

Hound of Tindalos

Medium aberration, chaotic evil

Armor Class 20 (natural armor)

Hit Points 189 (18d8 + 108)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	22 (+6)	19 (+4)	20 (+5)	24 (+7)

Saving Throws Dex +12, Wis +10, Cha +12

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities exhaustion

Skills Perception +10, Survival +10

Senses truesight 120 ft. passive perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 15 (13,000 XP)

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

Magic Sensitivity. The hound automatically knows when the exact location of a spellcaster casting a conjuration, divination, or transmutation spell is cast within 1 mile of its location. If the spell moves the spellcaster (e.g. *dimension door*) the hound knows the exact location to which the spell took the caster, even if that location is outside the 1-mile range of the hound's sensitivity.

Magic Weapons. The hound's weapon attacks are magical.

Spellcasting. The hound's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect magic, locate creature, locate object*

3/day: *dispel magic, phantasmal killer, scrying*

1/day: *time stop*

Actions

Multiattack. The hound can use Paralyzing Howl and make three attacks: two with its claws, and one attack with its bite or proboscis.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage. If the target is a creature it is then grappled (escaped DC 18). Until the grapple ends the target is restrained and the hound cannot use its bite against another target.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Proboscis. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature that is grappled by the hound, incapacitated, or restrained. *Hit:* 14 (2d6 + 7) piercing damage plus 20 (6d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the damage taken and the hound regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point

maximum to 0.

Angled Entry. The hound can cast *plane shift* at-will, but it can only cast the spell on itself and its destination point must be adjacent to a fixed angle or corner in the physical environment, such as a wall, floor, or ceiling (as determined by the GM); temporary angles created by cloth, flesh, or Tiny or smaller items are not sufficient. It cannot use this ability to enter curved architecture or open outdoor environments.

Paralyzing Howl. Creatures within 30 feet of the hound that can hear the creature must succeed on a DC 20 Wisdom saving throw or become paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Paralyzing Howl of all hounds of Tindalos for the next 24 hours.