

GEAR HOUND

Source: Homebrew.

A gear hound is a clockwork mechanical dog driven by steam power. Typically used as a guard or attack animal by mad wizards or powerful tinkers, gear hounds often give off puffs of steam and sometimes leave trails of water or oil behind them.

Unmotivated: Without a controller, a gear hound is quiescent. While it will defend itself if attacked, a party of adventurers could pass by a pack of uncontrolled gear hounds unmolested as long as they did not strike first. In some cases, however, clever creatures with gear hounds under their control have used this trait to lull adversaries into a false sense of security, letting them pass through a great number of gear hounds before springing the trap.

Easily Subverted: Likewise, a gear hound is easily subverted by informational entities such as Master Control that can inhabit mechanical beings. This unfortunate trait has led to more than one instance of a pack of gear hounds turning upon their master when something else gained control of them.

Gear Hound

Medium natural beast (construct)

HP 57; Bloodied 28

AC 20; Fortitude 18; Reflex 16; Will 14

Speed 8

Level 4 Soldier

XP 175

Initiative +6

Perception +9

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 1d10+7 damage and the target is grabbed (escape DC 10).

(melee) Worry * At Will

Attack: Melee 1 (one grabbed creature); +7 vs. Fortitude.

Hit: 2d8+3 damage and the target is stunned until the end of its next turn.

Miss: Half damage.

Effect: The grab ends.

TRIGGERED ACTIONS

Oily Discharge * Encounter

Trigger: The gear hound is first bloodied.

Effect (No Action): The gear hound's space becomes oily until the end of the encounter. Any creature that enters the square must make an Acrobatics check, DC 14, or fall prone.

Str 19 Dex 15 Wis 15

Con 17 Int 5 Cha 8

Alignment unaligned

Languages -

Uncontrolled Gear Hound

Medium natural beast (construct)

HP 1; a missed attack never damages a minion

AC 26; Fortitude 24; Reflex 22; Will 20

Speed 8

Level 10 Minion Soldier

XP 125

Initiative +9

Perception +12

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 9 damage, and the target is grabbed (escape DC 13). While grabbed by the gear hound, the target grants combat advantage.

TRIGGERED ACTIONS

Oily Discharge * Encounter

Trigger: The gear hound is reduced to 0 hit points.

Effect (No Action): The gear hound's space becomes oily until the end of the encounter. Any creature that enters the square must make an Acrobatics check, DC 18, or fall prone.

Str 19 **Dex** 15 **Wis** 15

Con 17 **Int** 5 **Cha** 8

Alignment unaligned

Languages -