GLOAM HOUND

Large • Monstrosity • Neutral Evil



Armor Class 15
Initiative +4 (14)
Hit Points 123 (13d10 + 52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	7 (-2)	22 (+6)	10 (+0)

Saving Throws Wis +9
Skills Perception +12, Stealth +4
Damage Resistances bludgeoning, piercing, and slashing while in dim light or darkness
Condition Immunities blinded, charmed, deafened, frightened
Senses blindsight 120 ft., passive Perception 22
Languages Understands Common but can't speak
CR 8 (XP 3,900; PB +3)

Foreboding. When the hound is within 10 miles of a creature targeted by its Focus, the target is overcome with a sense of foreboding doom. At the beginning of a long rest, the target needs to succeed on a DC 15 Wisdom saving throw or be too paranoid to sleep or benefit in any form from the long rest.

Perfect Smell. The hound knows the direction and the distance to its target affected by its Focus as long as the target is on the same plane.

Unusual Nature. While the hound uses its Focus on the scent of a creature, it doesn't require food, drink, or sleep.

ACTIONS

Multiattack. The hound makes one Bite attack and uses its Psychic Tail once.

Bite. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 26 (4d10 + 4) piercing damage. A creature targeted by the hound's Focus takes an additional 13 (3d8) psychic damage.

Psychic Tail. *Wisdom Saving Throw:* DC 15, one creature within 15 feet of the hound can see. *Failure:* 14 (4d6) psychic damage, and the target becomes frightened until the end of its next turn.

Focus. The hound focuses on the scent of a creature from a source (such as an object or creature) within 5 feet of it. The source must have been in contact with the targeted prey for at least 1 hour, regardless of how old the scent is. When the hound uses this ability again on a different scent, it breaks the focus on the first scent and loses it.

BONUS ACTIONS

Shadow Jaunt. The hound teleports to an unoccupied space within 30 feet of it that it can see. Both the space it leaves and the destination must be in dim light or darkness.

Extinguish Light. The hound targets a point within 60 feet it can see. All nonmagical light sources in a 30-foot radius centered on that point are extinguished.

GLOAM HOUND — WEAKER



Armor Class 14
Initiative +3 (13)
Hit Points 85 (10d10 + 30)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	7 (-2)	20 (+5)	10 (+0)

Saving Throws Wis +8
Skills Perception +11, Stealth +3
Damage Resistances bludgeoning, piercing, and slashing while in dim light or darkness
Condition Immunities blinded, charmed, deafened, frightened
Senses blindsight 120 ft., passive Perception 21
Languages Understands Common but can't speak
CR 5 (XP 1,800; PB +3)

Foreboding. When the hound is within 10 miles of a creature targeted by its Focus, the target is overcome with a sense of foreboding doom. At the beginning of a long rest, the target needs to succeed on a DC 14 Wisdom saving throw or be too paranoid to sleep or benefit in any form from the long rest.

Perfect Smell. The hound knows the direction and the distance to its target affected by its Focus as long as the target is on the same plane.

Unusual Nature. While the hound uses its Focus on the scent of a creature, it doesn't require food, drink, or sleep.

ACTIONS

Multiattack. The hound makes one Bite attack and uses its Psychic Tail once.

Bite. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 19 (3d10 + 3) piercing damage. A creature targeted by the hound's Focus takes an additional 9 (2d8) psychic damage.

Psychic Tail. *Wisdom Saving Throw:* DC 14, one creature within 15 feet of the hound can see. *Failure:* 10 (3d6) psychic damage, and the target becomes frightened until the end of its next turn.

Focus. The hound focuses on the scent of a creature from a source (such as an object or creature) within 5 feet of it. The source must have been in contact with the targeted prey for at least 1 hour, regardless of how old the scent is. When the hound uses this ability again on a different scent, it breaks the focus on the first scent and loses it.

BONUS ACTIONS

Shadow Jaunt. The hound teleports to an unoccupied space within 30 feet of it that it can see. Both the space it leaves and the destination must be in dim light or darkness.

Extinguish Light. The hound targets a point within 60 feet it can see. All nonmagical light sources in a 30-foot radius centered on that point are extinguished.

GLOAM HOUND — STRONGER



Armor Class 16 **Initiative** +6 (16)
Hit Points 178 (17d10 + 85)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	9 (-1)	24 (+7)	12 (+1)

Saving Throws Wis +11
Skills Perception +15, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing while in dim light or darkness
Condition Immunities blinded, charmed, deafened, frightened
Senses blindsight 120 ft., passive Perception 25
Languages Understands Common but can't speak
CR 11 (XP 7,200; PB +4)

Foreboding. When the hound is within 10 miles of a creature targeted by its Focus, the target is overcome with a sense of foreboding doom. At the beginning of a long rest, the target needs to succeed on a DC 17 Wisdom saving throw or be too paranoid to sleep or benefit in any form from the long rest.

Perfect Smell. The hound knows the direction and the distance to its target affected by its Focus as long as the target is on the same plane.

Unusual Nature. While the hound uses its Focus on the scent of a creature, it doesn't require food, drink, or sleep.

ACTIONS

Multiattack. The hound makes one Bite attack and uses its Psychic Tail once.

Bite. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 32 (5d10 + 5) piercing damage. A creature targeted by the hound's Focus takes an additional 18 (4d8) psychic damage.

Psychic Tail. *Wisdom Saving Throw:* DC 17, one creature within 15 feet of the hound can see. *Failure:* 17 (5d6) psychic damage, and the target becomes frightened until the end of its next turn.

Focus. The hound focuses on the scent of a creature from a source (such as an object or creature) within 5 feet of it. The source must have been in contact with the targeted prey for at least 1 hour, regardless of how old the scent is. When the hound uses this ability again on a different scent, it breaks the focus on the first scent and loses it.

BONUS ACTIONS

Shadow Jaunt. The hound teleports to an unoccupied space within 30 feet of it that it can see. Both the space it leaves and the destination must be in dim light or darkness.

Extinguish Light. The hound targets a point within 60 feet it can see. All nonmagical light sources in a 30-foot radius centered on that point are extinguished.