

THE HAUNTED DOG

When a dog experiences exceptional tragedy, its spirit has a tendency to linger and fester. When a dog in agony perishes, this spirit can form a restless specter that haunts the site of its woes. Like any mistreated animal, a haunted dog's misery gradually morphs into distrust and eventually violence. Particularly ill-fated spirits are hyper-aggressive, rendering the lairs they haunt extremely dangerous. A haunted dog can be banished if put at ease; if a tormented dog is shown kindness and affection despite its outward hostility, it may find release. Alternatively, a haunted dog that cannot be pacified can be destroyed, but only if it is defeated on the Ethereal Plane.

Black Alfie. In the Alderham Fen, a particular haunted dog harries the operators of a newly built bone mill. This century-old dog ghost watched as his kind master drowned in the bog. Until his former owner's preserved corpse is given a proper burial, Black Alfie will continue to terrorize any who approach.



HAUNTED DOG

Medium undead, unaligned

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	4 (-3)	19 (+4)	6 (-2)

Saving Throws Wis +7

Skills Insight +7, Perception +7, Stealth +6

Damage Vulnerabilities acid

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 17

Languages understands one language of its former owner but can't speak

Challenge 6 (2,300 XP)

Ethereal Sight. The haunted dog can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The haunted dog 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 haunted dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Place of Burden. The haunted dog is bound to a certain location or structure, such as its old doghouse or the place where its former owner died. While the haunted dog is within 60 feet of its place of burden, it has advantage on attack rolls, saving throws and ability checks. Further, it is immune to effects that turn undead.

Relentless Rejuvenation. If the haunted dog drops to 0 hit points while on the Material Plane, it enters the Ethereal Plane. It is teleported to its place of burden and regains all its hit points. Further, all conditions and afflictions it suffers are removed. After 3d4 rounds, the haunted dog returns to the Material Plane at the start of its turn.

ACTIONS

Multiattack. The haunted dog makes two attacks: one with its bite and one with its gaze.

Blighted Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) necrotic damage.

Unsettling Gaze. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 15 (2d10 + 4) psychic damage and the target must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its next turn.