



"Faithful and loyal in life, he has earned his place by my side forever more in death." ~ Necromancer Z'ul-tagh

ARTIFICER DEATH HOUND

The story goes that once long ago, an ancient necromancer loved only one thing besides power: his beloved war hounds. When they were killed, he would reanimate them using clockwork parts to replace missing limbs and strengthen them. Once a rare creation, somehow the method of creation has been rediscovered and these creatures are now becoming more widely used by underworld criminals and other nefarious organizations as vault guardians and bodyguards.

Mechanical Monstrosity. The Artificer Death Hound comes in all shapes and sizes but it is always a construct of part clockwork machinery and part undead canine. The eyes have been replaced with crystal orbs that enhance the vision of the hound. Their metal enhanced bodies are typically dulled as to not reflect any light and help them to better blend into the shadows.

Pack Animal The process to create an artificer hound is extremely expensive and time consuming so it is rare to see more than one or two at a time. A pack of these creatures is a testament to the wealth and power of their owner.

Til Undeath do us Part. These hounds are bonded to their master at creation and this bond cannot change or be passed on to another. If the master is killed, the hounds will go berserk and attack anyone and anything in the vicinity until it is put down completely.

ARTIFICER DEATH HOUND

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 83 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Saving Throws Dex +5, Con +6

Skills Acrobatics +5, Perception +3

Damage Resistances piercing and bludgeoning from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages understands Common

Challenge 5 (1800 XP)

Keen Hearing and Smell. The artificer hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

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

Savage. As a bonus action, the artificer hound tears into any adjacent prone creature, inflicting 19 (3d12) slashing damage. The target must succeed on a DC 14 Constitution saving throw or be incapacitated for 1d4 rounds. An incapacitated creature repeats the saving throw at the end of each of its turns; a successful save ends the condition early.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.