

# LUCKY

**Y**OU HEAR A RHYTHMIC PITTER PATTER AND TURN around to see an average sized dog. His wheat-colored, mildly shaggy hair gives way to a stretch of white down the middle of his face and belly to match his white paws. Large triangle ears try at first to poke up, but quickly fold downward. His tail is half the length of his body and the hair that falls from it almost defies gravity, like rain falling from a cloud in the distance. The grumbling sound was the dog talking to you, not in a growl, but with an unusual level of conviction for a small animal.

## PERSONALITY

Lucky the dog is 100 lbs. of personality in a 20 lbs. package. He'll love everyone he comes across with enthusiasm. When he talks, he doesn't just bark but has a speaking voice that is something in the middle of a growl and a howl (lots of "oohs", "owws", and "aurrs"). Lucky bounces around a lot and loves to dip his head when he talks, for emphasis.



## CHANCES AROUND

Try using Lucky as a short term companion when the party is chasing down a complicated antagonist. He'll join the party because he's going in the same direction, and maybe he's already met the antagonist and likes them, making it harder for the party to just use violence to resolve their task.

Or, perhaps there is a lost child and Lucky will guide the party through many dangers to find him, only to discover that Lucky left the child with the dog's favorite ball to keep him safe while Lucky went for help.

Either way, Lucky's lesson should be one of unconditional love and empathy.

## THE HEALING POWER OF LOVE

When a creature taking a short rest spends any part of that short rest petting Lucky, they can roll one of their

hit dice without spending it. In addition, they may recover from one level of exhaustion.

## LUCKY

*Small beast, Chaotic Good*

**Armor Class** 12

**Hit Points** 99 (*plot armor*)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	4 (-3)	18 (+4)	12 (+1)

**Saving Throws** Dexterity +5

**Skills** Perception + 7

**Senses** passive Perception 17

**Challenge** 7 (2,900 XP)

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

**Unconditional Love.** An invisible aura of love surrounds Lucky. Creatures within 30 ft. of Lucky that he is aware of cannot be the targeted by an attack or spell. Allies of Lucky have advantage on saving throws versus area of effect attacks or spells.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1d4+2 piercing damage. *Note: Lucky is not proficient in his attack because he wants to love everyone.*

## REACTIONS

**Zoomies.** Lucky gets two reactions every round, but can only use Odds of Success and Special Friend once per round.

**Odds of Success.** Lucky will use his reaction to allow a target creature that he can see within 30 feet to re-roll a failed ability check or saving throw. They must accept the results of the 2nd roll. Lucky wants the best for everyone and will use this ability on the first creature each round to fail an ability check or saving throw, whether they are friend or foe.

**Special Friend.** Lucky wields a beat up old knit bone with some kind of device inside that squeaks loudly when he bites it. When a hostile, non-ally creature that Lucky can see within 60 feet makes an attack roll, an ability check, or a damage roll, he can use his reaction to squeak his bone, then roll a d6 and subtract the number rolled from the creature's roll. The creature is immune if it can't hear Lucky or if it's immune to being charmed.

## IN MEMORIAM

"He was the sweetest boy. He loved treats and scratches. He was a great snuggler."

~Sharon, [@sharonposeyhandmade](#)