

ECLIPSE HOUND

Large • Celestial • Neutral

Armor Class 14

Initiative +1 (11)

Hit Points 90 (12d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	12 (+1)

Skills Perception +7

Damage Resistances force, necrotic, radiant

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 17

Languages Understands Celestial but can't speak

CR 6 (XP 2,300; PB +3)



Event Horizon. *Strength Saving Throw:* DC 13 (with disadvantage if the creature is within the aura of multiple hounds), any creature of the hound's choice starting its turn within 15 feet of the hound. *Failure:* The target's speed is reduced to 0. *Success:* The target's speed is halved.

Implode. The hound explodes when it dies. *Constitution Saving Throw:* DC 13, each creature in a 10-foot emanation originating from the hound. *Failure:* 10 (3d6) force damage. *Success:* Half damage. *Failure or Success:* The body of the hound is disintegrated.

Own Gravity. The hound can climb difficult surfaces, including along ceilings, without needing to make an ability check. Additionally, it takes no damage from falling.

ECLIPSE HOUND — WEAKER

Armor Class 13

Initiative +0 (10)

Hit Points 52 (8d10 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	9 (-1)	12 (+1)	10 (+0)

Skills Perception +5

Damage Resistances force, necrotic, radiant

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 15

Languages Understands Celestial but can't speak

CR 3 (XP 700; PB +2)



Event Horizon. *Strength Saving Throw:* DC 11 (with disadvantage if the creature is within the aura of multiple hounds), any creature of the hound's choice starting its turn within 15 feet of the hound. *Failure:* The target's speed is reduced to 0. *Success:* The target's speed is halved.

Implode. The hound explodes when it dies. *Constitution Saving Throw:* DC 11, each creature in a 5-foot emanation originating from the hound. *Failure:* 7 (2d6) force damage. *Success:* Half damage. *Failure or Success:* The body of the hound is disintegrated.

Own Gravity. The hound can climb difficult surfaces, including along ceilings, without needing to make an ability check. Additionally, it takes no damage from falling.

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

Unusual Nature. The hound doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The hound makes two Bite attacks.

Bite. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) force damage.

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

Unusual Nature. The hound doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The hound makes two Bite attacks.

Bite. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) force damage.

ECLIPSE HOUND — STRONGER

Armor Class 15

Initiative +2 (12)

Hit Points 136 (16d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	11 (+0)	14 (+2)	14 (+2)

Skills Perception +10

Damage Resistances force, necrotic, radiant

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 20

Languages Understands Celestial but can't speak

CR 9 (XP 5,000; PB +4)



Event Horizon. *Strength Saving Throw:* DC 15 (with disadvantage if the creature is within the aura of multiple hounds), any creature of the hound's choice starting its turn within 15 feet of the hound. *Failure:* The target's speed is reduced to 0. *Success:* The target's speed is halved.

Implode. The hound explodes when it dies. *Constitution Saving Throw:* DC 15, each creature in a 10-foot emanation originating from the hound. *Failure:* 14 (4d6) force damage. *Success:* Half damage. *Failure or Success:* The body of the hound is disintegrated.

Own Gravity. The hound can climb difficult surfaces, including along ceilings, without needing to make an ability check. Additionally, it takes no damage from falling.

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

Unusual Nature. The hound doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The hound makes two Bite attacks.

Bite. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 18 (3d8 + 5) piercing damage plus 10 (3d6) force damage.