Death Dog

Medium Monstrosity, Neutral Evil

AC 12 (natural armor)

Initiative +2

HP 39 (6d8 + 12)

Speed 40 ft., swim 20 ft., climb 20 ft., crawl 20 ft.

INIT

	STR	DEX	CON	INT	WIS	CHA
Score	15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)
Save	+2	+2	+2	-4	+1	-2

Skills Perception +5, Stealth +4

Senses passive Perception 15, darkvision 120 ft.

CR 1 (200 XP)

Actions

Bite. Melee Attack Roll: +4, reach 5 ft. 4 (1d4 + 2) Piercing damage. If the target is a creature, it is subjected to the following effect. Constitution Saving Throw: DC 12. First Failure The target has the Poisoned condition. While Poisoned, the target's Hit Point maximum doesn't return to normal when finishing a Long Rest, and it repeats the save every 24 hours that elapse, ending the effect on itself on a success. Subsequent Failures: The Poisoned target's Hit Point maximum decreases by 5 (1d10).

Multiattack. The death dog makes two Bite attacks.