



Art by Unknown

## CLOCKWORK HOUND

Medium construct, lawful neutral

**Armor Class** 17 (natural armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	6 (-2)	13 (+1)	6 (-2)

**Damage Immunities** poison

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands the language of its master but can't speak it

**Challenge** 3 (700 XP)

**Keen Senses.** The Clockwork Hound has advantage on Wisdom (Perception) checks.

**Pack Tactics.** The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 ft. of the creature and the ally isn't incapacitated.

**Telepathic Bond.** While the defender is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) acid damage.

**Laser Ray (Recharge 5-6).** The hound exhales a powerful blast of arcane energy in a 20-foot long 5-foot-wide line. Each creature in that area must make a DC 13 Dexterity saving throw, taking 9 (2d8) fire damage and 9 (2d8) force damage on a failed save, or half as much damage on a successful one.