

WEAVE HOUND

Medium • Monstrosity • Unaligned

Armor Class 12

Initiative +2 (12)

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	6 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +4

Condition Immunities charmed, exhaustion, petrified

Senses darkvision 60 ft., passive Perception 15

Languages -

CR 4 (XP 1,100; PB +2)



Phasing. The weave hound rolls a d20 at the end of each of your turns. On a roll of 11 or higher, it vanishes from your current plane of existence and appears in the Ethereal Plane. At the start of its next turn, it returns to the nearest unoccupied space it vanished from.

Rejuvenation. Unless killed by with a *disintegrate* spell or similar magic, the weave hound phases into the Ethereal Plane when it dies and returns to life in 2d10 days with all its hit points.

Sense Magic. The weave hound senses magic within 100 feet of it at will. This trait otherwise works like the *detect magic* spell, but isn't itself magical.

Spell Absorption. The weave hound has advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to the spell's level.

Unusual Nature. The weave hound doesn't require sleep.

ACTIONS

Multiattack. The weave hound makes one Bite attack and one Claws attack. It can replace the Bite attack with a use of Howl if available.

WEAVE HOUND — WEAKER

Armor Class 11

Initiative +1 (11)

Hit Points 22 (5d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	11 (+0)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +3

Condition Immunities charmed, exhaustion, petrified

Senses darkvision 60 ft., passive Perception 14

Languages -

CR 1 (XP 200; PB +2)



Phasing. The weave hound rolls a d20 at the end of each of your turns. On a roll of 11 or higher, it vanishes from your current plane of existence and appears in the Ethereal Plane. At the start of its next turn, it returns to the nearest unoccupied space it vanished from.

Rejuvenation. Unless killed by with a *disintegrate* spell or similar magic, the weave hound phases into the Ethereal Plane when it dies and returns to life in 2d10 days with all its hit points.

Sense Magic. The weave hound senses magic within 100 feet of it at will. This trait otherwise works like the *detect magic* spell, but isn't itself magical.

Spell Absorption. The weave hound has advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to the spell's level.

Unusual Nature. The weave hound doesn't require sleep.

ACTIONS

Multiattack. The weave hound makes one Bite attack and one Claws attack. It can replace the Bite attack with a use of Howl if available.

WEAVE HOUND — STRONGER

Armor Class 13

Hit Points 110 (17d8 + 34)

Speed 40 ft.

Initiative +3 (13)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	15 (+2)	6 (-2)	14 (+2)	8 (-1)

Skills Perception +8, Stealth +7

Condition Immunities charmed, exhaustion, petrified

Senses darkvision 60 ft., passive Perception 18

Languages -

CR 7 (XP 2,900; PB +3)

Phasing. The weave hound rolls a d20 at the end of each of your turns. On a roll of 11 or higher, it vanishes from your current plane of existence and appears in the Ethereal Plane. At the start of its next turn, it returns to the nearest unoccupied space it vanished from.

Rejuvenation. Unless killed by with a *disintegrate* spell or similar magic, the weave hound phases into the Ethereal Plane when it dies and returns to life in 2d10 days with all its hit points.

Sense Magic. The weave hound senses magic within 100 feet of it at will. This trait otherwise works like the *detect magic* spell, but isn't itself magical.

Spell Absorption. The weave hound has advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to the spell's level.

Unusual Nature. The weave hound doesn't require sleep.

ACTIONS

Multiattack. The weave hound makes one Bite attack and one Claws attack. It can replace the Bite attack with a use of Howl if available.

Bite. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) force damage, and the target must expend one spell slot. If the creature can't expend or doesn't have spell slots, it can't cast spells or use magical abilities until the end of its next turn.

Claws. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) slashing damage.

Dispelling Howl (1/Day). The weave hound howls in a 15-foot cone, and any spell of level 2 or lower in that area ends.

REACTIONS

Hunger for Magic. *Trigger:* A creature within 20 feet of the weave hound it can see casts a spell. *Response:* The weave hound moves up to half its speed and makes a Bite attack against the target before the target finishes its casting. If the target doesn't have spell slots after that attack, the spell fails and is wasted.



Bite. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 30 (4d12 + 4) force damage, and the target must expend one spell slot. If the creature can't expend or doesn't have spell slots, it can't cast spells or use magical abilities until the end of its next turn.

Claws. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 18 (4d6 + 4) slashing damage.

Dispelling Howl (Recharges after a Rest). The weave hound howls in a 30-foot cone, and any spell of level 4 or lower in that area ends.

REACTIONS

Hunger for Magic. *Trigger:* A creature within 40 feet of the weave hound it can see casts a spell. *Response:* The weave hound moves up to its speed and makes a Bite attack against the target before the target finishes its casting. If the target doesn't have spell slots after that attack, the spell fails and is wasted.