## 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.

***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.

## 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:* +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.