS PROFICIENCIES

Max gains proficiency with Strength saving throws. Additionally, Max gains proficiency in Athletics and Survival.

ARMORED MOUNT

Max gains proficiency with light and medium armor. This armor typically needs to be custom-made, as armor suited for the movement of a mount is not typically stocked by blacksmiths. Max cannot wear the armor on his own; he needs assistance to don it.

MOUNTED SPEED

Max's movement speed increases by 10 feet. At levels 6, 10, 14, and 18 this benefit increases by 5 feet, up to 30 feet at level 18.

MOUNTED CHARGE

Max is able to make an effective charge at the beginning of combat. On the first round of combat, provided neither he nor his rider is surprised, he may take the Dash action as a bonus action. When he does so, he does not provoke attacks of opportunity. Starting at 14th level, Max's muscular body also provides half cover to his rider until the end of his next turn when he uses this feature.

TRAMPLE

When Max takes the Dash action and moves in a straight line, he may make a shove attack against any creature of his size or smaller in his path. If he succeeds on the shove, the creature is knocked prone, and Max treats the space

controlled by hostile creatures as normal terrain. If he fails, Max's movement speed drops to 0 until the start of his next turn. Once he uses this feature, he must finish a short or long rest before he can use it again. At 10th and 15th level, he gains one additional use of this feature.

LEVEL 4

ABILITY SCORE IMPROVEMENT

At 4th level and again at 8th, 12th, 16th, and 18th level, Max increases one ability score of the player's choice by 2, or increases two ability scores of the player's choice by 1. Max can't increase an ability score above 20 using this feature, nor can he select a feat in place of improving his ability scores.

LEVEL 7

PREPARED FOR BATTLE

Max has advantage on initiative rolls.

LEVEL 10

WAR DOG

Max grants his rider advantage on melee attack rolls against any unmounted creature that is smaller than him.

LEVEL 11

POWERFUL GRAPPLE

If Max's rider has a creature grappled, Max can take over the grapple as a bonus action. Max does not suffer movement penalties while grappling a creature smaller than himself. At 20th level, Max no longer suffers movement penalties while grappling a creature equal in size to himself.

LEVEL 12

FAMILIAR SCENT

Max learns to recognize the smell of Dust. Max gains advantage on Wisdom (Perception) checks against illusions and Wisdom (Survival) checks against spells that prevent tracking.